

GDCM

Generated by Doxygen 1.9.4



---

<b>1 GDCM Documentation</b>	<b>1</b>
<b>2 Todo List</b>	<b>3</b>
<b>3 Deprecated List</b>	<b>5</b>
<b>4 Bug List</b>	<b>7</b>
<b>5 Namespace Index</b>	<b>9</b>
5.1 Namespace List . . . . .	9
<b>6 Hierarchical Index</b>	<b>11</b>
6.1 Class Hierarchy . . . . .	11
<b>7 Class Index</b>	<b>21</b>
7.1 Class List . . . . .	21
<b>8 File Index</b>	<b>35</b>
8.1 File List . . . . .	35
<b>9 Namespace Documentation</b>	<b>43</b>
9.1 gdcmm Namespace Reference . . . . .	43
9.1.1 Detailed Description . . . . .	58
9.1.2 Typedef Documentation . . . . .	58
9.1.2.1 AECComp . . . . .	58
9.1.2.2 ASComp . . . . .	58
9.1.2.3 BOOL_FUNCTION_PFILE_PFILE_POINTER . . . . .	59
9.1.2.4 CSComp . . . . .	59
9.1.2.5 DAComp . . . . .	59
9.1.2.6 DTComp . . . . .	59
9.1.2.7 FileList . . . . .	59
9.1.2.8 IconImage . . . . .	59
9.1.2.9 LOComp . . . . .	59
9.1.2.10 LTComp . . . . .	60
9.1.2.11 MacroEntry . . . . .	60
9.1.2.12 NestedMacroEntries . . . . .	60
9.1.2.13 PNComp . . . . .	60
9.1.2.14 SHComp . . . . .	60
9.1.2.15 STComp . . . . .	60
9.1.2.16 TMComp . . . . .	60
9.1.2.17 UCComp . . . . .	61
9.1.2.18 UIComp . . . . .	61

9.1.2.19 URComp	61
9.1.2.20 UComp	61
9.1.3 Enumeration Type Documentation	61
9.1.3.1 CompOperators	61
9.1.3.2 ECharSet	62
9.1.3.3 ENQueryType	62
9.1.3.4 EQueryLevel	62
9.1.3.5 EQueryType	63
9.1.3.6 ERootType	63
9.1.3.7 LodModeType	63
9.1.4 Function Documentation	64
9.1.4.1 add1()	64
9.1.4.2 backslash()	64
9.1.4.3 Clamp()	64
9.1.4.4 clean()	64
9.1.4.5 doround()	65
9.1.4.6 GetVRFromTag()	65
9.1.4.7 operator"!=() [1/2]	65
9.1.4.8 operator"!=() [2/2]	65
9.1.4.9 operator<<() [1/59]	65
9.1.4.10 operator<<() [2/59]	66
9.1.4.11 operator<<() [3/59]	66
9.1.4.12 operator<<() [4/59]	66
9.1.4.13 operator<<() [5/59]	66
9.1.4.14 operator<<() [6/59]	66
9.1.4.15 operator<<() [7/59]	66
9.1.4.16 operator<<() [8/59]	67
9.1.4.17 operator<<() [9/59]	67
9.1.4.18 operator<<() [10/59]	67
9.1.4.19 operator<<() [11/59]	67
9.1.4.20 operator<<() [12/59]	67
9.1.4.21 operator<<() [13/59]	67
9.1.4.22 operator<<() [14/59]	68
9.1.4.23 operator<<() [15/59]	68
9.1.4.24 operator<<() [16/59]	68
9.1.4.25 operator<<() [17/59]	68
9.1.4.26 operator<<() [18/59]	68
9.1.4.27 operator<<() [19/59]	69
9.1.4.28 operator<<() [20/59]	69



9.1.4.29 operator<<() [21/59]	69
9.1.4.30 operator<<() [22/59]	69
9.1.4.31 operator<<() [23/59]	69
9.1.4.32 operator<<() [24/59]	69
9.1.4.33 operator<<() [25/59]	70
9.1.4.34 operator<<() [26/59]	70
9.1.4.35 operator<<() [27/59]	70
9.1.4.36 operator<<() [28/59]	70
9.1.4.37 operator<<() [29/59]	70
9.1.4.38 operator<<() [30/59]	70
9.1.4.39 operator<<() [31/59]	71
9.1.4.40 operator<<() [32/59]	71
9.1.4.41 operator<<() [33/59]	71
9.1.4.42 operator<<() [34/59]	71
9.1.4.43 operator<<() [35/59]	71
9.1.4.44 operator<<() [36/59]	71
9.1.4.45 operator<<() [37/59]	72
9.1.4.46 operator<<() [38/59]	72
9.1.4.47 operator<<() [39/59]	72
9.1.4.48 operator<<() [40/59]	72
9.1.4.49 operator<<() [41/59]	72
9.1.4.50 operator<<() [42/59]	72
9.1.4.51 operator<<() [43/59]	73
9.1.4.52 operator<<() [44/59]	73
9.1.4.53 operator<<() [45/59]	73
9.1.4.54 operator<<() [46/59]	73
9.1.4.55 operator<<() [47/59]	73
9.1.4.56 operator<<() [48/59]	73
9.1.4.57 operator<<() [49/59]	74
9.1.4.58 operator<<() [50/59]	74
9.1.4.59 operator<<() [51/59]	74
9.1.4.60 operator<<() [52/59]	74
9.1.4.61 operator<<() [53/59]	74
9.1.4.62 operator<<() [54/59]	75
9.1.4.63 operator<<() [55/59]	75
9.1.4.64 operator<<() [56/59]	75
9.1.4.65 operator<<() [57/59]	75
9.1.4.66 operator<<() [58/59]	75
9.1.4.67 operator<<() [59/59]	76

9.1.4.68 operator==( )	76
9.1.4.69 operator>>( ) [1/3]	76
9.1.4.70 operator>>( ) [2/3]	76
9.1.4.71 operator>>( ) [3/3]	76
9.1.4.72 Round( )	77
9.1.4.73 roundat( )	77
9.1.4.74 TYPETOENCODING( )	77
9.1.4.75 x16printf( )	77
9.1.5 Variable Documentation	77
9.1.5.1 GlobalInstance	78
9.1.5.2 VRBINARY	78
9.2 gdcmm::network Namespace Reference	78
9.2.1 Enumeration Type Documentation	82
9.2.1.1 EEventID	82
9.2.1.2 EStateID	83
9.2.2 Function Documentation	83
9.2.2.1 GetStateIndex( )	84
9.2.3 Variable Documentation	84
9.2.3.1 cMaxEventID	84
9.2.3.2 cMaxStateID	84
9.3 gdcmm::SegmentHelper Namespace Reference	84
9.4 gdcmm::terminal Namespace Reference	84
9.4.1 Detailed Description	85
9.4.2 Enumeration Type Documentation	85
9.4.2.1 Attribute	85
9.4.2.2 Color	86
9.4.2.3 Mode	86
9.4.3 Function Documentation	86
9.4.3.1 setattribute( )	87
9.4.3.2 setbgcolor( )	87
9.4.3.3 setfgcolor( )	87
9.4.3.4 setmode( )	87
<b>10 Class Documentation</b>	<b>89</b>
10.1 gdcmm::network::AAabortPDU Class Reference	89
10.1.1 Detailed Description	90
10.1.2 Constructor & Destructor Documentation	90
10.1.2.1 AAabortPDU( )	90
10.1.3 Member Function Documentation	90

10.1.3.1 IsLastFragment()	90
10.1.3.2 Print()	90
10.1.3.3 Read()	91
10.1.3.4 SetReason()	91
10.1.3.5 SetSource()	91
10.1.3.6 Size()	91
10.1.3.7 Write()	91
10.2 gdcmm::network::AAssociateACPDU Class Reference	92
10.2.1 Detailed Description	93
10.2.2 Member Typedef Documentation	93
10.2.2.1 SizeType	93
10.2.3 Constructor & Destructor Documentation	93
10.2.3.1 AAssociateACPDU()	94
10.2.4 Member Function Documentation	94
10.2.4.1 AddPresentationContextAC()	94
10.2.4.2 GetNumberOfPresentationContextAC()	94
10.2.4.3 GetPresentationContextAC()	94
10.2.4.4 GetUserInfoInformation()	94
10.2.4.5 InitFromRQ()	94
10.2.4.6 IsLastFragment()	95
10.2.4.7 Print()	95
10.2.4.8 Read()	95
10.2.4.9 SetCalledAETitle()	95
10.2.4.10 SetCallingAETitle()	95
10.2.4.11 Size()	95
10.2.4.12 Write()	96
10.2.5 Friends And Related Function Documentation	96
10.2.5.1 AAssociateRQPDU	96
10.3 gdcmm::network::AAssociateRJPDU Class Reference	96
10.3.1 Detailed Description	97
10.3.2 Constructor & Destructor Documentation	97
10.3.2.1 AAssociateRJPDU()	97
10.3.3 Member Function Documentation	97
10.3.3.1 IsLastFragment()	98
10.3.3.2 Print()	98
10.3.3.3 Read()	98
10.3.3.4 Size()	98
10.3.3.5 Write()	98
10.4 gdcmm::network::AAssociateRQPDU Class Reference	99

---

10.4.1 Detailed Description	100
10.4.2 Member Typedef Documentation	100
10.4.2.1 PresentationContextArrayType	101
10.4.2.2 SizeType	101
10.4.3 Constructor & Destructor Documentation	101
10.4.3.1 AAssociateRQPDU() [1/2]	101
10.4.3.2 AAssociateRQPDU() [2/2]	101
10.4.4 Member Function Documentation	101
10.4.4.1 AddPresentationContext()	101
10.4.4.2 GetCalledAETitle()	101
10.4.4.3 GetCallingAETitle()	102
10.4.4.4 GetNumberOfPresentationContext()	102
10.4.4.5 GetPresentationContext()	102
10.4.4.6 GetPresentationContextByAbstractSyntax()	102
10.4.4.7 GetPresentationContextByID()	102
10.4.4.8 GetPresentationContexts()	102
10.4.4.9 GetReserved43_74()	103
10.4.4.10 GetUserInfoInformation()	103
10.4.4.11 IsAETitleValid()	103
10.4.4.12 IsLastFragment()	103
10.4.4.13 Print()	103
10.4.4.14 Read()	104
10.4.4.15 SetCalledAETitle()	104
10.4.4.16 SetCallingAETitle()	104
10.4.4.17 SetUserInfoInformation()	104
10.4.4.18 Size()	104
10.4.4.19 Write()	105
10.4.5 Friends And Related Function Documentation	105
10.4.5.1 AAssociateACPDU	105
10.5 gdcm::AbortEvent Class Reference	105
10.6 gdcm::network::AbstractSyntax Class Reference	106
10.6.1 Detailed Description	107
10.6.2 Constructor & Destructor Documentation	107
10.6.2.1 AbstractSyntax()	107
10.6.3 Member Function Documentation	107
10.6.3.1 GetAsDataElement()	107
10.6.3.2 GetName()	107
10.6.3.3 operator==()	107
10.6.3.4 Print()	107

10.6.3.5 Read()	108
10.6.3.6 SetName()	108
10.6.3.7 SetNameFromUID()	108
10.6.3.8 Size()	108
10.6.3.9 Write()	108
10.7 gdcm::AnonymizeEvent Class Reference	109
10.7.1 Detailed Description	110
10.7.2 Member Typedef Documentation	110
10.7.2.1 Self	110
10.7.2.2 Superclass	110
10.7.3 Constructor & Destructor Documentation	110
10.7.3.1 AnonymizeEvent() [1/2]	111
10.7.3.2 ~AnonymizeEvent()	111
10.7.3.3 AnonymizeEvent() [2/2]	111
10.7.4 Member Function Documentation	111
10.7.4.1 CheckEvent()	111
10.7.4.2 GetEventName()	111
10.7.4.3 GetTag()	112
10.7.4.4 MakeObject()	112
10.7.4.5 operator=()	112
10.7.4.6 SetTag()	112
10.8 gdcm::Anonymizer Class Reference	113
10.8.1 Detailed Description	115
10.8.2 Constructor & Destructor Documentation	116
10.8.2.1 Anonymizer()	116
10.8.2.2 ~Anonymizer()	116
10.8.3 Member Function Documentation	116
10.8.3.1 BALCPPProtect()	116
10.8.3.2 BasicApplicationLevelConfidentialityProfile()	116
10.8.3.3 CanEmptyTag()	117
10.8.3.4 Clear() [1/2]	117
10.8.3.5 Clear() [2/2]	117
10.8.3.6 ClearInternalUIDs()	117
10.8.3.7 Empty() [1/2]	117
10.8.3.8 Empty() [2/2]	118
10.8.3.9 GetBasicApplicationLevelConfidentialityProfileAttributes()	118
10.8.3.10 GetCryptographicMessageSyntax()	118
10.8.3.11 GetFile()	118
10.8.3.12 New()	119

10.8.3.13 RecurseDataSet()	119
10.8.3.14 Remove() [1/2]	119
10.8.3.15 Remove() [2/2]	119
10.8.3.16 RemoveGroupLength()	119
10.8.3.17 RemovePrivateTags()	120
10.8.3.18 RemoveRetired()	120
10.8.3.19 Replace() [1/4]	120
10.8.3.20 Replace() [2/4]	120
10.8.3.21 Replace() [3/4]	120
10.8.3.22 Replace() [4/4]	121
10.8.3.23 SetCryptographicMessageSyntax()	121
10.8.3.24 SetFile()	121
10.9 gdcmm::AnyEvent Class Reference	122
10.10 gdcmm::network::ApplicationContext Class Reference	123
10.10.1 Detailed Description	123
10.10.2 Constructor & Destructor Documentation	124
10.10.2.1 ApplicationContext()	124
10.10.3 Member Function Documentation	124
10.10.3.1 GetName()	124
10.10.3.2 Print()	124
10.10.3.3 Read()	124
10.10.3.4 SetName()	124
10.10.3.5 Size()	125
10.10.3.6 Write()	125
10.11 gdcmm::ApplicationEntity Class Reference	125
10.11.1 Detailed Description	126
10.11.2 Member Function Documentation	126
10.11.2.1 IsValid()	126
10.11.2.2 Print()	126
10.11.2.3 SetBlob()	127
10.11.2.4 Squeeze()	127
10.11.3 Member Data Documentation	127
10.11.3.1 Internal	127
10.11.3.2 MaxLength	127
10.11.3.3 MaxNumberOfComponents	127
10.11.3.4 Padding	127
10.11.3.5 Separator	128
10.12 gdcmm::network::AReleaseRPPDU Class Reference	128
10.12.1 Detailed Description	129

10.12.2 Constructor & Destructor Documentation	129
10.12.2.1 AReleaseRPPDU()	129
10.12.3 Member Function Documentation	129
10.12.3.1 IsLastFragment()	129
10.12.3.2 Print()	129
10.12.3.3 Read()	130
10.12.3.4 Size()	130
10.12.3.5 Write()	130
10.13 gdcmm::network::AReleaseRQPDU Class Reference	130
10.13.1 Detailed Description	131
10.13.2 Constructor & Destructor Documentation	131
10.13.2.1 AReleaseRQPDU()	131
10.13.3 Member Function Documentation	131
10.13.3.1 IsLastFragment()	132
10.13.3.2 Print()	132
10.13.3.3 Read()	132
10.13.3.4 Size()	132
10.13.3.5 Write()	132
10.14 gdcmm::network::ARTIMTimer Class Reference	133
10.14.1 Detailed Description	133
10.14.2 Constructor & Destructor Documentation	133
10.14.2.1 ARTIMTimer()	133
10.14.3 Member Function Documentation	133
10.14.3.1 GetElapsedTime()	134
10.14.3.2 GetHasExpired()	134
10.14.3.3 GetTimeout()	134
10.14.3.4 SetTimeout()	134
10.14.3.5 Start()	134
10.14.3.6 Stop()	134
10.15 gdcmm::ASN1 Class Reference	134
10.15.1 Detailed Description	135
10.15.2 Constructor & Destructor Documentation	135
10.15.2.1 ASN1() [1/2]	135
10.15.2.2 ~ASN1()	135
10.15.2.3 ASN1() [2/2]	135
10.15.3 Member Function Documentation	136
10.15.3.1 operator=()	136
10.15.3.2 ParseDump()	136
10.15.3.3 ParseDumpFile()	136

10.15.3.4 TestPBKDF2()	136
10.16 gdcmm::network::AsynchronousOperationsWindowSub Class Reference	136
10.16.1 Detailed Description	137
10.16.2 Constructor & Destructor Documentation	137
10.16.2.1 AsynchronousOperationsWindowSub()	137
10.16.3 Member Function Documentation	137
10.16.3.1 Print()	137
10.16.3.2 Read()	137
10.16.3.3 Size()	138
10.16.3.4 Write()	138
10.17 gdcmm::Attribute< Group, Element, TVR, TVM > Class Template Reference	138
10.17.1 Detailed Description	140
10.17.2 Member Typedef Documentation	140
10.17.2.1 ArrayType	140
10.17.3 Member Enumeration Documentation	140
10.17.3.1 anonymous enum	140
10.17.4 Member Function Documentation	141
10.17.4.1 GDCM_STATIC_ASSERT() [1/3]	141
10.17.4.2 GDCM_STATIC_ASSERT() [2/3]	141
10.17.4.3 GDCM_STATIC_ASSERT() [3/3]	141
10.17.4.4 GetAsDataElement()	141
10.17.4.5 GetDictVM()	142
10.17.4.6 GetDictVR()	142
10.17.4.7 GetNumberOfValues()	142
10.17.4.8 GetTag()	142
10.17.4.9 GetValue() [1/2]	143
10.17.4.10 GetValue() [2/2]	143
10.17.4.11 GetValues()	143
10.17.4.12 GetVM()	143
10.17.4.13 GetVR()	144
10.17.4.14 operator!=(())	144
10.17.4.15 operator<()	144
10.17.4.16 operator==(())	144
10.17.4.17 operator[]() [1/2]	144
10.17.4.18 operator[]() [2/2]	145
10.17.4.19 Print()	145
10.17.4.20 Set()	145
10.17.4.21 SetByteValue()	145
10.17.4.22 SetByteValueNoSwap()	146



10.17.4.23 SetFromDataElement()	146
10.17.4.24 SetFromDataSet()	146
10.17.4.25 SetValue()	147
10.17.4.26 SetValues()	147
10.17.5 Member Data Documentation	147
10.17.5.1 Internal	147
10.18 gdcmm::Attribute< Group, Element, TVR, VM::VM1 > Class Template Reference	148
10.18.1 Member Typedef Documentation	149
10.18.1.1 ArrayType	149
10.18.2 Member Enumeration Documentation	149
10.18.2.1 anonymous enum	149
10.18.3 Member Function Documentation	150
10.18.3.1 GDCM_STATIC_ASSERT() [1/4]	150
10.18.3.2 GDCM_STATIC_ASSERT() [2/4]	150
10.18.3.3 GDCM_STATIC_ASSERT() [3/4]	150
10.18.3.4 GDCM_STATIC_ASSERT() [4/4]	150
10.18.3.5 GetAsDataElement()	151
10.18.3.6 GetDictVM()	151
10.18.3.7 GetDictVR()	151
10.18.3.8 GetNumberOfValues()	151
10.18.3.9 GetTag()	151
10.18.3.10 GetValue() [1/2]	151
10.18.3.11 GetValue() [2/2]	152
10.18.3.12 GetValues()	152
10.18.3.13 GetVM()	152
10.18.3.14 GetVR()	152
10.18.3.15 operator!=(())	152
10.18.3.16 operator<()	152
10.18.3.17 operator==(())	153
10.18.3.18 Print()	153
10.18.3.19 Set()	153
10.18.3.20 SetByteValue()	153
10.18.3.21 SetByteValueNoSwap()	153
10.18.3.22 SetFromDataElement()	154
10.18.3.23 SetFromDataSet()	154
10.18.3.24 SetValue()	154
10.18.4 Member Data Documentation	154
10.18.4.1 Internal	154
10.19 gdcmm::Attribute< Group, Element, TVR, VM::VM1_3 > Class Template Reference	155

10.19.1 Member Function Documentation	155
10.19.1.1 GetVM()	156
10.20 gdcmm::Attribute< Group, Element, TVR, VM::VM1_8 > Class Template Reference	156
10.20.1 Member Function Documentation	157
10.20.1.1 GetVM()	157
10.21 gdcmm::Attribute< Group, Element, TVR, VM::VM1_n > Class Template Reference	157
10.21.1 Member Typedef Documentation	158
10.21.1.1 ArrayType	158
10.21.2 Constructor & Destructor Documentation	159
10.21.2.1 Attribute()	159
10.21.2.2 ~Attribute()	159
10.21.3 Member Function Documentation	159
10.21.3.1 GDCM_STATIC_ASSERT() [1/3]	159
10.21.3.2 GDCM_STATIC_ASSERT() [2/3]	159
10.21.3.3 GDCM_STATIC_ASSERT() [3/3]	159
10.21.3.4 GetAsDataElement()	160
10.21.3.5 GetDictVM()	160
10.21.3.6 GetDictVR()	160
10.21.3.7 GetNumberOfValues()	160
10.21.3.8 GetTag()	160
10.21.3.9 GetValue() [1/2]	160
10.21.3.10 GetValue() [2/2]	161
10.21.3.11 GetValues()	161
10.21.3.12 GetVM()	161
10.21.3.13 GetVR()	161
10.21.3.14 operator[]() [1/2]	161
10.21.3.15 operator[]() [2/2]	161
10.21.3.16 Print()	162
10.21.3.17 Set()	162
10.21.3.18 SetByteValue()	162
10.21.3.19 SetFromDataElement()	162
10.21.3.20 SetFromDataSet()	162
10.21.3.21 SetNumberOfValues()	163
10.21.3.22 SetValue() [1/2]	163
10.21.3.23 SetValue() [2/2]	163
10.21.3.24 SetValues()	163
10.22 gdcmm::Attribute< Group, Element, TVR, VM::VM2_2n > Class Template Reference	164
10.22.1 Member Function Documentation	165
10.22.1.1 GetVM()	165

10.23 gdcM::Attribute< Group, Element, TVR, VM::VM2_n > Class Template Reference . . . . .	165
10.23.1 Member Function Documentation . . . . .	166
10.23.1.1 GetVM() . . . . .	166
10.24 gdcM::Attribute< Group, Element, TVR, VM::VM3_3n > Class Template Reference . . . . .	167
10.24.1 Member Function Documentation . . . . .	168
10.24.1.1 GetVM() . . . . .	168
10.25 gdcM::Attribute< Group, Element, TVR, VM::VM3_n > Class Template Reference . . . . .	168
10.25.1 Member Function Documentation . . . . .	169
10.25.1.1 GetVM() . . . . .	169
10.26 gdcM::AudioCodec Class Reference . . . . .	170
10.26.1 Detailed Description . . . . .	171
10.26.2 Constructor & Destructor Documentation . . . . .	171
10.26.2.1 AudioCodec() . . . . .	171
10.26.2.2 ~AudioCodec() . . . . .	171
10.26.3 Member Function Documentation . . . . .	171
10.26.3.1 CanCode() . . . . .	171
10.26.3.2 CanDecode() . . . . .	172
10.26.3.3 Decode() . . . . .	172
10.27 gdcM::Base64 Class Reference . . . . .	172
10.27.1 Detailed Description . . . . .	173
10.27.2 Constructor & Destructor Documentation . . . . .	173
10.27.2.1 Base64() . . . . .	173
10.27.3 Member Function Documentation . . . . .	173
10.27.3.1 Decode() . . . . .	173
10.27.3.2 Encode() . . . . .	174
10.27.3.3 GetDecodeLength() . . . . .	174
10.27.3.4 GetEncodeLength() . . . . .	174
10.27.3.5 operator=() . . . . .	175
10.28 gdcM::network::BaseCompositeMessage Class Reference . . . . .	175
10.28.1 Detailed Description . . . . .	176
10.28.2 Constructor & Destructor Documentation . . . . .	176
10.28.2.1 ~BaseCompositeMessage() . . . . .	176
10.28.3 Member Function Documentation . . . . .	176
10.28.3.1 ConstructPDV() . . . . .	176
10.29 gdcM::network::BaseNormalizedMessage Class Reference . . . . .	177
10.29.1 Detailed Description . . . . .	178
10.29.2 Constructor & Destructor Documentation . . . . .	178
10.29.2.1 ~BaseNormalizedMessage() . . . . .	178
10.29.3 Member Function Documentation . . . . .	178

10.29.3.1 ConstructPDV()	178
10.30 gdcmm::network::BasePDU Class Reference	179
10.30.1 Detailed Description	179
10.30.2 Constructor & Destructor Documentation	180
10.30.2.1 ~BasePDU()	180
10.30.3 Member Function Documentation	180
10.30.3.1 IsLastFragment()	180
10.30.3.2 Print()	180
10.30.3.3 Read()	181
10.30.3.4 Size()	181
10.30.3.5 Write()	181
10.31 gdcmm::BaseQuery Class Reference	181
10.31.1 Detailed Description	183
10.31.2 Constructor & Destructor Documentation	183
10.31.2.1 BaseQuery()	183
10.31.2.2 ~BaseQuery()	183
10.31.3 Member Function Documentation	183
10.31.3.1 AddQueryDataSet()	184
10.31.3.2 GetAbstractSyntaxUID()	184
10.31.3.3 GetQueryDataSet() [1/2]	184
10.31.3.4 GetQueryDataSet() [2/2]	184
10.31.3.5 GetSOPInstanceUID()	184
10.31.3.6 Print()	184
10.31.3.7 SetSearchParameter() [1/3]	185
10.31.3.8 SetSearchParameter() [2/3]	185
10.31.3.9 SetSearchParameter() [3/3]	185
10.31.3.10 SetSOPInstanceUID()	185
10.31.3.11 ValidateQuery()	185
10.31.3.12 ValidDataSet()	186
10.31.3.13 WriteHelpFile()	186
10.31.3.14 WriteQuery()	186
10.31.4 Friends And Related Function Documentation	186
10.31.4.1 QueryFactory	186
10.31.5 Member Data Documentation	186
10.31.5.1 mDataSet	186
10.31.5.2 mSopInstanceUID	187
10.32 gdcmm::BaseRootQuery Class Reference	187
10.32.1 Detailed Description	188
10.32.2 Constructor & Destructor Documentation	189

10.32.2.1 BaseRootQuery()	189
10.32.2.2 ~BaseRootQuery()	189
10.32.3 Member Function Documentation	189
10.32.3.1 Construct()	189
10.32.3.2 GetQueryLevelFromQueryRoot()	189
10.32.3.3 GetQueryLevelFromString()	189
10.32.3.4 GetQueryLevelString()	190
10.32.3.5 GetTagListByLevel()	190
10.32.3.6 InitializeDataSet()	190
10.32.3.7 ValidateQuery()	190
10.32.4 Friends And Related Function Documentation	191
10.32.4.1 QueryFactory	191
10.32.5 Member Data Documentation	191
10.32.5.1 mHelpDescription	191
10.32.5.2 mImage	191
10.32.5.3 mPatient	191
10.32.5.4 mRootType	191
10.32.5.5 mSeries	191
10.32.5.6 mStudy	192
10.33 gdcmm::SegmentHelper::BasicCodedEntry Struct Reference	192
10.33.1 Detailed Description	193
10.33.2 Constructor & Destructor Documentation	193
10.33.2.1 BasicCodedEntry() [1/3]	193
10.33.2.2 BasicCodedEntry() [2/3]	193
10.33.2.3 BasicCodedEntry() [3/3]	194
10.33.3 Member Function Documentation	194
10.33.3.1 IsEmpty()	194
10.33.4 Member Data Documentation	194
10.33.4.1 CM	194
10.33.4.2 CSD	194
10.33.4.3 CSV	195
10.33.4.4 CV	195
10.34 gdcmm::BasicOffsetTable Class Reference	195
10.34.1 Detailed Description	196
10.34.2 Constructor & Destructor Documentation	196
10.34.2.1 BasicOffsetTable()	197
10.34.3 Member Function Documentation	197
10.34.3.1 Read()	197
10.34.4 Friends And Related Function Documentation	197

---

10.34.4.1 operator<<	197
10.35 gdcmm::Bitmap Class Reference	198
10.35.1 Detailed Description	200
10.35.2 Member Typedef Documentation	201
10.35.2.1 LUTPtr	201
10.35.3 Constructor & Destructor Documentation	201
10.35.3.1 Bitmap()	201
10.35.3.2 ~Bitmap()	201
10.35.4 Member Function Documentation	201
10.35.4.1 AreOverlaysInPixelData()	201
10.35.4.2 Clear()	201
10.35.4.3 ComputeLossyFlag()	202
10.35.4.4 GetBuffer()	202
10.35.4.5 GetBuffer2()	202
10.35.4.6 GetBufferLength()	202
10.35.4.7 GetColumns()	202
10.35.4.8 GetDataElement() [1/2]	203
10.35.4.9 GetDataElement() [2/2]	203
10.35.4.10 GetDimension()	203
10.35.4.11 GetDimensions()	203
10.35.4.12 GetLUT() [1/2]	203
10.35.4.13 GetLUT() [2/2]	204
10.35.4.14 GetNeedByteSwap()	204
10.35.4.15 GetNumberOfDimensions()	204
10.35.4.16 GetPhotometricInterpretation()	204
10.35.4.17 GetPixelFormat() [1/2]	205
10.35.4.18 GetPixelFormat() [2/2]	205
10.35.4.19 GetPlanarConfiguration()	205
10.35.4.20 GetRows()	205
10.35.4.21 GetTransferSyntax()	205
10.35.4.22 IsEmpty()	206
10.35.4.23 IsLossy()	206
10.35.4.24 IsTransferSyntaxCompatible()	206
10.35.4.25 Print()	206
10.35.4.26 SetColumns()	206
10.35.4.27 SetDataElement()	207
10.35.4.28 SetDimension()	207
10.35.4.29 SetDimensions()	207
10.35.4.30 SetLossyFlag()	207

10.35.4.31 SetLUT()	208
10.35.4.32 SetNeedByteSwap()	208
10.35.4.33 SetNumberOfDimensions()	208
10.35.4.34 SetPhotometricInterpretation()	208
10.35.4.35 SetPixelFormat()	209
10.35.4.36 SetPlanarConfiguration()	209
10.35.4.37 SetRows()	209
10.35.4.38 SetTransferSyntax()	209
10.35.4.39 TryJPEG2000Codec()	210
10.35.4.40 TryJPEG2000Codec2()	210
10.35.4.41 TryJPEGCodec()	210
10.35.4.42 TryJPEGCodec2()	210
10.35.4.43 TryJPEGLSCodec()	210
10.35.4.44 TryKAKADUCodec()	210
10.35.4.45 TryPVRGCodec()	211
10.35.4.46 TryRAWCodec()	211
10.35.4.47 TryRLECodec()	211
10.35.4.48 UnusedBitsPresentInPixelData()	211
10.35.5 Friends And Related Function Documentation	211
10.35.5.1 ImageChangeTransferSyntax	211
10.35.5.2 PixmapReader	211
10.35.6 Member Data Documentation	212
10.35.6.1 Dimensions	212
10.35.6.2 LossyFlag	212
10.35.6.3 LUT	212
10.35.6.4 NeedByteSwap	212
10.35.6.5 NumberOfDimensions	212
10.35.6.6 PF	212
10.35.6.7 PI	213
10.35.6.8 PixelData	213
10.35.6.9 PlanarConfiguration	213
10.35.6.10 TS	213
10.36 gdcm::BitmapToBitmapFilter Class Reference	213
10.36.1 Detailed Description	214
10.36.2 Constructor & Destructor Documentation	215
10.36.2.1 BitmapToBitmapFilter()	215
10.36.2.2 ~BitmapToBitmapFilter()	215
10.36.3 Member Function Documentation	215
10.36.3.1 GetOutput()	215

10.36.3.2	GetOutputAsBitmap()	215
10.36.3.3	SetInput()	215
10.36.4	Member Data Documentation	216
10.36.4.1	Input	216
10.36.4.2	Output	216
10.37	gdcm::BoxRegion Class Reference	216
10.37.1	Detailed Description	218
10.37.2	Constructor & Destructor Documentation	218
10.37.2.1	BoxRegion() [1/2]	218
10.37.2.2	~BoxRegion()	218
10.37.2.3	BoxRegion() [2/2]	218
10.37.3	Member Function Documentation	218
10.37.3.1	Area()	218
10.37.3.2	BoundingBox()	219
10.37.3.3	Clone()	219
10.37.3.4	ComputeBoundingBox()	219
10.37.3.5	Empty()	219
10.37.3.6	GetXMax()	219
10.37.3.7	GetXMin()	220
10.37.3.8	GetYMax()	220
10.37.3.9	GetYMin()	220
10.37.3.10	GetZMax()	220
10.37.3.11	GetZMin()	220
10.37.3.12	IsValid()	220
10.37.3.13	operator=()	221
10.37.3.14	Print()	221
10.37.3.15	SetDomain()	221
10.38	gdcm::ByteBuffer Class Reference	221
10.38.1	Detailed Description	222
10.38.2	Constructor & Destructor Documentation	222
10.38.2.1	ByteBuffer()	222
10.38.3	Member Function Documentation	222
10.38.3.1	Get()	222
10.38.3.2	GetStart()	222
10.38.3.3	ShiftEnd()	223
10.38.3.4	UpdatePosition()	223
10.39	gdcm::ByteSwap< T > Class Template Reference	223
10.39.1	Detailed Description	223
10.39.2	Member Function Documentation	224



10.39.2.1 Swap()	224
10.39.2.2 SwapFromSwapCodeIntoSystem()	224
10.39.2.3 SwapRange()	224
10.39.2.4 SwapRangeFromSwapCodeIntoSystem()	224
10.39.2.5 SystemIsBigEndian()	225
10.39.2.6 SystemIsLittleEndian()	225
10.40 gdcmm::ByteSwapFilter Class Reference	225
10.40.1 Detailed Description	225
10.40.2 Constructor & Destructor Documentation	225
10.40.2.1 ByteSwapFilter() [1/2]	226
10.40.2.2 ~ByteSwapFilter()	226
10.40.2.3 ByteSwapFilter() [2/2]	226
10.40.3 Member Function Documentation	226
10.40.3.1 ByteSwap()	226
10.40.3.2 operator=()	226
10.40.3.3 SetByteSwapTag()	226
10.41 gdcmm::ByteValue Class Reference	227
10.41.1 Detailed Description	229
10.41.2 Constructor & Destructor Documentation	229
10.41.2.1 ByteValue() [1/2]	229
10.41.2.2 ByteValue() [2/2]	229
10.41.2.3 ~ByteValue()	229
10.41.3 Member Function Documentation	230
10.41.3.1 Append()	230
10.41.3.2 Clear()	230
10.41.3.3 ComputeLength()	230
10.41.3.4 Fill()	230
10.41.3.5 GetBuffer()	230
10.41.3.6 GetLength()	231
10.41.3.7 GetPointer()	231
10.41.3.8 GetVoidPointer() [1/2]	231
10.41.3.9 GetVoidPointer() [2/2]	232
10.41.3.10 IsEmpty()	232
10.41.3.11 IsPrintable()	232
10.41.3.12 operator const std::vector< char > &()	232
10.41.3.13 operator=()	232
10.41.3.14 operator==( [1/2]	233
10.41.3.15 operator==( [2/2]	233
10.41.3.16 Print()	233

10.41.3.17 PrintASCII()	233
10.41.3.18 PrintASCIIXML()	233
10.41.3.19 PrintGroupLength()	233
10.41.3.20 PrintHex()	234
10.41.3.21 PrintHexXML()	234
10.41.3.22 PrintPNXML()	234
10.41.3.23 Read() [1/2]	234
10.41.3.24 Read() [2/2]	234
10.41.3.25 SetLength()	234
10.41.3.26 SetLengthOnly()	235
10.41.3.27 Write() [1/2]	235
10.41.3.28 Write() [2/2]	235
10.41.3.29 WriteBuffer()	235
10.42 gdcM::CAPICryptoFactory Class Reference	236
10.42.1 Constructor & Destructor Documentation	236
10.42.1.1 CAPICryptoFactory()	237
10.42.2 Member Function Documentation	237
10.42.2.1 CreateCMSProvider()	237
10.43 gdcM::CAPICryptographicMessageSyntax Class Reference	237
10.43.1 Constructor & Destructor Documentation	238
10.43.1.1 CAPICryptographicMessageSyntax()	238
10.43.1.2 ~CAPICryptographicMessageSyntax()	239
10.43.2 Member Function Documentation	239
10.43.2.1 Decrypt()	239
10.43.2.2 Encrypt()	239
10.43.2.3 GetCipherType()	239
10.43.2.4 GetInitialized()	240
10.43.2.5 ParseCertificateFile()	240
10.43.2.6 ParseKeyFile()	240
10.43.2.7 SetCipherType()	240
10.43.2.8 SetPassword()	240
10.44 gdcM::network::CEchoRQ Class Reference	241
10.44.1 Detailed Description	242
10.44.2 Member Function Documentation	242
10.44.2.1 ConstructPDV()	242
10.44.3 Member Data Documentation	242
10.44.3.1 AffectedSOPClassUID	242
10.44.3.2 MessageID	242
10.45 gdcM::network::CEchoRSP Class Reference	243

10.45.1 Detailed Description	243
10.45.2 Member Function Documentation	244
10.45.2.1 ConstructPDVByDataSet()	244
10.46 gdcmm::network::CFind Class Reference	244
10.46.1 Detailed Description	244
10.47 gdcmm::network::CFindCancelRQ Class Reference	244
10.47.1 Detailed Description	245
10.47.2 Member Function Documentation	245
10.47.2.1 ConstructPDVByDataSet()	245
10.48 gdcmm::network::CFindRQ Class Reference	246
10.48.1 Detailed Description	246
10.48.2 Member Function Documentation	247
10.48.2.1 ConstructPDV()	247
10.49 gdcmm::network::CFindRSP Class Reference	247
10.49.1 Detailed Description	248
10.49.2 Member Function Documentation	248
10.49.2.1 ConstructPDVByDataSet()	248
10.50 gdcmm::Cleaner Class Reference	249
10.50.1 Detailed Description	250
10.50.2 Constructor & Destructor Documentation	251
10.50.2.1 Cleaner()	251
10.50.2.2 ~Cleaner()	251
10.50.3 Member Function Documentation	251
10.50.3.1 Clean()	251
10.50.3.2 Empty() [1/4]	251
10.50.3.3 Empty() [2/4]	251
10.50.3.4 Empty() [3/4]	252
10.50.3.5 Empty() [4/4]	252
10.50.3.6 GetFile()	252
10.50.3.7 New()	252
10.50.3.8 Preserve()	253
10.50.3.9 Remove() [1/4]	253
10.50.3.10 Remove() [2/4]	253
10.50.3.11 Remove() [3/4]	253
10.50.3.12 Remove() [4/4]	253
10.50.3.13 RemoveAllGroupLength()	254
10.50.3.14 RemoveAllIllegal()	254
10.50.3.15 RemoveAllMissingPrivateCreator()	254
10.50.3.16 RemoveMissingPrivateCreator()	254

10.50.3.17 Scrub() [1/4]	254
10.50.3.18 Scrub() [2/4]	254
10.50.3.19 Scrub() [3/4]	255
10.50.3.20 Scrub() [4/4]	255
10.50.3.21 SetFile()	255
10.51 gdcm::network::CMoveCancelRq Class Reference	256
10.51.1 Member Function Documentation	256
10.51.1.1 ConstructPDVByDataSet()	257
10.52 gdcm::network::CMoveRQ Class Reference	257
10.52.1 Detailed Description	258
10.52.2 Member Function Documentation	258
10.52.2.1 ConstructPDV()	258
10.53 gdcm::network::CMoveRSP Class Reference	258
10.53.1 Detailed Description	259
10.53.2 Member Function Documentation	259
10.53.2.1 ConstructPDVByDataSet()	259
10.54 gdcm::Codec Class Reference	260
10.54.1 Detailed Description	260
10.55 gdcm::Coder Class Reference	261
10.55.1 Detailed Description	261
10.55.2 Constructor & Destructor Documentation	261
10.55.2.1 ~Coder()	262
10.55.3 Member Function Documentation	262
10.55.3.1 CanCode()	262
10.55.3.2 Code()	262
10.55.3.3 InternalCode()	262
10.56 gdcm::CodeString Class Reference	263
10.56.1 Detailed Description	264
10.56.2 Member Typedef Documentation	264
10.56.2.1 const_iterator	264
10.56.2.2 const_reference	264
10.56.2.3 const_reverse_iterator	264
10.56.2.4 difference_type	264
10.56.2.5 iterator	265
10.56.2.6 pointer	265
10.56.2.7 reference	265
10.56.2.8 reverse_iterator	265
10.56.2.9 size_type	265
10.56.2.10 value_type	265

10.56.3 Constructor & Destructor Documentation	265
10.56.3.1 CodeString() [1/4]	266
10.56.3.2 CodeString() [2/4]	266
10.56.3.3 CodeString() [3/4]	266
10.56.3.4 CodeString() [4/4]	266
10.56.4 Member Function Documentation	266
10.56.4.1 GetAsString()	266
10.56.4.2 IsValid()	267
10.56.4.3 Size()	267
10.56.4.4 TrimInternal()	267
10.56.5 Friends And Related Function Documentation	267
10.56.5.1 operator"!="	267
10.56.5.2 operator<<	267
10.56.5.3 operator==	268
10.57 gdcM::Command Class Reference	268
10.57.1 Detailed Description	269
10.57.2 Constructor & Destructor Documentation	269
10.57.2.1 Command() [1/2]	270
10.57.2.2 Command() [2/2]	270
10.57.2.3 ~Command()	270
10.57.3 Member Function Documentation	270
10.57.3.1 Execute() [1/2]	270
10.57.3.2 Execute() [2/2]	270
10.57.3.3 operator=()	271
10.58 gdcM::CommandDataSet Class Reference	271
10.58.1 Detailed Description	272
10.58.2 Constructor & Destructor Documentation	272
10.58.2.1 CommandDataSet()	272
10.58.2.2 ~CommandDataSet()	272
10.58.3 Member Function Documentation	272
10.58.3.1 Insert()	273
10.58.3.2 Read()	273
10.58.3.3 Replace()	273
10.58.3.4 Write()	273
10.58.4 Friends And Related Function Documentation	273
10.58.4.1 operator<<	273
10.59 gdcM::network::CompositeMessageFactory Class Reference	274
10.59.1 Detailed Description	274
10.59.2 Member Function Documentation	274

10.59.2.1 ConstructCEchoRQ()	274
10.59.2.2 ConstructCFindRQ()	274
10.59.2.3 ConstructCMoveRQ()	275
10.59.2.4 ConstructCStoreRQ()	275
10.59.2.5 ConstructCStoreRSP()	275
10.60 gdcm::CompositeNetworkFunctions Class Reference	275
10.60.1 Detailed Description	276
10.60.2 Member Typedef Documentation	276
10.60.2.1 KeyValuePairArrayType	276
10.60.2.2 KeyValuePairType	277
10.60.3 Member Function Documentation	277
10.60.3.1 CEcho()	277
10.60.3.2 CFind()	277
10.60.3.3 CMove()	279
10.60.3.4 ConstructQuery() [1/2]	280
10.60.3.5 ConstructQuery() [2/2]	280
10.60.3.6 CStore()	280
10.61 gdcm::ConstCharWrapper Class Reference	281
10.61.1 Detailed Description	281
10.61.2 Constructor & Destructor Documentation	281
10.61.2.1 ConstCharWrapper()	282
10.61.3 Member Function Documentation	282
10.61.3.1 operator const char *()	282
10.62 gdcm::CP246ExplicitDataElement Class Reference	282
10.62.1 Detailed Description	283
10.62.2 Member Function Documentation	283
10.62.2.1 GetLength()	284
10.62.2.2 Read()	284
10.62.2.3 ReadPreValue()	284
10.62.2.4 ReadValue()	284
10.62.2.5 ReadWithLength()	284
10.63 gdcm::CryptoFactory Class Reference	285
10.63.1 Detailed Description	286
10.63.2 Member Enumeration Documentation	286
10.63.2.1 CryptoLib	286
10.63.3 Constructor & Destructor Documentation	286
10.63.3.1 CryptoFactory() [1/2]	286
10.63.3.2 CryptoFactory() [2/2]	287
10.63.3.3 ~CryptoFactory()	287

10.63.4 Member Function Documentation	287
10.63.4.1 CreateCMSProvider()	287
10.63.4.2 GetFactoryInstance()	287
10.64 gdcM::CryptographicMessageSyntax Class Reference	288
10.64.1 Detailed Description	288
10.64.2 Member Enumeration Documentation	289
10.64.2.1 CipherTypes	289
10.64.3 Constructor & Destructor Documentation	289
10.64.3.1 CryptographicMessageSyntax() [1/2]	289
10.64.3.2 ~CryptographicMessageSyntax()	289
10.64.3.3 CryptographicMessageSyntax() [2/2]	289
10.64.4 Member Function Documentation	289
10.64.4.1 Decrypt()	290
10.64.4.2 Encrypt()	290
10.64.4.3 GetCipherType()	290
10.64.4.4 operator=()	290
10.64.4.5 ParseCertificateFile()	291
10.64.4.6 ParseKeyFile()	291
10.64.4.7 SetCipherType()	291
10.64.4.8 SetPassword()	291
10.65 gdcM::CSAElement Class Reference	292
10.65.1 Detailed Description	293
10.65.2 Member Typedef Documentation	293
10.65.2.1 DataPtr	294
10.65.3 Constructor & Destructor Documentation	294
10.65.3.1 CSAElement() [1/2]	294
10.65.3.2 CSAElement() [2/2]	294
10.65.4 Member Function Documentation	294
10.65.4.1 GetByteValue()	294
10.65.4.2 GetKey()	295
10.65.4.3 GetName()	295
10.65.4.4 GetNoOfItems()	295
10.65.4.5 GetSyngoDT()	295
10.65.4.6 GetValue() [1/2]	295
10.65.4.7 GetValue() [2/2]	296
10.65.4.8 GetVM()	296
10.65.4.9 GetVR()	296
10.65.4.10 IsEmpty()	296
10.65.4.11 operator<()	296

10.65.4.12 operator=()	297
10.65.4.13 operator==( )	297
10.65.4.14 SetByteValue()	297
10.65.4.15 SetKey()	297
10.65.4.16 SetName()	297
10.65.4.17 SetNoOfItems()	297
10.65.4.18 SetSyngoDT()	298
10.65.4.19 SetValue()	298
10.65.4.20 SetVM()	298
10.65.4.21 SetVR()	298
10.65.5 Friends And Related Function Documentation	298
10.65.5.1 operator<<	298
10.65.6 Member Data Documentation	298
10.65.6.1 DataField	299
10.65.6.2 KeyField	299
10.65.6.3 NameField	299
10.65.6.4 NoOfItemsField	299
10.65.6.5 SyngoDTField	299
10.65.6.6 ValueMultiplicityField	299
10.65.6.7 VRField	300
10.66 gdcm::CSAHeader Class Reference	300
10.66.1 Detailed Description	301
10.66.2 Member Enumeration Documentation	301
10.66.2.1 CSAHeaderType	301
10.66.3 Constructor & Destructor Documentation	302
10.66.3.1 CSAHeader()	302
10.66.3.2 ~CSAHeader()	302
10.66.4 Member Function Documentation	302
10.66.4.1 FindCSAElementByName()	302
10.66.4.2 GetCSADatInfo()	303
10.66.4.3 GetCSAEEnd()	303
10.66.4.4 GetCSAElementByName()	303
10.66.4.5 GetCSAImageHeaderInfoTag()	303
10.66.4.6 GetCSASeriesHeaderInfoTag()	304
10.66.4.7 GetDataSet()	304
10.66.4.8 GetFormat()	304
10.66.4.9 GetInterfile()	304
10.66.4.10 GetMrProtocol()	304
10.66.4.11 LoadFromDataElement()	305



10.66.4.12 Print()	305
10.66.5 Friends And Related Function Documentation	305
10.66.5.1 operator<<	305
10.67 gdcm::CSAHeaderDict Class Reference	305
10.67.1 Detailed Description	306
10.67.2 Member Typedef Documentation	306
10.67.2.1 ConstIterator	306
10.67.2.2 Iterator	307
10.67.2.3 MapCSAHeaderDictEntry	307
10.67.3 Constructor & Destructor Documentation	307
10.67.3.1 CSAHeaderDict() [1/2]	307
10.67.3.2 CSAHeaderDict() [2/2]	307
10.67.4 Member Function Documentation	307
10.67.4.1 AddCSAHeaderDictEntry()	307
10.67.4.2 Begin()	307
10.67.4.3 End()	308
10.67.4.4 GetCSAHeaderDictEntry()	308
10.67.4.5 IsEmpty()	308
10.67.4.6 LoadDefault()	308
10.67.4.7 operator=()	308
10.67.5 Friends And Related Function Documentation	308
10.67.5.1 Dicts	308
10.67.5.2 operator<<	309
10.68 gdcm::CSAHeaderDictEntry Class Reference	309
10.68.1 Detailed Description	310
10.68.2 Constructor & Destructor Documentation	310
10.68.2.1 CSAHeaderDictEntry()	310
10.68.3 Member Function Documentation	310
10.68.3.1 GetDescription()	310
10.68.3.2 GetName()	311
10.68.3.3 GetVM()	311
10.68.3.4 GetVR()	311
10.68.3.5 operator<()	311
10.68.3.6 SetDescription()	311
10.68.3.7 SetName()	312
10.68.3.8 SetVM()	312
10.68.3.9 SetVR()	312
10.68.4 Friends And Related Function Documentation	312
10.68.4.1 operator<<	312

10.69 gdcmm::CSAHeaderDictException Class Reference	313
10.70 gdcmm::network::CStoreRQ Class Reference	313
10.70.1 Detailed Description	314
10.70.2 Member Function Documentation	314
10.70.2.1 ConstructPDV()	315
10.71 gdcmm::network::CStoreRSP Class Reference	315
10.71.1 Detailed Description	316
10.71.2 Member Function Documentation	316
10.71.2.1 ConstructPDV()	316
10.72 gdcmm::Curve Class Reference	316
10.72.1 Detailed Description	318
10.72.2 Constructor & Destructor Documentation	318
10.72.2.1 Curve() [1/2]	318
10.72.2.2 ~Curve()	318
10.72.2.3 Curve() [2/2]	318
10.72.3 Member Function Documentation	318
10.72.3.1 Decode()	319
10.72.3.2 GetAsPoints()	319
10.72.3.3 GetCurveDataDescriptor()	319
10.72.3.4 GetDataValueRepresentation()	319
10.72.3.5 GetDimensions()	319
10.72.3.6 GetGroup()	319
10.72.3.7 GetNumberOfCurves()	319
10.72.3.8 GetNumberOfPoints()	320
10.72.3.9 GetTypeInfoData()	320
10.72.3.10 GetTypeInfoDataDescription()	320
10.72.3.11 IsEmpty()	320
10.72.3.12 Print()	320
10.72.3.13 SetCoordinateStartValue()	320
10.72.3.14 SetCoordinateStepValue()	321
10.72.3.15 SetCurve()	321
10.72.3.16 SetCurveDataDescriptor()	321
10.72.3.17 SetCurveDescription()	321
10.72.3.18 SetDataValueRepresentation()	321
10.72.3.19 SetDimensions()	321
10.72.3.20 SetGroup()	322
10.72.3.21 SetNumberOfPoints()	322
10.72.3.22 SetTypeInfoData()	322
10.72.3.23 Update()	322

10.73 gdcm::DataElement Class Reference	322
10.73.1 Detailed Description	325
10.73.2 Member Typedef Documentation	326
10.73.2.1 ValuePtr	326
10.73.3 Constructor & Destructor Documentation	326
10.73.3.1 DataElement() [1/2]	326
10.73.3.2 DataElement() [2/2]	326
10.73.4 Member Function Documentation	326
10.73.4.1 Clear()	326
10.73.4.2 Empty()	327
10.73.4.3 GetByteValue()	327
10.73.4.4 GetLength()	327
10.73.4.5 GetSequenceOfFragments() [1/2]	327
10.73.4.6 GetSequenceOfFragments() [2/2]	328
10.73.4.7 GetTag() [1/2]	328
10.73.4.8 GetTag() [2/2]	328
10.73.4.9 GetValue() [1/2]	328
10.73.4.10 GetValue() [2/2]	329
10.73.4.11 GetValueAsSQ()	329
10.73.4.12 GetVL() [1/2]	329
10.73.4.13 GetVL() [2/2]	330
10.73.4.14 GetVR()	330
10.73.4.15 IsEmpty()	330
10.73.4.16 IsUndefinedLength()	331
10.73.4.17 operator<()	331
10.73.4.18 operator=()	331
10.73.4.19 operator==(())	331
10.73.4.20 Read()	331
10.73.4.21 ReadOrSkip()	332
10.73.4.22 ReadPreValue()	332
10.73.4.23 ReadValue()	332
10.73.4.24 ReadValueWithLength()	332
10.73.4.25 ReadWithLength()	332
10.73.4.26 SetByteValue()	333
10.73.4.27 SetTag()	333
10.73.4.28 SetValue()	334
10.73.4.29 SetValueFieldLength()	334
10.73.4.30 SetVL()	334
10.73.4.31 SetVLToUndefined()	334

10.73.4.32 SetVR()	335
10.73.4.33 Write()	335
10.73.5 Friends And Related Function Documentation	335
10.73.5.1 operator<<	335
10.73.6 Member Data Documentation	335
10.73.6.1 TagField	336
10.73.6.2 ValueField	336
10.73.6.3 ValueLengthField	336
10.73.6.4 VRField	336
10.74 gdcmm::DataElementException Class Reference	337
10.75 gdcmm::DataEvent Class Reference	337
10.75.1 Detailed Description	339
10.75.2 Member Typedef Documentation	339
10.75.2.1 Self	339
10.75.2.2 Superclass	339
10.75.3 Constructor & Destructor Documentation	339
10.75.3.1 DataEvent() [1/2]	339
10.75.3.2 ~DataEvent()	340
10.75.3.3 DataEvent() [2/2]	340
10.75.4 Member Function Documentation	340
10.75.4.1 CheckEvent()	340
10.75.4.2 GetData()	340
10.75.4.3 GetDataLength()	340
10.75.4.4 GetEventName()	340
10.75.4.5 MakeObject()	341
10.75.4.6 operator=()	341
10.75.4.7 SetData()	341
10.76 gdcmm::DataSet Class Reference	341
10.76.1 Detailed Description	343
10.76.2 Member Typedef Documentation	344
10.76.2.1 ConstIterator	344
10.76.2.2 DataElementSet	344
10.76.2.3 Iterator	344
10.76.2.4 SizeType	344
10.76.3 Member Function Documentation	345
10.76.3.1 Begin() [1/2]	345
10.76.3.2 Begin() [2/2]	345
10.76.3.3 Clear()	345
10.76.3.4 ComputeDataElement()	345

10.76.3.5 ComputeGroupLength()	345
10.76.3.6 End() [1/2]	346
10.76.3.7 End() [2/2]	346
10.76.3.8 FindDataElement() [1/2]	346
10.76.3.9 FindDataElement() [2/2]	346
10.76.3.10 FindNextDataElement()	347
10.76.3.11 GetDataElement() [1/2]	347
10.76.3.12 GetDataElement() [2/2]	347
10.76.3.13 GetDEEnd()	348
10.76.3.14 GetDES() [1/2]	348
10.76.3.15 GetDES() [2/2]	348
10.76.3.16 GetLength()	348
10.76.3.17 GetMediaStorage()	348
10.76.3.18 GetPrivateCreator()	348
10.76.3.19 GetPrivateTag()	349
10.76.3.20 Insert()	349
10.76.3.21 InsertDataElement()	349
10.76.3.22 IsEmpty()	349
10.76.3.23 operator>()()	350
10.76.3.24 operator=()	350
10.76.3.25 operator[]()	350
10.76.3.26 Print()	350
10.76.3.27 Read()	350
10.76.3.28 ReadNested()	351
10.76.3.29 ReadSelectedPrivateTags()	351
10.76.3.30 ReadSelectedPrivateTagsWithLength()	351
10.76.3.31 ReadSelectedTags()	351
10.76.3.32 ReadSelectedTagsWithLength()	351
10.76.3.33 ReadUpToTag()	352
10.76.3.34 ReadUpToTagWithLength()	352
10.76.3.35 ReadWithLength()	352
10.76.3.36 Remove()	352
10.76.3.37 Replace()	353
10.76.3.38 ReplaceEmpty()	353
10.76.3.39 Size()	353
10.76.3.40 Write()	354
10.76.4 Friends And Related Function Documentation	354
10.76.4.1 CSAHeader	354
10.76.4.2 operator<<	354

10.77 gdcm::DataSetEvent Class Reference	354
10.77.1 Detailed Description	355
10.77.2 Member Typedef Documentation	356
10.77.2.1 Self	356
10.77.2.2 Superclass	356
10.77.3 Constructor & Destructor Documentation	356
10.77.3.1 DataSetEvent() [1/2]	356
10.77.3.2 ~DataSetEvent()	356
10.77.3.3 DataSetEvent() [2/2]	356
10.77.4 Member Function Documentation	356
10.77.4.1 CheckEvent()	357
10.77.4.2 GetDataSet()	357
10.77.4.3 GetEventName()	357
10.77.4.4 MakeObject()	357
10.77.4.5 operator=()	357
10.77.5 Member Data Documentation	357
10.77.5.1 m_DataSet	358
10.78 gdcm::DataSetHelper Class Reference	358
10.78.1 Detailed Description	358
10.78.2 Member Function Documentation	358
10.78.2.1 ComputeVR()	358
10.79 gdcm::Decoder Class Reference	359
10.79.1 Detailed Description	359
10.79.2 Constructor & Destructor Documentation	359
10.79.2.1 ~Decoder()	360
10.79.3 Member Function Documentation	360
10.79.3.1 CanDecode()	360
10.79.3.2 Decode()	360
10.79.3.3 DecodeByStreams()	360
10.80 gdcm::DefinedTerms Class Reference	361
10.80.1 Detailed Description	361
10.80.2 Constructor & Destructor Documentation	361
10.80.2.1 DefinedTerms()	361
10.81 gdcm::Defs Class Reference	361
10.81.1 Detailed Description	362
10.81.2 Constructor & Destructor Documentation	362
10.81.2.1 Defs() [1/2]	363
10.81.2.2 ~Defs()	363
10.81.2.3 Defs() [2/2]	363

10.81.3 Member Function Documentation	363
10.81.3.1 GetIODFromFile()	363
10.81.3.2 GetIODNameFromMediaStorage()	363
10.81.3.3 GetIODs() [1/2]	363
10.81.3.4 GetIODs() [2/2]	364
10.81.3.5 GetMacros() [1/2]	364
10.81.3.6 GetMacros() [2/2]	364
10.81.3.7 GetModules() [1/2]	364
10.81.3.8 GetModules() [2/2]	364
10.81.3.9 GetTypeFromTag()	365
10.81.3.10 IsEmpty()	365
10.81.3.11 LoadDefaults()	365
10.81.3.12 LoadFromFile()	365
10.81.3.13 operator=()	365
10.81.3.14 Verify() [1/2]	365
10.81.3.15 Verify() [2/2]	366
10.81.4 Friends And Related Function Documentation	366
10.81.4.1 Global	366
10.82 gdcM::DeltaEncodingCodec Class Reference	366
10.82.1 Detailed Description	367
10.82.2 Constructor & Destructor Documentation	367
10.82.2.1 DeltaEncodingCodec()	367
10.82.2.2 ~DeltaEncodingCodec()	367
10.82.3 Member Function Documentation	368
10.82.3.1 CanDecode()	368
10.82.3.2 Decode() [1/2]	368
10.82.3.3 Decode() [2/2]	368
10.83 gdcM::DICOMDIR Class Reference	368
10.83.1 Detailed Description	369
10.83.2 Constructor & Destructor Documentation	369
10.83.2.1 DICOMDIR() [1/2]	369
10.83.2.2 DICOMDIR() [2/2]	369
10.84 gdcM::DICOMDIRGenerator Class Reference	369
10.84.1 Detailed Description	370
10.84.2 Member Typedef Documentation	371
10.84.2.1 FilenamesType	371
10.84.2.2 FilenameType	371
10.84.3 Constructor & Destructor Documentation	371
10.84.3.1 DICOMDIRGenerator()	371

10.84.3.2 ~DICOMDIRGenerator()	371
10.84.4 Member Function Documentation	371
10.84.4.1 AddImageDirectoryRecord()	371
10.84.4.2 AddPatientDirectoryRecord()	372
10.84.4.3 AddSeriesDirectoryRecord()	372
10.84.4.4 AddStudyDirectoryRecord()	372
10.84.4.5 Generate()	372
10.84.4.6 GetFile()	372
10.84.4.7 GetScanner()	372
10.84.4.8 SetDescriptor()	373
10.84.4.9 SetFile()	373
10.84.4.10 SetFileNames()	373
10.84.4.11 SetRootDirectory()	373
10.85 gdcmm::Dict Class Reference	374
10.85.1 Detailed Description	374
10.85.2 Member Typedef Documentation	375
10.85.2.1 ConstIterator	375
10.85.2.2 Iterator	375
10.85.2.3 MapDictEntry	375
10.85.3 Constructor & Destructor Documentation	375
10.85.3.1 Dict() [1/2]	375
10.85.3.2 Dict() [2/2]	375
10.85.4 Member Function Documentation	375
10.85.4.1 AddDictEntry()	376
10.85.4.2 Begin()	376
10.85.4.3 End()	376
10.85.4.4 GetDictEntry()	376
10.85.4.5 GetDictEntryByKeyword()	376
10.85.4.6 GetDictEntryByName()	377
10.85.4.7 GetKeywordFromTag()	377
10.85.4.8 IsEmpty()	377
10.85.4.9 LoadDefault()	377
10.85.4.10 operator=()	377
10.85.5 Friends And Related Function Documentation	377
10.85.5.1 Dicts	378
10.85.5.2 operator<<	378
10.86 gdcmm::DictConverter Class Reference	378
10.86.1 Detailed Description	379
10.86.2 Member Enumeration Documentation	379



10.86.2.1 OutputTypes	379
10.86.3 Constructor & Destructor Documentation	380
10.86.3.1 DictConverter()	380
10.86.3.2 ~DictConverter()	380
10.86.4 Member Function Documentation	380
10.86.4.1 AddGroupLength()	380
10.86.4.2 Convert()	380
10.86.4.3 ConvertToCXX()	380
10.86.4.4 ConvertToXML()	381
10.86.4.5 GetDictName()	381
10.86.4.6 GetInputFilename()	381
10.86.4.7 GetOutputFilename()	381
10.86.4.8 GetOutputType()	381
10.86.4.9 Readuint16()	381
10.86.4.10 ReadVM()	382
10.86.4.11 ReadVR()	382
10.86.4.12 SetDictName()	382
10.86.4.13 SetInputFileName()	382
10.86.4.14 SetOutputFileName()	382
10.86.4.15 SetOutputType()	382
10.86.4.16 WriteFooter()	383
10.86.4.17 WriteHeader()	383
10.87 gdcmm::DictEntry Class Reference	383
10.87.1 Detailed Description	384
10.87.2 Constructor & Destructor Documentation	384
10.87.2.1 DictEntry()	384
10.87.3 Member Function Documentation	384
10.87.3.1 GetKeyword()	385
10.87.3.2 GetName()	385
10.87.3.3 GetRetired()	385
10.87.3.4 GetVM()	385
10.87.3.5 GetVR()	386
10.87.3.6 IsUnique()	386
10.87.3.7 SetElementXX()	386
10.87.3.8 SetGroupXX()	386
10.87.3.9 SetKeyword()	386
10.87.3.10 SetName()	387
10.87.3.11 SetRetired()	387
10.87.3.12 SetVM()	387

10.87.3.13 SetVR()	387
10.87.4 Friends And Related Function Documentation	387
10.87.4.1 Dict	387
10.87.4.2 operator<<	388
10.88 gdcmm::DictPrinter Class Reference	388
10.88.1 Detailed Description	389
10.88.2 Constructor & Destructor Documentation	389
10.88.2.1 DictPrinter()	390
10.88.2.2 ~DictPrinter()	390
10.88.3 Member Function Documentation	390
10.88.3.1 Print()	390
10.88.3.2 PrintDataElement2()	390
10.88.3.3 PrintDataSet2()	390
10.89 gdcmm::Dicts Class Reference	391
10.89.1 Detailed Description	392
10.89.2 Member Enumeration Documentation	392
10.89.2.1 ConstructorType	392
10.89.3 Constructor & Destructor Documentation	392
10.89.3.1 Dicts() [1/2]	392
10.89.3.2 ~Dicts()	392
10.89.3.3 Dicts() [2/2]	393
10.89.4 Member Function Documentation	393
10.89.4.1 GetConstructorString()	393
10.89.4.2 GetCSAHeaderDict()	393
10.89.4.3 GetDictEntry() [1/2]	393
10.89.4.4 GetDictEntry() [2/2]	393
10.89.4.5 GetPrivateDict() [1/2]	394
10.89.4.6 GetPrivateDict() [2/2]	394
10.89.4.7 GetPublicDict()	394
10.89.4.8 IsEmpty()	394
10.89.4.9 LoadDefaults()	394
10.89.4.10 operator=()	394
10.89.5 Friends And Related Function Documentation	394
10.89.5.1 Global	395
10.89.5.2 operator<<	395
10.90 gdcmm::network::DIMSE Class Reference	395
10.90.1 Detailed Description	396
10.90.2 Member Enumeration Documentation	396
10.90.2.1 CommandTypes	396

10.91 gdcmm::DirectionCosines Class Reference	397
10.91.1 Detailed Description	397
10.91.2 Constructor & Destructor Documentation	398
10.91.2.1 DirectionCosines() [1/2]	398
10.91.2.2 DirectionCosines() [2/2]	398
10.91.2.3 ~DirectionCosines()	398
10.91.3 Member Function Documentation	398
10.91.3.1 ComputeDistAlongNormal()	398
10.91.3.2 Cross()	398
10.91.3.3 CrossDot()	399
10.91.3.4 Dot() [1/2]	399
10.91.3.5 Dot() [2/2]	399
10.91.3.6 IsValid()	399
10.91.3.7 Normalize() [1/2]	399
10.91.3.8 Normalize() [2/2]	400
10.91.3.9 operator const double *()	400
10.91.3.10 Print()	400
10.91.3.11 SetFromString()	400
10.92 gdcmm::Directory Class Reference	400
10.92.1 Detailed Description	401
10.92.2 Member Typedef Documentation	402
10.92.2.1 FilenamesType	402
10.92.2.2 FilenameType	402
10.92.3 Constructor & Destructor Documentation	402
10.92.3.1 Directory()	402
10.92.3.2 ~Directory()	402
10.92.4 Member Function Documentation	402
10.92.4.1 Explore()	403
10.92.4.2 GetDirectories()	403
10.92.4.3 GetFilenames()	403
10.92.4.4 GetToplevel()	403
10.92.4.5 Load()	404
10.92.4.6 Print()	404
10.92.5 Friends And Related Function Documentation	404
10.92.5.1 operator<<	404
10.93 gdcmm::DirectoryHelper Class Reference	405
10.93.1 Detailed Description	405
10.93.2 Member Function Documentation	405
10.93.2.1 GetCTImageSeriesUIDs()	405

10.93.2.2 GetFileNamesFromSeriesUIDs()	406
10.93.2.3 GetFrameOfReference()	406
10.93.2.4 GetMRImageSeriesUIDs()	406
10.93.2.5 GetRTStructSeriesUIDs()	406
10.93.2.6 GetSeriesUIDsBySOPClassUID()	406
10.93.2.7 GetSOPClassUID()	406
10.93.2.8 GetStringValFromTag()	407
10.93.2.9 LoadImageFromFiles()	407
10.93.2.10 RetrieveSOPInstanceUIDFromIndex()	407
10.93.2.11 RetrieveSOPInstanceUIDFromZPosition()	407
10.94 gdcm::DPath Class Reference	407
10.94.1 Detailed Description	408
10.94.2 Constructor & Destructor Documentation	408
10.94.2.1 DPath()	408
10.94.2.2 ~DPath()	408
10.94.3 Member Function Documentation	409
10.94.3.1 ConstructFromString()	409
10.94.3.2 IsValid()	409
10.94.3.3 Match()	409
10.94.3.4 operator<()	409
10.94.3.5 Print()	409
10.94.4 Friends And Related Function Documentation	410
10.94.4.1 operator<<	410
10.95 gdcm::DummyValueGenerator Class Reference	410
10.95.1 Detailed Description	410
10.95.2 Member Function Documentation	410
10.95.2.1 Generate()	411
10.96 gdcm::Dumper Class Reference	411
10.96.1 Detailed Description	412
10.96.2 Constructor & Destructor Documentation	412
10.96.2.1 Dumper()	413
10.96.2.2 ~Dumper()	413
10.97 gdcm::Element< TVR, TVM > Class Template Reference	413
10.97.1 Detailed Description	415
10.97.2 Member Typedef Documentation	415
10.97.2.1 Type	415
10.97.3 Member Function Documentation	415
10.97.3.1 GetAsDataElement()	415
10.97.3.2 GetLength()	416

10.97.3.3 GetValue() [1/2]	416
10.97.3.4 GetValue() [2/2]	416
10.97.3.5 GetValues()	416
10.97.3.6 GetVM()	416
10.97.3.7 GetVR()	417
10.97.3.8 operator[]()	417
10.97.3.9 Print()	417
10.97.3.10 Read()	417
10.97.3.11 Set()	417
10.97.3.12 SetFromDataElement()	418
10.97.3.13 SetNoSwap()	418
10.97.3.14 SetValue()	418
10.97.3.15 Write()	418
10.97.4 Member Data Documentation	419
10.97.4.1 Internal	419
10.98 gdcmm::Element< TVR, VM::VM1_2 > Class Template Reference	419
10.98.1 Member Typedef Documentation	420
10.98.1.1 Parent	420
10.98.2 Member Function Documentation	420
10.98.2.1 SetLength()	420
10.99 gdcmm::Element< TVR, VM::VM1_n > Class Template Reference	421
10.99.1 Member Typedef Documentation	422
10.99.1.1 Type	422
10.99.2 Constructor & Destructor Documentation	422
10.99.2.1 Element() [1/2]	422
10.99.2.2 ~Element()	422
10.99.2.3 Element() [2/2]	422
10.99.3 Member Function Documentation	423
10.99.3.1 GetAsDataElement()	423
10.99.3.2 GetLength()	423
10.99.3.3 GetValue() [1/2]	423
10.99.3.4 GetValue() [2/2]	423
10.99.3.5 GetVM()	423
10.99.3.6 GetVR()	424
10.99.3.7 operator=()	424
10.99.3.8 operator[]()	424
10.99.3.9 Print()	424
10.99.3.10 Read()	424
10.99.3.11 Set()	424

10.99.3.12 SetArray()	425
10.99.3.13 SetFromDataElement()	425
10.99.3.14 SetLength()	425
10.99.3.15 SetNoSwap()	425
10.99.3.16 SetValue()	425
10.99.3.17 Write()	426
10.99.3.18 WriteASCII()	426
10.100 gdcmm::Element< TVR, VM::VM2_2n > Class Template Reference	426
10.100.1 Member Typedef Documentation	427
10.100.1.1 Parent	427
10.100.2 Member Function Documentation	427
10.100.2.1 SetLength()	428
10.101 gdcmm::Element< TVR, VM::VM2_n > Class Template Reference	428
10.101.1 Member Typedef Documentation	429
10.101.1.1 Parent	429
10.101.2 Member Function Documentation	429
10.101.2.1 SetLength()	430
10.102 gdcmm::Element< TVR, VM::VM3_3n > Class Template Reference	430
10.102.1 Member Typedef Documentation	431
10.102.1.1 Parent	431
10.102.2 Member Function Documentation	431
10.102.2.1 SetLength()	432
10.103 gdcmm::Element< TVR, VM::VM3_4 > Class Template Reference	432
10.103.1 Member Typedef Documentation	433
10.103.1.1 Parent	433
10.103.2 Member Function Documentation	433
10.103.2.1 SetLength()	433
10.104 gdcmm::Element< TVR, VM::VM3_n > Class Template Reference	434
10.104.1 Member Typedef Documentation	435
10.104.1.1 Parent	435
10.104.2 Member Function Documentation	435
10.104.2.1 SetLength()	435
10.105 gdcmm::Element< VR::AS, VM::VM5 > Class Reference	435
10.105.1 Member Function Documentation	436
10.105.1.1 GetLength()	436
10.105.1.2 Print()	436
10.105.2 Member Data Documentation	436
10.105.2.1 Internal	436
10.106 gdcmm::Element< VR::OB, VM::VM1 > Class Reference	436

10.107 gdcM::Element< VR::OW, VM::VM1 > Class Reference . . . . .	438
10.108 gdcM::ElementDisableCombinations< TVR, TVM > Class Template Reference . . . . .	440
10.108.1 Detailed Description . . . . .	441
10.109 gdcM::ElementDisableCombinations< VR::OB, VM::VM1_n > Class Reference . . . . .	441
10.110 gdcM::ElementDisableCombinations< VR::OW, VM::VM1_n > Class Reference . . . . .	441
10.111 gdcM::EmptyMaskGenerator Class Reference . . . . .	441
10.111.1 Detailed Description . . . . .	442
10.111.2 Member Enumeration Documentation . . . . .	443
10.111.2.1 SOPClassUIDMode . . . . .	443
10.111.3 Constructor & Destructor Documentation . . . . .	443
10.111.3.1 EmptyMaskGenerator() . . . . .	443
10.111.3.2 ~EmptyMaskGenerator() . . . . .	443
10.111.4 Member Function Documentation . . . . .	443
10.111.4.1 Execute() . . . . .	443
10.111.4.2 SetInputDirectory() . . . . .	444
10.111.4.3 SetOutputDirectory() . . . . .	444
10.111.4.4 SetSOPClassUIDMode() . . . . .	444
10.112 gdcM::EncapsulatedDocument Class Reference . . . . .	444
10.112.1 Detailed Description . . . . .	445
10.112.2 Constructor & Destructor Documentation . . . . .	445
10.112.2.1 EncapsulatedDocument() . . . . .	445
10.113 gdcM::EncodingImplementation< T > Class Template Reference . . . . .	445
10.113.1 Detailed Description . . . . .	445
10.114 gdcM::EncodingImplementation< VR::VRASCII > Class Reference . . . . .	446
10.114.1 Member Function Documentation . . . . .	446
10.114.1.1 Read() . . . . .	446
10.114.1.2 ReadComputeLength() . . . . .	446
10.114.1.3 ReadNoSwap() . . . . .	447
10.114.1.4 Write() [1/2] . . . . .	447
10.114.1.5 Write() [2/2] . . . . .	447
10.115 gdcM::EncodingImplementation< VR::VRBINARY > Class Reference . . . . .	447
10.115.1 Member Function Documentation . . . . .	448
10.115.1.1 Read() . . . . .	448
10.115.1.2 ReadComputeLength() . . . . .	448
10.115.1.3 ReadNoSwap() . . . . .	448
10.115.1.4 Write() . . . . .	448
10.116 gdcM::EndEvent Class Reference . . . . .	449
10.117 gdcM::EnumeratedValues Class Reference . . . . .	450
10.117.1 Detailed Description . . . . .	450

10.117.2 Constructor & Destructor Documentation	450
10.117.2.1 EnumeratedValues()	450
10.118 gdcmm::EquipmentManufacturer Class Reference	450
10.118.1 Detailed Description	451
10.118.2 Member Enumeration Documentation	451
10.118.2.1 Type	451
10.118.3 Member Function Documentation	452
10.118.3.1 Compute()	452
10.118.3.2 ToString()	452
10.119 gdcmm::Event Class Reference	452
10.119.1 Detailed Description	454
10.119.2 Constructor & Destructor Documentation	454
10.119.2.1 Event() [1/2]	454
10.119.2.2 ~Event()	454
10.119.2.3 Event() [2/2]	454
10.119.3 Member Function Documentation	454
10.119.3.1 CheckEvent()	454
10.119.3.2 GetEventName()	455
10.119.3.3 MakeObject()	455
10.119.3.4 operator=()	455
10.119.3.5 Print()	455
10.120 gdcmm::Exception Class Reference	456
10.120.1 Detailed Description	457
10.120.2 Constructor & Destructor Documentation	457
10.120.2.1 Exception()	457
10.120.2.2 ~Exception()	457
10.120.3 Member Function Documentation	457
10.120.3.1 GetDescription()	458
10.120.3.2 what()	458
10.121 gdcmm::ExitEvent Class Reference	458
10.122 gdcmm::ExplicitDataElement Class Reference	459
10.122.1 Detailed Description	460
10.122.2 Member Function Documentation	461
10.122.2.1 GetLength()	461
10.122.2.2 Read()	461
10.122.2.3 ReadPreValue()	461
10.122.2.4 ReadValue()	461
10.122.2.5 ReadWithLength()	461
10.122.2.6 Write()	462



10.123 gdcmm::ExplicitImplicitDataElement Class Reference . . . . .	462
10.123.1 Detailed Description . . . . .	463
10.123.2 Member Function Documentation . . . . .	464
10.123.2.1 GetLength() . . . . .	464
10.123.2.2 Read() . . . . .	464
10.123.2.3 ReadPreValue() . . . . .	464
10.123.2.4 ReadValue() . . . . .	464
10.123.2.5 ReadWithLength() . . . . .	464
10.124 gdcmm::Fiducials Class Reference . . . . .	465
10.124.1 Detailed Description . . . . .	465
10.124.2 Constructor & Destructor Documentation . . . . .	465
10.124.2.1 Fiducials() . . . . .	465
10.125 gdcmm::File Class Reference . . . . .	465
10.125.1 Detailed Description . . . . .	467
10.125.2 Constructor & Destructor Documentation . . . . .	467
10.125.2.1 File() . . . . .	468
10.125.2.2 ~File() . . . . .	468
10.125.3 Member Function Documentation . . . . .	468
10.125.3.1 GetDataSet() [1/2] . . . . .	468
10.125.3.2 GetDataSet() [2/2] . . . . .	468
10.125.3.3 GetHeader() [1/2] . . . . .	469
10.125.3.4 GetHeader() [2/2] . . . . .	469
10.125.3.5 Read() . . . . .	469
10.125.3.6 SetDataSet() . . . . .	469
10.125.3.7 SetHeader() . . . . .	469
10.125.3.8 Write() . . . . .	470
10.125.4 Friends And Related Function Documentation . . . . .	470
10.125.4.1 operator<< . . . . .	470
10.126 gdcmm::FileAnonymizer Class Reference . . . . .	470
10.126.1 Detailed Description . . . . .	471
10.126.2 Constructor & Destructor Documentation . . . . .	472
10.126.2.1 FileAnonymizer() . . . . .	472
10.126.2.2 ~FileAnonymizer() . . . . .	472
10.126.3 Member Function Documentation . . . . .	472
10.126.3.1 Empty() . . . . .	472
10.126.3.2 Remove() . . . . .	473
10.126.3.3 Replace() [1/2] . . . . .	473
10.126.3.4 Replace() [2/2] . . . . .	473
10.126.3.5 SetInputFileName() . . . . .	473

10.126.3.6 SetOutputFileName()	474
10.126.3.7 Write()	474
10.127 gdcmm::FileChangeTransferSyntax Class Reference	474
10.127.1 Detailed Description	475
10.127.2 Constructor & Destructor Documentation	476
10.127.2.1 FileChangeTransferSyntax()	476
10.127.2.2 ~FileChangeTransferSyntax()	476
10.127.3 Member Function Documentation	476
10.127.3.1 Change()	476
10.127.3.2 GetCodec()	477
10.127.3.3 New()	477
10.127.3.4 SetInputFileName()	477
10.127.3.5 SetOutputFileName()	477
10.127.3.6 SetTransferSyntax()	478
10.128 gdcmm::FileDecompressLookupTable Class Reference	478
10.128.1 Detailed Description	479
10.128.2 Constructor & Destructor Documentation	479
10.128.2.1 FileDecompressLookupTable()	480
10.128.2.2 ~FileDecompressLookupTable()	480
10.128.3 Member Function Documentation	480
10.128.3.1 Change()	480
10.128.3.2 GetFile()	480
10.128.3.3 GetPixmap() [1/2]	480
10.128.3.4 GetPixmap() [2/2]	480
10.128.3.5 SetFile()	481
10.128.3.6 SetPixmap()	481
10.129 gdcmm::FileDerivation Class Reference	481
10.129.1 Detailed Description	482
10.129.2 Constructor & Destructor Documentation	482
10.129.2.1 FileDerivation()	482
10.129.2.2 ~FileDerivation()	482
10.129.3 Member Function Documentation	482
10.129.3.1 AddDerivationDescription()	483
10.129.3.2 AddPurposeOfReferenceCodeSequence()	483
10.129.3.3 AddReference()	483
10.129.3.4 AddSourceImageSequence()	483
10.129.3.5 Derive()	483
10.129.3.6 GetFile() [1/2]	484
10.129.3.7 GetFile() [2/2]	484

10.129.3.8 SetAppendDerivationHistory()	484
10.129.3.9 SetDerivationCodeSequenceCodeValue()	484
10.129.3.10 SetDerivationDescription()	484
10.129.3.11 SetFile()	485
10.129.3.12 SetPurposeOfReferenceCodeSequenceCodeValue()	485
10.130 gdcm::FileExplicitFilter Class Reference	485
10.130.1 Detailed Description	486
10.130.2 Constructor & Destructor Documentation	486
10.130.2.1 FileExplicitFilter()	486
10.130.2.2 ~FileExplicitFilter()	486
10.130.3 Member Function Documentation	486
10.130.3.1 Change()	487
10.130.3.2 ChangeFMI()	487
10.130.3.3 GetFile()	487
10.130.3.4 ProcessDataSet()	487
10.130.3.5 SetChangePrivateTags()	487
10.130.3.6 SetFile()	488
10.130.3.7 SetRecomputeItemLength()	488
10.130.3.8 SetRecomputeSequenceLength()	488
10.130.3.9 SetUseVRUN()	488
10.131 gdcm::FileMetaInformation Class Reference	489
10.131.1 Detailed Description	491
10.131.2 Constructor & Destructor Documentation	491
10.131.2.1 FileMetaInformation() [1/2]	491
10.131.2.2 ~FileMetaInformation()	492
10.131.2.3 FileMetaInformation() [2/2]	492
10.131.3 Member Function Documentation	492
10.131.3.1 AppendImplementationClassUID()	492
10.131.3.2 ComputeDataSetMediaStorageSOPClass()	492
10.131.3.3 ComputeDataSetTransferSyntax()	492
10.131.3.4 Default()	492
10.131.3.5 FillFromDataSet()	493
10.131.3.6 GetDataSetTransferSyntax()	493
10.131.3.7 GetFileMetaInformationVersion()	493
10.131.3.8 GetFullLength()	493
10.131.3.9 GetGDCMImplementationClassUID()	493
10.131.3.10 GetGDCMImplementationVersionName()	493
10.131.3.11 GetGDCMSourceApplicationEntityTitle()	494
10.131.3.12 GetImplementationClassUID()	494

10.131.3.13 GetImplementationVersionName()	494
10.131.3.14 GetMediaStorage()	494
10.131.3.15 GetMediaStorageAsString()	494
10.131.3.16 GetMetaInformationTS()	494
10.131.3.17 GetPreamble() [1/2]	494
10.131.3.18 GetPreamble() [2/2]	495
10.131.3.19 GetSourceApplicationEntityTitle()	495
10.131.3.20 Insert()	495
10.131.3.21 IsValid()	495
10.131.3.22 operator=()	495
10.131.3.23 Read()	495
10.131.3.24 ReadCompat()	496
10.131.3.25 ReadCompatInternal()	496
10.131.3.26 Replace()	496
10.131.3.27 SetDataSetTransferSyntax()	496
10.131.3.28 SetImplementationClassUID()	497
10.131.3.29 SetImplementationVersionName()	497
10.131.3.30 SetPreamble()	497
10.131.3.31 SetSourceApplicationEntityTitle()	497
10.131.3.32 Write()	497
10.131.4 Friends And Related Function Documentation	497
10.131.4.1 operator<<	498
10.131.5 Member Data Documentation	498
10.131.5.1 DataSetMS	498
10.131.5.2 DataSetTS	498
10.131.5.3 MetaInformationTS	498
10.132 gdcm::Filename Class Reference	498
10.132.1 Detailed Description	499
10.132.2 Constructor & Destructor Documentation	499
10.132.2.1 Filename()	499
10.132.3 Member Function Documentation	500
10.132.3.1 EndWith()	500
10.132.3.2 GetExtension()	500
10.132.3.3 GetFileName()	500
10.132.3.4 GetName()	500
10.132.3.5 GetPath()	500
10.132.3.6 IsEmpty()	501
10.132.3.7 IsIdentical()	501
10.132.3.8 Join()	501

10.132.3.9 operator const char *()	501
10.132.3.10 ToUnixSlashes()	501
10.132.3.11 ToWindowsSlashes()	502
10.133 gdcM::FileNameEvent Class Reference	502
10.133.1 Detailed Description	503
10.133.2 Member Typedef Documentation	504
10.133.2.1 Self	504
10.133.2.2 Superclass	504
10.133.3 Constructor & Destructor Documentation	504
10.133.3.1 FileNameEvent() [1/2]	504
10.133.3.2 ~FileNameEvent()	504
10.133.3.3 FileNameEvent() [2/2]	504
10.133.4 Member Function Documentation	504
10.133.4.1 CheckEvent()	505
10.133.4.2 GetEventName()	505
10.133.4.3 GetFileName()	505
10.133.4.4 MakeObject()	505
10.133.4.5 operator=()	505
10.133.4.6 SetFileName()	506
10.134 gdcM::FilenameGenerator Class Reference	506
10.134.1 Detailed Description	507
10.134.2 Member Typedef Documentation	507
10.134.2.1 FilenamesType	507
10.134.2.2 FilenameType	507
10.134.2.3 SizeType	507
10.134.3 Constructor & Destructor Documentation	507
10.134.3.1 FilenameGenerator()	508
10.134.3.2 ~FilenameGenerator()	508
10.134.4 Member Function Documentation	508
10.134.4.1 Generate()	508
10.134.4.2 GetFilename()	508
10.134.4.3 GetFilenames()	508
10.134.4.4 GetNumberOfFilenames()	509
10.134.4.5 GetPattern()	509
10.134.4.6 GetPrefix()	509
10.134.4.7 SetNumberOfFilenames()	509
10.134.4.8 SetPattern()	509
10.134.4.9 SetPrefix()	510
10.135 gdcM::FileSet Class Reference	510

10.135.1 Detailed Description	510
10.135.2 Member Typedef Documentation	510
10.135.2.1 FileType	511
10.135.2.2 FileType	511
10.135.3 Constructor & Destructor Documentation	511
10.135.3.1 FileSet()	511
10.135.4 Member Function Documentation	511
10.135.4.1 AddFile() [1/2]	511
10.135.4.2 AddFile() [2/2]	511
10.135.4.3 GetFiles()	512
10.135.4.4 SetFiles()	512
10.135.5 Friends And Related Function Documentation	512
10.135.5.1 operator<<	512
10.136 gdcm::FileStreamer Class Reference	512
10.136.1 Detailed Description	514
10.136.2 Constructor & Destructor Documentation	514
10.136.2.1 FileStreamer()	514
10.136.2.2 ~FileStreamer()	514
10.136.3 Member Function Documentation	514
10.136.3.1 AppendToDataElement()	515
10.136.3.2 AppendToGroupDataElement()	515
10.136.3.3 CheckDataElement()	515
10.136.3.4 CheckTemplateFileName()	515
10.136.3.5 New()	516
10.136.3.6 ReserveDataElement()	516
10.136.3.7 ReserveGroupDataElement()	516
10.136.3.8 SetOutputFileName()	516
10.136.3.9 SetTemplateFileName()	516
10.136.3.10 StartDataElement()	517
10.136.3.11 StartGroupDataElement()	517
10.136.3.12 StopDataElement()	517
10.136.3.13 StopGroupDataElement()	517
10.137 gdcm::FileWithName Class Reference	518
10.137.1 Detailed Description	519
10.137.2 Constructor & Destructor Documentation	519
10.137.2.1 FileWithName()	519
10.137.3 Member Data Documentation	519
10.137.3.1 filename	519
10.138 gdcm::FindPatientRootQuery Class Reference	520

10.138.1 Detailed Description . . . . .	521
10.138.2 Constructor & Destructor Documentation . . . . .	521
10.138.2.1 FindPatientRootQuery() . . . . .	521
10.138.3 Member Function Documentation . . . . .	521
10.138.3.1 GetAbstractSyntaxUID() . . . . .	521
10.138.3.2 GetTagListByLevel() . . . . .	521
10.138.3.3 InitializeDataSet() . . . . .	522
10.138.3.4 ValidateQuery() . . . . .	522
10.138.4 Friends And Related Function Documentation . . . . .	522
10.138.4.1 QueryFactory . . . . .	522
10.139 gdcmm::FindStudyRootQuery Class Reference . . . . .	523
10.139.1 Detailed Description . . . . .	524
10.139.2 Constructor & Destructor Documentation . . . . .	524
10.139.2.1 FindStudyRootQuery() . . . . .	524
10.139.3 Member Function Documentation . . . . .	524
10.139.3.1 GetAbstractSyntaxUID() . . . . .	524
10.139.3.2 GetTagListByLevel() . . . . .	524
10.139.3.3 InitializeDataSet() . . . . .	525
10.139.3.4 ValidateQuery() . . . . .	525
10.139.4 Friends And Related Function Documentation . . . . .	525
10.139.4.1 QueryFactory . . . . .	525
10.140 gdcmm::Fragment Class Reference . . . . .	526
10.140.1 Detailed Description . . . . .	527
10.140.2 Constructor & Destructor Documentation . . . . .	527
10.140.2.1 Fragment() . . . . .	527
10.140.3 Member Function Documentation . . . . .	527
10.140.3.1 ComputeLength() . . . . .	528
10.140.3.2 GetLength() . . . . .	528
10.140.3.3 Read() . . . . .	528
10.140.3.4 ReadBacktrack() . . . . .	528
10.140.3.5 ReadPreValue() . . . . .	528
10.140.3.6 ReadValue() . . . . .	529
10.140.3.7 Write() . . . . .	529
10.140.4 Friends And Related Function Documentation . . . . .	529
10.140.4.1 operator<< . . . . .	529
10.141 gdcmm::Global Class Reference . . . . .	529
10.141.1 Detailed Description . . . . .	530
10.141.2 Constructor & Destructor Documentation . . . . .	530
10.141.2.1 Global() [1/2] . . . . .	531

10.141.2.2 <a href="#">~Global()</a>	531
10.141.2.3 <a href="#">Global()</a> [2/2]	531
10.141.3 <a href="#">Member Function Documentation</a>	531
10.141.3.1 <a href="#">Append()</a>	531
10.141.3.2 <a href="#">GetDefs()</a>	531
10.141.3.3 <a href="#">GetDicts()</a> [1/2]	532
10.141.3.4 <a href="#">GetDicts()</a> [2/2]	532
10.141.3.5 <a href="#">GetInstance()</a>	532
10.141.3.6 <a href="#">LoadResourcesFiles()</a>	532
10.141.3.7 <a href="#">Locate()</a>	533
10.141.3.8 <a href="#">operator=()</a>	533
10.141.3.9 <a href="#">Prepend()</a>	533
10.141.4 <a href="#">Friends And Related Function Documentation</a>	533
10.141.4.1 <a href="#">operator&lt;&lt;</a>	533
10.142 <a href="#">gdcmm::GroupDict Class Reference</a>	533
10.142.1 <a href="#">Detailed Description</a>	534
10.142.2 <a href="#">Member Typedef Documentation</a>	534
10.142.2.1 <a href="#">GroupStringVector</a>	534
10.142.3 <a href="#">Constructor &amp; Destructor Documentation</a>	534
10.142.3.1 <a href="#">GroupDict()</a>	535
10.142.3.2 <a href="#">~GroupDict()</a>	535
10.142.4 <a href="#">Member Function Documentation</a>	535
10.142.4.1 <a href="#">Add()</a>	535
10.142.4.2 <a href="#">GetAbbreviation()</a>	535
10.142.4.3 <a href="#">GetName()</a>	535
10.142.4.4 <a href="#">Insert()</a>	535
10.142.4.5 <a href="#">Size()</a>	536
10.142.5 <a href="#">Friends And Related Function Documentation</a>	536
10.142.5.1 <a href="#">operator&lt;&lt;</a>	536
10.143 <a href="#">gdcmm::IconImageFilter Class Reference</a>	536
10.143.1 <a href="#">Detailed Description</a>	537
10.143.2 <a href="#">Constructor &amp; Destructor Documentation</a>	537
10.143.2.1 <a href="#">IconImageFilter()</a>	537
10.143.2.2 <a href="#">~IconImageFilter()</a>	537
10.143.3 <a href="#">Member Function Documentation</a>	538
10.143.3.1 <a href="#">Extract()</a>	538
10.143.3.2 <a href="#">ExtractIconImages()</a>	538
10.143.3.3 <a href="#">ExtractVeprolIconImages()</a>	538
10.143.3.4 <a href="#">GetFile()</a> [1/2]	538



10.143.3.5 GetFile() [2/2]	538
10.143.3.6 GetIconImage()	539
10.143.3.7 GetNumberOfIconImages()	539
10.143.3.8 SetFile()	539
10.144 gdcm::IconImageGenerator Class Reference	539
10.144.1 Detailed Description	540
10.144.2 Constructor & Destructor Documentation	540
10.144.2.1 IconImageGenerator()	541
10.144.2.2 ~IconImageGenerator()	541
10.144.3 Member Function Documentation	541
10.144.3.1 AutoPixelMinMax()	541
10.144.3.2 ConvertRGBToPaletteColor()	541
10.144.3.3 Generate()	541
10.144.3.4 GetIconImage()	542
10.144.3.5 GetPixmap() [1/2]	542
10.144.3.6 GetPixmap() [2/2]	542
10.144.3.7 SetOutputDimensions()	542
10.144.3.8 SetOutsideValuePixel()	542
10.144.3.9 SetPixelMinMax()	543
10.144.3.10 SetPixmap()	543
10.145 gdcm::ignore_char Struct Reference	543
10.145.1 Constructor & Destructor Documentation	543
10.145.1.1 ignore_char()	544
10.145.2 Member Data Documentation	544
10.145.2.1 m_char	544
10.146 gdcm::Image Class Reference	544
10.146.1 Detailed Description	546
10.146.2 Constructor & Destructor Documentation	546
10.146.2.1 Image()	546
10.146.2.2 ~Image()	547
10.146.3 Member Function Documentation	547
10.146.3.1 GetDirectionCosines() [1/2]	547
10.146.3.2 GetDirectionCosines() [2/2]	547
10.146.3.3 GetIntercept()	547
10.146.3.4 GetOrigin() [1/2]	547
10.146.3.5 GetOrigin() [2/2]	548
10.146.3.6 GetSlope()	548
10.146.3.7 GetSpacing() [1/2]	548
10.146.3.8 GetSpacing() [2/2]	548

10.146.3.9 Print()	548
10.146.3.10 SetDirectionCosines() [1/3]	549
10.146.3.11 SetDirectionCosines() [2/3]	549
10.146.3.12 SetDirectionCosines() [3/3]	549
10.146.3.13 SetIntercept()	549
10.146.3.14 SetOrigin() [1/3]	549
10.146.3.15 SetOrigin() [2/3]	550
10.146.3.16 SetOrigin() [3/3]	550
10.146.3.17 SetSlope()	550
10.146.3.18 SetSpacing() [1/2]	550
10.146.3.19 SetSpacing() [2/2]	550
10.147 gdcm::ImageApplyLookupTable Class Reference	551
10.147.1 Detailed Description	553
10.147.2 Constructor & Destructor Documentation	553
10.147.2.1 ImageApplyLookupTable()	553
10.147.2.2 ~ImageApplyLookupTable()	553
10.147.3 Member Function Documentation	553
10.147.3.1 Apply()	553
10.147.3.2 SetRGB8()	553
10.148 gdcm::ImageChangePhotometricInterpretation Class Reference	554
10.148.1 Detailed Description	556
10.148.2 Constructor & Destructor Documentation	556
10.148.2.1 ImageChangePhotometricInterpretation()	556
10.148.2.2 ~ImageChangePhotometricInterpretation()	556
10.148.3 Member Function Documentation	556
10.148.3.1 Change()	557
10.148.3.2 ChangeMonochrome()	557
10.148.3.3 ChangeRGB2YBR()	557
10.148.3.4 ChangeYBR2RGB()	557
10.148.3.5 GetPhotometricInterpretation()	557
10.148.3.6 RGB2YBR()	557
10.148.3.7 SetPhotometricInterpretation()	558
10.148.3.8 YBR2RGB()	558
10.149 gdcm::ImageChangePlanarConfiguration Class Reference	558
10.149.1 Detailed Description	560
10.149.2 Constructor & Destructor Documentation	560
10.149.2.1 ImageChangePlanarConfiguration()	560
10.149.2.2 ~ImageChangePlanarConfiguration()	560
10.149.3 Member Function Documentation	560

10.149.3.1 Change()	560
10.149.3.2 GetPlanarConfiguration()	561
10.149.3.3 RGBPixelsToRGBPlanes()	561
10.149.3.4 RGBPlanesToRGBPixels()	561
10.149.3.5 SetPlanarConfiguration()	561
10.150 gdcmm::ImageChangeTransferSyntax Class Reference	562
10.150.1 Detailed Description	564
10.150.2 Constructor & Destructor Documentation	564
10.150.2.1 ImageChangeTransferSyntax()	564
10.150.2.2 ~ImageChangeTransferSyntax()	564
10.150.3 Member Function Documentation	565
10.150.3.1 Change()	565
10.150.3.2 GetTransferSyntax()	565
10.150.3.3 SetCompressIconImage()	565
10.150.3.4 SetForce()	565
10.150.3.5 SetTransferSyntax()	566
10.150.3.6 SetUserCodec()	566
10.150.3.7 TryJPEG2000Codec()	566
10.150.3.8 TryJPEGCodec()	566
10.150.3.9 TryJPEGLSCodec()	567
10.150.3.10 TryRAWCodec()	567
10.150.3.11 TryRLECodec()	567
10.151 gdcmm::ImageCodec Class Reference	567
10.151.1 Detailed Description	570
10.151.2 Member Typedef Documentation	570
10.151.2.1 LUTPtr	570
10.151.3 Constructor & Destructor Documentation	570
10.151.3.1 ImageCodec()	570
10.151.3.2 ~ImageCodec()	570
10.151.4 Member Function Documentation	570
10.151.4.1 AppendFrameEncode()	571
10.151.4.2 AppendRowEncode()	571
10.151.4.3 CanCode()	571
10.151.4.4 CanDecode()	571
10.151.4.5 CleanupUnusedBits()	572
10.151.4.6 Clone()	572
10.151.4.7 Decode()	572
10.151.4.8 DecodeByStreams()	572
10.151.4.9 DoByteSwap()	573

10.151.4.10 DoInvertMonochrome()	573
10.151.4.11 DoOverlayCleanup()	573
10.151.4.12 DoPaddedCompositePixelCode()	573
10.151.4.13 DoPlanarConfiguration()	573
10.151.4.14 DoSimpleCopy()	573
10.151.4.15 DoYBR()	574
10.151.4.16 DoYBRFull422()	574
10.151.4.17 GetDimensions()	574
10.151.4.18 GetHeaderInfo()	574
10.151.4.19 GetLossyFlag()	574
10.151.4.20 GetLUT()	574
10.151.4.21 GetNeedByteSwap()	575
10.151.4.22 GetNumberOfDimensions()	575
10.151.4.23 GetPhotometricInterpretation()	575
10.151.4.24 GetPixelFormat() [1/2]	575
10.151.4.25 GetPixelFormat() [2/2]	575
10.151.4.26 GetPlanarConfiguration()	575
10.151.4.27 IsFrameEncoder()	576
10.151.4.28 IsLossy()	576
10.151.4.29 IsRowEncoder()	576
10.151.4.30 IsValid()	576
10.151.4.31 SetDimensions() [1/2]	576
10.151.4.32 SetDimensions() [2/2]	576
10.151.4.33 SetLossyFlag()	577
10.151.4.34 SetLUT()	577
10.151.4.35 SetNeedByteSwap()	577
10.151.4.36 SetNeedOverlayCleanup()	577
10.151.4.37 SetNumberOfDimensions()	577
10.151.4.38 SetPhotometricInterpretation()	578
10.151.4.39 SetPixelFormat()	578
10.151.4.40 SetPlanarConfiguration()	578
10.151.4.41 StartEncode()	578
10.151.4.42 StopEncode()	578
10.151.5 Friends And Related Function Documentation	579
10.151.5.1 FileChangeTransferSyntax	579
10.151.5.2 ImageChangePhotometricInterpretation	579
10.151.6 Member Data Documentation	579
10.151.6.1 Dimensions	579
10.151.6.2 LossyFlag	579

10.151.6.3 LUT	579
10.151.6.4 NeedByteSwap	580
10.151.6.5 NeedOverlayCleanup	580
10.151.6.6 NumberOfDimensions	580
10.151.6.7 PF	580
10.151.6.8 PI	580
10.151.6.9 PlanarConfiguration	580
10.151.6.10 RequestPaddedCompositePixelCode	580
10.151.6.11 RequestPlanarConfiguration	581
10.152 gdcm::ImageConverter Class Reference	581
10.152.1 Detailed Description	581
10.152.2 Constructor & Destructor Documentation	581
10.152.2.1 ImageConverter()	581
10.152.2.2 ~ImageConverter()	582
10.152.3 Member Function Documentation	582
10.152.3.1 Convert()	582
10.152.3.2 GetOutput()	582
10.152.3.3 SetInput()	582
10.153 gdcm::ImageFragmentSplitter Class Reference	583
10.153.1 Detailed Description	585
10.153.2 Constructor & Destructor Documentation	585
10.153.2.1 ImageFragmentSplitter()	585
10.153.2.2 ~ImageFragmentSplitter()	585
10.153.3 Member Function Documentation	585
10.153.3.1 GetFragmentSizeMax()	585
10.153.3.2 SetForce()	585
10.153.3.3 SetFragmentSizeMax()	586
10.153.3.4 Split()	586
10.154 gdcm::ImageHelper Class Reference	586
10.154.1 Detailed Description	587
10.154.2 Member Function Documentation	587
10.154.2.1 ComputeMediaStorageFromModality()	588
10.154.2.2 ComputeSpacingFromImagePositionPatient()	588
10.154.2.3 GetDimensionsValue()	588
10.154.2.4 GetDirectionCosinesFromDataSet()	588
10.154.2.5 GetDirectionCosinesValue()	589
10.154.2.6 GetForcePixelSpacing()	589
10.154.2.7 GetForceRescaleInterceptSlope()	589
10.154.2.8 GetLUT()	589

10.154.2.9	GetOriginValue()	589
10.154.2.10	GetPhotometricInterpretationValue()	589
10.154.2.11	GetPixelFormatValue()	590
10.154.2.12	GetPlanarConfigurationValue()	590
10.154.2.13	GetPMSRescaleInterceptSlope()	590
10.154.2.14	GetPointerFromElement()	590
10.154.2.15	GetRealWorldValueMappingContent()	590
10.154.2.16	GetRescaleInterceptSlopeValue()	590
10.154.2.17	GetSpacingTagFromMediaStorage()	591
10.154.2.18	GetSpacingValue()	591
10.154.2.19	GetZSpacingTagFromMediaStorage()	591
10.154.2.20	SetDimensionsValue()	591
10.154.2.21	SetDirectionCosinesValue()	591
10.154.2.22	SetForcePixelSpacing()	592
10.154.2.23	SetForceRescaleInterceptSlope()	592
10.154.2.24	SetOriginValue()	592
10.154.2.25	SetPMSRescaleInterceptSlope()	592
10.154.2.26	SetRescaleInterceptSlopeValue()	592
10.154.2.27	SetSpacingValue()	593
10.155	gdcm::ImageReader Class Reference	593
10.155.1	Detailed Description	595
10.155.2	Constructor & Destructor Documentation	595
10.155.2.1	ImageReader()	595
10.155.2.2	~ImageReader()	595
10.155.3	Member Function Documentation	595
10.155.3.1	GetImage() [1/2]	595
10.155.3.2	GetImage() [2/2]	596
10.155.3.3	Read()	596
10.155.3.4	ReadACRNEMAImage()	596
10.155.3.5	ReadImage()	597
10.156	gdcm::ImageRegionReader Class Reference	597
10.156.1	Detailed Description	599
10.156.2	Constructor & Destructor Documentation	599
10.156.2.1	ImageRegionReader()	599
10.156.2.2	~ImageRegionReader()	599
10.156.3	Member Function Documentation	599
10.156.3.1	ComputeBufferLength()	600
10.156.3.2	GetRegion()	600
10.156.3.3	Read()	600

10.156.3.4 ReadInformation()	600
10.156.3.5 ReadIntoBuffer()	601
10.156.3.6 SetRegion()	601
10.157 gdcm::ImageToImageFilter Class Reference	601
10.157.1 Detailed Description	603
10.157.2 Constructor & Destructor Documentation	603
10.157.2.1 ImageToImageFilter()	603
10.157.2.2 ~ImageToImageFilter()	603
10.157.3 Member Function Documentation	603
10.157.3.1 GetInput()	603
10.157.3.2 GetOutput()	604
10.158 gdcm::ImageWriter Class Reference	604
10.158.1 Detailed Description	606
10.158.2 Constructor & Destructor Documentation	606
10.158.2.1 ImageWriter()	606
10.158.2.2 ~ImageWriter()	606
10.158.3 Member Function Documentation	606
10.158.3.1 ComputeTargetMediaStorage()	607
10.158.3.2 GetImage() [1/2]	607
10.158.3.3 GetImage() [2/2]	607
10.158.3.4 Write()	607
10.159 gdcm::network::ImplementationClassUIDSub Class Reference	608
10.159.1 Detailed Description	608
10.159.2 Constructor & Destructor Documentation	608
10.159.2.1 ImplementationClassUIDSub()	608
10.159.3 Member Function Documentation	608
10.159.3.1 Print()	608
10.159.3.2 Read()	609
10.159.3.3 Size()	609
10.159.3.4 Write()	609
10.160 gdcm::network::ImplementationUIDSub Class Reference	609
10.160.1 Detailed Description	609
10.160.2 Constructor & Destructor Documentation	609
10.160.2.1 ImplementationUIDSub()	610
10.160.3 Member Function Documentation	610
10.160.3.1 Write()	610
10.161 gdcm::network::ImplementationVersionNameSub Class Reference	610
10.161.1 Detailed Description	610
10.161.2 Constructor & Destructor Documentation	610

10.161.2.1 ImplementationVersionNameSub()	611
10.161.3 Member Function Documentation	611
10.161.3.1 Print()	611
10.161.3.2 Read()	611
10.161.3.3 Size()	611
10.161.3.4 Write()	611
10.162 gdcM::ImplicitDataElement Class Reference	612
10.162.1 Detailed Description	613
10.162.2 Member Function Documentation	613
10.162.2.1 GetLength()	613
10.162.2.2 Read()	613
10.162.2.3 ReadPreValue()	614
10.162.2.4 ReadValue()	614
10.162.2.5 ReadValueWithLength()	614
10.162.2.6 ReadWithLength()	614
10.162.2.7 Write()	614
10.163 gdcM::InitializeEvent Class Reference	615
10.164 gdcM::IOD Class Reference	616
10.164.1 Detailed Description	616
10.164.2 Member Typedef Documentation	616
10.164.2.1 MapIODEntry	617
10.164.2.2 SizeType	617
10.164.3 Constructor & Destructor Documentation	617
10.164.3.1 IOD()	617
10.164.4 Member Function Documentation	617
10.164.4.1 AddIODEntry()	617
10.164.4.2 Clear()	617
10.164.4.3 GetIODEntry()	617
10.164.4.4 GetNumberOfIODs()	618
10.164.4.5 GetTypeFromTag()	618
10.164.5 Friends And Related Function Documentation	618
10.164.5.1 operator<<	618
10.165 gdcM::IODEntry Class Reference	618
10.165.1 Detailed Description	619
10.165.2 Constructor & Destructor Documentation	619
10.165.2.1 IODEntry()	619
10.165.3 Member Function Documentation	620
10.165.3.1 GetIE()	620
10.165.3.2 GetName()	620



10.165.3.3 GetRef()	620
10.165.3.4 GetUsage()	620
10.165.3.5 GetUsageType()	620
10.165.3.6 SetIE()	620
10.165.3.7 SetName()	621
10.165.3.8 SetRef()	621
10.165.3.9 SetUsage()	621
10.165.4 Friends And Related Function Documentation	621
10.165.4.1 operator<<	621
10.166 gdcm::IODs Class Reference	621
10.166.1 Detailed Description	622
10.166.2 Member Typedef Documentation	622
10.166.2.1 IODMapType	622
10.166.2.2 IODMapTypeConstIterator	623
10.166.2.3 IODName	623
10.166.3 Constructor & Destructor Documentation	623
10.166.3.1 IODs()	623
10.166.4 Member Function Documentation	623
10.166.4.1 AddIOD()	623
10.166.4.2 Begin()	623
10.166.4.3 Clear()	624
10.166.4.4 End()	624
10.166.4.5 GetIOD()	624
10.166.5 Friends And Related Function Documentation	624
10.166.5.1 operator<<	624
10.167 gdcm::IPPSorter Class Reference	625
10.167.1 Detailed Description	626
10.167.2 Constructor & Destructor Documentation	626
10.167.2.1 IPPSorter()	626
10.167.3 Member Function Documentation	627
10.167.3.1 GetDirectionCosinesTolerance()	627
10.167.3.2 GetZSpacing()	627
10.167.3.3 GetZSpacingTolerance()	627
10.167.3.4 SetComputeZSpacing()	627
10.167.3.5 SetDirectionCosinesTolerance()	628
10.167.3.6 SetDropDuplicatePositions()	628
10.167.3.7 SetZSpacingTolerance()	628
10.167.3.8 Sort()	628
10.167.4 Member Data Documentation	629

10.167.4.1 ComputeZSpacing	629
10.167.4.2 DirCosTolerance	629
10.167.4.3 DropDuplicatePositions	629
10.167.4.4 ZSpacing	629
10.167.4.5 ZTolerance	629
10.168 gdcm::Item Class Reference	630
10.168.1 Detailed Description	631
10.168.2 Constructor & Destructor Documentation	631
10.168.2.1 Item() [1/2]	632
10.168.2.2 Item() [2/2]	632
10.168.3 Member Function Documentation	632
10.168.3.1 Clear()	632
10.168.3.2 FindDataElement()	632
10.168.3.3 GetDataElement()	632
10.168.3.4 GetLength()	632
10.168.3.5 GetNestedDataSet() [1/2]	633
10.168.3.6 GetNestedDataSet() [2/2]	633
10.168.3.7 InsertDataElement()	633
10.168.3.8 Read()	633
10.168.3.9 SetNestedDataSet()	633
10.168.3.10 Write()	634
10.168.4 Friends And Related Function Documentation	634
10.168.4.1 operator<<	634
10.169 gdcm::IterationEvent Class Reference	634
10.170 gdcm::JPEG12Codec Class Reference	635
10.170.1 Detailed Description	637
10.170.2 Constructor & Destructor Documentation	637
10.170.2.1 JPEG12Codec()	637
10.170.2.2 ~JPEG12Codec()	637
10.170.3 Member Function Documentation	637
10.170.3.1 DecodeByStreams()	637
10.170.3.2 EncodeBuffer()	638
10.170.3.3 GetHeaderInfo()	638
10.170.3.4 InternalCode()	638
10.170.3.5 IsStateSuspension()	638
10.171 gdcm::JPEG16Codec Class Reference	639
10.171.1 Detailed Description	640
10.171.2 Constructor & Destructor Documentation	640
10.171.2.1 JPEG16Codec()	640

10.171.2.2 ~JPEG16Codec()	640
10.171.3 Member Function Documentation	640
10.171.3.1 DecodeByStreams()	641
10.171.3.2 EncodeBuffer()	641
10.171.3.3 GetHeaderInfo()	641
10.171.3.4 InternalCode()	641
10.171.3.5 IsStateSuspension()	641
10.172 gdcmm::JPEG2000Codec Class Reference	642
10.172.1 Detailed Description	643
10.172.2 Constructor & Destructor Documentation	644
10.172.2.1 JPEG2000Codec()	644
10.172.2.2 ~JPEG2000Codec()	644
10.172.3 Member Function Documentation	644
10.172.3.1 AppendFrameEncode()	644
10.172.3.2 AppendRowEncode()	644
10.172.3.3 CanCode()	645
10.172.3.4 CanDecode()	645
10.172.3.5 Clone()	645
10.172.3.6 Code()	645
10.172.3.7 Decode()	646
10.172.3.8 DecodeByStreams()	646
10.172.3.9 DecodeExtent()	646
10.172.3.10 GetHeaderInfo()	646
10.172.3.11 GetQuality()	647
10.172.3.12 GetRate()	647
10.172.3.13 IsFrameEncoder()	647
10.172.3.14 IsRowEncoder()	647
10.172.3.15 SetMCT()	647
10.172.3.16 SetNumberOfResolutions()	647
10.172.3.17 SetNumberOfThreadsForDecompression()	647
10.172.3.18 SetQuality()	648
10.172.3.19 SetRate()	648
10.172.3.20 SetReversible()	648
10.172.3.21 SetTileSize()	648
10.172.3.22 StartEncode()	648
10.172.3.23 StopEncode()	649
10.172.4 Friends And Related Function Documentation	649
10.172.4.1 Bitmap	649
10.172.4.2 ImageRegionReader	649

10.173 gdcmm::JPEG8Codec Class Reference . . . . .	649
10.173.1 Detailed Description . . . . .	651
10.173.2 Constructor & Destructor Documentation . . . . .	651
10.173.2.1 JPEG8Codec() . . . . .	651
10.173.2.2 ~JPEG8Codec() . . . . .	651
10.173.3 Member Function Documentation . . . . .	651
10.173.3.1 DecodeByStreams() . . . . .	651
10.173.3.2 EncodeBuffer() . . . . .	652
10.173.3.3 GetHeaderInfo() . . . . .	652
10.173.3.4 InternalCode() . . . . .	652
10.173.3.5 IsStateSuspension() . . . . .	652
10.174 gdcmm::JPEGCodec Class Reference . . . . .	653
10.174.1 Detailed Description . . . . .	655
10.174.2 Constructor & Destructor Documentation . . . . .	655
10.174.2.1 JPEGCodec() . . . . .	655
10.174.2.2 ~JPEGCodec() . . . . .	655
10.174.3 Member Function Documentation . . . . .	655
10.174.3.1 AppendFrameEncode() . . . . .	656
10.174.3.2 AppendRowEncode() . . . . .	656
10.174.3.3 CanCode() . . . . .	656
10.174.3.4 CanDecode() . . . . .	656
10.174.3.5 Clone() . . . . .	657
10.174.3.6 Code() . . . . .	657
10.174.3.7 ComputeOffsetTable() . . . . .	657
10.174.3.8 Decode() . . . . .	657
10.174.3.9 DecodeByStreams() . . . . .	657
10.174.3.10 DecodeExtent() . . . . .	658
10.174.3.11 EncodeBuffer() . . . . .	658
10.174.3.12 GetHeaderInfo() . . . . .	658
10.174.3.13 GetLossless() . . . . .	658
10.174.3.14 GetQuality() . . . . .	659
10.174.3.15 IsFrameEncoder() . . . . .	659
10.174.3.16 IsRowEncoder() . . . . .	659
10.174.3.17 IsStateSuspension() . . . . .	659
10.174.3.18 IsValid() . . . . .	659
10.174.3.19 SetBitSample() . . . . .	659
10.174.3.20 SetLossless() . . . . .	660
10.174.3.21 SetPixelFormat() . . . . .	660
10.174.3.22 SetQuality() . . . . .	660

10.174.3.23 StartEncode()	660
10.174.3.24 StopEncode()	661
10.174.4 Friends And Related Function Documentation	661
10.174.4.1 ImageRegionReader	661
10.174.5 Member Data Documentation	661
10.174.5.1 BitSample	661
10.174.5.2 Quality	661
10.175 gdcm::JPEGLSCodec Class Reference	662
10.175.1 Detailed Description	663
10.175.2 Constructor & Destructor Documentation	664
10.175.2.1 JPEGLSCodec()	664
10.175.2.2 ~JPEGLSCodec()	664
10.175.3 Member Function Documentation	664
10.175.3.1 AppendFrameEncode()	664
10.175.3.2 AppendRowEncode()	664
10.175.3.3 CanCode()	665
10.175.3.4 CanDecode()	665
10.175.3.5 Clone()	665
10.175.3.6 Code()	665
10.175.3.7 Decode() [1/2]	666
10.175.3.8 Decode() [2/2]	666
10.175.3.9 DecodeExtent()	666
10.175.3.10 GetBufferLength()	666
10.175.3.11 GetHeaderInfo()	667
10.175.3.12 GetLossless()	667
10.175.3.13 IsFrameEncoder()	667
10.175.3.14 IsRowEncoder()	667
10.175.3.15 SetBufferLength()	667
10.175.3.16 SetLossless()	667
10.175.3.17 SetLossyError()	668
10.175.3.18 StartEncode()	668
10.175.3.19 StopEncode()	668
10.175.4 Friends And Related Function Documentation	668
10.175.4.1 ImageRegionReader	668
10.176 gdcm::JSON Class Reference	668
10.176.1 Detailed Description	669
10.176.2 Constructor & Destructor Documentation	669
10.176.2.1 JSON()	669
10.176.2.2 ~JSON()	669

10.176.3 Member Function Documentation . . . . .	669
10.176.3.1 Code() . . . . .	669
10.176.3.2 Decode() . . . . .	670
10.176.3.3 GetPrettyPrint() . . . . .	670
10.176.3.4 PrettyPrintOff() . . . . .	670
10.176.3.5 PrettyPrintOn() . . . . .	670
10.176.3.6 SetPrettyPrint() . . . . .	670
10.177 gdcmm::KAKADUCodec Class Reference . . . . .	671
10.177.1 Detailed Description . . . . .	672
10.177.2 Constructor & Destructor Documentation . . . . .	672
10.177.2.1 KAKADUCodec() . . . . .	672
10.177.2.2 ~KAKADUCodec() . . . . .	672
10.177.3 Member Function Documentation . . . . .	672
10.177.3.1 CanCode() . . . . .	672
10.177.3.2 CanDecode() . . . . .	673
10.177.3.3 Clone() . . . . .	673
10.177.3.4 Code() . . . . .	673
10.177.3.5 Decode() . . . . .	673
10.178 gdcmm::LO Class Reference . . . . .	674
10.178.1 Detailed Description . . . . .	675
10.178.2 Member Typedef Documentation . . . . .	675
10.178.2.1 const_iterator . . . . .	675
10.178.2.2 const_reference . . . . .	675
10.178.2.3 const_reverse_iterator . . . . .	675
10.178.2.4 difference_type . . . . .	675
10.178.2.5 iterator . . . . .	676
10.178.2.6 pointer . . . . .	676
10.178.2.7 reference . . . . .	676
10.178.2.8 reverse_iterator . . . . .	676
10.178.2.9 size_type . . . . .	676
10.178.2.10 Superclass . . . . .	676
10.178.2.11 value_type . . . . .	676
10.178.3 Constructor & Destructor Documentation . . . . .	677
10.178.3.1 LO() [1/4] . . . . .	677
10.178.3.2 LO() [2/4] . . . . .	677
10.178.3.3 LO() [3/4] . . . . .	677
10.178.3.4 LO() [4/4] . . . . .	677
10.178.4 Member Function Documentation . . . . .	677
10.178.4.1 IsValid() . . . . .	677

10.179 gdcm::LookupTable Class Reference . . . . .	678
10.179.1 Detailed Description . . . . .	680
10.179.2 Member Enumeration Documentation . . . . .	680
10.179.2.1 LookupTableType . . . . .	680
10.179.3 Constructor & Destructor Documentation . . . . .	680
10.179.3.1 LookupTable() [1/2] . . . . .	680
10.179.3.2 ~LookupTable() . . . . .	680
10.179.3.3 LookupTable() [2/2] . . . . .	681
10.179.4 Member Function Documentation . . . . .	681
10.179.4.1 Allocate() . . . . .	681
10.179.4.2 Clear() . . . . .	681
10.179.4.3 Decode() [1/2] . . . . .	681
10.179.4.4 Decode() [2/2] . . . . .	681
10.179.4.5 Decode8() . . . . .	682
10.179.4.6 GetBitSample() . . . . .	682
10.179.4.7 GetBufferAsRGBA() . . . . .	682
10.179.4.8 GetLUT() . . . . .	682
10.179.4.9 GetLUTDescriptor() . . . . .	682
10.179.4.10 GetLUTLength() . . . . .	683
10.179.4.11 GetPointer() . . . . .	683
10.179.4.12 InitializeBlueLUT() . . . . .	683
10.179.4.13 Initialized() . . . . .	683
10.179.4.14 InitializeGreenLUT() . . . . .	683
10.179.4.15 InitializeLUT() . . . . .	684
10.179.4.16 InitializeRedLUT() . . . . .	684
10.179.4.17 IsRGB8() . . . . .	684
10.179.4.18 Print() . . . . .	684
10.179.4.19 SetBlueLUT() . . . . .	685
10.179.4.20 SetGreenLUT() . . . . .	685
10.179.4.21 SetLUT() . . . . .	685
10.179.4.22 SetRedLUT() . . . . .	685
10.179.4.23 WriteBufferAsRGBA() . . . . .	685
10.179.5 Member Data Documentation . . . . .	685
10.179.5.1 BitSample . . . . .	686
10.179.5.2 IncompleteLUT . . . . .	686
10.179.5.3 Internal . . . . .	686
10.180 gdcm::Scanner2::Itstr Struct Reference . . . . .	686
10.180.1 Member Function Documentation . . . . .	686
10.180.1.1 operator>() . . . . .	686

10.181 gdc::Scanner::Itstr Struct Reference . . . . .	687
10.181.1 Member Function Documentation . . . . .	687
10.181.1.1 operator>() . . . . .	687
10.182 gdc::StrictScanner2::Itstr Struct Reference . . . . .	687
10.182.1 Member Function Documentation . . . . .	687
10.182.1.1 operator>() . . . . .	687
10.183 gdc::StrictScanner::Itstr Struct Reference . . . . .	688
10.183.1 Member Function Documentation . . . . .	688
10.183.1.1 operator>() . . . . .	688
10.184 gdc::Macro Class Reference . . . . .	688
10.184.1 Detailed Description . . . . .	689
10.184.2 Member Typedef Documentation . . . . .	689
10.184.2.1 ArrayIncludeMacrosType . . . . .	689
10.184.2.2 MapModuleEntry . . . . .	689
10.184.3 Constructor & Destructor Documentation . . . . .	689
10.184.3.1 Macro() . . . . .	689
10.184.4 Member Function Documentation . . . . .	689
10.184.4.1 AddMacroEntry() . . . . .	690
10.184.4.2 Clear() . . . . .	690
10.184.4.3 FindMacroEntry() . . . . .	690
10.184.4.4 GetMacroEntry() . . . . .	690
10.184.4.5 GetName() . . . . .	690
10.184.4.6 SetName() . . . . .	690
10.184.4.7 Verify() . . . . .	691
10.184.5 Friends And Related Function Documentation . . . . .	691
10.184.5.1 operator<< . . . . .	691
10.185 gdc::Macros Class Reference . . . . .	691
10.185.1 Detailed Description . . . . .	692
10.185.2 Member Typedef Documentation . . . . .	692
10.185.2.1 ModuleMapType . . . . .	692
10.185.3 Constructor & Destructor Documentation . . . . .	692
10.185.3.1 Macros() . . . . .	692
10.185.4 Member Function Documentation . . . . .	692
10.185.4.1 AddMacro() . . . . .	692
10.185.4.2 Clear() . . . . .	693
10.185.4.3 GetMacro() . . . . .	693
10.185.4.4 IsEmpty() . . . . .	693
10.185.5 Friends And Related Function Documentation . . . . .	693
10.185.5.1 operator<< . . . . .	693



10.186 gdcM::network::MaximumLengthSub Class Reference . . . . .	693
10.186.1 Detailed Description . . . . .	694
10.186.2 Constructor & Destructor Documentation . . . . .	694
10.186.2.1 MaximumLengthSub() . . . . .	694
10.186.3 Member Function Documentation . . . . .	694
10.186.3.1 GetMaximumLength() . . . . .	694
10.186.3.2 Print() . . . . .	694
10.186.3.3 Read() . . . . .	695
10.186.3.4 SetMaximumLength() . . . . .	695
10.186.3.5 Size() . . . . .	695
10.186.3.6 Write() . . . . .	695
10.187 gdcM::MD5 Class Reference . . . . .	695
10.187.1 Detailed Description . . . . .	696
10.187.2 Member Function Documentation . . . . .	696
10.187.2.1 Compute() . . . . .	696
10.187.2.2 ComputeFile() . . . . .	696
10.188 gdcM::MEC_MR3 Class Reference . . . . .	696
10.188.1 Detailed Description . . . . .	697
10.188.2 Member Function Documentation . . . . .	697
10.188.2.1 GetCanonMECMR3Tag() . . . . .	697
10.188.2.2 GetPMTFInformationDataTag() . . . . .	697
10.188.2.3 GetToshibaMECMR3Tag() . . . . .	697
10.188.2.4 Print() . . . . .	697
10.189 gdcM::MediaStorage Class Reference . . . . .	698
10.189.1 Detailed Description . . . . .	701
10.189.2 Member Enumeration Documentation . . . . .	701
10.189.2.1 MStype . . . . .	701
10.189.2.2 ObjectType . . . . .	704
10.189.3 Constructor & Destructor Documentation . . . . .	704
10.189.3.1 MediaStorage() . . . . .	704
10.189.4 Member Function Documentation . . . . .	704
10.189.4.1 GetModality() . . . . .	704
10.189.4.2 GetModalityDimension() . . . . .	705
10.189.4.3 GetMSString() . . . . .	705
10.189.4.4 GetMStype() . . . . .	705
10.189.4.5 GetNumberOfModality() . . . . .	705
10.189.4.6 GetNumberOfMSString() . . . . .	705
10.189.4.7 GetNumberOfMStype() . . . . .	706
10.189.4.8 GetString() . . . . .	706

10.189.4.9	GuessFromModality()	706
10.189.4.10	IsImage()	706
10.189.4.11	IsUndefined()	707
10.189.4.12	operator MType()	707
10.189.4.13	SetFromDataSet()	707
10.189.4.14	SetFromFile()	707
10.189.4.15	SetFromHeader()	707
10.189.4.16	SetFromModality()	708
10.189.4.17	SetFromSourceImageSequence()	708
10.189.5	Friends And Related Function Documentation	708
10.189.5.1	operator<<	708
10.190	gdcm::MemberCommand< T > Class Template Reference	708
10.190.1	Detailed Description	710
10.190.2	Member Typedef Documentation	710
10.190.2.1	Self	711
10.190.2.2	TConstMemberFunctionPointer	711
10.190.2.3	TMemberFunctionPointer	711
10.190.3	Constructor & Destructor Documentation	711
10.190.3.1	MemberCommand() [1/2]	711
10.190.3.2	MemberCommand() [2/2]	711
10.190.3.3	~MemberCommand()	712
10.190.4	Member Function Documentation	712
10.190.4.1	Execute() [1/2]	712
10.190.4.2	Execute() [2/2]	712
10.190.4.3	New()	712
10.190.4.4	operator=()	713
10.190.4.5	SetCallbackFunction() [1/2]	713
10.190.4.6	SetCallbackFunction() [2/2]	713
10.190.5	Member Data Documentation	713
10.190.5.1	m_ConstMemberFunction	713
10.190.5.2	m_MemberFunction	714
10.190.5.3	m_This	714
10.191	gdcm::MeshPrimitive Class Reference	714
10.191.1	Detailed Description	716
10.191.2	Member Typedef Documentation	716
10.191.2.1	PrimitivesData	716
10.191.3	Member Enumeration Documentation	716
10.191.3.1	MPTYPE	716
10.191.4	Constructor & Destructor Documentation	717

10.191.4.1 MeshPrimitive()	717
10.191.4.2 ~MeshPrimitive()	717
10.191.5 Member Function Documentation	717
10.191.5.1 AddPrimitiveData()	717
10.191.5.2 GetMPTType()	717
10.191.5.3 GetMPTTypeString()	718
10.191.5.4 GetNumberOfPrimitivesData()	718
10.191.5.5 GetPrimitiveData() [1/4]	718
10.191.5.6 GetPrimitiveData() [2/4]	718
10.191.5.7 GetPrimitiveData() [3/4]	718
10.191.5.8 GetPrimitiveData() [4/4]	718
10.191.5.9 GetPrimitivesData() [1/2]	718
10.191.5.10 GetPrimitivesData() [2/2]	719
10.191.5.11 GetPrimitiveType()	719
10.191.5.12 SetPrimitiveData() [1/2]	719
10.191.5.13 SetPrimitiveData() [2/2]	719
10.191.5.14 SetPrimitivesData()	719
10.191.5.15 SetPrimitiveType()	719
10.191.6 Member Data Documentation	719
10.191.6.1 PrimitiveData	720
10.191.6.2 PrimitiveType	720
10.192 gdcmm::ModalityPerformedProcedureStepCreateQuery Class Reference	720
10.192.1 Detailed Description	721
10.192.2 Constructor & Destructor Documentation	722
10.192.2.1 ModalityPerformedProcedureStepCreateQuery()	722
10.192.3 Member Function Documentation	722
10.192.3.1 GetAbstractSyntaxUID()	722
10.192.3.2 GetRequiredDataSet()	722
10.192.3.3 ValidateQuery()	722
10.192.4 Friends And Related Function Documentation	722
10.192.4.1 QueryFactory	723
10.193 gdcmm::ModalityPerformedProcedureStepSetQuery Class Reference	723
10.193.1 Detailed Description	724
10.193.2 Constructor & Destructor Documentation	725
10.193.2.1 ModalityPerformedProcedureStepSetQuery()	725
10.193.3 Member Function Documentation	725
10.193.3.1 GetAbstractSyntaxUID()	725
10.193.3.2 GetRequiredDataSet()	725
10.193.3.3 ValidateQuery()	725

10.193.4 Friends And Related Function Documentation	725
10.193.4.1 QueryFactory	726
10.194 gdcmm::ModifiedEvent Class Reference	726
10.195 gdcmm::Module Class Reference	727
10.195.1 Detailed Description	727
10.195.2 Member Typedef Documentation	728
10.195.2.1 ArrayIncludeMacroType	728
10.195.2.2 MapModuleEntry	728
10.195.3 Constructor & Destructor Documentation	728
10.195.3.1 Module()	728
10.195.4 Member Function Documentation	728
10.195.4.1 AddMacro()	728
10.195.4.2 AddModuleEntry()	728
10.195.4.3 Clear()	729
10.195.4.4 FindModuleEntryInMacros()	729
10.195.4.5 GetModuleEntryInMacros()	729
10.195.4.6 GetName()	729
10.195.4.7 SetName()	729
10.195.4.8 Verify()	730
10.195.5 Friends And Related Function Documentation	730
10.195.5.1 operator<<	730
10.196 gdcmm::ModuleEntry Class Reference	730
10.196.1 Detailed Description	732
10.196.2 Member Typedef Documentation	732
10.196.2.1 Description	732
10.196.3 Constructor & Destructor Documentation	732
10.196.3.1 ModuleEntry()	732
10.196.3.2 ~ModuleEntry()	732
10.196.4 Member Function Documentation	733
10.196.4.1 GetDescription()	733
10.196.4.2 GetName()	733
10.196.4.3 GetType()	733
10.196.4.4 SetDescription()	733
10.196.4.5 SetName()	733
10.196.4.6 SetType()	733
10.196.5 Friends And Related Function Documentation	734
10.196.5.1 operator<<	734
10.196.6 Member Data Documentation	734
10.196.6.1 DataElementType	734

---

10.196.6.2 DescriptionField . . . . .	734
10.196.6.3 Name . . . . .	734
10.197 gdcmm::Modules Class Reference . . . . .	734
10.197.1 Detailed Description . . . . .	735
10.197.2 Member Typedef Documentation . . . . .	735
10.197.2.1 ModuleMapType . . . . .	735
10.197.3 Constructor & Destructor Documentation . . . . .	735
10.197.3.1 Modules() . . . . .	736
10.197.4 Member Function Documentation . . . . .	736
10.197.4.1 AddModule() . . . . .	736
10.197.4.2 Clear() . . . . .	736
10.197.4.3 GetModule() . . . . .	736
10.197.4.4 IsEmpty() . . . . .	736
10.197.5 Friends And Related Function Documentation . . . . .	736
10.197.5.1 operator<< . . . . .	737
10.198 gdcmm::MovePatientRootQuery Class Reference . . . . .	737
10.198.1 Detailed Description . . . . .	738
10.198.2 Constructor & Destructor Documentation . . . . .	738
10.198.2.1 MovePatientRootQuery() . . . . .	738
10.198.3 Member Function Documentation . . . . .	739
10.198.3.1 GetAbstractSyntaxUID() . . . . .	739
10.198.3.2 GetTagListByLevel() . . . . .	739
10.198.3.3 InitializeDataSet() . . . . .	739
10.198.3.4 ValidateQuery() . . . . .	739
10.198.4 Friends And Related Function Documentation . . . . .	740
10.198.4.1 QueryFactory . . . . .	740
10.199 gdcmm::MoveStudyRootQuery Class Reference . . . . .	740
10.199.1 Detailed Description . . . . .	741
10.199.2 Constructor & Destructor Documentation . . . . .	741
10.199.2.1 MoveStudyRootQuery() . . . . .	741
10.199.3 Member Function Documentation . . . . .	742
10.199.3.1 GetAbstractSyntaxUID() . . . . .	742
10.199.3.2 GetTagListByLevel() . . . . .	742
10.199.3.3 InitializeDataSet() . . . . .	742
10.199.3.4 ValidateQuery() . . . . .	742
10.199.4 Friends And Related Function Documentation . . . . .	743
10.199.4.1 QueryFactory . . . . .	743
10.200 gdcmm::MrProtocol Class Reference . . . . .	743
10.200.1 Detailed Description . . . . .	744

10.200.2 Constructor & Destructor Documentation	744
10.200.2.1 MrProtocol()	744
10.200.2.2 ~MrProtocol()	744
10.200.3 Member Function Documentation	744
10.200.3.1 FindMrProtocolByName()	744
10.200.3.2 GetMrProtocolByName()	744
10.200.3.3 GetSliceArray()	745
10.200.3.4 GetVersion()	745
10.200.3.5 Load()	745
10.200.3.6 Print()	745
10.200.4 Friends And Related Function Documentation	745
10.200.4.1 operator<<	745
10.201 gdcmm::network::NActionRQ Class Reference	746
10.201.1 Detailed Description	746
10.201.2 Member Function Documentation	747
10.201.2.1 ConstructPDV()	747
10.202 gdcmm::network::NActionRSP Class Reference	747
10.202.1 Detailed Description	748
10.202.2 Member Function Documentation	748
10.202.2.1 ConstructPDVByDataSet()	748
10.203 gdcmm::network::NCreateRQ Class Reference	749
10.203.1 Detailed Description	749
10.203.2 Member Function Documentation	750
10.203.2.1 ConstructPDV()	750
10.204 gdcmm::network::NCreateRSP Class Reference	750
10.204.1 Detailed Description	751
10.204.2 Member Function Documentation	751
10.204.2.1 ConstructPDVByDataSet()	751
10.205 gdcmm::network::NDeleteRQ Class Reference	752
10.205.1 Detailed Description	752
10.205.2 Member Function Documentation	753
10.205.2.1 ConstructPDV()	753
10.206 gdcmm::network::NDeleteRSP Class Reference	753
10.206.1 Detailed Description	754
10.206.2 Member Function Documentation	754
10.206.2.1 ConstructPDVByDataSet()	754
10.207 gdcmm::NestedModuleEntries Class Reference	755
10.207.1 Detailed Description	756
10.207.2 Member Typedef Documentation	756

10.207.2.1 SizeType . . . . .	756
10.207.3 Constructor & Destructor Documentation . . . . .	756
10.207.3.1 NestedModuleEntries() . . . . .	757
10.207.4 Member Function Documentation . . . . .	757
10.207.4.1 AddModuleEntry() . . . . .	757
10.207.4.2 GetModuleEntry() [1/2] . . . . .	757
10.207.4.3 GetModuleEntry() [2/2] . . . . .	757
10.207.4.4 GetNumberOfModuleEntries() . . . . .	757
10.207.5 Friends And Related Function Documentation . . . . .	757
10.207.5.1 operator<< . . . . .	758
10.208 gdcn::network::NEventReportRQ Class Reference . . . . .	758
10.208.1 Detailed Description . . . . .	759
10.208.2 Member Function Documentation . . . . .	759
10.208.2.1 ConstructPDV() . . . . .	759
10.209 gdcn::network::NEventReportRSP Class Reference . . . . .	759
10.209.1 Detailed Description . . . . .	760
10.209.2 Member Function Documentation . . . . .	760
10.209.2.1 ConstructPDVByDataSet() . . . . .	760
10.210 gdcn::network::NGetRQ Class Reference . . . . .	761
10.210.1 Detailed Description . . . . .	761
10.210.2 Member Function Documentation . . . . .	762
10.210.2.1 ConstructPDV() . . . . .	762
10.211 gdcn::network::NGetRSP Class Reference . . . . .	762
10.211.1 Detailed Description . . . . .	763
10.211.2 Member Function Documentation . . . . .	763
10.211.2.1 ConstructPDVByDataSet() . . . . .	763
10.212 gdcn::NoEvent Class Reference . . . . .	764
10.212.1 Detailed Description . . . . .	764
10.213 gdcn::network::NormalizedMessageFactory Class Reference . . . . .	765
10.213.1 Member Function Documentation . . . . .	765
10.213.1.1 ConstructNAction() . . . . .	765
10.213.1.2 ConstructNCreate() . . . . .	765
10.213.1.3 ConstructNDelete() . . . . .	766
10.213.1.4 ConstructNEventReport() . . . . .	766
10.213.1.5 ConstructNGet() . . . . .	766
10.213.1.6 ConstructNSet() . . . . .	766
10.214 gdcn::NormalizedNetworkFunctions Class Reference . . . . .	766
10.214.1 Detailed Description . . . . .	767
10.214.2 Member Function Documentation . . . . .	767

10.214.2.1 ConstructQuery()	767
10.214.2.2 NAction()	768
10.214.2.3 NCreate()	768
10.214.2.4 NDelete()	768
10.214.2.5 NEventReport()	768
10.214.2.6 NGet()	769
10.214.2.7 NSet()	769
10.215 gdcmm::network::NSetRQ Class Reference	769
10.215.1 Detailed Description	770
10.215.2 Member Function Documentation	770
10.215.2.1 ConstructPDV()	770
10.216 gdcmm::network::NSetRSP Class Reference	771
10.216.1 Detailed Description	771
10.216.2 Member Function Documentation	772
10.216.2.1 ConstructPDVByDataSet()	772
10.217 gdcmm::Object Class Reference	772
10.217.1 Detailed Description	774
10.217.2 Constructor & Destructor Documentation	774
10.217.2.1 Object() [1/2]	774
10.217.2.2 ~Object()	774
10.217.2.3 Object() [2/2]	774
10.217.3 Member Function Documentation	775
10.217.3.1 operator=()	775
10.217.3.2 Print()	775
10.217.3.3 Register()	775
10.217.3.4 UnRegister()	775
10.217.4 Friends And Related Function Documentation	775
10.217.4.1 operator<<	776
10.217.4.2 SmartPointer	776
10.218 gdcmm::OpenSSLCryptoFactory Class Reference	776
10.218.1 Constructor & Destructor Documentation	777
10.218.1.1 OpenSSLCryptoFactory()	777
10.218.2 Member Function Documentation	777
10.218.2.1 CreateCMSProvider()	777
10.218.2.2 InitOpenSSL()	777
10.219 gdcmm::OpenSSLCryptographicMessageSyntax Class Reference	778
10.219.1 Constructor & Destructor Documentation	779
10.219.1.1 OpenSSLCryptographicMessageSyntax()	779
10.219.1.2 ~OpenSSLCryptographicMessageSyntax()	779



10.219.2 Member Function Documentation	779
10.219.2.1 Decrypt()	779
10.219.2.2 Encrypt()	780
10.219.2.3 GetCipherType()	780
10.219.2.4 ParseCertificateFile()	780
10.219.2.5 ParseKeyFile()	780
10.219.2.6 SetCipherType()	780
10.219.2.7 SetPassword()	781
10.220 gdcmm::OpenSSLP7CryptoFactory Class Reference	781
10.220.1 Constructor & Destructor Documentation	782
10.220.1.1 OpenSSLP7CryptoFactory()	782
10.220.2 Member Function Documentation	782
10.220.2.1 CreateCMSProvider()	782
10.221 gdcmm::OpenSSLP7CryptographicMessageSyntax Class Reference	783
10.221.1 Detailed Description	784
10.221.2 Constructor & Destructor Documentation	784
10.221.2.1 OpenSSLP7CryptographicMessageSyntax()	784
10.221.2.2 ~OpenSSLP7CryptographicMessageSyntax()	784
10.221.3 Member Function Documentation	784
10.221.3.1 Decrypt()	784
10.221.3.2 Encrypt()	785
10.221.3.3 GetCipherType()	785
10.221.3.4 ParseCertificateFile()	785
10.221.3.5 ParseKeyFile()	785
10.221.3.6 SetCipherType()	785
10.221.3.7 SetPassword()	786
10.222 gdcmm::Orientation Class Reference	786
10.222.1 Detailed Description	787
10.222.2 Member Enumeration Documentation	787
10.222.2.1 OrientationType	787
10.222.3 Constructor & Destructor Documentation	787
10.222.3.1 Orientation()	787
10.222.3.2 ~Orientation()	787
10.222.4 Member Function Documentation	788
10.222.4.1 GetLabel()	788
10.222.4.2 GetMajorAxisFromPatientRelativeDirectionCosine()	788
10.222.4.3 GetObliquityThresholdCosineValue()	788
10.222.4.4 GetType()	788
10.222.4.5 Print()	789

10.222.4.6 SetObliquityThresholdCosineValue()	789
10.222.5 Friends And Related Function Documentation	789
10.222.5.1 operator<<	789
10.223 gdcmm::Overlay Class Reference	789
10.223.1 Detailed Description	792
10.223.2 Member Enumeration Documentation	792
10.223.2.1 OverlayType	792
10.223.3 Constructor & Destructor Documentation	793
10.223.3.1 Overlay() [1/2]	793
10.223.3.2 ~Overlay()	793
10.223.3.3 Overlay() [2/2]	793
10.223.4 Member Function Documentation	793
10.223.4.1 Decompress()	793
10.223.4.2 GetBitPosition()	793
10.223.4.3 GetBitsAllocated()	794
10.223.4.4 GetColumns()	794
10.223.4.5 GetDescription()	794
10.223.4.6 GetGroup()	794
10.223.4.7 GetOrigin()	794
10.223.4.8 GetOverlayData()	794
10.223.4.9 GetOverlayTypeAsString()	795
10.223.4.10 GetOverlayTypeFromString()	795
10.223.4.11 GetRows()	795
10.223.4.12 GetType()	795
10.223.4.13 GetTypeAsEnum()	795
10.223.4.14 GetUnpackBuffer()	795
10.223.4.15 GetUnpackBufferLength()	796
10.223.4.16 GrabOverlayFromPixelData()	796
10.223.4.17 IsEmpty()	796
10.223.4.18 IsInPixelData() [1/2]	796
10.223.4.19 IsInPixelData() [2/2]	796
10.223.4.20 IsZero()	796
10.223.4.21 operator=()	797
10.223.4.22 Print()	797
10.223.4.23 SetBitPosition()	797
10.223.4.24 SetBitsAllocated()	797
10.223.4.25 SetColumns()	797
10.223.4.26 SetDescription()	798
10.223.4.27 SetFrameOrigin()	798

10.223.4.28 SetGroup()	798
10.223.4.29 SetNumberOfFrames()	798
10.223.4.30 SetOrigin()	798
10.223.4.31 SetOverlay()	799
10.223.4.32 SetRows()	799
10.223.4.33 SetType()	799
10.223.4.34 Update()	799
10.224 gdcm::ParseException Class Reference	800
10.224.1 Detailed Description	801
10.224.2 Constructor & Destructor Documentation	801
10.224.2.1 ParseException() [1/2]	801
10.224.2.2 ~ParseException()	801
10.224.2.3 ParseException() [2/2]	801
10.224.3 Member Function Documentation	801
10.224.3.1 GetLastElement()	801
10.224.3.2 operator=()	802
10.224.3.3 SetLastElement()	802
10.225 gdcm::Parser Class Reference	802
10.225.1 Detailed Description	803
10.225.2 Member Typedef Documentation	803
10.225.2.1 EndElementHandler	803
10.225.2.2 StartElementHandler	803
10.225.3 Member Enumeration Documentation	804
10.225.3.1 ErrorType	804
10.225.4 Constructor & Destructor Documentation	805
10.225.4.1 Parser()	805
10.225.4.2 ~Parser()	805
10.225.5 Member Function Documentation	805
10.225.5.1 GetBuffer()	805
10.225.5.2 GetCurrentByteIndex()	805
10.225.5.3 GetErrorCode()	806
10.225.5.4 GetErrorString()	806
10.225.5.5 GetUserData()	806
10.225.5.6 Parse()	806
10.225.5.7 ParseBuffer()	806
10.225.5.8 Process()	806
10.225.5.9 SetElementHandler()	807
10.225.5.10 SetUserData()	807
10.226 gdcm::Patient Class Reference	807

10.226.1 Detailed Description . . . . .	807
10.226.2 Constructor & Destructor Documentation . . . . .	807
10.226.2.1 Patient() . . . . .	807
10.227 gdcm::network::PDataTFPDU Class Reference . . . . .	808
10.227.1 Detailed Description . . . . .	809
10.227.2 Member Typedef Documentation . . . . .	809
10.227.2.1 SizeType . . . . .	809
10.227.3 Constructor & Destructor Documentation . . . . .	809
10.227.3.1 PDataTFPDU() . . . . .	809
10.227.4 Member Function Documentation . . . . .	809
10.227.4.1 AddPresentationDataValue() . . . . .	809
10.227.4.2 GetNumberOfPresentationDataValues() . . . . .	810
10.227.4.3 GetPresentationDataValue() . . . . .	810
10.227.4.4 IsLastFragment() . . . . .	810
10.227.4.5 Print() . . . . .	810
10.227.4.6 Read() . . . . .	810
10.227.4.7 ReadInto() . . . . .	810
10.227.4.8 Size() . . . . .	811
10.227.4.9 Write() . . . . .	811
10.228 gdcm::PDBelement Class Reference . . . . .	811
10.228.1 Detailed Description . . . . .	812
10.228.2 Constructor & Destructor Documentation . . . . .	812
10.228.2.1 PDBelement() . . . . .	812
10.228.3 Member Function Documentation . . . . .	812
10.228.3.1 GetName() . . . . .	813
10.228.3.2 GetValue() . . . . .	813
10.228.3.3 operator==( ) . . . . .	813
10.228.3.4 SetName() . . . . .	813
10.228.3.5 SetValue() . . . . .	813
10.228.4 Friends And Related Function Documentation . . . . .	813
10.228.4.1 operator<< . . . . .	814
10.228.5 Member Data Documentation . . . . .	814
10.228.5.1 NameField . . . . .	814
10.228.5.2 ValueField . . . . .	814
10.229 gdcm::PDBHeader Class Reference . . . . .	814
10.229.1 Detailed Description . . . . .	815
10.229.2 Constructor & Destructor Documentation . . . . .	815
10.229.2.1 PDBHeader() . . . . .	815
10.229.2.2 ~PDBHeader() . . . . .	816

10.229.3 Member Function Documentation . . . . .	816
10.229.3.1 FindPDBELEMENTByName() . . . . .	816
10.229.3.2 GetPDBEEnd() . . . . .	816
10.229.3.3 GetPDBELEMENTByName() . . . . .	816
10.229.3.4 GetPDBInfoTag() . . . . .	816
10.229.3.5 LoadFromDataElement() . . . . .	817
10.229.3.6 Print() . . . . .	817
10.229.4 Friends And Related Function Documentation . . . . .	817
10.229.4.1 operator<< . . . . .	817
10.230 gdcm::PDFCodec Class Reference . . . . .	817
10.230.1 Detailed Description . . . . .	819
10.230.2 Constructor & Destructor Documentation . . . . .	819
10.230.2.1 PDFCodec() . . . . .	819
10.230.2.2 ~PDFCodec() . . . . .	819
10.230.3 Member Function Documentation . . . . .	819
10.230.3.1 CanCode() . . . . .	819
10.230.3.2 CanDecode() . . . . .	819
10.230.3.3 Decode() . . . . .	820
10.231 gdcm::network::PDUFactory Class Reference . . . . .	820
10.231.1 Detailed Description . . . . .	821
10.231.2 Member Function Documentation . . . . .	821
10.231.2.1 ConstructAbortPDU() . . . . .	821
10.231.2.2 ConstructPDU() . . . . .	821
10.231.2.3 ConstructReleasePDU() . . . . .	821
10.231.2.4 CreateCEchoPDU() . . . . .	821
10.231.2.5 CreateCFindPDU() . . . . .	821
10.231.2.6 CreateCMovePDU() . . . . .	822
10.231.2.7 CreateCStoreRQPDU() . . . . .	822
10.231.2.8 CreateCStoreRSPPDU() . . . . .	822
10.231.2.9 CreateNActionPDU() . . . . .	822
10.231.2.10 CreateNCreatePDU() . . . . .	822
10.231.2.11 CreateNDeletePDU() . . . . .	822
10.231.2.12 CreateNEventReportPDU() . . . . .	823
10.231.2.13 CreateNGetPDU() . . . . .	823
10.231.2.14 CreateNSetPDU() . . . . .	823
10.231.2.15 DetermineEventByPDU() . . . . .	823
10.231.2.16 GetPDVs() . . . . .	823
10.232 gdcm::PersonName Class Reference . . . . .	823
10.232.1 Detailed Description . . . . .	824

10.232.2 Member Function Documentation	824
10.232.2.1 GetMaxLength()	824
10.232.2.2 GetNumberOfComponents()	824
10.232.2.3 Print()	825
10.232.2.4 SetBlob()	825
10.232.2.5 SetComponents() [1/2]	825
10.232.2.6 SetComponents() [2/2]	825
10.232.3 Member Data Documentation	825
10.232.3.1 Component	825
10.232.3.2 MaxLength	825
10.232.3.3 MaxNumberOfComponents	826
10.232.3.4 Padding	826
10.232.3.5 Separator	826
10.233 gdcm::PGXCodec Class Reference	826
10.233.1 Detailed Description	827
10.233.2 Constructor & Destructor Documentation	827
10.233.2.1 PGXCodec()	827
10.233.2.2 ~PGXCodec()	828
10.233.3 Member Function Documentation	828
10.233.3.1 CanCode()	828
10.233.3.2 CanDecode()	828
10.233.3.3 Clone()	828
10.233.3.4 GetHeaderInfo()	828
10.233.3.5 Read()	829
10.233.3.6 Write()	829
10.234 gdcm::PhotometricInterpretation Class Reference	829
10.234.1 Detailed Description	830
10.234.2 Member Enumeration Documentation	830
10.234.2.1 PType	831
10.234.3 Constructor & Destructor Documentation	831
10.234.3.1 PhotometricInterpretation()	831
10.234.4 Member Function Documentation	831
10.234.4.1 GetPString()	832
10.234.4.2 GetPType()	832
10.234.4.3 GetSamplesPerPixel()	832
10.234.4.4 GetString()	832
10.234.4.5 GetType()	832
10.234.4.6 IsLossless()	832
10.234.4.7 IsLossy()	832

10.234.4.8 IsRetired()	833
10.234.4.9 IsSameColorSpace()	833
10.234.4.10 operator PType()	833
10.234.5 Friends And Related Function Documentation	833
10.234.5.1 operator<<	833
10.235 gdcmm::PixelFormat Class Reference	833
10.235.1 Detailed Description	835
10.235.2 Member Enumeration Documentation	835
10.235.2.1 ScalarType	835
10.235.3 Constructor & Destructor Documentation	836
10.235.3.1 PixelFormat() [1/3]	836
10.235.3.2 PixelFormat() [2/3]	836
10.235.3.3 PixelFormat() [3/3]	837
10.235.4 Member Function Documentation	837
10.235.4.1 GetBitsAllocated()	837
10.235.4.2 GetBitsStored()	837
10.235.4.3 GetHighBit()	837
10.235.4.4 GetMax()	838
10.235.4.5 GetMin()	838
10.235.4.6 GetPixelRepresentation()	838
10.235.4.7 GetPixelSize()	838
10.235.4.8 GetSamplesPerPixel()	839
10.235.4.9 GetScalarType()	839
10.235.4.10 GetScalarTypeAsString()	839
10.235.4.11 IsCompatible()	839
10.235.4.12 IsValid()	840
10.235.4.13 operator ScalarType()	840
10.235.4.14 operator!=( ) [1/2]	840
10.235.4.15 operator!=( ) [2/2]	840
10.235.4.16 operator==( ) [1/2]	840
10.235.4.17 operator==( ) [2/2]	840
10.235.4.18 Print()	841
10.235.4.19 SetBitsAllocated()	841
10.235.4.20 SetBitsStored()	841
10.235.4.21 SetHighBit()	841
10.235.4.22 SetPixelRepresentation()	841
10.235.4.23 SetSamplesPerPixel()	842
10.235.4.24 SetScalarType()	842
10.235.4.25 Validate()	842

10.235.5 Friends And Related Function Documentation	842
10.235.5.1 Bitmap	842
10.235.5.2 operator<<	843
10.236 gdcmm::Pixmap Class Reference	843
10.236.1 Detailed Description	845
10.236.2 Constructor & Destructor Documentation	845
10.236.2.1 Pixmap()	845
10.236.2.2 ~Pixmap()	845
10.236.3 Member Function Documentation	845
10.236.3.1 AreOverlaysInPixelData()	845
10.236.3.2 GetCurve() [1/2]	846
10.236.3.3 GetCurve() [2/2]	846
10.236.3.4 GetIconImage() [1/2]	846
10.236.3.5 GetIconImage() [2/2]	846
10.236.3.6 GetNumberOfCurves()	846
10.236.3.7 GetNumberOfOverlays()	846
10.236.3.8 GetOverlay() [1/2]	847
10.236.3.9 GetOverlay() [2/2]	847
10.236.3.10 Print()	847
10.236.3.11 RemoveOverlay()	847
10.236.3.12 SetIconImage()	847
10.236.3.13 SetNumberOfCurves()	847
10.236.3.14 SetNumberOfOverlays()	848
10.236.3.15 UnusedBitsPresentInPixelData()	848
10.236.4 Member Data Documentation	848
10.236.4.1 Curves	848
10.236.4.2 Icon	848
10.236.4.3 Overlays	848
10.237 gdcmm::PixmapReader Class Reference	849
10.237.1 Detailed Description	851
10.237.2 Constructor & Destructor Documentation	851
10.237.2.1 PixmapReader()	851
10.237.2.2 ~PixmapReader()	851
10.237.3 Member Function Documentation	851
10.237.3.1 GetPixmap() [1/2]	852
10.237.3.2 GetPixmap() [2/2]	852
10.237.3.3 Read()	852
10.237.3.4 ReadACRNEMAImage()	852
10.237.3.5 ReadImage()	853



10.237.3.6 ReadImageInternal()	853
10.237.4 Member Data Documentation	853
10.237.4.1 PixelData	853
10.238 gdcm::PixmapToPixmapFilter Class Reference	853
10.238.1 Detailed Description	854
10.238.2 Constructor & Destructor Documentation	855
10.238.2.1 PixmapToPixmapFilter()	855
10.238.2.2 ~PixmapToPixmapFilter()	855
10.238.3 Member Function Documentation	855
10.238.3.1 GetInput()	855
10.238.3.2 GetOutput()	855
10.238.3.3 GetOutputAsPixmap()	855
10.239 gdcm::PixmapWriter Class Reference	856
10.239.1 Detailed Description	858
10.239.2 Constructor & Destructor Documentation	858
10.239.2.1 PixmapWriter()	858
10.239.2.2 ~PixmapWriter()	858
10.239.3 Member Function Documentation	858
10.239.3.1 DoConImage()	859
10.239.3.2 GetImage() [1/2]	859
10.239.3.3 GetImage() [2/2]	859
10.239.3.4 GetPixmap() [1/2]	859
10.239.3.5 GetPixmap() [2/2]	859
10.239.3.6 PrepareWrite()	859
10.239.3.7 SetImage()	860
10.239.3.8 SetPixmap()	860
10.239.3.9 Write()	860
10.239.4 Member Data Documentation	860
10.239.4.1 PixelData	860
10.240 gdcm::PNMCodec Class Reference	861
10.240.1 Detailed Description	862
10.240.2 Constructor & Destructor Documentation	862
10.240.2.1 PNMCodec()	862
10.240.2.2 ~PNMCodec()	862
10.240.3 Member Function Documentation	862
10.240.3.1 CanCode()	863
10.240.3.2 CanDecode()	863
10.240.3.3 Clone()	863
10.240.3.4 GetBufferLength()	863

10.240.3.5 GetHeaderInfo()	863
10.240.3.6 Read()	864
10.240.3.7 SetBufferLength()	864
10.240.3.8 Write()	864
10.241 gdcm::Preamble Class Reference	864
10.241.1 Detailed Description	865
10.241.2 Constructor & Destructor Documentation	865
10.241.2.1 Preamble() [1/2]	866
10.241.2.2 ~Preamble()	866
10.241.2.3 Preamble() [2/2]	866
10.241.3 Member Function Documentation	866
10.241.3.1 Clear()	866
10.241.3.2 Create()	866
10.241.3.3 GetInternal()	866
10.241.3.4 GetLength()	867
10.241.3.5 IsEmpty()	867
10.241.3.6 IsValid()	867
10.241.3.7 operator=()	867
10.241.3.8 Print()	867
10.241.3.9 Read()	867
10.241.3.10 Remove()	868
10.241.3.11 Valid()	868
10.241.3.12 Write()	868
10.241.4 Friends And Related Function Documentation	868
10.241.4.1 operator<<	868
10.242 gdcm::PresentationContext Class Reference	869
10.242.1 Detailed Description	870
10.242.2 Member Typedef Documentation	870
10.242.2.1 SizeType	870
10.242.2.2 TransferSyntaxArrayType	870
10.242.3 Constructor & Destructor Documentation	870
10.242.3.1 PresentationContext() [1/2]	870
10.242.3.2 PresentationContext() [2/2]	871
10.242.4 Member Function Documentation	871
10.242.4.1 AddTransferSyntax()	871
10.242.4.2 GetAbstractSyntax()	871
10.242.4.3 GetNumberOfTransferSyntaxes()	871
10.242.4.4 GetPresentationContextID()	871
10.242.4.5 GetTransferSyntax()	871

10.242.4.6 operator==( ) . . . . .	872
10.242.4.7 Print() . . . . .	872
10.242.4.8 SetAbstractSyntax() . . . . .	872
10.242.4.9 SetPresentationContextID() . . . . .	872
10.242.5 Member Data Documentation . . . . .	872
10.242.5.1 AbstractSyntax . . . . .	872
10.242.5.2 ID . . . . .	872
10.242.5.3 TransferSyntaxes . . . . .	873
10.243 gdcmm::network::PresentationContextAC Class Reference . . . . .	873
10.243.1 Detailed Description . . . . .	873
10.243.2 Constructor & Destructor Documentation . . . . .	873
10.243.2.1 PresentationContextAC() . . . . .	874
10.243.3 Member Function Documentation . . . . .	874
10.243.3.1 GetPresentationContextID() . . . . .	874
10.243.3.2 GetReason() . . . . .	874
10.243.3.3 GetTransferSyntax() . . . . .	874
10.243.3.4 Print() . . . . .	874
10.243.3.5 Read() . . . . .	874
10.243.3.6 SetPresentationContextID() . . . . .	875
10.243.3.7 SetReason() . . . . .	875
10.243.3.8 SetTransferSyntax() . . . . .	875
10.243.3.9 Size() . . . . .	875
10.243.3.10 Write() . . . . .	875
10.244 gdcmm::PresentationContextGenerator Class Reference . . . . .	875
10.244.1 Detailed Description . . . . .	876
10.244.2 Member Typedef Documentation . . . . .	877
10.244.2.1 PresentationContextArrayType . . . . .	877
10.244.2.2 SizeType . . . . .	877
10.244.3 Constructor & Destructor Documentation . . . . .	877
10.244.3.1 PresentationContextGenerator() . . . . .	877
10.244.4 Member Function Documentation . . . . .	877
10.244.4.1 AddFromFile() . . . . .	877
10.244.4.2 AddPresentationContext() . . . . .	877
10.244.4.3 GenerateFromFilenames() . . . . .	878
10.244.4.4 GenerateFromUID() . . . . .	878
10.244.4.5 GetDefaultTransferSyntax() . . . . .	878
10.244.4.6 GetPresentationContexts() . . . . .	878
10.244.4.7 SetDefaultTransferSyntax() . . . . .	878
10.244.4.8 SetMergeModeToAbstractSyntax() . . . . .	879

10.244.4.9 SetMergeModeToTransferSyntax()	879
10.245 gdcmm::network::PresentationContextRQ Class Reference	879
10.245.1 Detailed Description	880
10.245.2 Member Typedef Documentation	880
10.245.2.1 SizeType	880
10.245.3 Constructor & Destructor Documentation	880
10.245.3.1 PresentationContextRQ() [1/3]	880
10.245.3.2 PresentationContextRQ() [2/3]	880
10.245.3.3 PresentationContextRQ() [3/3]	880
10.245.4 Member Function Documentation	881
10.245.4.1 AddTransferSyntax()	881
10.245.4.2 GetAbstractSyntax() [1/2]	881
10.245.4.3 GetAbstractSyntax() [2/2]	881
10.245.4.4 GetNumberOfTransferSyntaxes()	881
10.245.4.5 GetPresentationContextID()	881
10.245.4.6 GetTransferSyntax() [1/2]	881
10.245.4.7 GetTransferSyntax() [2/2]	882
10.245.4.8 GetTransferSyntaxes()	882
10.245.4.9 operator==()	882
10.245.4.10 Print()	882
10.245.4.11 Read()	882
10.245.4.12 SetAbstractSyntax()	882
10.245.4.13 SetPresentationContextID()	883
10.245.4.14 Size()	883
10.245.4.15 Write()	883
10.246 gdcmm::network::PresentationDataValue Class Reference	883
10.246.1 Detailed Description	884
10.246.2 Constructor & Destructor Documentation	884
10.246.2.1 PresentationDataValue()	884
10.246.3 Member Function Documentation	884
10.246.3.1 ConcatenatePDVBlobs()	884
10.246.3.2 ConcatenatePDVBlobsAsExplicit()	884
10.246.3.3 GetBlob()	885
10.246.3.4 GetIsCommand()	885
10.246.3.5 GetIsLastFragment()	885
10.246.3.6 GetMessageHeader()	885
10.246.3.7 GetPresentationContextID()	885
10.246.3.8 Print()	885
10.246.3.9 Read()	885

10.246.3.10 ReadInto()	886
10.246.3.11 SetBlob()	886
10.246.3.12 SetCommand()	886
10.246.3.13 SetDataSet()	886
10.246.3.14 SetLastFragment()	886
10.246.3.15 SetMessageHeader()	887
10.246.3.16 SetPresentationContextID()	887
10.246.3.17 Size()	887
10.246.3.18 Write()	887
10.247 gdcmm::Printer Class Reference	887
10.247.1 Detailed Description	889
10.247.2 Member Enumeration Documentation	889
10.247.2.1 PrintStyles	889
10.247.3 Constructor & Destructor Documentation	889
10.247.3.1 Printer()	889
10.247.3.2 ~Printer()	890
10.247.4 Member Function Documentation	890
10.247.4.1 GetPrintStyle()	890
10.247.4.2 Print()	890
10.247.4.3 PrintDataElement()	890
10.247.4.4 PrintDataSet()	891
10.247.4.5 PrintSQ()	891
10.247.4.6 SetColor()	891
10.247.4.7 SetFile()	891
10.247.4.8 SetStyle()	891
10.247.5 Member Data Documentation	892
10.247.5.1 F	892
10.247.5.2 MaxPrintLength	892
10.247.5.3 PrintStyle	892
10.248 gdcmm::PrivateDict Class Reference	892
10.248.1 Detailed Description	893
10.248.2 Constructor & Destructor Documentation	893
10.248.2.1 PrivateDict()	893
10.248.2.2 ~PrivateDict()	893
10.248.3 Member Function Documentation	893
10.248.3.1 AddDictEntry()	893
10.248.3.2 FindDictEntry()	894
10.248.3.3 GetDictEntry()	894
10.248.3.4 IsEmpty()	894

10.248.3.5 LoadDefault()	894
10.248.3.6 PrintXML()	894
10.248.3.7 RemoveDictEntry()	894
10.248.4 Friends And Related Function Documentation	895
10.248.4.1 Dicts	895
10.248.4.2 operator<<	895
10.249 gdcmm::PrivateTag Class Reference	895
10.249.1 Detailed Description	896
10.249.2 Constructor & Destructor Documentation	897
10.249.2.1 PrivateTag() [1/2]	897
10.249.2.2 PrivateTag() [2/2]	897
10.249.3 Member Function Documentation	897
10.249.3.1 GetAsDataElement()	897
10.249.3.2 GetOwner()	897
10.249.3.3 operator!=( ) [1/2]	898
10.249.3.4 operator!=( ) [2/2]	898
10.249.3.5 operator<()	898
10.249.3.6 operator=()	898
10.249.3.7 operator==( ) [1/2]	898
10.249.3.8 operator==( ) [2/2]	899
10.249.3.9 ReadFromCommaSeparatedString()	899
10.249.3.10 SetOwner()	899
10.249.4 Friends And Related Function Documentation	899
10.249.4.1 operator<<	899
10.250 gdcmm::ProgressEvent Class Reference	900
10.250.1 Detailed Description	901
10.250.2 Member Typedef Documentation	901
10.250.2.1 Self	901
10.250.2.2 Superclass	901
10.250.3 Constructor & Destructor Documentation	901
10.250.3.1 ProgressEvent() [1/2]	902
10.250.3.2 ~ProgressEvent()	902
10.250.3.3 ProgressEvent() [2/2]	902
10.250.4 Member Function Documentation	902
10.250.4.1 CheckEvent()	902
10.250.4.2 GetEventName()	902
10.250.4.3 GetProgress()	903
10.250.4.4 MakeObject()	903
10.250.4.5 operator=()	903

10.250.4.6 SetProgress()	903
10.251 gdcmm::PVRGCodec Class Reference	904
10.251.1 Detailed Description	905
10.251.2 Constructor & Destructor Documentation	905
10.251.2.1 PVRGCodec()	905
10.251.2.2 ~PVRGCodec()	905
10.251.3 Member Function Documentation	905
10.251.3.1 CanCode()	906
10.251.3.2 CanDecode()	906
10.251.3.3 Clone()	906
10.251.3.4 Code()	906
10.251.3.5 Decode()	907
10.251.3.6 SetLossyFlag()	907
10.252 gdcmm::PythonFilter Class Reference	907
10.252.1 Detailed Description	907
10.252.2 Constructor & Destructor Documentation	908
10.252.2.1 PythonFilter()	908
10.252.2.2 ~PythonFilter()	908
10.252.3 Member Function Documentation	908
10.252.3.1 GetFile() [1/2]	908
10.252.3.2 GetFile() [2/2]	908
10.252.3.3 SetDicts()	908
10.252.3.4 SetFile()	908
10.252.3.5 ToPyObject()	909
10.252.3.6 UseDictAlways()	909
10.253 gdcmm::QueryBase Class Reference	909
10.253.1 Detailed Description	910
10.253.2 Constructor & Destructor Documentation	910
10.253.2.1 ~QueryBase()	910
10.253.3 Member Function Documentation	910
10.253.3.1 GetAllRequiredTags()	910
10.253.3.2 GetAllTags()	911
10.253.3.3 GetHierarchicalSearchTags()	911
10.253.3.4 GetName()	911
10.253.3.5 GetOptionalTags()	911
10.253.3.6 GetQueryLevel()	911
10.253.3.7 GetRequiredTags()	912
10.253.3.8 GetUniqueTags()	912
10.254 gdcmm::QueryFactory Class Reference	912

10.254.1 Detailed Description	912
10.254.2 Member Function Documentation	913
10.254.2.1 GetCharacterFromCurrentLocale()	913
10.254.2.2 ListCharSets()	913
10.254.2.3 ProduceCharacterSetDataElement()	913
10.254.2.4 ProduceQuery() [1/2]	913
10.254.2.5 ProduceQuery() [2/2]	914
10.255 gdcmm::QueryImage Class Reference	914
10.255.1 Detailed Description	915
10.255.2 Member Function Documentation	915
10.255.2.1 GetHierarchicalSearchTags()	915
10.255.2.2 GetName()	915
10.255.2.3 GetOptionalTags()	915
10.255.2.4 GetQueryLevel()	916
10.255.2.5 GetRequiredTags()	916
10.255.2.6 GetUniqueTags()	916
10.256 gdcmm::QueryPatient Class Reference	916
10.256.1 Detailed Description	917
10.256.2 Member Function Documentation	917
10.256.2.1 GetHierarchicalSearchTags()	917
10.256.2.2 GetName()	918
10.256.2.3 GetOptionalTags()	918
10.256.2.4 GetQueryLevel()	918
10.256.2.5 GetRequiredTags()	918
10.256.2.6 GetUniqueTags()	918
10.257 gdcmm::QuerySeries Class Reference	919
10.257.1 Detailed Description	920
10.257.2 Member Function Documentation	920
10.257.2.1 GetHierarchicalSearchTags()	920
10.257.2.2 GetName()	920
10.257.2.3 GetOptionalTags()	920
10.257.2.4 GetQueryLevel()	920
10.257.2.5 GetRequiredTags()	921
10.257.2.6 GetUniqueTags()	921
10.258 gdcmm::QueryStudy Class Reference	921
10.258.1 Detailed Description	922
10.258.2 Member Function Documentation	922
10.258.2.1 GetHierarchicalSearchTags()	922
10.258.2.2 GetName()	923



10.258.2.3 GetOptionalTags()	923
10.258.2.4 GetQueryLevel()	923
10.258.2.5 GetRequiredTags()	923
10.258.2.6 GetUniqueTags()	923
10.259 gdcm::RAWCodec Class Reference	924
10.259.1 Detailed Description	925
10.259.2 Constructor & Destructor Documentation	925
10.259.2.1 RAWCodec()	925
10.259.2.2 ~RAWCodec()	925
10.259.3 Member Function Documentation	925
10.259.3.1 CanCode()	926
10.259.3.2 CanDecode()	926
10.259.3.3 Clone()	926
10.259.3.4 Code()	926
10.259.3.5 Decode()	927
10.259.3.6 DecodeByStreams()	927
10.259.3.7 DecodeBytes()	927
10.259.3.8 GetHeaderInfo()	927
10.260 gdcm::Reader Class Reference	928
10.260.1 Detailed Description	930
10.260.2 Constructor & Destructor Documentation	931
10.260.2.1 Reader()	931
10.260.2.2 ~Reader()	931
10.260.3 Member Function Documentation	931
10.260.3.1 CanRead()	931
10.260.3.2 GetFile() [1/2]	931
10.260.3.3 GetFile() [2/2]	932
10.260.3.4 GetStreamCurrentPosition()	932
10.260.3.5 GetStreamPtr()	932
10.260.3.6 Read()	933
10.260.3.7 ReadDataSet()	933
10.260.3.8 ReadMetaInformation()	933
10.260.3.9 ReadPreamble()	933
10.260.3.10 ReadSelectedPrivateTags()	934
10.260.3.11 ReadSelectedTags()	934
10.260.3.12 ReadUpToTag()	934
10.260.3.13 SetFile()	934
10.260.3.14 SetFileName()	935
10.260.3.15 SetStream()	935

10.260.4 Friends And Related Function Documentation	935
10.260.4.1 StreamImageReader	935
10.260.5 Member Data Documentation	936
10.260.5.1 F	936
10.261 gdcm::RealWorldValueMappingContent Struct Reference	936
10.261.1 Member Data Documentation	937
10.261.1.1 CodeMeaning	937
10.261.1.2 CodeValue	937
10.261.1.3 RealWorldValueIntercept	937
10.261.1.4 RealWorldValueSlope	937
10.262 gdcm::Region Class Reference	937
10.262.1 Detailed Description	938
10.262.2 Constructor & Destructor Documentation	938
10.262.2.1 Region()	938
10.262.2.2 ~Region()	938
10.262.3 Member Function Documentation	938
10.262.3.1 Area()	939
10.262.3.2 Clone()	939
10.262.3.3 ComputeBoundingBox()	939
10.262.3.4 Empty()	939
10.262.3.5 IsValid()	939
10.262.3.6 Print()	940
10.263 gdcm::Rescaler Class Reference	940
10.263.1 Detailed Description	941
10.263.2 Constructor & Destructor Documentation	942
10.263.2.1 Rescaler()	942
10.263.2.2 ~Rescaler()	942
10.263.3 Member Function Documentation	942
10.263.3.1 ComputeInterceptSlopePixelType()	942
10.263.3.2 ComputePixelTypeFromMinMax()	942
10.263.3.3 GetIntercept()	942
10.263.3.4 GetSlope()	943
10.263.3.5 InverseRescale()	943
10.263.3.6 InverseRescaleFunctionIntoBestFit()	943
10.263.3.7 Rescale()	943
10.263.3.8 RescaleFunctionIntoBestFit()	944
10.263.3.9 SetIntercept()	944
10.263.3.10 SetMinMaxForPixelType()	944
10.263.3.11 SetPixelFormat()	944

10.263.3.12 SetSlope()	945
10.263.3.13 SetTargetPixelType()	945
10.263.3.14 SetUseTargetPixelType()	945
10.264 gdcmm::RLECodec Class Reference	945
10.264.1 Detailed Description	947
10.264.2 Constructor & Destructor Documentation	947
10.264.2.1 RLECodec()	947
10.264.2.2 ~RLECodec()	948
10.264.3 Member Function Documentation	948
10.264.3.1 AppendFrameEncode()	948
10.264.3.2 AppendRowEncode()	948
10.264.3.3 CanCode()	948
10.264.3.4 CanDecode()	949
10.264.3.5 Clone()	949
10.264.3.6 Code()	949
10.264.3.7 Decode()	949
10.264.3.8 DecodeByStreams()	950
10.264.3.9 DecodeExtent()	950
10.264.3.10 GetBufferLength()	950
10.264.3.11 GetHeaderInfo()	950
10.264.3.12 IsFrameEncoder()	950
10.264.3.13 IsRowEncoder()	951
10.264.3.14 SetBufferLength()	951
10.264.3.15 SetLength()	951
10.264.3.16 StartEncode()	951
10.264.3.17 StopEncode()	951
10.264.4 Friends And Related Function Documentation	951
10.264.4.1 ImageRegionReader	952
10.265 gdcmm::network::RoleSelectionSub Class Reference	952
10.265.1 Detailed Description	952
10.265.2 Constructor & Destructor Documentation	952
10.265.2.1 RoleSelectionSub()	952
10.265.3 Member Function Documentation	952
10.265.3.1 Print()	953
10.265.3.2 Read()	953
10.265.3.3 SetTuple()	953
10.265.3.4 Size()	953
10.265.3.5 Write()	953
10.266 gdcmm::Scanner Class Reference	954

10.266.1 Detailed Description	956
10.266.2 Member Typedef Documentation	956
10.266.2.1 ConstIterator	956
10.266.2.2 MappingType	957
10.266.2.3 TagToValue	957
10.266.2.4 TagToValueValueType	957
10.266.2.5 ValuesType	957
10.266.3 Constructor & Destructor Documentation	957
10.266.3.1 Scanner()	957
10.266.3.2 ~Scanner()	957
10.266.4 Member Function Documentation	957
10.266.4.1 AddPrivateTag()	958
10.266.4.2 AddSkipTag()	958
10.266.4.3 AddTag()	958
10.266.4.4 Begin()	958
10.266.4.5 ClearSkipTags()	958
10.266.4.6 ClearTags()	958
10.266.4.7 End()	959
10.266.4.8 GetAllFileNamesFromTagToValue()	959
10.266.4.9 GetFilenameFromTagToValue()	959
10.266.4.10 GetFileNames()	959
10.266.4.11 GetKeys()	959
10.266.4.12 GetMapping()	960
10.266.4.13 GetMappingFromTagToValue()	960
10.266.4.14 GetMappings()	960
10.266.4.15 GetOrderedValues()	960
10.266.4.16 GetValue()	960
10.266.4.17 GetValues() [ 1 / 2 ]	961
10.266.4.18 GetValues() [ 2 / 2 ]	961
10.266.4.19 IsKey()	961
10.266.4.20 New()	961
10.266.4.21 Print()	962
10.266.4.22 PrintTable()	962
10.266.4.23 ProcessPublicTag()	962
10.266.4.24 Scan()	962
10.266.5 Friends And Related Function Documentation	962
10.266.5.1 operator<<	963
10.267 gdcm::Scanner2 Class Reference	963
10.267.1 Detailed Description	966

10.267.2 Member Typedef Documentation	966
10.267.2.1 PrivateConstIterator	966
10.267.2.2 PrivateMappingType	966
10.267.2.3 PrivateTagToValue	967
10.267.2.4 PrivateTagToValueValueType	967
10.267.2.5 PublicConstIterator	967
10.267.2.6 PublicMappingType	967
10.267.2.7 PublicTagToValue	967
10.267.2.8 PublicTagToValueValueType	967
10.267.2.9 ValuesType	967
10.267.3 Constructor & Destructor Documentation	968
10.267.3.1 Scanner2()	968
10.267.3.2 ~Scanner2()	968
10.267.4 Member Function Documentation	968
10.267.4.1 AddPrivateTag()	968
10.267.4.2 AddPublicTag()	968
10.267.4.3 AddSkipTag()	968
10.267.4.4 Begin()	969
10.267.4.5 ClearPrivateTags()	969
10.267.4.6 ClearPublicTags()	969
10.267.4.7 ClearSkipTags()	969
10.267.4.8 End()	969
10.267.4.9 GetAllFilenamesFromPrivateTagToValue()	969
10.267.4.10 GetAllFilenamesFromPublicTagToValue()	969
10.267.4.11 GetFilenameFromPrivateTagToValue()	970
10.267.4.12 GetFilenameFromPublicTagToValue()	970
10.267.4.13 GetFilenames()	970
10.267.4.14 GetKeys()	970
10.267.4.15 GetMappingFromPrivateTagToValue()	970
10.267.4.16 GetMappingFromPublicTagToValue()	970
10.267.4.17 GetPrivateMapping()	971
10.267.4.18 GetPrivateMappings()	971
10.267.4.19 GetPrivateOrderedValues()	971
10.267.4.20 GetPrivateValue()	971
10.267.4.21 GetPrivateValues()	971
10.267.4.22 GetPublicMapping()	971
10.267.4.23 GetPublicMappings()	972
10.267.4.24 GetPublicOrderedValues()	972
10.267.4.25 GetPublicValue()	972

10.267.4.26	GetPublicValues()	972
10.267.4.27	GetValues()	972
10.267.4.28	IsKey()	973
10.267.4.29	New()	973
10.267.4.30	Print()	973
10.267.4.31	PrintTable()	973
10.267.4.32	PrivateBegin()	973
10.267.4.33	PrivateEnd()	974
10.267.4.34	ProcessPrivateTag()	974
10.267.4.35	ProcessPublicTag()	974
10.267.4.36	Scan()	974
10.267.5	Friends And Related Function Documentation	974
10.267.5.1	operator<<	974
10.268	gdcmm::Segment Class Reference	975
10.268.1	Detailed Description	977
10.268.2	Member Typedef Documentation	977
10.268.2.1	BasicCodedEntryVector	977
10.268.2.2	SurfaceVector	977
10.268.3	Member Enumeration Documentation	977
10.268.3.1	ALGOType	977
10.268.4	Constructor & Destructor Documentation	978
10.268.4.1	Segment()	978
10.268.4.2	~Segment()	978
10.268.5	Member Function Documentation	978
10.268.5.1	AddSurface()	978
10.268.5.2	GetALGOType()	978
10.268.5.3	GetALGOTypeString()	979
10.268.5.4	GetAnatomicRegion() [1/2]	979
10.268.5.5	GetAnatomicRegion() [2/2]	979
10.268.5.6	GetAnatomicRegionModifiers() [1/2]	979
10.268.5.7	GetAnatomicRegionModifiers() [2/2]	979
10.268.5.8	GetPropertyCategory() [1/2]	979
10.268.5.9	GetPropertyCategory() [2/2]	979
10.268.5.10	GetPropertyType() [1/2]	980
10.268.5.11	GetPropertyType() [2/2]	980
10.268.5.12	GetPropertyTypeModifiers() [1/2]	980
10.268.5.13	GetPropertyTypeModifiers() [2/2]	980
10.268.5.14	GetSegmentAlgorithmName()	980
10.268.5.15	GetSegmentAlgorithmType()	980

10.268.5.16 GetSegmentDescription()	980
10.268.5.17 GetSegmentLabel()	981
10.268.5.18 GetSegmentNumber()	981
10.268.5.19 GetSurface()	981
10.268.5.20 GetSurfaceCount()	981
10.268.5.21 GetSurfaces() [1/2]	981
10.268.5.22 GetSurfaces() [2/2]	981
10.268.5.23 SetAnatomicRegion()	981
10.268.5.24 SetAnatomicRegionModifiers()	982
10.268.5.25 SetPropertyCategory()	982
10.268.5.26 SetPropertyType()	982
10.268.5.27 SetPropertyTypeModifiers()	982
10.268.5.28 SetSegmentAlgorithmName()	982
10.268.5.29 SetSegmentAlgorithmType() [1/2]	982
10.268.5.30 SetSegmentAlgorithmType() [2/2]	983
10.268.5.31 SetSegmentDescription()	983
10.268.5.32 SetSegmentLabel()	983
10.268.5.33 SetSegmentNumber()	983
10.268.5.34 SetSurfaceCount()	983
10.268.6 Member Data Documentation	983
10.268.6.1 AnatomicRegion	983
10.268.6.2 AnatomicRegionModifiers	984
10.268.6.3 PropertyCategory	984
10.268.6.4 PropertyType	984
10.268.6.5 PropertyTypeModifiers	984
10.268.6.6 SegmentAlgorithmName	984
10.268.6.7 SegmentAlgorithmType	984
10.268.6.8 SegmentDescription	984
10.268.6.9 SegmentLabel	985
10.268.6.10 SegmentNumber	985
10.268.6.11 SurfaceCount	985
10.268.6.12 Surfaces	985
10.269 gdcm::SegmentedPaletteColorLookupTable Class Reference	985
10.269.1 Detailed Description	986
10.269.2 Constructor & Destructor Documentation	986
10.269.2.1 SegmentedPaletteColorLookupTable()	986
10.269.2.2 ~SegmentedPaletteColorLookupTable()	987
10.269.3 Member Function Documentation	987
10.269.3.1 Print()	987

10.269.3.2 SetLUT()	987
10.270 gdcm::SegmentReader Class Reference	988
10.270.1 Detailed Description	989
10.270.2 Member Typedef Documentation	989
10.270.2.1 SegmentMap	990
10.270.2.2 SegmentVector	990
10.270.3 Constructor & Destructor Documentation	990
10.270.3.1 SegmentReader()	990
10.270.3.2 ~SegmentReader()	990
10.270.4 Member Function Documentation	990
10.270.4.1 GetSegments() [1/2]	990
10.270.4.2 GetSegments() [2/2]	990
10.270.4.3 Read()	991
10.270.4.4 ReadSegment()	991
10.270.4.5 ReadSegments()	991
10.270.5 Member Data Documentation	991
10.270.5.1 Segments	991
10.271 gdcm::SegmentWriter Class Reference	992
10.271.1 Detailed Description	993
10.271.2 Member Typedef Documentation	993
10.271.2.1 SegmentVector	993
10.271.3 Constructor & Destructor Documentation	993
10.271.3.1 SegmentWriter()	993
10.271.3.2 ~SegmentWriter()	993
10.271.4 Member Function Documentation	994
10.271.4.1 AddSegment()	994
10.271.4.2 GetNumberOfSegments()	994
10.271.4.3 GetSegment()	994
10.271.4.4 GetSegments() [1/2]	994
10.271.4.5 GetSegments() [2/2]	994
10.271.4.6 PrepareWrite()	994
10.271.4.7 SetNumberOfSegments()	995
10.271.4.8 SetSegments()	995
10.271.4.9 Write()	995
10.271.5 Member Data Documentation	995
10.271.5.1 Segments	995
10.272 gdcm::SequenceOfFragments Class Reference	996
10.272.1 Detailed Description	997
10.272.2 Member Typedef Documentation	998



10.272.2.1 ConstIterator	998
10.272.2.2 FragmentVector	998
10.272.2.3 Iterator	998
10.272.2.4 SizeType	998
10.272.3 Constructor & Destructor Documentation	998
10.272.3.1 SequenceOfFragments()	998
10.272.4 Member Function Documentation	998
10.272.4.1 AddFragment()	999
10.272.4.2 Begin() [1/2]	999
10.272.4.3 Begin() [2/2]	999
10.272.4.4 Clear()	999
10.272.4.5 ComputeByteLength()	999
10.272.4.6 ComputeLength()	999
10.272.4.7 End() [1/2]	1000
10.272.4.8 End() [2/2]	1000
10.272.4.9 GetBuffer()	1000
10.272.4.10 GetFragBuffer()	1000
10.272.4.11 GetFragment()	1000
10.272.4.12 GetLength()	1001
10.272.4.13 GetNumberOfFragments()	1001
10.272.4.14 GetTable() [1/2]	1001
10.272.4.15 GetTable() [2/2]	1001
10.272.4.16 New()	1001
10.272.4.17 operator==()	1002
10.272.4.18 Print()	1002
10.272.4.19 Read()	1002
10.272.4.20 ReadPreValue()	1002
10.272.4.21 ReadValue()	1002
10.272.4.22 SetLength()	1003
10.272.4.23 Write()	1003
10.272.4.24 WriteBuffer()	1003
10.273 gdcmm::SequenceOfItems Class Reference	1004
10.273.1 Detailed Description	1006
10.273.2 Member Typedef Documentation	1006
10.273.2.1 ConstIterator	1006
10.273.2.2 ItemVector	1007
10.273.2.3 Iterator	1007
10.273.2.4 SizeType	1007
10.273.3 Constructor & Destructor Documentation	1007

10.273.3.1 SequenceOfItems()	1007
10.273.4 Member Function Documentation	1007
10.273.4.1 AddItem()	1007
10.273.4.2 AddNewUndefinedLengthItem()	1008
10.273.4.3 Begin() [1/2]	1008
10.273.4.4 Begin() [2/2]	1008
10.273.4.5 Clear()	1008
10.273.4.6 ComputeLength()	1008
10.273.4.7 End() [1/2]	1008
10.273.4.8 End() [2/2]	1009
10.273.4.9 FindDataElement()	1009
10.273.4.10 GetItem() [1/2]	1009
10.273.4.11 GetItem() [2/2]	1009
10.273.4.12 GetLength()	1009
10.273.4.13 GetNumberOfItems()	1010
10.273.4.14 IsEmpty()	1010
10.273.4.15 IsUndefinedLength()	1010
10.273.4.16 New()	1010
10.273.4.17 operator=()	1010
10.273.4.18 operator==(())	1011
10.273.4.19 Print()	1011
10.273.4.20 Read()	1011
10.273.4.21 RemoveItemByIndex()	1011
10.273.4.22 SetLength()	1011
10.273.4.23 SetLengthToUndefined()	1012
10.273.4.24 SetNumberOfItems()	1012
10.273.4.25 Write()	1012
10.273.5 Member Data Documentation	1012
10.273.5.1 Items	1012
10.273.5.2 SequenceLengthField	1012
10.274 gdcm::SerieHelper Class Reference	1013
10.274.1 Detailed Description	1014
10.274.2 Member Typedef Documentation	1014
10.274.2.1 Rule	1014
10.274.2.2 SerieRestrictions	1015
10.274.2.3 SingleSerieUIDFileSetmap	1015
10.274.3 Constructor & Destructor Documentation	1015
10.274.3.1 SerieHelper()	1015
10.274.3.2 ~SerieHelper()	1015

10.274.4 Member Function Documentation	1015
10.274.4.1 AddFile()	1015
10.274.4.2 AddFileName()	1015
10.274.4.3 AddRestriction() [1/3]	1016
10.274.4.4 AddRestriction() [2/3]	1016
10.274.4.5 AddRestriction() [3/3]	1016
10.274.4.6 Clear()	1016
10.274.4.7 CreateDefaultUniqueSeriesIdentifier()	1016
10.274.4.8 CreateUniqueSeriesIdentifier()	1016
10.274.4.9 FileNameOrdering()	1017
10.274.4.10 GetFirstSingleSerieUIDFileSet()	1017
10.274.4.11 GetNextSingleSerieUIDFileSet()	1017
10.274.4.12 ImageNumberOrdering()	1017
10.274.4.13 ImagePositionPatientOrdering()	1017
10.274.4.14 OrderFileList()	1017
10.274.4.15 SetDirectory()	1018
10.274.4.16 SetLoadMode()	1018
10.274.4.17 SetUseSeriesDetails()	1018
10.274.4.18 UserOrdering()	1018
10.274.5 Member Data Documentation	1018
10.274.5.1 elem	1018
10.274.5.2 ItFileSetHt	1018
10.274.5.3 op	1019
10.274.5.4 SingleSerieUIDFileSetHT	1019
10.274.5.5 value	1019
10.275 gdcm::Series Class Reference	1019
10.275.1 Detailed Description	1019
10.275.2 Constructor & Destructor Documentation	1019
10.275.2.1 Series()	1020
10.276 gdcm::network::ServiceClassApplicationInformation Class Reference	1020
10.276.1 Detailed Description	1020
10.276.2 Constructor & Destructor Documentation	1020
10.276.2.1 ServiceClassApplicationInformation()	1020
10.276.3 Member Function Documentation	1020
10.276.3.1 Print()	1021
10.276.3.2 Read()	1021
10.276.3.3 SetTuple()	1021
10.276.3.4 Size()	1021
10.276.3.5 Write()	1021

10.277 gdcmm::ServiceClassUser Class Reference . . . . .	1022
10.277.1 Detailed Description . . . . .	1024
10.277.2 Constructor & Destructor Documentation . . . . .	1024
10.277.2.1 ServiceClassUser() [1/2] . . . . .	1024
10.277.2.2 ~ServiceClassUser() . . . . .	1024
10.277.2.3 ServiceClassUser() [2/2] . . . . .	1024
10.277.3 Member Function Documentation . . . . .	1025
10.277.3.1 GetAETitle() . . . . .	1025
10.277.3.2 GetCalledAETitle() . . . . .	1025
10.277.3.3 GetTimeout() . . . . .	1025
10.277.3.4 InitializeConnection() . . . . .	1025
10.277.3.5 IsPresentationContextAccepted() . . . . .	1025
10.277.3.6 New() . . . . .	1026
10.277.3.7 operator=() . . . . .	1026
10.277.3.8 SendEcho() . . . . .	1026
10.277.3.9 SendFind() . . . . .	1026
10.277.3.10 SendMove() [1/3] . . . . .	1026
10.277.3.11 SendMove() [2/3] . . . . .	1027
10.277.3.12 SendMove() [3/3] . . . . .	1027
10.277.3.13 SendStore() [1/3] . . . . .	1027
10.277.3.14 SendStore() [2/3] . . . . .	1027
10.277.3.15 SendStore() [3/3] . . . . .	1027
10.277.3.16 SetAETitle() . . . . .	1028
10.277.3.17 SetCalledAETitle() . . . . .	1028
10.277.3.18 SetHostname() . . . . .	1028
10.277.3.19 SetPort() . . . . .	1028
10.277.3.20 SetPortSCP() . . . . .	1029
10.277.3.21 SetPresentationContexts() . . . . .	1029
10.277.3.22 SetTimeout() . . . . .	1029
10.277.3.23 StartAssociation() . . . . .	1029
10.277.3.24 StopAssociation() . . . . .	1030
10.278 gdcmm::SHA1 Class Reference . . . . .	1030
10.278.1 Detailed Description . . . . .	1030
10.278.2 Constructor & Destructor Documentation . . . . .	1031
10.278.2.1 SHA1() [1/2] . . . . .	1031
10.278.2.2 ~SHA1() . . . . .	1031
10.278.2.3 SHA1() [2/2] . . . . .	1031
10.278.3 Member Function Documentation . . . . .	1031
10.278.3.1 Compute() . . . . .	1031

10.278.3.2 ComputeFile()	1031
10.278.3.3 operator=()	1032
10.279 gdcm::SimpleMemberCommand< T > Class Template Reference	1032
10.279.1 Detailed Description	1034
10.279.2 Member Typedef Documentation	1034
10.279.2.1 Self	1034
10.279.2.2 TMemberFunctionPointer	1034
10.279.3 Constructor & Destructor Documentation	1034
10.279.3.1 SimpleMemberCommand() [1/2]	1034
10.279.3.2 SimpleMemberCommand() [2/2]	1035
10.279.3.3 ~SimpleMemberCommand()	1035
10.279.4 Member Function Documentation	1035
10.279.4.1 Execute() [1/2]	1035
10.279.4.2 Execute() [2/2]	1035
10.279.4.3 New()	1036
10.279.4.4 operator=()	1036
10.279.4.5 SetCallbackFunction()	1036
10.279.5 Member Data Documentation	1036
10.279.5.1 m_MemberFunction	1036
10.279.5.2 m_This	1037
10.280 gdcm::SimpleSubjectWatcher Class Reference	1037
10.280.1 Detailed Description	1037
10.280.2 Constructor & Destructor Documentation	1038
10.280.2.1 SimpleSubjectWatcher() [1/2]	1038
10.280.2.2 ~SimpleSubjectWatcher()	1038
10.280.2.3 SimpleSubjectWatcher() [2/2]	1038
10.280.3 Member Function Documentation	1038
10.280.3.1 EndFilter()	1038
10.280.3.2 operator=()	1038
10.280.3.3 ShowAbort()	1039
10.280.3.4 ShowAnonymization()	1039
10.280.3.5 ShowData()	1039
10.280.3.6 ShowDataSet()	1039
10.280.3.7 ShowFileName()	1039
10.280.3.8 ShowIteration()	1040
10.280.3.9 ShowProgress()	1040
10.280.3.10 StartFilter()	1040
10.280.3.11 TestAbortOff()	1040
10.280.3.12 TestAbortOn()	1040

10.281 gdcM::MrProtocol::Slice Struct Reference . . . . .	1041
10.281.1 Member Data Documentation . . . . .	1041
10.281.1.1 Normal . . . . .	1041
10.281.1.2 Position . . . . .	1041
10.282 gdcM::MrProtocol::SliceArray Struct Reference . . . . .	1042
10.282.1 Member Data Documentation . . . . .	1042
10.282.1.1 Slices . . . . .	1042
10.283 gdcM::SmartPointer< ObjectType > Class Template Reference . . . . .	1043
10.283.1 Detailed Description . . . . .	1044
10.283.2 Constructor & Destructor Documentation . . . . .	1044
10.283.2.1 SmartPointer() [ 1 / 4 ] . . . . .	1045
10.283.2.2 SmartPointer() [ 2 / 4 ] . . . . .	1045
10.283.2.3 SmartPointer() [ 3 / 4 ] . . . . .	1045
10.283.2.4 SmartPointer() [ 4 / 4 ] . . . . .	1045
10.283.2.5 ~SmartPointer() . . . . .	1045
10.283.3 Member Function Documentation . . . . .	1045
10.283.3.1 GetPointer() . . . . .	1046
10.283.3.2 operator ObjectType *() . . . . .	1046
10.283.3.3 operator*() . . . . .	1046
10.283.3.4 operator->() . . . . .	1046
10.283.3.5 operator=() [ 1 / 3 ] . . . . .	1046
10.283.3.6 operator=() [ 2 / 3 ] . . . . .	1047
10.283.3.7 operator=() [ 3 / 3 ] . . . . .	1047
10.284 gdcM::network::SOPClassExtendedNegociationSub Class Reference . . . . .	1047
10.284.1 Detailed Description . . . . .	1048
10.284.2 Constructor & Destructor Documentation . . . . .	1048
10.284.2.1 SOPClassExtendedNegociationSub() . . . . .	1048
10.284.3 Member Function Documentation . . . . .	1048
10.284.3.1 Print() . . . . .	1048
10.284.3.2 Read() . . . . .	1048
10.284.3.3 SetTuple() . . . . .	1048
10.284.3.4 Size() . . . . .	1049
10.284.3.5 Write() . . . . .	1049
10.285 gdcM::SOPClassUIDToIOD Class Reference . . . . .	1049
10.285.1 Detailed Description . . . . .	1049
10.285.2 Member Typedef Documentation . . . . .	1050
10.285.2.1 const . . . . .	1050
10.285.3 Member Function Documentation . . . . .	1050
10.285.3.1 GetIOD() . . . . .	1050

---

10.285.3.2 GetIODFromSOPClassUID()	1050
10.285.3.3 GetNumberOfSOPClassToIOD()	1050
10.285.3.4 GetSOPClassUIDFromIOD()	1051
10.285.3.5 GetSOPClassUIDToIOD()	1051
10.285.3.6 GetSOPClassUIDToIODs()	1051
10.286 gdcm::Sorter Class Reference	1051
10.286.1 Detailed Description	1053
10.286.2 Member Typedef Documentation	1053
10.286.2.1 SelectionMap	1053
10.286.2.2 SortFunction	1053
10.286.3 Constructor & Destructor Documentation	1053
10.286.3.1 Sorter()	1054
10.286.3.2 ~Sorter()	1054
10.286.4 Member Function Documentation	1054
10.286.4.1 AddSelect()	1054
10.286.4.2 GetFileNames()	1054
10.286.4.3 Print()	1054
10.286.4.4 SetSortFunction()	1055
10.286.4.5 SetTagsToRead()	1055
10.286.4.6 Sort()	1055
10.286.4.7 StableSort()	1055
10.286.5 Friends And Related Function Documentation	1055
10.286.5.1 operator<<	1056
10.286.6 Member Data Documentation	1056
10.286.6.1 FileNames	1056
10.286.6.2 Selection	1056
10.286.6.3 SortFunc	1056
10.286.6.4 TagsToRead	1056
10.287 gdcm::Spacing Class Reference	1056
10.287.1 Detailed Description	1057
10.287.2 Member Enumeration Documentation	1058
10.287.2.1 SpacingType	1058
10.287.3 Constructor & Destructor Documentation	1058
10.287.3.1 Spacing()	1059
10.287.3.2 ~Spacing()	1059
10.287.4 Member Function Documentation	1059
10.287.4.1 ComputePixelAspectRatioFromPixelSpacing()	1059
10.288 gdcm::Spectroscopy Class Reference	1059
10.288.1 Detailed Description	1059

10.288.2 Constructor & Destructor Documentation	1059
10.288.2.1 Spectroscopy()	1060
10.289 gdcm::SplitMosaicFilter Class Reference	1060
10.289.1 Detailed Description	1061
10.289.2 Constructor & Destructor Documentation	1061
10.289.2.1 SplitMosaicFilter()	1061
10.289.2.2 ~SplitMosaicFilter()	1061
10.289.3 Member Function Documentation	1061
10.289.3.1 ComputeMOSAICDimensions()	1061
10.289.3.2 ComputeMOSAICSliceNormal()	1062
10.289.3.3 ComputeMOSAICSlicePosition()	1062
10.289.3.4 GetAcquisitionSize()	1062
10.289.3.5 GetFile() [1/2]	1062
10.289.3.6 GetFile() [2/2]	1062
10.289.3.7 GetImage() [1/2]	1062
10.289.3.8 GetImage() [2/2]	1063
10.289.3.9 GetNumberOfImagesInMosaic()	1063
10.289.3.10 SetFile()	1063
10.289.3.11 SetImage()	1063
10.289.3.12 Split()	1063
10.290 gdcm::StartEvent Class Reference	1064
10.291 gdcm::static_assert_test< x > Struct Template Reference	1065
10.292 gdcm::STATIC_ASSERTION_FAILURE< x > Struct Template Reference	1065
10.293 gdcm::STATIC_ASSERTION_FAILURE< true > Struct Reference	1065
10.293.1 Member Enumeration Documentation	1065
10.293.1.1 anonymous enum	1065
10.294 gdcm::StreamImageReader Class Reference	1066
10.294.1 Detailed Description	1066
10.294.2 Constructor & Destructor Documentation	1066
10.294.2.1 StreamImageReader()	1067
10.294.2.2 ~StreamImageReader()	1067
10.294.3 Member Function Documentation	1067
10.294.3.1 CanReadImage()	1067
10.294.3.2 DefinePixelExtent()	1067
10.294.3.3 DefineProperBufferLength()	1068
10.294.3.4 GetDimensionsValueForResolution()	1068
10.294.3.5 GetFile()	1068
10.294.3.6 Read()	1068
10.294.3.7 ReadImageInformation()	1069



10.294.3.8 SetFileName()	1069
10.294.3.9 SetStream()	1069
10.295 gdcmm::StreamImageWriter Class Reference	1070
10.295.1 Detailed Description	1071
10.295.2 Constructor & Destructor Documentation	1071
10.295.2.1 StreamImageWriter()	1072
10.295.2.2 ~StreamImageWriter()	1072
10.295.3 Member Function Documentation	1072
10.295.3.1 CanWriteFile()	1072
10.295.3.2 DefinePixelExtent()	1072
10.295.3.3 DefineProperBufferLength()	1073
10.295.3.4 SetFile()	1073
10.295.3.5 SetFileName()	1073
10.295.3.6 SetStream()	1073
10.295.3.7 Write()	1074
10.295.3.8 WriteImageInformation()	1074
10.295.3.9 WriteImageSubregionRAW()	1074
10.295.3.10 WriteRawHeader()	1075
10.295.4 Member Data Documentation	1075
10.295.4.1 mElementOffsets	1075
10.295.4.2 mElementOffsets1	1075
10.295.4.3 mspFile	1075
10.295.4.4 mWriter	1075
10.295.4.5 mXMax	1076
10.295.4.6 mXMin	1076
10.295.4.7 mYMax	1076
10.295.4.8 mYMin	1076
10.295.4.9 mZMax	1076
10.295.4.10 mZMin	1076
10.296 gdcmm::StrictScanner Class Reference	1077
10.296.1 Detailed Description	1079
10.296.2 Member Typedef Documentation	1079
10.296.2.1 ConstIterator	1079
10.296.2.2 MappingType	1080
10.296.2.3 TagToValue	1080
10.296.2.4 TagToValueValueType	1080
10.296.2.5 ValuesType	1080
10.296.3 Constructor & Destructor Documentation	1080
10.296.3.1 StrictScanner()	1080

10.296.3.2 ~StrictScanner()	1080
10.296.4 Member Function Documentation	1080
10.296.4.1 AddPrivateTag()	1081
10.296.4.2 AddSkipTag()	1081
10.296.4.3 AddTag()	1081
10.296.4.4 Begin()	1081
10.296.4.5 ClearSkipTags()	1081
10.296.4.6 ClearTags()	1081
10.296.4.7 End()	1082
10.296.4.8 GetAllFileNamesFromTagToValue()	1082
10.296.4.9 GetFilenameFromTagToValue()	1082
10.296.4.10 GetFileNames()	1082
10.296.4.11 GetKeys()	1082
10.296.4.12 GetMapping()	1082
10.296.4.13 GetMappingFromTagToValue()	1083
10.296.4.14 GetMappings()	1083
10.296.4.15 GetOrderedValues()	1083
10.296.4.16 GetValue()	1083
10.296.4.17 GetValues() [1/2]	1083
10.296.4.18 GetValues() [2/2]	1084
10.296.4.19 IsKey()	1084
10.296.4.20 New()	1084
10.296.4.21 Print()	1084
10.296.4.22 PrintTable()	1085
10.296.4.23 ProcessPublicTag()	1085
10.296.4.24 Scan()	1085
10.296.5 Friends And Related Function Documentation	1085
10.296.5.1 operator<<	1085
10.297 gdcmm::StrictScanner2 Class Reference	1086
10.297.1 Detailed Description	1088
10.297.2 Member Typedef Documentation	1089
10.297.2.1 PrivateConstIterator	1089
10.297.2.2 PrivateMappingType	1089
10.297.2.3 PrivateTagToValue	1089
10.297.2.4 PrivateTagToValueValueType	1089
10.297.2.5 PublicConstIterator	1089
10.297.2.6 PublicMappingType	1089
10.297.2.7 PublicTagToValue	1090
10.297.2.8 PublicTagToValueValueType	1090

10.297.2.9 ValueType	1090
10.297.3 Constructor & Destructor Documentation	1090
10.297.3.1 StrictScanner2()	1090
10.297.3.2 ~StrictScanner2()	1090
10.297.4 Member Function Documentation	1090
10.297.4.1 AddPrivateTag()	1090
10.297.4.2 AddPublicTag()	1091
10.297.4.3 AddSkipTag()	1091
10.297.4.4 Begin()	1091
10.297.4.5 ClearPrivateTags()	1091
10.297.4.6 ClearPublicTags()	1091
10.297.4.7 ClearSkipTags()	1091
10.297.4.8 End()	1092
10.297.4.9 GetAllFilenamesFromPrivateTagToValue()	1092
10.297.4.10 GetAllFilenamesFromPublicTagToValue()	1092
10.297.4.11 GetFilenameFromPrivateTagToValue()	1092
10.297.4.12 GetFilenameFromPublicTagToValue()	1092
10.297.4.13 GetFilenames()	1092
10.297.4.14 GetKeys()	1093
10.297.4.15 GetMappingFromPrivateTagToValue()	1093
10.297.4.16 GetMappingFromPublicTagToValue()	1093
10.297.4.17 GetPrivateMapping()	1093
10.297.4.18 GetPrivateMappings()	1093
10.297.4.19 GetPrivateOrderedValues()	1093
10.297.4.20 GetPrivateValue()	1094
10.297.4.21 GetPrivateValues()	1094
10.297.4.22 GetPublicMapping()	1094
10.297.4.23 GetPublicMappings()	1094
10.297.4.24 GetPublicOrderedValues()	1094
10.297.4.25 GetPublicValue()	1094
10.297.4.26 GetPublicValues()	1095
10.297.4.27 GetValues()	1095
10.297.4.28 IsKey()	1095
10.297.4.29 New()	1095
10.297.4.30 Print()	1095
10.297.4.31 PrintTable()	1096
10.297.4.32 PrivateBegin()	1096
10.297.4.33 PrivateEnd()	1096
10.297.4.34 ProcessPrivateTag()	1096

10.297.4.35 ProcessPublicTag()	1096
10.297.4.36 Scan()	1096
10.297.5 Friends And Related Function Documentation	1097
10.297.5.1 operator<<	1097
10.298 gdcmm::String< TDelimiter, TMaxLength, TPadChar > Class Template Reference	1097
10.298.1 Detailed Description	1099
10.298.2 Member Typedef Documentation	1099
10.298.2.1 const_iterator	1099
10.298.2.2 const_reference	1099
10.298.2.3 const_reverse_iterator	1099
10.298.2.4 difference_type	1100
10.298.2.5 iterator	1100
10.298.2.6 pointer	1100
10.298.2.7 reference	1100
10.298.2.8 reverse_iterator	1100
10.298.2.9 size_type	1100
10.298.2.10 value_type	1101
10.298.3 Constructor & Destructor Documentation	1101
10.298.3.1 String() [1/4]	1101
10.298.3.2 String() [2/4]	1101
10.298.3.3 String() [3/4]	1101
10.298.3.4 String() [4/4]	1101
10.298.4 Member Function Documentation	1102
10.298.4.1 IsValid()	1102
10.298.4.2 operator const char *()	1102
10.298.4.3 Trim() [1/2]	1102
10.298.4.4 Trim() [2/2]	1102
10.298.4.5 Truncate()	1103
10.299 gdcmm::StringFilter Class Reference	1103
10.299.1 Detailed Description	1104
10.299.2 Constructor & Destructor Documentation	1104
10.299.2.1 StringFilter()	1104
10.299.2.2 ~StringFilter()	1104
10.299.3 Member Function Documentation	1104
10.299.3.1 ExecuteQuery() [1/2]	1104
10.299.3.2 ExecuteQuery() [2/2]	1104
10.299.3.3 FromString()	1105
10.299.3.4 GetFile() [1/2]	1105
10.299.3.5 GetFile() [2/2]	1105

10.299.3.6 SetDicts()	1105
10.299.3.7 SetFile()	1105
10.299.3.8 ToString() [1/3]	1106
10.299.3.9 ToString() [2/3]	1106
10.299.3.10 ToString() [3/3]	1106
10.299.3.11 ToStringPair() [1/3]	1106
10.299.3.12 ToStringPair() [2/3]	1107
10.299.3.13 ToStringPair() [3/3]	1107
10.299.3.14 UseDictAlways()	1107
10.300 gdcmm::Study Class Reference	1107
10.300.1 Detailed Description	1107
10.300.2 Constructor & Destructor Documentation	1107
10.300.2.1 Study()	1108
10.301 gdcmm::Subject Class Reference	1108
10.301.1 Detailed Description	1109
10.301.2 Constructor & Destructor Documentation	1109
10.301.2.1 Subject()	1110
10.301.2.2 ~Subject()	1110
10.301.3 Member Function Documentation	1110
10.301.3.1 AddObserver() [1/2]	1110
10.301.3.2 AddObserver() [2/2]	1110
10.301.3.3 GetCommand()	1110
10.301.3.4 HasObserver()	1111
10.301.3.5 InvokeEvent() [1/2]	1111
10.301.3.6 InvokeEvent() [2/2]	1111
10.301.3.7 RemoveAllObservers()	1111
10.301.3.8 RemoveObserver()	1111
10.302 gdcmm::Surface Class Reference	1112
10.302.1 Detailed Description	1114
10.302.2 Member Enumeration Documentation	1114
10.302.2.1 STATES	1114
10.302.2.2 VIEWType	1115
10.302.3 Constructor & Destructor Documentation	1115
10.302.3.1 Surface()	1115
10.302.3.2 ~Surface()	1115
10.302.4 Member Function Documentation	1116
10.302.4.1 GetAlgorithmFamily() [1/2]	1116
10.302.4.2 GetAlgorithmFamily() [2/2]	1116
10.302.4.3 GetAlgorithmName()	1116

10.302.4.4 GetAlgorithmVersion()	1116
10.302.4.5 GetAxisOfRotation()	1116
10.302.4.6 GetCenterOfRotation()	1117
10.302.4.7 GetFiniteVolume()	1117
10.302.4.8 GetManifold()	1117
10.302.4.9 GetMaximumPointDistance()	1117
10.302.4.10 GetMeanPointDistance()	1117
10.302.4.11 GetMeshPrimitive() [1/2]	1117
10.302.4.12 GetMeshPrimitive() [2/2]	1118
10.302.4.13 GetNumberOfSurfacePoints()	1118
10.302.4.14 GetNumberOfVectors()	1118
10.302.4.15 GetPointCoordinatesData() [1/2]	1118
10.302.4.16 GetPointCoordinatesData() [2/2]	1118
10.302.4.17 GetPointPositionAccuracy()	1118
10.302.4.18 GetPointsBoundingBoxCoordinates()	1119
10.302.4.19 GetProcessingAlgorithm() [1/2]	1119
10.302.4.20 GetProcessingAlgorithm() [2/2]	1119
10.302.4.21 GetRecommendedDisplayCIELabValue() [1/2]	1119
10.302.4.22 GetRecommendedDisplayCIELabValue() [2/2]	1119
10.302.4.23 GetRecommendedDisplayGrayscaleValue()	1119
10.302.4.24 GetRecommendedPresentationOpacity()	1120
10.302.4.25 GetRecommendedPresentationType()	1120
10.302.4.26 GetSTATES()	1120
10.302.4.27 GetSTATESString()	1120
10.302.4.28 GetSurfaceComments()	1120
10.302.4.29 GetSurfaceNumber()	1120
10.302.4.30 GetSurfaceProcessing()	1120
10.302.4.31 GetSurfaceProcessingDescription()	1121
10.302.4.32 GetSurfaceProcessingRatio()	1121
10.302.4.33 GetVectorAccuracy()	1121
10.302.4.34 GetVectorCoordinateData() [1/2]	1121
10.302.4.35 GetVectorCoordinateData() [2/2]	1121
10.302.4.36 GetVectorDimensionality()	1121
10.302.4.37 GetVIEWType()	1121
10.302.4.38 GetVIEWTypeString()	1122
10.302.4.39 SetAlgorithmFamily()	1122
10.302.4.40 SetAlgorithmName()	1122
10.302.4.41 SetAlgorithmVersion()	1122
10.302.4.42 SetAxisOfRotation()	1122

10.302.4.43 SetCenterOfRotation()	1122
10.302.4.44 SetFiniteVolume()	1123
10.302.4.45 SetManifold()	1123
10.302.4.46 SetMaximumPointDistance()	1123
10.302.4.47 SetMeanPointDistance()	1123
10.302.4.48 SetMeshPrimitive()	1123
10.302.4.49 SetNumberOfSurfacePoints()	1123
10.302.4.50 SetNumberOfVectors()	1124
10.302.4.51 SetPointCoordinatesData()	1124
10.302.4.52 SetPointPositionAccuracy()	1124
10.302.4.53 SetPointsBoundingBoxCoordinates()	1124
10.302.4.54 SetProcessingAlgorithm()	1124
10.302.4.55 SetRecommendedDisplayCIELabValue() [1/3]	1124
10.302.4.56 SetRecommendedDisplayCIELabValue() [2/3]	1125
10.302.4.57 SetRecommendedDisplayCIELabValue() [3/3]	1125
10.302.4.58 SetRecommendedDisplayGrayscaleValue()	1125
10.302.4.59 SetRecommendedPresentationOpacity()	1125
10.302.4.60 SetRecommendedPresentationType()	1125
10.302.4.61 SetSurfaceComments()	1125
10.302.4.62 SetSurfaceNumber()	1126
10.302.4.63 SetSurfaceProcessing()	1126
10.302.4.64 SetSurfaceProcessingDescription()	1126
10.302.4.65 SetSurfaceProcessingRatio()	1126
10.302.4.66 SetVectorAccuracy()	1126
10.302.4.67 SetVectorCoordinateData()	1126
10.302.4.68 SetVectorDimensionality()	1127
10.303 gdcm::SurfaceHelper Class Reference	1127
10.303.1 Detailed Description	1127
10.303.2 Member Typedef Documentation	1128
10.303.2.1 ColorArray	1128
10.303.3 Member Function Documentation	1128
10.303.3.1 RecommendedDisplayCIELabToRGB() [1/2]	1128
10.303.3.2 RecommendedDisplayCIELabToRGB() [2/2]	1128
10.303.3.3 RGBToRecommendedDisplayCIELab()	1129
10.303.3.4 RGBToRecommendedDisplayGrayscale()	1130
10.304 gdcm::SurfaceReader Class Reference	1130
10.304.1 Detailed Description	1132
10.304.2 Constructor & Destructor Documentation	1132
10.304.2.1 SurfaceReader()	1132

10.304.2.2 ~SurfaceReader()	1132
10.304.3 Member Function Documentation	1132
10.304.3.1 GetNumberOfSurfaces()	1133
10.304.3.2 Read()	1133
10.304.3.3 ReadPointMacro()	1133
10.304.3.4 ReadSurface()	1133
10.304.3.5 ReadSurfaces()	1133
10.305 gdcmm::SurfaceWriter Class Reference	1134
10.305.1 Detailed Description	1135
10.305.2 Constructor & Destructor Documentation	1135
10.305.2.1 SurfaceWriter()	1135
10.305.2.2 ~SurfaceWriter()	1135
10.305.3 Member Function Documentation	1135
10.305.3.1 ComputeNumberOfSurfaces()	1135
10.305.3.2 GetNumberOfSurfaces()	1136
10.305.3.3 PrepareWrite()	1136
10.305.3.4 PrepareWritePointMacro()	1136
10.305.3.5 SetNumberOfSurfaces()	1136
10.305.3.6 Write()	1136
10.305.4 Member Data Documentation	1136
10.305.4.1 NumberOfSurfaces	1137
10.306 gdcmm::SwapCode Class Reference	1137
10.306.1 Detailed Description	1138
10.306.2 Member Enumeration Documentation	1138
10.306.2.1 SwapCodeType	1138
10.306.3 Constructor & Destructor Documentation	1138
10.306.3.1 SwapCode()	1138
10.306.4 Member Function Documentation	1138
10.306.4.1 GetIndex()	1138
10.306.4.2 GetSwapCodeString()	1139
10.306.4.3 operator SwapCode::SwapCodeType()	1139
10.306.5 Friends And Related Function Documentation	1139
10.306.5.1 operator<<	1139
10.307 gdcmm::SwapperDoOp Class Reference	1139
10.307.1 Member Function Documentation	1139
10.307.1.1 Swap()	1140
10.307.1.2 SwapArray()	1140
10.308 gdcmm::SwapperNoOp Class Reference	1140
10.308.1 Detailed Description	1140



10.308.2 Member Function Documentation	1140
10.308.2.1 Swap()	1141
10.308.2.2 SwapArray()	1141
10.309 gdc::System Class Reference	1141
10.309.1 Detailed Description	1142
10.309.2 Member Function Documentation	1142
10.309.2.1 ConvertToUNC()	1143
10.309.2.2 DeleteDirectory()	1143
10.309.2.3 EncodeBytes()	1143
10.309.2.4 FileExists()	1143
10.309.2.5 FileIsDirectory()	1143
10.309.2.6 FileIsSymlink()	1144
10.309.2.7 FileSize()	1144
10.309.2.8 FileTime()	1144
10.309.2.9 FormatDateTime()	1144
10.309.2.10 GetCurrentDateTime()	1145
10.309.2.11 GetCurrentModuleFileName()	1145
10.309.2.12 GetCurrentProcessFileName()	1145
10.309.2.13 GetCurrentResourcesDirectory()	1145
10.309.2.14 GetCWD()	1145
10.309.2.15 GetHostName()	1145
10.309.2.16 GetLastSystemError()	1146
10.309.2.17 GetLocaleCharset()	1146
10.309.2.18 GetPermissions()	1146
10.309.2.19 GetTimezoneOffsetFromUTC()	1146
10.309.2.20 MakeDirectory()	1146
10.309.2.21 ParseDateTime() [1/2]	1147
10.309.2.22 ParseDateTime() [2/2]	1147
10.309.2.23 RemoveFile()	1147
10.309.2.24 SetPermissions()	1147
10.309.2.25 StrCaseCmp()	1148
10.309.2.26 StrNCaseCmp()	1148
10.309.2.27 StrSep()	1148
10.309.2.28 StrTokR()	1148
10.310 gdc::Table Class Reference	1149
10.310.1 Detailed Description	1150
10.310.2 Member Typedef Documentation	1150
10.310.2.1 MapTableEntry	1150
10.310.3 Constructor & Destructor Documentation	1150

10.310.3.1 Table() [1/2]	1150
10.310.3.2 ~Table()	1150
10.310.3.3 Table() [2/2]	1150
10.310.4 Member Function Documentation	1150
10.310.4.1 GetTableEntry()	1151
10.310.4.2 InsertEntry()	1151
10.310.4.3 operator=()	1151
10.310.5 Friends And Related Function Documentation	1151
10.310.5.1 operator<<	1151
10.310.6 Member Data Documentation	1151
10.310.6.1 TableInternal	1152
10.311 gdcmm::TableEntry Class Reference	1152
10.311.1 Detailed Description	1152
10.311.2 Constructor & Destructor Documentation	1152
10.311.2.1 TableEntry()	1152
10.311.2.2 ~TableEntry()	1153
10.312 gdcmm::TableReader Class Reference	1153
10.312.1 Detailed Description	1154
10.312.2 Constructor & Destructor Documentation	1154
10.312.2.1 TableReader()	1154
10.312.2.2 ~TableReader()	1154
10.312.3 Member Function Documentation	1154
10.312.3.1 CharacterDataHandler()	1154
10.312.3.2 EndElement()	1154
10.312.3.3 GetDefs()	1155
10.312.3.4 GetFilename()	1155
10.312.3.5 HandleIOD()	1155
10.312.3.6 HandleIODEntry()	1155
10.312.3.7 HandleMacro()	1155
10.312.3.8 HandleMacroEntry()	1155
10.312.3.9 HandleMacroEntryDescription()	1155
10.312.3.10 HandleModule()	1156
10.312.3.11 HandleModuleEntry()	1156
10.312.3.12 HandleModuleEntryDescription()	1156
10.312.3.13 HandleModuleInclude()	1156
10.312.3.14 Read()	1156
10.312.3.15 SetFilename()	1156
10.312.3.16 StartElement()	1157
10.313 gdcmm::network::TableRow Class Reference	1157

10.313.1 Constructor & Destructor Documentation	1158
10.313.1.1 TableRow()	1158
10.313.1.2 ~TableRow()	1158
10.313.2 Member Data Documentation	1158
10.313.2.1 transitions	1158
10.314 gdcmm::Tag Class Reference	1158
10.314.1 Detailed Description	1160
10.314.2 Constructor & Destructor Documentation	1160
10.314.2.1 Tag() [1/3]	1161
10.314.2.2 Tag() [2/3]	1161
10.314.2.3 Tag() [3/3]	1161
10.314.3 Member Function Documentation	1161
10.314.3.1 GetElement()	1161
10.314.3.2 GetElementTag()	1162
10.314.3.3 GetGroup()	1162
10.314.3.4 GetLength()	1162
10.314.3.5 GetPrivateCreator()	1162
10.314.3.6 IsGroupLength()	1163
10.314.3.7 IsGroupXX()	1163
10.314.3.8 IsIllegal()	1163
10.314.3.9 IsPrivate()	1163
10.314.3.10 IsPrivateCreator()	1164
10.314.3.11 IsPublic()	1164
10.314.3.12 operator!=(())	1164
10.314.3.13 operator<()	1164
10.314.3.14 operator<=()	1164
10.314.3.15 operator=()	1165
10.314.3.16 operator==(())	1165
10.314.3.17 operator[]() [1/2]	1165
10.314.3.18 operator[]() [2/2]	1165
10.314.3.19 PrintAsContinuousString()	1165
10.314.3.20 PrintAsContinuousUpperCaseString()	1166
10.314.3.21 PrintAsPipeSeparatedString()	1166
10.314.3.22 Read()	1166
10.314.3.23 ReadFromCommaSeparatedString()	1166
10.314.3.24 ReadFromContinuousString()	1166
10.314.3.25 ReadFromPipeSeparatedString()	1167
10.314.3.26 SetElement()	1167
10.314.3.27 SetElementTag() [1/2]	1167

10.314.3.28 SetElementTag() [2/2]	1167
10.314.3.29 SetGroup()	1168
10.314.3.30 SetPrivateCreator()	1168
10.314.3.31 Write()	1168
10.314.4 Friends And Related Function Documentation	1168
10.314.4.1 operator<<	1168
10.314.4.2 operator>>	1169
10.314.5 Member Data Documentation	1169
10.314.5.1 bytes	1169
10.314.5.2 tag	1169
10.314.5.3 tags	1169
10.315 gdcmm::TagPath Class Reference	1169
10.315.1 Detailed Description	1170
10.315.2 Constructor & Destructor Documentation	1170
10.315.2.1 TagPath()	1170
10.315.2.2 ~TagPath()	1170
10.315.3 Member Function Documentation	1170
10.315.3.1 ConstructFromString()	1171
10.315.3.2 ConstructFromTagList()	1171
10.315.3.3 IsValid()	1171
10.315.3.4 Print()	1171
10.315.3.5 Push() [1/2]	1171
10.315.3.6 Push() [2/2]	1172
10.316 gdcmm::Testing Class Reference	1172
10.316.1 Detailed Description	1173
10.316.2 Member Typedef Documentation	1173
10.316.2.1 MD5DataImagesType	1173
10.316.2.2 MediaStorageDataFilesType	1173
10.316.3 Constructor & Destructor Documentation	1174
10.316.3.1 Testing()	1174
10.316.3.2 ~Testing()	1174
10.316.4 Member Function Documentation	1174
10.316.4.1 ComputeFileMD5()	1174
10.316.4.2 ComputeMD5()	1174
10.316.4.3 GetDataExtraRoot()	1175
10.316.4.4 GetDataRoot()	1175
10.316.4.5 GetFileName()	1175
10.316.4.6 GetFileNames()	1175
10.316.4.7 GetLossyFlagFromFile()	1176

---

10.316.4.8 GetMD5DataImage()	1176
10.316.4.9 GetMD5DataImages()	1176
10.316.4.10 GetMD5FromBrokenFile()	1176
10.316.4.11 GetMD5FromFile()	1176
10.316.4.12 GetMediaStorageDataFile()	1176
10.316.4.13 GetMediaStorageDataFiles()	1177
10.316.4.14 GetMediaStorageFromFile()	1177
10.316.4.15 GetNumberOfFileNames()	1177
10.316.4.16 GetNumberOfMD5DataImages()	1177
10.316.4.17 GetNumberOfMediaStorageDataFiles()	1177
10.316.4.18 GetPixelSpacingDataRoot()	1177
10.316.4.19 GetSelectedPrivateGroupOffsetFromFile()	1178
10.316.4.20 GetSelectedTagsOffsetFromFile()	1178
10.316.4.21 GetSourceDirectory()	1178
10.316.4.22 GetStreamOffsetFromFile()	1178
10.316.4.23 GetTempDirectory()	1178
10.316.4.24 GetTempDirectoryW()	1179
10.316.4.25 GetTempFilename()	1179
10.316.4.26 GetTempFilenameW()	1179
10.316.4.27 Print()	1179
10.317 gdcmm::Trace Class Reference	1180
10.317.1 Detailed Description	1181
10.317.2 Constructor & Destructor Documentation	1181
10.317.2.1 Trace()	1181
10.317.2.2 ~Trace()	1181
10.317.3 Member Function Documentation	1181
10.317.3.1 DebugOff()	1181
10.317.3.2 DebugOn()	1182
10.317.3.3 ErrorOff()	1182
10.317.3.4 ErrorOn()	1182
10.317.3.5 GetDebugFlag()	1182
10.317.3.6 GetDebugStream()	1182
10.317.3.7 GetErrorFlag()	1182
10.317.3.8 GetErrorStream()	1183
10.317.3.9 GetStream()	1183
10.317.3.10 GetWarningFlag()	1183
10.317.3.11 GetWarningStream()	1183
10.317.3.12 SetDebug()	1183
10.317.3.13 SetDebugStream()	1183

10.317.3.14 SetError()	1184
10.317.3.15 SetErrorStream()	1184
10.317.3.16 SetStream()	1184
10.317.3.17 SetStreamToFile()	1184
10.317.3.18 SetWarning()	1184
10.317.3.19 SetWarningStream()	1185
10.317.3.20 WarningOff()	1185
10.317.3.21 WarningOn()	1185
10.318 gdcm::TransferSyntax Class Reference	1185
10.318.1 Detailed Description	1187
10.318.2 Member Enumeration Documentation	1187
10.318.2.1 NegotiatedType	1187
10.318.2.2 TSType	1188
10.318.3 Constructor & Destructor Documentation	1188
10.318.3.1 TransferSyntax()	1189
10.318.4 Member Function Documentation	1189
10.318.4.1 CanStoreLossy()	1189
10.318.4.2 GetNegociatedType()	1189
10.318.4.3 GetString()	1189
10.318.4.4 GetSwapCode()	1189
10.318.4.5 GetTSSString()	1190
10.318.4.6 GetTSType()	1190
10.318.4.7 IsEncapsulated()	1190
10.318.4.8 IsEncoded()	1190
10.318.4.9 IsExplicit()	1190
10.318.4.10 IsImplicit()	1191
10.318.4.11 IsLossless()	1191
10.318.4.12 IsLossy()	1191
10.318.4.13 IsValid()	1191
10.318.4.14 operator TSType()	1191
10.318.5 Friends And Related Function Documentation	1191
10.318.5.1 operator<<	1191
10.319 gdcm::network::TransferSyntaxSub Class Reference	1192
10.319.1 Detailed Description	1192
10.319.2 Constructor & Destructor Documentation	1192
10.319.2.1 TransferSyntaxSub()	1192
10.319.3 Member Function Documentation	1192
10.319.3.1 GetName()	1193
10.319.3.2 operator==( )	1193

10.319.3.3 Print()	1193
10.319.3.4 Read()	1193
10.319.3.5 SetName()	1193
10.319.3.6 SetNameFromUID()	1193
10.319.3.7 Size()	1194
10.319.3.8 Write()	1194
10.320 gdcmm::network::Transition Struct Reference	1194
10.320.1 Constructor & Destructor Documentation	1195
10.320.1.1 Transition() [1/2]	1195
10.320.1.2 ~Transition()	1195
10.320.1.3 Transition() [2/2]	1195
10.320.2 Member Function Documentation	1195
10.320.2.1 MakeNew()	1195
10.320.3 Member Data Documentation	1196
10.320.3.1 mAction	1196
10.320.3.2 mEnd	1196
10.321 gdcmm::Type Class Reference	1196
10.321.1 Detailed Description	1197
10.321.2 Member Enumeration Documentation	1197
10.321.2.1 TypeType	1197
10.321.3 Constructor & Destructor Documentation	1198
10.321.3.1 Type()	1198
10.321.4 Member Function Documentation	1198
10.321.4.1 GetTypeString()	1198
10.321.4.2 GetTypeType()	1198
10.321.4.3 operator TypeType()	1198
10.321.5 Friends And Related Function Documentation	1198
10.321.5.1 operator<<	1199
10.322 gdcmm::UI Struct Reference	1199
10.322.1 Friends And Related Function Documentation	1199
10.322.1.1 operator<<	1199
10.322.2 Member Data Documentation	1199
10.322.2.1 Internal	1199
10.323 gdcmm::UIDGenerator Class Reference	1200
10.323.1 Detailed Description	1200
10.323.2 Constructor & Destructor Documentation	1200
10.323.2.1 UIDGenerator()	1201
10.323.3 Member Function Documentation	1201
10.323.3.1 Generate()	1201

10.323.3.2 GenerateUUID()	1201
10.323.3.3 GetGDCMUID()	1201
10.323.3.4 GetRoot()	1202
10.323.3.5 IsValid()	1202
10.323.3.6 SetRoot()	1202
10.324 gdcm::UIDs Class Reference	1202
10.324.1 Detailed Description	1218
10.324.2 Member Typedef Documentation	1218
10.324.2.1 TransferSyntaxStringsType	1218
10.324.3 Member Enumeration Documentation	1219
10.324.3.1 TSName	1219
10.324.3.2 TSType	1228
10.324.4 Member Function Documentation	1238
10.324.4.1 GetName()	1238
10.324.4.2 GetNumberOfTransferSyntaxStrings()	1238
10.324.4.3 GetString()	1238
10.324.4.4 GetTransferSyntaxString()	1238
10.324.4.5 GetTransferSyntaxStrings()	1239
10.324.4.6 GetUIDName()	1239
10.324.4.7 GetUIDString()	1239
10.324.4.8 operator TSType()	1239
10.324.4.9 SetFromUID()	1239
10.325 gdcm::network::ULAction Class Reference	1240
10.325.1 Detailed Description	1241
10.325.2 Constructor & Destructor Documentation	1241
10.325.2.1 ULAction() [1/2]	1241
10.325.2.2 ~ULAction()	1242
10.325.2.3 ULAction() [2/2]	1242
10.325.3 Member Function Documentation	1242
10.325.3.1 operator=()	1242
10.325.3.2 PerformAction()	1242
10.326 gdcm::network::ULActionAA1 Class Reference	1243
10.326.1 Member Function Documentation	1243
10.326.1.1 PerformAction()	1244
10.327 gdcm::network::ULActionAA2 Class Reference	1244
10.327.1 Member Function Documentation	1245
10.327.1.1 PerformAction()	1245
10.328 gdcm::network::ULActionAA3 Class Reference	1245
10.328.1 Member Function Documentation	1246



---

10.328.1.1 PerformAction()	1246
10.329 gdcmm::network::ULActionAA4 Class Reference	1247
10.329.1 Member Function Documentation	1247
10.329.1.1 PerformAction()	1248
10.330 gdcmm::network::ULActionAA5 Class Reference	1248
10.330.1 Member Function Documentation	1249
10.330.1.1 PerformAction()	1249
10.331 gdcmm::network::ULActionAA6 Class Reference	1249
10.331.1 Member Function Documentation	1250
10.331.1.1 PerformAction()	1250
10.332 gdcmm::network::ULActionAA7 Class Reference	1251
10.332.1 Member Function Documentation	1251
10.332.1.1 PerformAction()	1252
10.333 gdcmm::network::ULActionAA8 Class Reference	1252
10.333.1 Member Function Documentation	1253
10.333.1.1 PerformAction()	1253
10.334 gdcmm::network::ULActionAE1 Class Reference	1253
10.334.1 Member Function Documentation	1254
10.334.1.1 PerformAction()	1254
10.335 gdcmm::network::ULActionAE2 Class Reference	1255
10.335.1 Member Function Documentation	1255
10.335.1.1 PerformAction()	1256
10.336 gdcmm::network::ULActionAE3 Class Reference	1256
10.336.1 Member Function Documentation	1257
10.336.1.1 PerformAction()	1257
10.337 gdcmm::network::ULActionAE4 Class Reference	1257
10.337.1 Member Function Documentation	1258
10.337.1.1 PerformAction()	1258
10.338 gdcmm::network::ULActionAE5 Class Reference	1259
10.338.1 Member Function Documentation	1259
10.338.1.1 PerformAction()	1260
10.339 gdcmm::network::ULActionAE6 Class Reference	1260
10.339.1 Member Function Documentation	1261
10.339.1.1 PerformAction()	1261
10.340 gdcmm::network::ULActionAE7 Class Reference	1261
10.340.1 Member Function Documentation	1262
10.340.1.1 PerformAction()	1262
10.341 gdcmm::network::ULActionAE8 Class Reference	1263
10.341.1 Member Function Documentation	1263

10.341.1.1 PerformAction()	1264
10.342 gdcn::network::ULActionAR1 Class Reference	1264
10.342.1 Member Function Documentation	1265
10.342.1.1 PerformAction()	1265
10.343 gdcn::network::ULActionAR10 Class Reference	1265
10.343.1 Member Function Documentation	1266
10.343.1.1 PerformAction()	1266
10.344 gdcn::network::ULActionAR2 Class Reference	1267
10.344.1 Member Function Documentation	1267
10.344.1.1 PerformAction()	1268
10.345 gdcn::network::ULActionAR3 Class Reference	1268
10.345.1 Member Function Documentation	1269
10.345.1.1 PerformAction()	1269
10.346 gdcn::network::ULActionAR4 Class Reference	1269
10.346.1 Member Function Documentation	1270
10.346.1.1 PerformAction()	1270
10.347 gdcn::network::ULActionAR5 Class Reference	1271
10.347.1 Member Function Documentation	1271
10.347.1.1 PerformAction()	1272
10.348 gdcn::network::ULActionAR6 Class Reference	1272
10.348.1 Member Function Documentation	1273
10.348.1.1 PerformAction()	1273
10.349 gdcn::network::ULActionAR7 Class Reference	1273
10.349.1 Member Function Documentation	1274
10.349.1.1 PerformAction()	1274
10.350 gdcn::network::ULActionAR8 Class Reference	1275
10.350.1 Member Function Documentation	1275
10.350.1.1 PerformAction()	1276
10.351 gdcn::network::ULActionAR9 Class Reference	1276
10.351.1 Member Function Documentation	1277
10.351.1.1 PerformAction()	1277
10.352 gdcn::network::ULActionDT1 Class Reference	1277
10.352.1 Member Function Documentation	1278
10.352.1.1 PerformAction()	1278
10.353 gdcn::network::ULActionDT2 Class Reference	1279
10.353.1 Member Function Documentation	1279
10.353.1.1 PerformAction()	1280
10.354 gdcn::network::ULBasicCallback Class Reference	1280
10.354.1 Detailed Description	1281

10.354.2 Constructor & Destructor Documentation	1281
10.354.2.1 ULBasicCallback()	1281
10.354.2.2 ~ULBasicCallback()	1281
10.354.3 Member Function Documentation	1281
10.354.3.1 GetDataSets()	1281
10.354.3.2 GetResponses()	1282
10.354.3.3 HandleDataSet()	1282
10.354.3.4 HandleResponse()	1282
10.355 gdcn::network::ULConnection Class Reference	1282
10.355.1 Detailed Description	1283
10.355.2 Constructor & Destructor Documentation	1284
10.355.2.1 ULConnection() [1/2]	1284
10.355.2.2 ~ULConnection()	1284
10.355.2.3 ULConnection() [2/2]	1284
10.355.3 Member Function Documentation	1284
10.355.3.1 AddAcceptedPresentationContext()	1284
10.355.3.2 FindContext()	1284
10.355.3.3 GetAcceptedPresentationContexts() [1/2]	1285
10.355.3.4 GetAcceptedPresentationContexts() [2/2]	1285
10.355.3.5 GetConnectionInfo()	1285
10.355.3.6 GetMaxPDUSize()	1285
10.355.3.7 GetPresentationContextACByID()	1285
10.355.3.8 GetPresentationContextIDFromPresentationContext()	1285
10.355.3.9 GetPresentationContextRQByID()	1286
10.355.3.10 GetPresentationContexts()	1286
10.355.3.11 GetProtocol()	1286
10.355.3.12 GetState()	1286
10.355.3.13 GetTimer()	1286
10.355.3.14 InitializeConnection()	1286
10.355.3.15 InitializeIncomingConnection()	1287
10.355.3.16 operator=()	1287
10.355.3.17 SetMaxPDUSize()	1287
10.355.3.18 SetPresentationContexts() [1/2]	1287
10.355.3.19 SetPresentationContexts() [2/2]	1287
10.355.3.20 SetState()	1287
10.355.3.21 StopProtocol()	1288
10.355.4 Friends And Related Function Documentation	1288
10.355.4.1 ULActionAE6	1288
10.355.4.2 ULConnectionManager	1288

10.356 gdcm::network::ULConnectionCallback Class Reference . . . . .	1288
10.356.1 Detailed Description . . . . .	1289
10.356.2 Constructor & Destructor Documentation . . . . .	1289
10.356.2.1 ULConnectionCallback() . . . . .	1289
10.356.2.2 ~ULConnectionCallback() . . . . .	1289
10.356.3 Member Function Documentation . . . . .	1290
10.356.3.1 DataSetHandled() . . . . .	1290
10.356.3.2 DataSetHandles() . . . . .	1290
10.356.3.3 HandleDataSet() . . . . .	1290
10.356.3.4 HandleResponse() . . . . .	1290
10.356.3.5 ResetHandledDataSet() . . . . .	1290
10.356.3.6 SetImplicitFlag() . . . . .	1290
10.356.4 Member Data Documentation . . . . .	1291
10.356.4.1 mImplicit . . . . .	1291
10.357 gdcm::network::ULConnectionInfo Class Reference . . . . .	1291
10.357.1 Detailed Description . . . . .	1291
10.357.2 Constructor & Destructor Documentation . . . . .	1291
10.357.2.1 ULConnectionInfo() . . . . .	1292
10.357.3 Member Function Documentation . . . . .	1292
10.357.3.1 GetCalledAETitle() . . . . .	1292
10.357.3.2 GetCalledComputerName() . . . . .	1292
10.357.3.3 GetCalledIPAddress() . . . . .	1292
10.357.3.4 GetCalledIPPort() . . . . .	1292
10.357.3.5 GetCallingAETitle() . . . . .	1292
10.357.3.6 GetMaxPDULength() . . . . .	1292
10.357.3.7 Initialize() . . . . .	1293
10.357.3.8 SetMaxPDULength() . . . . .	1293
10.358 gdcm::network::ULConnectionManager Class Reference . . . . .	1293
10.358.1 Detailed Description . . . . .	1295
10.358.2 Constructor & Destructor Documentation . . . . .	1295
10.358.2.1 ULConnectionManager() [1/2] . . . . .	1295
10.358.2.2 ULConnectionManager() [2/2] . . . . .	1295
10.358.2.3 ~ULConnectionManager() . . . . .	1295
10.358.3 Member Function Documentation . . . . .	1296
10.358.3.1 BreakConnection() . . . . .	1296
10.358.3.2 BreakConnectionNow() . . . . .	1296
10.358.3.3 EstablishConnection() . . . . .	1296
10.358.3.4 EstablishConnectionMove() . . . . .	1296
10.358.3.5 RunEventLoop() . . . . .	1297

10.358.3.6 RunMoveEventLoop()	1297
10.358.3.7 SendEcho()	1297
10.358.3.8 SendFind() [1/2]	1297
10.358.3.9 SendFind() [2/2]	1297
10.358.3.10 SendMove() [1/2]	1297
10.358.3.11 SendMove() [2/2]	1298
10.358.3.12 SendNAction() [1/2]	1298
10.358.3.13 SendNAction() [2/2]	1298
10.358.3.14 SendNCreate() [1/2]	1298
10.358.3.15 SendNCreate() [2/2]	1298
10.358.3.16 SendNDelete() [1/2]	1298
10.358.3.17 SendNDelete() [2/2]	1299
10.358.3.18 SendNEventReport() [1/2]	1299
10.358.3.19 SendNEventReport() [2/2]	1299
10.358.3.20 SendNGet() [1/2]	1299
10.358.3.21 SendNGet() [2/2]	1299
10.358.3.22 SendNSet() [1/2]	1299
10.358.3.23 SendNSet() [2/2]	1300
10.358.3.24 SendStore() [1/2]	1300
10.358.3.25 SendStore() [2/2]	1300
10.358.4 Member Data Documentation	1300
10.358.4.1 mConnection	1300
10.358.4.2 mSecondaryConnection	1300
10.358.4.3 mTransitions	1301
10.359 gdcmm::network::ULEvent Class Reference	1301
10.359.1 Detailed Description	1301
10.359.2 Constructor & Destructor Documentation	1301
10.359.2.1 ULEvent() [1/2]	1302
10.359.2.2 ULEvent() [2/2]	1302
10.359.2.3 ~ULEvent()	1302
10.359.3 Member Function Documentation	1302
10.359.3.1 GetDataSetPos()	1302
10.359.3.2 GetEvent()	1302
10.359.3.3 GetIStream()	1302
10.359.3.4 GetPDUs()	1303
10.359.3.5 SetEvent()	1303
10.359.3.6 SetPDU()	1303
10.360 gdcmm::network::ULTransitionTable Class Reference	1303
10.360.1 Detailed Description	1303

10.360.2 Constructor & Destructor Documentation	1304
10.360.2.1 ULTransitionTable()	1304
10.360.3 Member Function Documentation	1304
10.360.3.1 HandleEvent()	1304
10.360.3.2 PrintTable()	1304
10.361 gdcmm::network::ULWritingCallback Class Reference	1305
10.361.1 Constructor & Destructor Documentation	1306
10.361.1.1 ULWritingCallback()	1306
10.361.1.2 ~ULWritingCallback()	1306
10.361.2 Member Function Documentation	1306
10.361.2.1 HandleDataSet()	1306
10.361.2.2 HandleResponse()	1306
10.361.2.3 SetDirectory()	1307
10.362 gdcmm::UNExplicitDataElement Class Reference	1307
10.362.1 Detailed Description	1308
10.362.2 Member Function Documentation	1308
10.362.2.1 GetLength()	1309
10.362.2.2 Read()	1309
10.362.2.3 ReadPreValue()	1309
10.362.2.4 ReadValue()	1309
10.362.2.5 ReadWithLength()	1309
10.363 gdcmm::UNExplicitImplicitDataElement Class Reference	1310
10.363.1 Detailed Description	1311
10.363.2 Member Function Documentation	1311
10.363.2.1 GetLength()	1311
10.363.2.2 Read()	1311
10.363.2.3 ReadPreValue()	1311
10.363.2.4 ReadValue()	1312
10.364 gdcmm::Unpacker12Bits Class Reference	1312
10.364.1 Detailed Description	1312
10.364.2 Member Function Documentation	1312
10.364.2.1 Pack()	1313
10.364.2.2 Unpack()	1313
10.365 gdcmm::Usage Class Reference	1313
10.365.1 Detailed Description	1314
10.365.2 Member Enumeration Documentation	1314
10.365.2.1 UsageType	1314
10.365.3 Constructor & Destructor Documentation	1315
10.365.3.1 Usage()	1315

10.365.4 Member Function Documentation . . . . .	1315
10.365.4.1 GetUsageString() . . . . .	1315
10.365.4.2 GetUsageType() . . . . .	1315
10.365.4.3 operator UsageType() . . . . .	1315
10.365.5 Friends And Related Function Documentation . . . . .	1315
10.365.5.1 operator<< . . . . .	1315
10.366 gdcm::UserEvent Class Reference . . . . .	1316
10.367 gdcm::network::UserInformation Class Reference . . . . .	1317
10.367.1 Detailed Description . . . . .	1317
10.367.2 Constructor & Destructor Documentation . . . . .	1317
10.367.2.1 UserInformation() [1/2] . . . . .	1317
10.367.2.2 ~UserInformation() . . . . .	1317
10.367.2.3 UserInformation() [2/2] . . . . .	1318
10.367.3 Member Function Documentation . . . . .	1318
10.367.3.1 AddRoleSelectionSub() . . . . .	1318
10.367.3.2 AddSOPClassExtendedNegociationSub() . . . . .	1318
10.367.3.3 GetMaximumLengthSub() [1/2] . . . . .	1318
10.367.3.4 GetMaximumLengthSub() [2/2] . . . . .	1318
10.367.3.5 operator=() . . . . .	1318
10.367.3.6 Print() . . . . .	1319
10.367.3.7 Read() . . . . .	1319
10.367.3.8 Size() . . . . .	1319
10.367.3.9 Write() . . . . .	1319
10.368 gdcm::UUIDGenerator Class Reference . . . . .	1319
10.368.1 Detailed Description . . . . .	1320
10.368.2 Member Function Documentation . . . . .	1320
10.368.2.1 Generate() . . . . .	1320
10.368.2.2 IsValid() . . . . .	1320
10.369 gdcm::Validate Class Reference . . . . .	1320
10.369.1 Detailed Description . . . . .	1321
10.369.2 Constructor & Destructor Documentation . . . . .	1321
10.369.2.1 Validate() . . . . .	1321
10.369.2.2 ~Validate() . . . . .	1321
10.369.3 Member Function Documentation . . . . .	1321
10.369.3.1 GetValidatedFile() . . . . .	1321
10.369.3.2 SetFile() . . . . .	1322
10.369.3.3 Validation() . . . . .	1322
10.369.4 Member Data Documentation . . . . .	1322
10.369.4.1 F . . . . .	1322

10.369.4.2 V	1322
10.370 gdcm::Value Class Reference	1323
10.370.1 Detailed Description	1324
10.370.2 Constructor & Destructor Documentation	1324
10.370.2.1 Value()	1324
10.370.2.2 ~Value()	1324
10.370.3 Member Function Documentation	1324
10.370.3.1 Clear()	1324
10.370.3.2 GetLength()	1325
10.370.3.3 operator==( )	1325
10.370.3.4 SetLength()	1325
10.370.3.5 SetLengthOnly()	1325
10.370.4 Friends And Related Function Documentation	1325
10.370.4.1 DataElement	1325
10.371 gdcm::ValueIO< TDE, TSwap, TType > Class Template Reference	1326
10.371.1 Detailed Description	1326
10.371.2 Member Function Documentation	1326
10.371.2.1 Read()	1326
10.371.2.2 Write()	1326
10.372 gdcm::MrProtocol::Vector3 Struct Reference	1327
10.372.1 Member Data Documentation	1327
10.372.1.1 dCor	1327
10.372.1.2 dSag	1327
10.372.1.3 dTra	1327
10.373 gdcm::Version Class Reference	1327
10.373.1 Detailed Description	1328
10.373.2 Constructor & Destructor Documentation	1328
10.373.2.1 Version()	1328
10.373.2.2 ~Version()	1328
10.373.3 Member Function Documentation	1328
10.373.3.1 GetBuildVersion()	1329
10.373.3.2 GetMajorVersion()	1329
10.373.3.3 GetMinorVersion()	1329
10.373.3.4 GetVersion()	1329
10.373.3.5 Print()	1329
10.373.4 Friends And Related Function Documentation	1329
10.373.4.1 operator<<	1329
10.374 gdcm::VL Class Reference	1330
10.374.1 Detailed Description	1331



10.374.2 Member Typedef Documentation	1331
10.374.2.1 Type	1331
10.374.3 Constructor & Destructor Documentation	1331
10.374.3.1 VL()	1331
10.374.4 Member Function Documentation	1331
10.374.4.1 GetLength()	1331
10.374.4.2 GetVL16Max()	1332
10.374.4.3 GetVL32Max()	1332
10.374.4.4 IsOdd()	1332
10.374.4.5 IsUndefined()	1332
10.374.4.6 operator uint32_t()	1332
10.374.4.7 operator++() [1/2]	1332
10.374.4.8 operator++() [2/2]	1332
10.374.4.9 operator+==()	1333
10.374.4.10 Read()	1333
10.374.4.11 Read16()	1333
10.374.4.12 SetToUndefined()	1333
10.374.4.13 Write()	1333
10.374.4.14 Write16()	1333
10.374.5 Friends And Related Function Documentation	1334
10.374.5.1 operator<<	1334
10.375 gdcv::VM Class Reference	1334
10.375.1 Detailed Description	1335
10.375.2 Member Enumeration Documentation	1336
10.375.2.1 VMType	1336
10.375.3 Constructor & Destructor Documentation	1337
10.375.3.1 VM()	1337
10.375.4 Member Function Documentation	1337
10.375.4.1 Compatible()	1337
10.375.4.2 GetIndex()	1337
10.375.4.3 GetLength()	1337
10.375.4.4 GetNumberOfElementsFromArray()	1337
10.375.4.5 GetVMString()	1338
10.375.4.6 GetVMType()	1338
10.375.4.7 GetVMTypeFromLength()	1338
10.375.4.8 IsValid()	1338
10.375.4.9 operator VMType()	1338
10.375.5 Friends And Related Function Documentation	1338
10.375.5.1 operator<<	1338

10.376 gdcm::VMToLength< T > Struct Template Reference . . . . .	1339
10.377 gdcm::VR Class Reference . . . . .	1339
10.377.1 Detailed Description . . . . .	1341
10.377.2 Member Enumeration Documentation . . . . .	1341
10.377.2.1 VRType . . . . .	1341
10.377.3 Constructor & Destructor Documentation . . . . .	1342
10.377.3.1 VR() . . . . .	1342
10.377.4 Member Function Documentation . . . . .	1342
10.377.4.1 CanDisplay() . . . . .	1343
10.377.4.2 Compatible() . . . . .	1343
10.377.4.3 GetLength() [1/2] . . . . .	1343
10.377.4.4 GetLength() [2/2] . . . . .	1343
10.377.4.5 GetSize() . . . . .	1343
10.377.4.6 GetSizeof() . . . . .	1344
10.377.4.7 GetVRString() . . . . .	1344
10.377.4.8 GetVRStringFromFile() . . . . .	1344
10.377.4.9 GetVRType() . . . . .	1344
10.377.4.10 GetVRTypeFromFile() . . . . .	1344
10.377.4.11 IsASCII() . . . . .	1344
10.377.4.12 IsASCII2() . . . . .	1345
10.377.4.13 IsBinary() . . . . .	1345
10.377.4.14 IsBinary2() . . . . .	1345
10.377.4.15 IsDual() . . . . .	1345
10.377.4.16 IsSwap() . . . . .	1345
10.377.4.17 IsValid() [1/2] . . . . .	1345
10.377.4.18 IsValid() [2/2] . . . . .	1346
10.377.4.19 IsVRFile() . . . . .	1346
10.377.4.20 operator VRType() . . . . .	1346
10.377.4.21 Read() . . . . .	1346
10.377.4.22 Write() . . . . .	1346
10.377.5 Friends And Related Function Documentation . . . . .	1346
10.377.5.1 operator<< . . . . .	1347
10.378 gdcm::VR16ExplicitDataElement Class Reference . . . . .	1347
10.378.1 Detailed Description . . . . .	1348
10.378.2 Member Function Documentation . . . . .	1348
10.378.2.1 GetLength() . . . . .	1349
10.378.2.2 Read() . . . . .	1349
10.378.2.3 ReadPreValue() . . . . .	1349
10.378.2.4 ReadValue() . . . . .	1349

10.378.2.5 ReadWithLength()	1349
10.379 gdcm::VRToEncoding< T > Struct Template Reference	1350
10.380 gdcm::VRToType< T > Struct Template Reference	1350
10.380.1 Detailed Description	1350
10.381 gdcm::VRVLSIZE< T > Class Template Reference	1350
10.382 gdcm::VRVLSIZE< 0 > Class Reference	1351
10.382.1 Member Function Documentation	1351
10.382.1.1 Read()	1351
10.382.1.2 Write()	1351
10.383 gdcm::VRVLSIZE< 1 > Class Reference	1351
10.383.1 Member Function Documentation	1351
10.383.1.1 Read()	1352
10.383.1.2 Write()	1352
10.384 vtkGDCMImageReader Class Reference	1352
10.384.1 Detailed Description	1355
10.384.2 Constructor & Destructor Documentation	1355
10.384.2.1 vtkGDCMImageReader()	1355
10.384.2.2 ~vtkGDCMImageReader()	1355
10.384.3 Member Function Documentation	1355
10.384.3.1 CanReadFile()	1355
10.384.3.2 ExecuteData()	1356
10.384.3.3 ExecuteInformation()	1356
10.384.3.4 FillMedicalImageInformation()	1356
10.384.3.5 GetDescriptiveName()	1356
10.384.3.6 GetFileExtensions()	1356
10.384.3.7 GetIconImage()	1356
10.384.3.8 GetOverlay()	1356
10.384.3.9 LoadSingleFile()	1357
10.384.3.10 New()	1357
10.384.3.11 PrintSelf()	1357
10.384.3.12 RequestDataCompat()	1357
10.384.3.13 RequestInformationCompat()	1357
10.384.3.14 SetCurve()	1358
10.384.3.15 SetFileNames()	1358
10.384.3.16 SetFilePattern()	1358
10.384.3.17 SetFilePrefix()	1358
10.384.3.18 SetMedicalImageProperties()	1358
10.384.3.19 vtkBooleanMacro() [1/5]	1358
10.384.3.20 vtkBooleanMacro() [2/5]	1359

10.384.3.21 vtkBooleanMacro() [3/5]	1359
10.384.3.22 vtkBooleanMacro() [4/5]	1359
10.384.3.23 vtkBooleanMacro() [5/5]	1359
10.384.3.24 vtkGetMacro() [1/11]	1359
10.384.3.25 vtkGetMacro() [2/11]	1359
10.384.3.26 vtkGetMacro() [3/11]	1360
10.384.3.27 vtkGetMacro() [4/11]	1360
10.384.3.28 vtkGetMacro() [5/11]	1360
10.384.3.29 vtkGetMacro() [6/11]	1360
10.384.3.30 vtkGetMacro() [7/11]	1360
10.384.3.31 vtkGetMacro() [8/11]	1360
10.384.3.32 vtkGetMacro() [9/11]	1361
10.384.3.33 vtkGetMacro() [10/11]	1361
10.384.3.34 vtkGetMacro() [11/11]	1361
10.384.3.35 vtkGetObjectMacro() [1/4]	1361
10.384.3.36 vtkGetObjectMacro() [2/4]	1361
10.384.3.37 vtkGetObjectMacro() [3/4]	1361
10.384.3.38 vtkGetObjectMacro() [4/4]	1362
10.384.3.39 vtkGetStringMacro() [1/2]	1362
10.384.3.40 vtkGetStringMacro() [2/2]	1362
10.384.3.41 vtkGetVector3Macro()	1362
10.384.3.42 vtkGetVector6Macro()	1362
10.384.3.43 vtkSetMacro() [1/4]	1362
10.384.3.44 vtkSetMacro() [2/4]	1363
10.384.3.45 vtkSetMacro() [3/4]	1363
10.384.3.46 vtkSetMacro() [4/4]	1363
10.384.3.47 vtkSetVector6Macro()	1363
10.384.3.48 vtkTypeMacro()	1363
10.384.4 Member Data Documentation	1363
10.384.4.1 ApplyInverseVideo	1364
10.384.4.2 ApplyLookupTable	1364
10.384.4.3 ApplyPlanarConfiguration	1364
10.384.4.4 ApplyShiftScale	1364
10.384.4.5 ApplyYBRToRGB	1364
10.384.4.6 Curve	1364
10.384.4.7 DirectionCosines	1364
10.384.4.8 FileNames	1365
10.384.4.9 ForceRescale	1365
10.384.4.10 IconDataScalarType	1365

10.384.4.11 IconImageDataExtent . . . . .	1365
10.384.4.12 IconNumberOfScalarComponents . . . . .	1365
10.384.4.13 ImageFormat . . . . .	1365
10.384.4.14 ImageOrientationPatient . . . . .	1365
10.384.4.15 ImagePositionPatient . . . . .	1366
10.384.4.16 LoadIconImage . . . . .	1366
10.384.4.17 LoadOverlays . . . . .	1366
10.384.4.18 LossyFlag . . . . .	1366
10.384.4.19 MedicalImageProperties . . . . .	1366
10.384.4.20 NumberOfIconImages . . . . .	1366
10.384.4.21 NumberOfOverlays . . . . .	1366
10.384.4.22 PlanarConfiguration . . . . .	1367
10.384.4.23 Scale . . . . .	1367
10.384.4.24 Shift . . . . .	1367
10.385 vtkGDCMImageReader2 Class Reference . . . . .	1367
10.385.1 Detailed Description . . . . .	1370
10.385.2 Constructor & Destructor Documentation . . . . .	1370
10.385.2.1 vtkGDCMImageReader2() . . . . .	1370
10.385.2.2 ~vtkGDCMImageReader2() . . . . .	1370
10.385.3 Member Function Documentation . . . . .	1370
10.385.3.1 CanReadFile() . . . . .	1370
10.385.3.2 FillMedicalImageInformation() . . . . .	1370
10.385.3.3 GetDescriptiveName() . . . . .	1370
10.385.3.4 GetFileExtensions() . . . . .	1371
10.385.3.5 GetIconImage() . . . . .	1371
10.385.3.6 GetIconImagePort() . . . . .	1371
10.385.3.7 GetOverlay() . . . . .	1371
10.385.3.8 GetOverlayPort() . . . . .	1371
10.385.3.9 LoadSingleFile() . . . . .	1371
10.385.3.10 New() . . . . .	1372
10.385.3.11 PrintSelf() . . . . .	1372
10.385.3.12 ProcessRequest() . . . . .	1372
10.385.3.13 RequestData() . . . . .	1372
10.385.3.14 RequestDataCompat() . . . . .	1372
10.385.3.15 RequestInformation() . . . . .	1373
10.385.3.16 RequestInformationCompat() . . . . .	1373
10.385.3.17 SetCurve() . . . . .	1373
10.385.3.18 SetFilePattern() . . . . .	1373
10.385.3.19 SetFilePrefix() . . . . .	1373

10.385.3.20 SetMedicalImageProperties()	1373
10.385.3.21 vtkBooleanMacro() [1/5]	1374
10.385.3.22 vtkBooleanMacro() [2/5]	1374
10.385.3.23 vtkBooleanMacro() [3/5]	1374
10.385.3.24 vtkBooleanMacro() [4/5]	1374
10.385.3.25 vtkBooleanMacro() [5/5]	1374
10.385.3.26 vtkGetMacro() [1/11]	1374
10.385.3.27 vtkGetMacro() [2/11]	1375
10.385.3.28 vtkGetMacro() [3/11]	1375
10.385.3.29 vtkGetMacro() [4/11]	1375
10.385.3.30 vtkGetMacro() [5/11]	1375
10.385.3.31 vtkGetMacro() [6/11]	1375
10.385.3.32 vtkGetMacro() [7/11]	1375
10.385.3.33 vtkGetMacro() [8/11]	1376
10.385.3.34 vtkGetMacro() [9/11]	1376
10.385.3.35 vtkGetMacro() [10/11]	1376
10.385.3.36 vtkGetMacro() [11/11]	1376
10.385.3.37 vtkGetObjectMacro() [1/2]	1376
10.385.3.38 vtkGetObjectMacro() [2/2]	1376
10.385.3.39 vtkGetStringMacro() [1/2]	1377
10.385.3.40 vtkGetStringMacro() [2/2]	1377
10.385.3.41 vtkGetVector3Macro()	1377
10.385.3.42 vtkGetVector6Macro()	1377
10.385.3.43 vtkSetMacro() [1/4]	1377
10.385.3.44 vtkSetMacro() [2/4]	1377
10.385.3.45 vtkSetMacro() [3/4]	1378
10.385.3.46 vtkSetMacro() [4/4]	1378
10.385.3.47 vtkSetVector6Macro()	1378
10.385.3.48 vtkTypeMacro()	1378
10.385.4 Member Data Documentation	1378
10.385.4.1 ApplyInverseVideo	1378
10.385.4.2 ApplyLookupTable	1378
10.385.4.3 ApplyPlanarConfiguration	1379
10.385.4.4 ApplyShiftScale	1379
10.385.4.5 ApplyYBRToRGB	1379
10.385.4.6 Curve	1379
10.385.4.7 DirectionCosines	1379
10.385.4.8 ForceRescale	1379
10.385.4.9 IconDataScalarType	1379

10.385.4.10 IconImageDataExtent . . . . .	1380
10.385.4.11 IconNumberOfScalarComponents . . . . .	1380
10.385.4.12 ImageFormat . . . . .	1380
10.385.4.13 ImageOrientationPatient . . . . .	1380
10.385.4.14 ImagePositionPatient . . . . .	1380
10.385.4.15 LoadIconImage . . . . .	1380
10.385.4.16 LoadOverlays . . . . .	1380
10.385.4.17 LossyFlag . . . . .	1381
10.385.4.18 NumberOfIconImages . . . . .	1381
10.385.4.19 NumberOfOverlays . . . . .	1381
10.385.4.20 PlanarConfiguration . . . . .	1381
10.385.4.21 Scale . . . . .	1381
10.385.4.22 Shift . . . . .	1381
10.386 vtkGDCMImageWriter Class Reference . . . . .	1382
10.386.1 Detailed Description . . . . .	1384
10.386.2 Member Enumeration Documentation . . . . .	1384
10.386.2.1 CompressionTypes . . . . .	1384
10.386.3 Constructor & Destructor Documentation . . . . .	1384
10.386.3.1 vtkGDCMImageWriter() . . . . .	1384
10.386.3.2 ~vtkGDCMImageWriter() . . . . .	1384
10.386.4 Member Function Documentation . . . . .	1384
10.386.4.1 GetDescriptiveName() . . . . .	1385
10.386.4.2 GetFileExtensions() . . . . .	1385
10.386.4.3 GetFileName() . . . . .	1385
10.386.4.4 New() . . . . .	1385
10.386.4.5 PrintSelf() . . . . .	1385
10.386.4.6 SetDirectionCosines() . . . . .	1385
10.386.4.7 SetDirectionCosinesFromImageOrientationPatient() . . . . .	1386
10.386.4.8 SetFileNames() . . . . .	1386
10.386.4.9 SetMedicalImageProperties() . . . . .	1386
10.386.4.10 vtkBooleanMacro() [1/2] . . . . .	1386
10.386.4.11 vtkBooleanMacro() [2/2] . . . . .	1386
10.386.4.12 vtkGetMacro() [1/7] . . . . .	1387
10.386.4.13 vtkGetMacro() [2/7] . . . . .	1387
10.386.4.14 vtkGetMacro() [3/7] . . . . .	1387
10.386.4.15 vtkGetMacro() [4/7] . . . . .	1387
10.386.4.16 vtkGetMacro() [5/7] . . . . .	1387
10.386.4.17 vtkGetMacro() [6/7] . . . . .	1387
10.386.4.18 vtkGetMacro() [7/7] . . . . .	1388

10.386.4.19	<a href="#">vtkGetObjectMacro()</a> [1/3]	1388
10.386.4.20	<a href="#">vtkGetObjectMacro()</a> [2/3]	1388
10.386.4.21	<a href="#">vtkGetObjectMacro()</a> [3/3]	1388
10.386.4.22	<a href="#">vtkGetStringMacro()</a> [1/2]	1388
10.386.4.23	<a href="#">vtkGetStringMacro()</a> [2/2]	1388
10.386.4.24	<a href="#">vtkSetMacro()</a> [1/7]	1389
10.386.4.25	<a href="#">vtkSetMacro()</a> [2/7]	1389
10.386.4.26	<a href="#">vtkSetMacro()</a> [3/7]	1389
10.386.4.27	<a href="#">vtkSetMacro()</a> [4/7]	1389
10.386.4.28	<a href="#">vtkSetMacro()</a> [5/7]	1389
10.386.4.29	<a href="#">vtkSetMacro()</a> [6/7]	1389
10.386.4.30	<a href="#">vtkSetMacro()</a> [7/7]	1390
10.386.4.31	<a href="#">vtkSetStringMacro()</a> [1/2]	1390
10.386.4.32	<a href="#">vtkSetStringMacro()</a> [2/2]	1390
10.386.4.33	<a href="#">vtkTypeMacro()</a>	1390
10.386.4.34	<a href="#">Write()</a>	1390
10.386.4.35	<a href="#">WriteGDCMData()</a>	1391
10.386.4.36	<a href="#">WriteSlice()</a>	1391
10.387	<a href="#">vtkGDCMMedicalImageProperties Class Reference</a>	1391
10.387.1	<a href="#">Constructor &amp; Destructor Documentation</a>	1392
10.387.1.1	<a href="#">vtkGDCMMedicalImageProperties()</a>	1392
10.387.1.2	<a href="#">~vtkGDCMMedicalImageProperties()</a>	1392
10.387.2	<a href="#">Member Function Documentation</a>	1392
10.387.2.1	<a href="#">Clear()</a>	1393
10.387.2.2	<a href="#">GetFile()</a>	1393
10.387.2.3	<a href="#">New()</a>	1393
10.387.2.4	<a href="#">PrintSelf()</a>	1393
10.387.2.5	<a href="#">PushBackFile()</a>	1393
10.387.2.6	<a href="#">vtkTypeMacro()</a>	1393
10.387.3	<a href="#">Friends And Related Function Documentation</a>	1393
10.387.3.1	<a href="#">vtkGDCMImageReader</a>	1394
10.387.3.2	<a href="#">vtkGDCMImageReader2</a>	1394
10.387.3.3	<a href="#">vtkGDCMImageWriter</a>	1394
10.388	<a href="#">vtkGDCMPolyDataReader Class Reference</a>	1394
10.388.1	<a href="#">Detailed Description</a>	1396
10.388.2	<a href="#">Constructor &amp; Destructor Documentation</a>	1396
10.388.2.1	<a href="#">vtkGDCMPolyDataReader()</a>	1396
10.388.2.2	<a href="#">~vtkGDCMPolyDataReader()</a>	1396
10.388.3	<a href="#">Member Function Documentation</a>	1396



10.388.3.1 FillMedicalImageInformation()	1396
10.388.3.2 New()	1396
10.388.3.3 PrintSelf()	1397
10.388.3.4 RequestData()	1397
10.388.3.5 RequestData_HemodynamicWaveformStorage()	1397
10.388.3.6 RequestData_RTStructureSetStorage()	1397
10.388.3.7 RequestInformation()	1397
10.388.3.8 RequestInformation_HemodynamicWaveformStorage()	1397
10.388.3.9 RequestInformation_RTStructureSetStorage()	1398
10.388.3.10 vtkGetObjectMacro() [1/2]	1398
10.388.3.11 vtkGetObjectMacro() [2/2]	1398
10.388.3.12 vtkGetStringMacro()	1398
10.388.3.13 vtkSetStringMacro()	1398
10.388.3.14 vtkTypeMacro()	1398
10.388.4 Member Data Documentation	1399
10.388.4.1 FileName	1399
10.388.4.2 MedicalImageProperties	1399
10.388.4.3 RTStructSetProperties	1399
10.389 vtkGDCMPolyDataWriter Class Reference	1399
10.389.1 Detailed Description	1401
10.389.2 Constructor & Destructor Documentation	1401
10.389.2.1 vtkGDCMPolyDataWriter()	1401
10.389.2.2 ~vtkGDCMPolyDataWriter()	1401
10.389.3 Member Function Documentation	1401
10.389.3.1 InitializeRTStructSet()	1401
10.389.3.2 New()	1402
10.389.3.3 PrintSelf()	1402
10.389.3.4 SetMedicalImageProperties()	1402
10.389.3.5 SetNumberOfInputPorts()	1402
10.389.3.6 SetRTStructSetProperties()	1403
10.389.3.7 vtkTypeMacro()	1403
10.389.3.8 WriteData()	1403
10.389.3.9 WriteRTSTRUCTData()	1403
10.389.3.10 WriteRTSTRUCTInfo()	1403
10.389.4 Member Data Documentation	1403
10.389.4.1 MedicalImageProperties	1404
10.389.4.2 RTStructSetProperties	1404
10.390 vtkGDCMTesting Class Reference	1404
10.390.1 Detailed Description	1405

10.390.2 Member Typedef Documentation	1405
10.390.2.1 MD5MetalImagesType	1405
10.390.3 Constructor & Destructor Documentation	1405
10.390.3.1 vtkGDCMTesting()	1406
10.390.3.2 ~vtkGDCMTesting()	1406
10.390.4 Member Function Documentation	1406
10.390.4.1 GetGDCMDataRoot()	1406
10.390.4.2 GetMD5MetalImage()	1406
10.390.4.3 GetMHDMD5FromFile()	1406
10.390.4.4 GetNumberOfMD5MetalImages()	1407
10.390.4.5 GetRAWMD5FromFile()	1407
10.390.4.6 GetVTKDataRoot()	1407
10.390.4.7 New()	1407
10.390.4.8 PrintSelf()	1407
10.390.4.9 vtkTypeMacro()	1408
10.391 vtkGDCMThreadedImageReader Class Reference	1408
10.391.1 Constructor & Destructor Documentation	1409
10.391.1.1 vtkGDCMThreadedImageReader()	1410
10.391.1.2 ~vtkGDCMThreadedImageReader()	1410
10.391.2 Member Function Documentation	1410
10.391.2.1 ExecuteData()	1410
10.391.2.2 ExecuteInformation()	1410
10.391.2.3 New()	1410
10.391.2.4 PrintSelf()	1410
10.391.2.5 ReadFiles()	1411
10.391.2.6 RequestDataCompat()	1411
10.391.2.7 vtkBooleanMacro()	1411
10.391.2.8 vtkGetMacro()	1411
10.391.2.9 vtkSetMacro() [1/3]	1411
10.391.2.10 vtkSetMacro() [2/3]	1411
10.391.2.11 vtkSetMacro() [3/3]	1412
10.391.2.12 vtkTypeMacro()	1412
10.392 vtkGDCMThreadedImageReader2 Class Reference	1412
10.392.1 Constructor & Destructor Documentation	1414
10.392.1.1 vtkGDCMThreadedImageReader2()	1414
10.392.1.2 ~vtkGDCMThreadedImageReader2()	1414
10.392.2 Member Function Documentation	1414
10.392.2.1 GetFileName()	1414
10.392.2.2 New()	1414

---

10.392.2.3 PrintSelf()	1415
10.392.2.4 RequestInformation()	1415
10.392.2.5 SetFileName()	1415
10.392.2.6 SetFileNames()	1415
10.392.2.7 SplitExtent()	1415
10.392.2.8 ThreadedRequestData()	1416
10.392.2.9 vtkBooleanMacro() [1/3]	1416
10.392.2.10 vtkBooleanMacro() [2/3]	1416
10.392.2.11 vtkBooleanMacro() [3/3]	1416
10.392.2.12 vtkGetMacro() [1/8]	1416
10.392.2.13 vtkGetMacro() [2/8]	1417
10.392.2.14 vtkGetMacro() [3/8]	1417
10.392.2.15 vtkGetMacro() [4/8]	1417
10.392.2.16 vtkGetMacro() [5/8]	1417
10.392.2.17 vtkGetMacro() [6/8]	1417
10.392.2.18 vtkGetMacro() [7/8]	1417
10.392.2.19 vtkGetMacro() [8/8]	1418
10.392.2.20 vtkGetObjectMacro()	1418
10.392.2.21 vtkGetVector3Macro() [1/2]	1418
10.392.2.22 vtkGetVector3Macro() [2/2]	1418
10.392.2.23 vtkGetVector6Macro()	1418
10.392.2.24 vtkSetMacro() [1/7]	1418
10.392.2.25 vtkSetMacro() [2/7]	1419
10.392.2.26 vtkSetMacro() [3/7]	1419
10.392.2.27 vtkSetMacro() [4/7]	1419
10.392.2.28 vtkSetMacro() [5/7]	1419
10.392.2.29 vtkSetMacro() [6/7]	1419
10.392.2.30 vtkSetMacro() [7/7]	1419
10.392.2.31 vtkSetVector3Macro() [1/2]	1420
10.392.2.32 vtkSetVector3Macro() [2/2]	1420
10.392.2.33 vtkSetVector6Macro()	1420
10.392.2.34 vtkTypeMacro()	1420
10.393 vtkImageColorViewer Class Reference	1421
10.393.1 Detailed Description	1423
10.393.2 Member Enumeration Documentation	1423
10.393.2.1 anonymous enum	1423
10.393.3 Constructor & Destructor Documentation	1424
10.393.3.1 vtkImageColorViewer()	1424
10.393.3.2 ~vtkImageColorViewer()	1424

---

10.393.4 Member Function Documentation	1424
10.393.4.1 AddInput()	1424
10.393.4.2 AddInputConnection()	1424
10.393.4.3 GetColorLevel()	1425
10.393.4.4 GetColorWindow()	1425
10.393.4.5 GetInput()	1425
10.393.4.6 GetOffScreenRendering()	1425
10.393.4.7 GetOverlayVisibility()	1425
10.393.4.8 GetPosition()	1425
10.393.4.9 GetSize()	1425
10.393.4.10 GetSliceMax()	1426
10.393.4.11 GetSliceMin()	1426
10.393.4.12 GetSliceRange() [1/3]	1426
10.393.4.13 GetSliceRange() [2/3]	1426
10.393.4.14 GetSliceRange() [3/3]	1426
10.393.4.15 GetWindowName()	1426
10.393.4.16 InstallPipeline()	1426
10.393.4.17 New()	1427
10.393.4.18 PrintSelf()	1427
10.393.4.19 Render()	1427
10.393.4.20 SetColorLevel()	1427
10.393.4.21 SetColorWindow()	1427
10.393.4.22 SetDisplayId()	1428
10.393.4.23 SetInput()	1428
10.393.4.24 SetInputConnection()	1428
10.393.4.25 SetOffScreenRendering()	1428
10.393.4.26 SetOverlayVisibility()	1428
10.393.4.27 SetParentId()	1428
10.393.4.28 SetPosition() [1/2]	1429
10.393.4.29 SetPosition() [2/2]	1429
10.393.4.30 SetRenderer()	1429
10.393.4.31 SetRenderWindow()	1429
10.393.4.32 SetSize() [1/2]	1429
10.393.4.33 SetSize() [2/2]	1430
10.393.4.34 SetSlice()	1430
10.393.4.35 SetSliceOrientation()	1430
10.393.4.36 SetSliceOrientationToXY()	1430
10.393.4.37 SetSliceOrientationToXZ()	1430
10.393.4.38 SetSliceOrientationToYZ()	1430

---

10.393.4.39 SetupInteractor()	1431
10.393.4.40 SetWindowId()	1431
10.393.4.41 UnInstallPipeline()	1431
10.393.4.42 UpdateDisplayExtent()	1431
10.393.4.43 UpdateOrientation()	1431
10.393.4.44 VTK_LEGACY() [1/4]	1431
10.393.4.45 VTK_LEGACY() [2/4]	1432
10.393.4.46 VTK_LEGACY() [3/4]	1432
10.393.4.47 VTK_LEGACY() [4/4]	1432
10.393.4.48 vtkBooleanMacro()	1432
10.393.4.49 vtkGetMacro() [1/2]	1432
10.393.4.50 vtkGetMacro() [2/2]	1432
10.393.4.51 vtkGetObjectMacro() [1/5]	1433
10.393.4.52 vtkGetObjectMacro() [2/5]	1433
10.393.4.53 vtkGetObjectMacro() [3/5]	1433
10.393.4.54 vtkGetObjectMacro() [4/5]	1433
10.393.4.55 vtkGetObjectMacro() [5/5]	1433
10.393.4.56 vtkTypeMacro()	1433
10.393.5 Friends And Related Function Documentation	1434
10.393.5.1 vtkImageColorViewerCallback	1434
10.393.6 Member Data Documentation	1434
10.393.6.1 FirstRender	1434
10.393.6.2 ImageActor	1434
10.393.6.3 Interactor	1434
10.393.6.4 InteractorStyle	1434
10.393.6.5 OverlayImageActor	1434
10.393.6.6 Renderer	1435
10.393.6.7 RenderWindow	1435
10.393.6.8 Slice	1435
10.393.6.9 SliceOrientation	1435
10.393.6.10 WindowLevel	1435
10.394 vtkImageMapToColors16 Class Reference	1436
10.394.1 Constructor & Destructor Documentation	1437
10.394.1.1 vtkImageMapToColors16()	1437
10.394.1.2 ~vtkImageMapToColors16()	1437
10.394.2 Member Function Documentation	1438
10.394.2.1 GetMTime()	1438
10.394.2.2 New()	1438
10.394.2.3 PrintSelf()	1438

10.394.2.4 RequestData()	1438
10.394.2.5 RequestInformation()	1438
10.394.2.6 SetLookupTable()	1439
10.394.2.7 SetOutputFormatToLuminance()	1439
10.394.2.8 SetOutputFormatToLuminanceAlpha()	1439
10.394.2.9 SetOutputFormatToRGB()	1439
10.394.2.10 SetOutputFormatToRGBA()	1439
10.394.2.11 ThreadedRequestData()	1439
10.394.2.12 vtkBooleanMacro()	1440
10.394.2.13 vtkGetMacro() [1/3]	1440
10.394.2.14 vtkGetMacro() [2/3]	1440
10.394.2.15 vtkGetMacro() [3/3]	1440
10.394.2.16 vtkGetObjectMacro()	1440
10.394.2.17 vtkSetMacro() [1/3]	1440
10.394.2.18 vtkSetMacro() [2/3]	1441
10.394.2.19 vtkSetMacro() [3/3]	1441
10.394.2.20 vtkTypeMacro()	1441
10.394.3 Member Data Documentation	1441
10.394.3.1 ActiveComponent	1441
10.394.3.2 DataWasPassed	1441
10.394.3.3 LookupTable	1441
10.394.3.4 OutputFormat	1442
10.394.3.5 PassAlphaToOutput	1442
10.395 vtkImageMapToWindowLevelColors2 Class Reference	1442
10.395.1 Constructor & Destructor Documentation	1443
10.395.1.1 vtkImageMapToWindowLevelColors2()	1443
10.395.1.2 ~vtkImageMapToWindowLevelColors2()	1443
10.395.2 Member Function Documentation	1444
10.395.2.1 New()	1444
10.395.2.2 PrintSelf()	1444
10.395.2.3 RequestData()	1444
10.395.2.4 RequestInformation()	1444
10.395.2.5 ThreadedRequestData()	1444
10.395.2.6 vtkGetMacro() [1/2]	1445
10.395.2.7 vtkGetMacro() [2/2]	1445
10.395.2.8 vtkSetMacro() [1/2]	1445
10.395.2.9 vtkSetMacro() [2/2]	1445
10.395.2.10 vtkTypeMacro()	1445
10.395.3 Member Data Documentation	1445

10.395.3.1 Level	1446
10.395.3.2 Window	1446
10.396 vtkImagePlanarComponentsToComponents Class Reference	1446
10.396.1 Constructor & Destructor Documentation	1447
10.396.1.1 vtkImagePlanarComponentsToComponents()	1447
10.396.1.2 ~vtkImagePlanarComponentsToComponents()	1447
10.396.2 Member Function Documentation	1447
10.396.2.1 New()	1447
10.396.2.2 PrintSelf()	1448
10.396.2.3 RequestData()	1448
10.396.2.4 vtkTypeMacro()	1448
10.397 vtkImageRGBToYBR Class Reference	1448
10.397.1 Constructor & Destructor Documentation	1449
10.397.1.1 vtkImageRGBToYBR()	1449
10.397.1.2 ~vtkImageRGBToYBR()	1449
10.397.2 Member Function Documentation	1450
10.397.2.1 New()	1450
10.397.2.2 PrintSelf()	1450
10.397.2.3 ThreadedExecute()	1450
10.397.2.4 vtkTypeMacro()	1450
10.398 vtkImageYBRToRGB Class Reference	1451
10.398.1 Constructor & Destructor Documentation	1452
10.398.1.1 vtkImageYBRToRGB()	1452
10.398.1.2 ~vtkImageYBRToRGB()	1452
10.398.2 Member Function Documentation	1452
10.398.2.1 New()	1452
10.398.2.2 PrintSelf()	1452
10.398.2.3 ThreadedExecute()	1453
10.398.2.4 vtkTypeMacro()	1453
10.399 vtkLookupTable16 Class Reference	1453
10.399.1 Constructor & Destructor Documentation	1454
10.399.1.1 vtkLookupTable16()	1455
10.399.1.2 ~vtkLookupTable16()	1455
10.399.2 Member Function Documentation	1455
10.399.2.1 Build()	1455
10.399.2.2 GetPointer()	1455
10.399.2.3 MapScalarsThroughTable2()	1455
10.399.2.4 New()	1456
10.399.2.5 PrintSelf()	1456

10.399.2.6 SetNumberOfTableValues()	1456
10.399.2.7 vtkTypeMacro()	1456
10.399.2.8 WritePointer()	1456
10.399.3 Member Data Documentation	1456
10.399.3.1 Table16	1457
10.400 vtkRTStructSetProperties Class Reference	1457
10.400.1 Detailed Description	1459
10.400.2 Constructor & Destructor Documentation	1459
10.400.2.1 vtkRTStructSetProperties()	1459
10.400.2.2 ~vtkRTStructSetProperties()	1459
10.400.3 Member Function Documentation	1459
10.400.3.1 AddContourReferencedFrameOfReference()	1460
10.400.3.2 AddReferencedFrameOfReference()	1460
10.400.3.3 AddStructureSetROI()	1460
10.400.3.4 AddStructureSetROIObservation()	1460
10.400.3.5 Clear()	1460
10.400.3.6 DeepCopy()	1461
10.400.3.7 GetContourReferencedFrameOfReferenceClassUID()	1461
10.400.3.8 GetContourReferencedFrameOfReferenceInstanceUID()	1461
10.400.3.9 GetNumberOfContourReferencedFrameOfReferences() [1/2]	1461
10.400.3.10 GetNumberOfContourReferencedFrameOfReferences() [2/2]	1461
10.400.3.11 GetNumberOfReferencedFrameOfReferences()	1461
10.400.3.12 GetNumberOfStructureSetROIs()	1462
10.400.3.13 GetReferencedFrameOfReferenceClassUID()	1462
10.400.3.14 GetReferencedFrameOfReferenceInstanceUID()	1462
10.400.3.15 GetStructureSetObservationNumber()	1462
10.400.3.16 GetStructureSetROIDescription()	1462
10.400.3.17 GetStructureSetROIGenerationAlgorithm()	1462
10.400.3.18 GetStructureSetROIName()	1463
10.400.3.19 GetStructureSetROINumber()	1463
10.400.3.20 GetStructureSetROIObservationLabel()	1463
10.400.3.21 GetStructureSetROIRefFrameRefUID()	1463
10.400.3.22 GetStructureSetRTROIInterpretedType()	1463
10.400.3.23 New()	1463
10.400.3.24 PrintSelf()	1464
10.400.3.25 vtkGetStringMacro() [1/9]	1464
10.400.3.26 vtkGetStringMacro() [2/9]	1464
10.400.3.27 vtkGetStringMacro() [3/9]	1464
10.400.3.28 vtkGetStringMacro() [4/9]	1464



10.400.3.29 vtkGetStringMacro() [5/9]	1464
10.400.3.30 vtkGetStringMacro() [6/9]	1465
10.400.3.31 vtkGetStringMacro() [7/9]	1465
10.400.3.32 vtkGetStringMacro() [8/9]	1465
10.400.3.33 vtkGetStringMacro() [9/9]	1465
10.400.3.34 vtkSetStringMacro() [1/9]	1465
10.400.3.35 vtkSetStringMacro() [2/9]	1465
10.400.3.36 vtkSetStringMacro() [3/9]	1466
10.400.3.37 vtkSetStringMacro() [4/9]	1466
10.400.3.38 vtkSetStringMacro() [5/9]	1466
10.400.3.39 vtkSetStringMacro() [6/9]	1466
10.400.3.40 vtkSetStringMacro() [7/9]	1466
10.400.3.41 vtkSetStringMacro() [8/9]	1466
10.400.3.42 vtkSetStringMacro() [9/9]	1467
10.400.3.43 vtkTypeMacro()	1467
10.400.4 Member Data Documentation	1467
10.400.4.1 Internals	1467
10.400.4.2 ReferenceFrameOfReferenceUID	1467
10.400.4.3 ReferenceSeriesInstanceUID	1467
10.400.4.4 SeriesInstanceUID	1467
10.400.4.5 SOPInstanceUID	1468
10.400.4.6 StructureSetDate	1468
10.400.4.7 StructureSetLabel	1468
10.400.4.8 StructureSetName	1468
10.400.4.9 StructureSetTime	1468
10.400.4.10 StudyInstanceUID	1468
10.401 gdcm::Waveform Class Reference	1468
10.401.1 Detailed Description	1469
10.401.2 Constructor & Destructor Documentation	1469
10.401.2.1 Waveform()	1469
10.402 gdcm::WLMFindQuery Class Reference	1469
10.402.1 Detailed Description	1470
10.402.2 Constructor & Destructor Documentation	1470
10.402.2.1 WLMFindQuery()	1471
10.402.3 Member Function Documentation	1471
10.402.3.1 GetAbstractSyntaxUID()	1471
10.402.3.2 GetTagListByLevel()	1471
10.402.3.3 GetValidDataSet()	1471
10.402.3.4 InitializeDataSet()	1471

10.402.3.5 ValidateQuery()	1472
10.402.4 Friends And Related Function Documentation	1472
10.402.4.1 QueryFactory	1472
10.403 gdcmm::Writer Class Reference	1472
10.403.1 Detailed Description	1474
10.403.2 Constructor & Destructor Documentation	1475
10.403.2.1 Writer()	1475
10.403.2.2 ~Writer()	1475
10.403.3 Member Function Documentation	1475
10.403.3.1 CheckFileMetaInformationOff()	1475
10.403.3.2 CheckFileMetaInformationOn()	1476
10.403.3.3 GetCheckFileMetaInformation()	1476
10.403.3.4 GetFile()	1476
10.403.3.5 GetStreamPtr()	1476
10.403.3.6 SetCheckFileMetaInformation()	1476
10.403.3.7 SetFile()	1477
10.403.3.8 SetFileName()	1477
10.403.3.9 SetStream()	1477
10.403.3.10 SetWriteDataSetOnly()	1478
10.403.3.11 Write()	1478
10.403.4 Friends And Related Function Documentation	1478
10.403.4.1 StreamImageWriter	1478
10.403.5 Member Data Documentation	1478
10.403.5.1 Ofstream	1478
10.403.5.2 Stream	1479
10.404 gdcmm::XMLDictReader Class Reference	1479
10.404.1 Detailed Description	1480
10.404.2 Constructor & Destructor Documentation	1480
10.404.2.1 XMLDictReader()	1480
10.404.2.2 ~XMLDictReader()	1480
10.404.3 Member Function Documentation	1480
10.404.3.1 CharacterDataHandler()	1481
10.404.3.2 EndElement()	1481
10.404.3.3 GetDict()	1481
10.404.3.4 HandleDescription()	1481
10.404.3.5 HandleEntry()	1481
10.404.3.6 StartElement()	1481
10.405 gdcmm::XMLPrinter Class Reference	1482
10.405.1 Member Enumeration Documentation	1483

10.405.1.1 PrintStyles . . . . .	1483
10.405.2 Constructor & Destructor Documentation . . . . .	1483
10.405.2.1 XMLPrinter() . . . . .	1483
10.405.2.2 ~XMLPrinter() . . . . .	1483
10.405.3 Member Function Documentation . . . . .	1483
10.405.3.1 GetPrintStyle() . . . . .	1483
10.405.3.2 HandleBulkData() . . . . .	1484
10.405.3.3 Print() . . . . .	1484
10.405.3.4 PrintDataElement() . . . . .	1484
10.405.3.5 PrintDataSet() . . . . .	1484
10.405.3.6 PrintSQ() . . . . .	1484
10.405.3.7 SetFile() . . . . .	1485
10.405.3.8 SetStyle() . . . . .	1485
10.405.4 Member Data Documentation . . . . .	1485
10.405.4.1 F . . . . .	1485
10.405.4.2 PrintStyle . . . . .	1485
10.406 gdcm::XMLPrivateDictReader Class Reference . . . . .	1486
10.406.1 Detailed Description . . . . .	1487
10.406.2 Constructor & Destructor Documentation . . . . .	1487
10.406.2.1 XMLPrivateDictReader() . . . . .	1487
10.406.2.2 ~XMLPrivateDictReader() . . . . .	1487
10.406.3 Member Function Documentation . . . . .	1487
10.406.3.1 CharacterDataHandler() . . . . .	1487
10.406.3.2 EndElement() . . . . .	1488
10.406.3.3 GetPrivateDict() . . . . .	1488
10.406.3.4 HandleDescription() . . . . .	1488
10.406.3.5 HandleEntry() . . . . .	1488
10.406.3.6 StartElement() . . . . .	1488
<b>11 File Documentation</b>	<b>1489</b>
11.1 README.txt File Reference . . . . .	1489
11.2 TestsList.txt File Reference . . . . .	1489
11.3 gdcmASN1.h File Reference . . . . .	1489
11.4 gdcmASN1.h . . . . .	1490
11.5 gdcmBase64.h File Reference . . . . .	1491
11.6 gdcmBase64.h . . . . .	1491
11.7 gdcmBoxRegion.h File Reference . . . . .	1492
11.8 gdcmBoxRegion.h . . . . .	1493
11.9 gdcmByteSwap.h File Reference . . . . .	1493

11.10 gdcMByteSwap.h . . . . .	1494
11.11 gdcMCAPICryptoFactory.h File Reference . . . . .	1495
11.12 gdcMCAPICryptoFactory.h . . . . .	1496
11.13 gdcMCAPICryptographicMessageSyntax.h File Reference . . . . .	1496
11.14 gdcMCAPICryptographicMessageSyntax.h . . . . .	1497
11.15 gdcMCommand.h File Reference . . . . .	1498
11.16 gdcMCommand.h . . . . .	1499
11.17 gdcMCryptoFactory.h File Reference . . . . .	1501
11.18 gdcMCryptoFactory.h . . . . .	1502
11.19 gdcMCryptographicMessageSyntax.h File Reference . . . . .	1503
11.20 gdcMCryptographicMessageSyntax.h . . . . .	1504
11.21 gdcMDataEvent.h File Reference . . . . .	1505
11.22 gdcMDataEvent.h . . . . .	1506
11.23 gdcMDeflateStream.h File Reference . . . . .	1507
11.24 gdcMDeflateStream.h . . . . .	1507
11.25 gdcMDirectory.h File Reference . . . . .	1507
11.26 gdcMDirectory.h . . . . .	1508
11.27 gdcMDummyValueGenerator.h File Reference . . . . .	1510
11.28 gdcMDummyValueGenerator.h . . . . .	1510
11.29 gdcMEvent.h File Reference . . . . .	1511
11.29.1 Macro Definition Documentation . . . . .	1512
11.29.1.1 gdcMEventMacro . . . . .	1512
11.30 gdcMEvent.h . . . . .	1513
11.31 gdcMException.h File Reference . . . . .	1514
11.32 gdcMException.h . . . . .	1515
11.33 gdcMFilename.h File Reference . . . . .	1516
11.34 gdcMFilename.h . . . . .	1517
11.35 gdcMFileNameEvent.h File Reference . . . . .	1517
11.36 gdcMFileNameEvent.h . . . . .	1518
11.37 gdcMFilenameGenerator.h File Reference . . . . .	1519
11.38 gdcMFilenameGenerator.h . . . . .	1520
11.39 gdcMLegacyMacro.h File Reference . . . . .	1520
11.39.1 Macro Definition Documentation . . . . .	1521
11.39.1.1 GDCM_LEGACY . . . . .	1521
11.39.1.2 GDCM_LEGACY_BODY . . . . .	1521
11.39.1.3 GDCM_LEGACY_REPLACED_BODY . . . . .	1522
11.39.1.4 GDCM_NOOP_STATEMENT . . . . .	1522
11.40 gdcMLegacyMacro.h . . . . .	1522
11.41 gdcMD5.h File Reference . . . . .	1523

11.42 gdcMD5.h . . . . .	1524
11.43 gdcObject.h File Reference . . . . .	1524
11.44 gdcObject.h . . . . .	1525
11.45 gdcOpenSSLCryptoFactory.h File Reference . . . . .	1527
11.46 gdcOpenSSLCryptoFactory.h . . . . .	1527
11.47 gdcOpenSSLCryptographicMessageSyntax.h File Reference . . . . .	1528
11.48 gdcOpenSSLCryptographicMessageSyntax.h . . . . .	1529
11.49 gdcOpenSSLP7CryptoFactory.h File Reference . . . . .	1530
11.50 gdcOpenSSLP7CryptoFactory.h . . . . .	1531
11.51 gdcOpenSSLP7CryptographicMessageSyntax.h File Reference . . . . .	1531
11.52 gdcOpenSSLP7CryptographicMessageSyntax.h . . . . .	1533
11.53 gdcProgressEvent.h File Reference . . . . .	1533
11.54 gdcProgressEvent.h . . . . .	1534
11.55 gdcRegion.h File Reference . . . . .	1535
11.56 gdcRegion.h . . . . .	1536
11.57 gdcSHA1.h File Reference . . . . .	1537
11.58 gdcSHA1.h . . . . .	1538
11.59 gdcSmartPointer.h File Reference . . . . .	1539
11.60 gdcSmartPointer.h . . . . .	1539
11.61 gdcStaticAssert.h File Reference . . . . .	1541
11.61.1 Macro Definition Documentation . . . . .	1541
11.61.1.1 GDCM_DO_JOIN . . . . .	1541
11.61.1.2 GDCM_DO_JOIN2 . . . . .	1542
11.61.1.3 GDCM_JOIN . . . . .	1542
11.61.1.4 GDCM_STATIC_ASSERT . . . . .	1542
11.62 gdcStaticAssert.h . . . . .	1542
11.63 gdcString.h File Reference . . . . .	1543
11.64 gdcString.h . . . . .	1544
11.65 gdcSubject.h File Reference . . . . .	1546
11.66 gdcSubject.h . . . . .	1546
11.67 gdcSwapCode.h File Reference . . . . .	1547
11.68 gdcSwapCode.h . . . . .	1548
11.69 gdcSwapper.h File Reference . . . . .	1549
11.70 gdcSwapper.h . . . . .	1550
11.71 gdcSystem.h File Reference . . . . .	1552
11.72 gdcSystem.h . . . . .	1552
11.73 gdcTerminal.h File Reference . . . . .	1554
11.74 gdcTerminal.h . . . . .	1555
11.75 gdcTestDriver.h File Reference . . . . .	1556

11.76 gdcmlTestDriver.h . . . . .	1556
11.77 gdcmlTesting.h File Reference . . . . .	1557
11.78 gdcmlTesting.h . . . . .	1557
11.79 gdcmlTrace.h File Reference . . . . .	1558
11.79.1 Macro Definition Documentation . . . . .	1560
11.79.1.1 GDCM_FUNCTION . . . . .	1560
11.79.1.2 gdcmlAssertAlwaysMacro . . . . .	1560
11.79.1.3 gdcmlAssertMacro . . . . .	1560
11.79.1.4 gdcmlDebugMacro . . . . .	1561
11.79.1.5 gdcmlErrorMacro . . . . .	1561
11.79.1.6 gdcmlWarningMacro . . . . .	1562
11.80 gdcmlTrace.h . . . . .	1562
11.81 gdcmlTypes.h File Reference . . . . .	1564
11.82 gdcmlTypes.h . . . . .	1565
11.83 gdcmlUnpacker12Bits.h File Reference . . . . .	1566
11.84 gdcmlUnpacker12Bits.h . . . . .	1566
11.85 gdcmlVersion.h File Reference . . . . .	1567
11.86 gdcmlVersion.h . . . . .	1568
11.87 gdcmlWin32.h File Reference . . . . .	1568
11.87.1 Macro Definition Documentation . . . . .	1568
11.87.1.1 GDCM_EXPORT . . . . .	1569
11.88 gdcmlWin32.h . . . . .	1569
11.89 gdcmlCSAHeaderDict.h File Reference . . . . .	1570
11.90 gdcmlCSAHeaderDict.h . . . . .	1571
11.91 gdcmlCSAHeaderDictEntry.h File Reference . . . . .	1573
11.92 gdcmlCSAHeaderDictEntry.h . . . . .	1574
11.93 gdcmlDict.h File Reference . . . . .	1576
11.94 gdcmlDict.h . . . . .	1577
11.95 gdcmlDictConverter.h File Reference . . . . .	1581
11.96 gdcmlDictConverter.h . . . . .	1582
11.97 gdcmlDictEntry.h File Reference . . . . .	1583
11.98 gdcmlDictEntry.h . . . . .	1584
11.99 gdcmlDicts.h File Reference . . . . .	1586
11.100 gdcmlDicts.h . . . . .	1587
11.101 gdcmlGlobal.h File Reference . . . . .	1588
11.102 gdcmlGlobal.h . . . . .	1589
11.103 gdcmlGroupDict.h File Reference . . . . .	1590
11.104 gdcmlGroupDict.h . . . . .	1591
11.105 gdcmlSOPClassUIDToIOD.h File Reference . . . . .	1592

---

11.106 gdcmsOPClassUIDToIOD.h . . . . .	1592
11.107 gdcUIDs.h File Reference . . . . .	1593
11.108 gdcUIDs.h . . . . .	1594
11.109 gdcAttribute.h File Reference . . . . .	1607
11.110 gdcAttribute.h . . . . .	1608
11.111 gdcBasicOffsetTable.h File Reference . . . . .	1621
11.112 gdcBasicOffsetTable.h . . . . .	1622
11.113 gdcByteBuffer.h File Reference . . . . .	1624
11.114 gdcByteBuffer.h . . . . .	1625
11.115 gdcByteSwapFilter.h File Reference . . . . .	1626
11.116 gdcByteSwapFilter.h . . . . .	1627
11.117 gdcByteValue.h File Reference . . . . .	1627
11.118 gdcByteValue.h . . . . .	1628
11.119 gdcCodeString.h File Reference . . . . .	1632
11.120 gdcCodeString.h . . . . .	1632
11.121 gdcCP246ExplicitDataElement.h File Reference . . . . .	1634
11.122 gdcCP246ExplicitDataElement.h . . . . .	1634
11.123 gdcCSAElement.h File Reference . . . . .	1635
11.124 gdcCSAElement.h . . . . .	1636
11.125 gdcCSAHeader.h File Reference . . . . .	1638
11.126 gdcCSAHeader.h . . . . .	1639
11.127 gdcDataElement.h File Reference . . . . .	1641
11.128 gdcDataElement.h . . . . .	1642
11.129 gdcDataSet.h File Reference . . . . .	1644
11.130 gdcDataSet.h . . . . .	1646
11.131 gdcDataSetEvent.h File Reference . . . . .	1649
11.132 gdcDataSetEvent.h . . . . .	1650
11.133 gdcElement.h File Reference . . . . .	1651
11.134 gdcElement.h . . . . .	1652
11.135 gdcExplicitDataElement.h File Reference . . . . .	1663
11.136 gdcExplicitDataElement.h . . . . .	1664
11.137 gdcExplicitImplicitDataElement.h File Reference . . . . .	1665
11.138 gdcExplicitImplicitDataElement.h . . . . .	1666
11.139 gdcFile.h File Reference . . . . .	1666
11.140 gdcFile.h . . . . .	1667
11.141 gdcFileMetaInformation.h File Reference . . . . .	1668
11.142 gdcFileMetaInformation.h . . . . .	1669
11.143 gdcFileSet.h File Reference . . . . .	1671
11.144 gdcFileSet.h . . . . .	1673

11.145 gdcmlFragment.h File Reference	1673
11.146 gdcmlFragment.h	1675
11.147 gdcmlImplicitDataElement.h File Reference	1678
11.148 gdcmlImplicitDataElement.h	1678
11.149 gdcmlItem.h File Reference	1679
11.150 gdcmlItem.h	1680
11.151 gdcmlLO.h File Reference	1685
11.152 gdcmlLO.h	1685
11.153 gdcmlMediaStorage.h File Reference	1686
11.154 gdcmlMediaStorage.h	1687
11.155 gdcmlMrProtocol.h File Reference	1690
11.156 gdcmlMrProtocol.h	1691
11.157 gdcmlParseException.h File Reference	1692
11.158 gdcmlParseException.h	1693
11.159 gdcmlParser.h File Reference	1694
11.160 gdcmlParser.h	1695
11.161 gdcmlPDBelement.h File Reference	1697
11.162 gdcmlPDBelement.h	1698
11.163 gdcmlPDBHeader.h File Reference	1699
11.164 gdcmlPDBHeader.h	1699
11.165 gdcmlPreamble.h File Reference	1700
11.166 gdcmlPreamble.h	1702
11.167 gdcmlPrivateTag.h File Reference	1703
11.168 gdcmlPrivateTag.h	1704
11.169 gdcmlReader.h File Reference	1705
11.170 gdcmlReader.h	1706
11.171 gdcmlSequenceOfFragments.h File Reference	1707
11.172 gdcmlSequenceOfFragments.h	1708
11.173 gdcmlSequenceOfItems.h File Reference	1712
11.174 gdcmlSequenceOfItems.h	1713
11.175 gdcmlTag.h File Reference	1716
11.176 gdcmlTag.h	1717
11.177 gdcmlTagToVR.h File Reference	1721
11.178 gdcmlTagToVR.h	1721
11.179 gdcmlTransferSyntax.h File Reference	1722
11.180 gdcmlTransferSyntax.h	1723
11.181 gdcmlUNExplicitDataElement.h File Reference	1724
11.182 gdcmlUNExplicitDataElement.h	1725
11.183 gdcmlUNExplicitImplicitDataElement.h File Reference	1726



11.184 gdcmlUNExplicitImplicitDataElement.h . . . . .	1727
11.185 gdcmlValue.h File Reference . . . . .	1727
11.186 gdcmlValue.h . . . . .	1728
11.187 gdcmlValueIO.h File Reference . . . . .	1729
11.188 gdcmlValueIO.h . . . . .	1730
11.189 gdcmlVL.h File Reference . . . . .	1730
11.190 gdcmlVL.h . . . . .	1731
11.191 gdcmlVM.h File Reference . . . . .	1733
11.191.1 Macro Definition Documentation . . . . .	1734
11.191.1.1 TYPETOLENGTH . . . . .	1734
11.192 gdcmlVM.h . . . . .	1734
11.193 gdcmlVR.h File Reference . . . . .	1736
11.193.1 Macro Definition Documentation . . . . .	1738
11.193.1.1 TYPETOENCODING . . . . .	1738
11.193.1.2 VRTypeTemplateCase . . . . .	1738
11.194 gdcmlVR.h . . . . .	1738
11.195 gdcmlVR16ExplicitDataElement.h File Reference . . . . .	1743
11.196 gdcmlVR16ExplicitDataElement.h . . . . .	1744
11.197 gdcmlWriter.h File Reference . . . . .	1745
11.198 gdcmlWriter.h . . . . .	1746
11.199 gdcmlDefinedTerms.h File Reference . . . . .	1747
11.200 gdcmlDefinedTerms.h . . . . .	1747
11.201 gdcmlDefs.h File Reference . . . . .	1748
11.202 gdcmlDefs.h . . . . .	1749
11.203 gdcmlEnumeratedValues.h File Reference . . . . .	1751
11.204 gdcmlEnumeratedValues.h . . . . .	1751
11.205 gdcmlIOD.h File Reference . . . . .	1752
11.206 gdcmlIOD.h . . . . .	1753
11.207 gdcmlIODEntry.h File Reference . . . . .	1754
11.208 gdcmlIODEntry.h . . . . .	1756
11.209 gdcmlIODs.h File Reference . . . . .	1757
11.210 gdcmlIODs.h . . . . .	1758
11.211 gdcmlMacro.h File Reference . . . . .	1759
11.212 gdcmlMacro.h . . . . .	1761
11.213 gdcmlMacroEntry.h File Reference . . . . .	1762
11.213.1 Macro Definition Documentation . . . . .	1763
11.213.1.1 GDCMMACROENTRY_H . . . . .	1763
11.214 gdcmlMacroEntry.h . . . . .	1764
11.215 gdcmlMacros.h File Reference . . . . .	1765

11.216 gdcMacros.h . . . . .	1766
11.217 gdcModule.h File Reference . . . . .	1767
11.218 gdcModule.h . . . . .	1769
11.219 gdcModuleEntry.h File Reference . . . . .	1770
11.220 gdcModuleEntry.h . . . . .	1772
11.221 gdcModules.h File Reference . . . . .	1773
11.222 gdcModules.h . . . . .	1774
11.223 gdcNestedModuleEntries.h File Reference . . . . .	1775
11.224 gdcNestedModuleEntries.h . . . . .	1776
11.225 gdcPatient.h File Reference . . . . .	1777
11.226 gdcPatient.h . . . . .	1777
11.227 gdcSeries.h File Reference . . . . .	1778
11.228 gdcSeries.h . . . . .	1779
11.229 gdcStudy.h File Reference . . . . .	1780
11.230 gdcStudy.h . . . . .	1781
11.231 gdcTable.h File Reference . . . . .	1781
11.232 gdcTable.h . . . . .	1782
11.233 gdcTableEntry.h File Reference . . . . .	1783
11.234 gdcTableEntry.h . . . . .	1784
11.235 gdcTableReader.h File Reference . . . . .	1785
11.236 gdcTableReader.h . . . . .	1786
11.237 gdcType.h File Reference . . . . .	1787
11.238 gdcType.h . . . . .	1788
11.239 gdcUsage.h File Reference . . . . .	1789
11.240 gdcUsage.h . . . . .	1791
11.241 gdcXMLDictReader.h File Reference . . . . .	1792
11.242 gdcXMLDictReader.h . . . . .	1792
11.243 gdcXMLPrivateDictReader.h File Reference . . . . .	1793
11.244 gdcXMLPrivateDictReader.h . . . . .	1794
11.245 gdcAnonymizeEvent.h File Reference . . . . .	1794
11.246 gdcAnonymizeEvent.h . . . . .	1796
11.247 gdcAnonymizer.h File Reference . . . . .	1796
11.248 gdcAnonymizer.h . . . . .	1797
11.249 gdcApplicationEntity.h File Reference . . . . .	1798
11.250 gdcApplicationEntity.h . . . . .	1799
11.251 gdcAudioCodec.h File Reference . . . . .	1800
11.252 gdcAudioCodec.h . . . . .	1801
11.253 gdcBitmap.h File Reference . . . . .	1801
11.254 gdcBitmap.h . . . . .	1802

---

11.255 gdcmapToBitmapFilter.h File Reference	1805
11.256 gdcmapToBitmapFilter.h	1805
11.257 gdcmapCleaner.h File Reference	1806
11.258 gdcmapCleaner.h	1807
11.259 gdcmapCodec.h File Reference	1808
11.260 gdcmapCodec.h	1809
11.261 gdcmapCoder.h File Reference	1809
11.262 gdcmapCoder.h	1810
11.263 gdcmapConstCharWrapper.h File Reference	1811
11.264 gdcmapConstCharWrapper.h	1811
11.265 gdcmapCurve.h File Reference	1812
11.266 gdcmapCurve.h	1813
11.267 gdcmapDataSetHelper.h File Reference	1814
11.268 gdcmapDataSetHelper.h	1814
11.269 gdcmapDecoder.h File Reference	1815
11.270 gdcmapDecoder.h	1816
11.271 gdcmapDeltaEncodingCodec.h File Reference	1817
11.272 gdcmapDeltaEncodingCodec.h	1817
11.273 gdcmapDICOMDIR.h File Reference	1818
11.274 gdcmapDICOMDIR.h	1819
11.275 gdcmapDICOMDIRGenerator.h File Reference	1819
11.276 gdcmapDICOMDIRGenerator.h	1820
11.277 gdcmapDictPrinter.h File Reference	1821
11.278 gdcmapDictPrinter.h	1822
11.279 gdcmapDirectionCosines.h File Reference	1822
11.280 gdcmapDirectionCosines.h	1823
11.281 gdcmapDirectoryHelper.h File Reference	1824
11.282 gdcmapDirectoryHelper.h	1824
11.283 gdcmapDPath.h File Reference	1825
11.284 gdcmapDPath.h	1826
11.285 gdcmapDumper.h File Reference	1827
11.286 gdcmapDumper.h	1828
11.287 gdcmapEmptyMaskGenerator.h File Reference	1829
11.288 gdcmapEmptyMaskGenerator.h	1829
11.289 gdcmapEncapsulatedDocument.h File Reference	1830
11.290 gdcmapEncapsulatedDocument.h	1831
11.291 gdcmapEquipmentManufacturer.h File Reference	1831
11.292 gdcmapEquipmentManufacturer.h	1832
11.293 gdcmapFiducials.h File Reference	1833

11.294 gdcmlFiducials.h . . . . .	1833
11.295 gdcmlFileAnonymizer.h File Reference . . . . .	1834
11.296 gdcmlFileAnonymizer.h . . . . .	1835
11.297 gdcmlFileChangeTransferSyntax.h File Reference . . . . .	1835
11.298 gdcmlFileChangeTransferSyntax.h . . . . .	1836
11.299 gdcmlFileDecompressLookupTable.h File Reference . . . . .	1837
11.300 gdcmlFileDecompressLookupTable.h . . . . .	1838
11.301 gdcmlFileDerivation.h File Reference . . . . .	1839
11.302 gdcmlFileDerivation.h . . . . .	1839
11.303 gdcmlFileExplicitFilter.h File Reference . . . . .	1840
11.304 gdcmlFileExplicitFilter.h . . . . .	1841
11.305 gdcmlFileStreamer.h File Reference . . . . .	1842
11.306 gdcmlFileStreamer.h . . . . .	1842
11.307 gdcmlIconImage.h File Reference . . . . .	1843
11.308 gdcmlIconImage.h . . . . .	1844
11.309 gdcmlIconImageFilter.h File Reference . . . . .	1845
11.310 gdcmlIconImageFilter.h . . . . .	1846
11.311 gdcmlIconImageGenerator.h File Reference . . . . .	1847
11.312 gdcmlIconImageGenerator.h . . . . .	1848
11.313 gdcmlImage.h File Reference . . . . .	1848
11.314 gdcmlImage.h . . . . .	1850
11.315 gdcmlImageApplyLookupTable.h File Reference . . . . .	1851
11.316 gdcmlImageApplyLookupTable.h . . . . .	1851
11.317 gdcmlImageChangePhotometricInterpretation.h File Reference . . . . .	1852
11.318 gdcmlImageChangePhotometricInterpretation.h . . . . .	1853
11.319 gdcmlImageChangePlanarConfiguration.h File Reference . . . . .	1855
11.320 gdcmlImageChangePlanarConfiguration.h . . . . .	1855
11.321 gdcmlImageChangeTransferSyntax.h File Reference . . . . .	1856
11.322 gdcmlImageChangeTransferSyntax.h . . . . .	1857
11.323 gdcmlImageCodec.h File Reference . . . . .	1858
11.324 gdcmlImageCodec.h . . . . .	1859
11.325 gdcmlImageConverter.h File Reference . . . . .	1861
11.326 gdcmlImageConverter.h . . . . .	1862
11.327 gdcmlImageFragmentSplitter.h File Reference . . . . .	1863
11.328 gdcmlImageFragmentSplitter.h . . . . .	1863
11.329 gdcmlImageHelper.h File Reference . . . . .	1864
11.330 gdcmlImageHelper.h . . . . .	1865
11.331 gdcmlImageReader.h File Reference . . . . .	1866
11.332 gdcmlImageReader.h . . . . .	1867

---

11.333 gdcmlImageRegionReader.h File Reference . . . . .	1868
11.334 gdcmlImageRegionReader.h . . . . .	1869
11.335 gdcmlImageToImageFilter.h File Reference . . . . .	1870
11.336 gdcmlImageToImageFilter.h . . . . .	1870
11.337 gdcmlImageWriter.h File Reference . . . . .	1871
11.338 gdcmlImageWriter.h . . . . .	1872
11.339 gdcmlIPPSorter.h File Reference . . . . .	1872
11.340 gdcmlIPPSorter.h . . . . .	1873
11.341 gdcmlJPEG12Codec.h File Reference . . . . .	1874
11.342 gdcmlJPEG12Codec.h . . . . .	1875
11.343 gdcmlJPEG16Codec.h File Reference . . . . .	1876
11.344 gdcmlJPEG16Codec.h . . . . .	1876
11.345 gdcmlJPEG2000Codec.h File Reference . . . . .	1877
11.346 gdcmlJPEG2000Codec.h . . . . .	1878
11.347 gdcmlJPEG8Codec.h File Reference . . . . .	1879
11.348 gdcmlJPEG8Codec.h . . . . .	1879
11.349 gdcmlJPEGCodec.h File Reference . . . . .	1880
11.350 gdcmlJPEGCodec.h . . . . .	1881
11.351 gdcmlJPEGLSCodec.h File Reference . . . . .	1883
11.352 gdcmlJPEGLSCodec.h . . . . .	1883
11.353 gdcmlJSON.h File Reference . . . . .	1884
11.354 gdcmlJSON.h . . . . .	1885
11.355 gdcmlKAKADUCodec.h File Reference . . . . .	1886
11.356 gdcmlKAKADUCodec.h . . . . .	1887
11.357 gdcmlLookupTable.h File Reference . . . . .	1887
11.358 gdcmlLookupTable.h . . . . .	1888
11.359 gdcmlMEC_MR3.h File Reference . . . . .	1890
11.360 gdcmlMEC_MR3.h . . . . .	1890
11.361 gdcmlMeshPrimitive.h File Reference . . . . .	1891
11.362 gdcmlMeshPrimitive.h . . . . .	1892
11.363 gdcmlOrientation.h File Reference . . . . .	1894
11.364 gdcmlOrientation.h . . . . .	1894
11.365 gdcmlOverlay.h File Reference . . . . .	1895
11.366 gdcmlOverlay.h . . . . .	1896
11.367 gdcmlPDFCodec.h File Reference . . . . .	1898
11.368 gdcmlPDFCodec.h . . . . .	1898
11.369 gdcmlPersonName.h File Reference . . . . .	1899
11.370 gdcmlPersonName.h . . . . .	1900
11.371 gdcmlPGXCodec.h File Reference . . . . .	1901

11.372 gdcMPGXCodec.h . . . . .	1901
11.373 gdcMPhotometricInterpretation.h File Reference . . . . .	1902
11.374 gdcMPhotometricInterpretation.h . . . . .	1903
11.375 gdcMPixelFormat.h File Reference . . . . .	1904
11.376 gdcMPixelFormat.h . . . . .	1906
11.377 gdcMPixmap.h File Reference . . . . .	1908
11.378 gdcMPixmap.h . . . . .	1909
11.379 gdcMPixmapReader.h File Reference . . . . .	1910
11.380 gdcMPixmapReader.h . . . . .	1912
11.381 gdcMPixmapToPixmapFilter.h File Reference . . . . .	1913
11.382 gdcMPixmapToPixmapFilter.h . . . . .	1913
11.383 gdcMPixmapWriter.h File Reference . . . . .	1914
11.384 gdcMPixmapWriter.h . . . . .	1915
11.385 gdcMPNMCodec.h File Reference . . . . .	1916
11.386 gdcMPNMCodec.h . . . . .	1917
11.387 gdcMPrinter.h File Reference . . . . .	1917
11.388 gdcMPrinter.h . . . . .	1919
11.389 gdcMPVRGCodec.h File Reference . . . . .	1920
11.390 gdcMPVRGCodec.h . . . . .	1921
11.391 gdcMRAWCodec.h File Reference . . . . .	1921
11.392 gdcMRAWCodec.h . . . . .	1922
11.393 gdcMRescaler.h File Reference . . . . .	1923
11.394 gdcMRescaler.h . . . . .	1923
11.395 gdcMRLECodec.h File Reference . . . . .	1925
11.396 gdcMRLECodec.h . . . . .	1925
11.397 gdcMScanner.h File Reference . . . . .	1926
11.398 gdcMScanner.h . . . . .	1927
11.399 gdcMScanner2.h File Reference . . . . .	1929
11.400 gdcMScanner2.h . . . . .	1930
11.401 gdcMSegment.h File Reference . . . . .	1932
11.402 gdcMSegment.h . . . . .	1934
11.403 gdcMSegmentedPaletteColorLookupTable.h File Reference . . . . .	1936
11.404 gdcMSegmentedPaletteColorLookupTable.h . . . . .	1936
11.405 gdcMSegmentHelper.h File Reference . . . . .	1937
11.406 gdcMSegmentHelper.h . . . . .	1938
11.407 gdcMSegmentReader.h File Reference . . . . .	1939
11.408 gdcMSegmentReader.h . . . . .	1941
11.409 gdcMSegmentWriter.h File Reference . . . . .	1941
11.410 gdcMSegmentWriter.h . . . . .	1943

11.411 gdcSerieHelper.h File Reference . . . . .	1943
11.412 gdcSerieHelper.h . . . . .	1945
11.413 gdcSimpleSubjectWatcher.h File Reference . . . . .	1946
11.414 gdcSimpleSubjectWatcher.h . . . . .	1947
11.415 gdcSorter.h File Reference . . . . .	1948
11.416 gdcSorter.h . . . . .	1950
11.417 gdcSpacing.h File Reference . . . . .	1951
11.418 gdcSpacing.h . . . . .	1951
11.419 gdcSpectroscopy.h File Reference . . . . .	1952
11.420 gdcSpectroscopy.h . . . . .	1953
11.421 gdcSplitMosaicFilter.h File Reference . . . . .	1953
11.422 gdcSplitMosaicFilter.h . . . . .	1954
11.423 gdcStreamImageReader.h File Reference . . . . .	1955
11.424 gdcStreamImageReader.h . . . . .	1956
11.425 gdcStreamImageWriter.h File Reference . . . . .	1957
11.426 gdcStreamImageWriter.h . . . . .	1958
11.427 gdcStrictScanner.h File Reference . . . . .	1959
11.428 gdcStrictScanner.h . . . . .	1960
11.429 gdcStrictScanner2.h File Reference . . . . .	1961
11.430 gdcStrictScanner2.h . . . . .	1962
11.431 gdcStringFilter.h File Reference . . . . .	1964
11.432 gdcStringFilter.h . . . . .	1965
11.433 gdcSurface.h File Reference . . . . .	1966
11.434 gdcSurface.h . . . . .	1967
11.435 gdcSurfaceHelper.h File Reference . . . . .	1970
11.436 gdcSurfaceHelper.h . . . . .	1971
11.437 gdcSurfaceReader.h File Reference . . . . .	1973
11.438 gdcSurfaceReader.h . . . . .	1974
11.439 gdcSurfaceWriter.h File Reference . . . . .	1975
11.440 gdcSurfaceWriter.h . . . . .	1976
11.441 gdcTagPath.h File Reference . . . . .	1976
11.442 gdcTagPath.h . . . . .	1977
11.443 gdcUIDGenerator.h File Reference . . . . .	1978
11.444 gdcUIDGenerator.h . . . . .	1979
11.445 gdcUUIDGenerator.h File Reference . . . . .	1980
11.446 gdcUUIDGenerator.h . . . . .	1980
11.447 gdcValidate.h File Reference . . . . .	1981
11.448 gdcValidate.h . . . . .	1982
11.449 gdcWaveform.h File Reference . . . . .	1982

11.450 gdcWaveform.h . . . . .	1983
11.451 gdcXMLPrinter.h File Reference . . . . .	1983
11.452 gdcXMLPrinter.h . . . . .	1984
11.453 gdcAAabortPDU.h File Reference . . . . .	1986
11.454 gdcAAabortPDU.h . . . . .	1987
11.455 gdcAAAssociateACPDU.h File Reference . . . . .	1987
11.456 gdcAAAssociateACPDU.h . . . . .	1988
11.457 gdcAAAssociateRJPDU.h File Reference . . . . .	1990
11.458 gdcAAAssociateRJPDU.h . . . . .	1990
11.459 gdcAAAssociateRQPDU.h File Reference . . . . .	1991
11.460 gdcAAAssociateRQPDU.h . . . . .	1992
11.461 gdcAbstractSyntax.h File Reference . . . . .	1994
11.462 gdcAbstractSyntax.h . . . . .	1995
11.463 gdcApplicationContext.h File Reference . . . . .	1996
11.464 gdcApplicationContext.h . . . . .	1997
11.465 gdcAReleaseRPPDU.h File Reference . . . . .	1997
11.466 gdcAReleaseRPPDU.h . . . . .	1998
11.467 gdcAReleaseRQPDU.h File Reference . . . . .	1999
11.468 gdcAReleaseRQPDU.h . . . . .	2000
11.469 gdcARTIMTimer.h File Reference . . . . .	2000
11.470 gdcARTIMTimer.h . . . . .	2001
11.471 gdcAsynchronousOperationsWindowSub.h File Reference . . . . .	2002
11.472 gdcAsynchronousOperationsWindowSub.h . . . . .	2002
11.473 gdcBaseCompositeMessage.h File Reference . . . . .	2003
11.474 gdcBaseCompositeMessage.h . . . . .	2004
11.475 gdcBaseNormalizedMessage.h File Reference . . . . .	2005
11.476 gdcBaseNormalizedMessage.h . . . . .	2006
11.477 gdcBasePDU.h File Reference . . . . .	2006
11.478 gdcBasePDU.h . . . . .	2007
11.479 gdcBaseQuery.h File Reference . . . . .	2008
11.480 gdcBaseQuery.h . . . . .	2009
11.481 gdcBaseRootQuery.h File Reference . . . . .	2010
11.482 gdcBaseRootQuery.h . . . . .	2011
11.483 gdcCEchoMessages.h File Reference . . . . .	2012
11.484 gdcCEchoMessages.h . . . . .	2013
11.485 gdcCFindMessages.h File Reference . . . . .	2013
11.486 gdcCFindMessages.h . . . . .	2014
11.487 gdcCMoveMessages.h File Reference . . . . .	2015
11.488 gdcCMoveMessages.h . . . . .	2016



11.489 gdcmCommandDataSet.h File Reference . . . . .	2017
11.490 gdcmCommandDataSet.h . . . . .	2017
11.491 gdcmCompositeMessageFactory.h File Reference . . . . .	2018
11.492 gdcmCompositeMessageFactory.h . . . . .	2019
11.493 gdcmCompositeNetworkFunctions.h File Reference . . . . .	2020
11.494 gdcmCompositeNetworkFunctions.h . . . . .	2020
11.495 gdcmCStoreMessages.h File Reference . . . . .	2021
11.496 gdcmCStoreMessages.h . . . . .	2022
11.497 gdcmDIMSE.h File Reference . . . . .	2023
11.498 gdcmDIMSE.h . . . . .	2023
11.499 gdcmFindPatientRootQuery.h File Reference . . . . .	2025
11.500 gdcmFindPatientRootQuery.h . . . . .	2026
11.501 gdcmFindStudyRootQuery.h File Reference . . . . .	2027
11.502 gdcmFindStudyRootQuery.h . . . . .	2027
11.503 gdcmImplementationClassUIDSub.h File Reference . . . . .	2028
11.504 gdcmImplementationClassUIDSub.h . . . . .	2029
11.505 gdcmImplementationUIDSub.h File Reference . . . . .	2030
11.506 gdcmImplementationUIDSub.h . . . . .	2030
11.507 gdcmImplementationVersionNameSub.h File Reference . . . . .	2031
11.508 gdcmImplementationVersionNameSub.h . . . . .	2032
11.509 gdcmMaximumLengthSub.h File Reference . . . . .	2033
11.510 gdcmMaximumLengthSub.h . . . . .	2034
11.511 gdcmModalityPerformedProcedureStepCreateQuery.h File Reference . . . . .	2035
11.512 gdcmModalityPerformedProcedureStepCreateQuery.h . . . . .	2035
11.513 gdcmModalityPerformedProcedureStepSetQuery.h File Reference . . . . .	2036
11.514 gdcmModalityPerformedProcedureStepSetQuery.h . . . . .	2037
11.515 gdcmMovePatientRootQuery.h File Reference . . . . .	2037
11.516 gdcmMovePatientRootQuery.h . . . . .	2038
11.517 gdcmMoveStudyRootQuery.h File Reference . . . . .	2039
11.518 gdcmMoveStudyRootQuery.h . . . . .	2039
11.519 gdcmNActionMessages.h File Reference . . . . .	2040
11.520 gdcmNActionMessages.h . . . . .	2041
11.521 gdcmNCreateMessages.h File Reference . . . . .	2041
11.522 gdcmNCreateMessages.h . . . . .	2042
11.523 gdcmNDeleteMessages.h File Reference . . . . .	2043
11.524 gdcmNDeleteMessages.h . . . . .	2043
11.525 gdcmNetworkEvents.h File Reference . . . . .	2044
11.526 gdcmNetworkEvents.h . . . . .	2045
11.527 gdcmNetworkStateID.h File Reference . . . . .	2046

11.528 gdcmlNetworkStateID.h . . . . .	2047
11.529 gdcmlNEventReportMessages.h File Reference . . . . .	2048
11.530 gdcmlNEventReportMessages.h . . . . .	2049
11.531 gdcmlNGetMessages.h File Reference . . . . .	2049
11.532 gdcmlNGetMessages.h . . . . .	2050
11.533 gdcmlNormalizedMessageFactory.h File Reference . . . . .	2050
11.534 gdcmlNormalizedMessageFactory.h . . . . .	2051
11.535 gdcmlNormalizedNetworkFunctions.h File Reference . . . . .	2052
11.536 gdcmlNormalizedNetworkFunctions.h . . . . .	2053
11.537 gdcmlNSetMessages.h File Reference . . . . .	2054
11.538 gdcmlNSetMessages.h . . . . .	2054
11.539 gdcmlPDataTFPDU.h File Reference . . . . .	2055
11.540 gdcmlPDataTFPDU.h . . . . .	2056
11.541 gdcmlPDUFactory.h File Reference . . . . .	2057
11.542 gdcmlPDUFactory.h . . . . .	2057
11.543 gdcmlPresentationContext.h File Reference . . . . .	2058
11.544 gdcmlPresentationContext.h . . . . .	2059
11.545 gdcmlPresentationContextAC.h File Reference . . . . .	2060
11.546 gdcmlPresentationContextAC.h . . . . .	2062
11.547 gdcmlPresentationContextGenerator.h File Reference . . . . .	2062
11.548 gdcmlPresentationContextGenerator.h . . . . .	2063
11.549 gdcmlPresentationContextRQ.h File Reference . . . . .	2064
11.550 gdcmlPresentationContextRQ.h . . . . .	2065
11.551 gdcmlPresentationDataValue.h File Reference . . . . .	2066
11.552 gdcmlPresentationDataValue.h . . . . .	2067
11.553 gdcmlQueryBase.h File Reference . . . . .	2068
11.554 gdcmlQueryBase.h . . . . .	2070
11.555 gdcmlQueryFactory.h File Reference . . . . .	2071
11.556 gdcmlQueryFactory.h . . . . .	2072
11.557 gdcmlQueryImage.h File Reference . . . . .	2072
11.558 gdcmlQueryImage.h . . . . .	2073
11.559 gdcmlQueryPatient.h File Reference . . . . .	2074
11.560 gdcmlQueryPatient.h . . . . .	2075
11.561 gdcmlQuerySeries.h File Reference . . . . .	2076
11.562 gdcmlQuerySeries.h . . . . .	2076
11.563 gdcmlQueryStudy.h File Reference . . . . .	2077
11.564 gdcmlQueryStudy.h . . . . .	2078
11.565 gdcmlRoleSelectionSub.h File Reference . . . . .	2079
11.566 gdcmlRoleSelectionSub.h . . . . .	2079

---

11.567 gdcmserviceClassApplicationInformation.h File Reference . . . . .	2080
11.568 gdcmserviceClassApplicationInformation.h . . . . .	2081
11.569 gdcmserviceClassUser.h File Reference . . . . .	2082
11.570 gdcmserviceClassUser.h . . . . .	2083
11.571 gdcmSOPClassExtendedNegociationSub.h File Reference . . . . .	2084
11.572 gdcmSOPClassExtendedNegociationSub.h . . . . .	2085
11.573 gdcmTransferSyntaxSub.h File Reference . . . . .	2085
11.574 gdcmTransferSyntaxSub.h . . . . .	2087
11.575 gdcmULAction.h File Reference . . . . .	2087
11.576 gdcmULAction.h . . . . .	2088
11.577 gdcmULActionAA.h File Reference . . . . .	2089
11.578 gdcmULActionAA.h . . . . .	2090
11.579 gdcmULActionAE.h File Reference . . . . .	2091
11.580 gdcmULActionAE.h . . . . .	2092
11.581 gdcmULActionAR.h File Reference . . . . .	2093
11.582 gdcmULActionAR.h . . . . .	2094
11.583 gdcmULActionDT.h File Reference . . . . .	2096
11.584 gdcmULActionDT.h . . . . .	2096
11.585 gdcmULBasicCallback.h File Reference . . . . .	2097
11.586 gdcmULBasicCallback.h . . . . .	2098
11.587 gdcmULConnection.h File Reference . . . . .	2098
11.588 gdcmULConnection.h . . . . .	2099
11.589 gdcmULConnectionCallback.h File Reference . . . . .	2101
11.590 gdcmULConnectionCallback.h . . . . .	2102
11.591 gdcmULConnectionInfo.h File Reference . . . . .	2102
11.592 gdcmULConnectionInfo.h . . . . .	2104
11.593 gdcmULConnectionManager.h File Reference . . . . .	2104
11.594 gdcmULConnectionManager.h . . . . .	2105
11.595 gdcmULEvent.h File Reference . . . . .	2107
11.596 gdcmULEvent.h . . . . .	2108
11.597 gdcmULTransitionTable.h File Reference . . . . .	2109
11.598 gdcmULTransitionTable.h . . . . .	2110
11.599 gdcmULWritingCallback.h File Reference . . . . .	2112
11.600 gdcmULWritingCallback.h . . . . .	2112
11.601 gdcmUserInformation.h File Reference . . . . .	2113
11.602 gdcmUserInformation.h . . . . .	2114
11.603 gdcmWLMFindQuery.h File Reference . . . . .	2115
11.604 gdcmWLMFindQuery.h . . . . .	2116
11.605 vtkGDCMImageReader.h File Reference . . . . .	2116

11.605.1 Macro Definition Documentation	2117
11.605.1.1 VTK_CMYK	2118
11.605.1.2 VTK_INVERSE_LUMINANCE	2118
11.605.1.3 VTK_LOOKUP_TABLE	2118
11.605.1.4 VTK_YBR	2118
11.606 vtkGDCMImageReader.h	2118
11.607 vtkGDCMImageReader2.h File Reference	2122
11.607.1 Macro Definition Documentation	2123
11.607.1.1 VTK_CMYK	2123
11.607.1.2 VTK_INVERSE_LUMINANCE	2123
11.607.1.3 VTK_LOOKUP_TABLE	2123
11.607.1.4 VTK_YBR	2123
11.608 vtkGDCMImageReader2.h	2124
11.609 vtkGDCMImageWriter.h File Reference	2127
11.610 vtkGDCMImageWriter.h	2128
11.611 vtkGDCMMedicalImageProperties.h File Reference	2130
11.612 vtkGDCMMedicalImageProperties.h	2131
11.613 vtkGDCMPolyDataReader.h File Reference	2135
11.614 vtkGDCMPolyDataReader.h	2136
11.615 vtkGDCMPolyDataWriter.h File Reference	2137
11.616 vtkGDCMPolyDataWriter.h	2138
11.617 vtkGDCMTesting.h File Reference	2139
11.618 vtkGDCMTesting.h	2140
11.619 vtkGDCMThreadedImageReader.h File Reference	2141
11.620 vtkGDCMThreadedImageReader.h	2141
11.621 vtkGDCMThreadedImageReader2.h File Reference	2143
11.622 vtkGDCMThreadedImageReader2.h	2143
11.623 vtkImageColorViewer.h File Reference	2145
11.624 vtkImageColorViewer.h	2146
11.625 vtkImageMapToColors16.h File Reference	2149
11.626 vtkImageMapToColors16.h	2149
11.627 vtkImageMapToWindowLevelColors2.h File Reference	2151
11.628 vtkImageMapToWindowLevelColors2.h	2152
11.629 vtkImagePlanarComponentsToComponents.h File Reference	2153
11.630 vtkImagePlanarComponentsToComponents.h	2153
11.631 vtkImageRGBToYBR.h File Reference	2154
11.632 vtkImageRGBToYBR.h	2155
11.633 vtkImageYBRToRGB.h File Reference	2156
11.634 vtkImageYBRToRGB.h	2156

11.635 vtkLookupTable16.h File Reference . . . . .	2157
11.636 vtkLookupTable16.h . . . . .	2158
11.637 vtkRTStructSetProperties.h File Reference . . . . .	2159
11.638 vtkRTStructSetProperties.h . . . . .	2160
11.639 gdcmPythonFilter.h File Reference . . . . .	2161
11.640 gdcmPythonFilter.h . . . . .	2162
<b>12 Example Documentation . . . . .</b>	<b>2165</b>
12.1 TestByteSwap.cxx . . . . .	2165
12.2 PatchFile.cxx . . . . .	2167
12.3 SimplePrint.cs . . . . .	2168
12.4 TestReader.cxx . . . . .	2169
12.5 TestReader.py . . . . .	2170
12.6 DecompressJPEGFile.cs . . . . .	2171
12.7 ManipulateFile.cs . . . . .	2172
12.8 ClinicalTrialIdentificationWorkflow.cs . . . . .	2173
12.9 GenerateDICOMDIR.cs . . . . .	2175
12.10 GenFakelImage.cxx . . . . .	2176
12.11 ReformatFile.cs . . . . .	2177
12.12 DecompressImage.cs . . . . .	2178
12.13 StandardizeFiles.cs . . . . .	2180
12.14 ScanDirectory.cs . . . . .	2181
12.15 BasicAnonymizer.cs . . . . .	2182
12.16 BasicImageAnonymizer.cs . . . . .	2183
12.17 Cleaner.cs . . . . .	2184
12.18 CompressLossyJPEG.cs . . . . .	2186
12.19 DecompressImageMultiframe.cs . . . . .	2187
12.20 DumpCSA.cs . . . . .	2188
12.21 ExtractEncapsulatedFile.cs . . . . .	2189
12.22 ExtractImageRegion.cs . . . . .	2190
12.23 ExtractImageRegionWithLUT.cs . . . . .	2191
12.24 ExtractOneFrame.cs . . . . .	2192
12.25 FileAnonymize.cs . . . . .	2193
12.26 FileChangeTS.cs . . . . .	2194
12.27 FileChangeTSLossy.cs . . . . .	2197
12.28 FileStreaming.cs . . . . .	2199
12.29 GetArray.cs . . . . .	2200
12.30 MpegVideoInfo.cs . . . . .	2201
12.31 NewSequence.cs . . . . .	2204

12.32 RescaleImage.cs	2205
12.33 SendFileSCU.cs	2206
12.34 SimplePrintPatientName.cs	2207
12.35 SortImage2.cs	2207
12.36 CStoreQtProgress.cxx	2208
12.37 ChangePrivateTags.cxx	2210
12.38 ChangeSequenceUltrasound.cxx	2211
12.39 CheckBigEndianBug.cxx	2212
12.40 ClinicalTrialAnnotate.cxx	2213
12.41 CompressImage.cxx	2214
12.42 ConvertToQImage.cxx	2215
12.43 CreateARGBImage.cxx	2217
12.44 CreateCMYKImage.cxx	2218
12.45 CreateJPIPDataSet.cxx	2218
12.46 DeriveSeries.cxx	2219
12.47 DiffFile.cxx	2220
12.48 DiscriminateVolume.cxx	2221
12.49 DumpADAC.cxx	2225
12.50 DumpExamCard.cxx	2229
12.51 DumpGEMSMovieGroup.cxx	2237
12.52 DumpImageHeaderInfo.cxx	2242
12.53 DumpPhilipsECHO.cxx	2245
12.54 DumpSiemensBase64.cxx	2249
12.55 DumpToSQLITE3.cxx	2250
12.56 DumpToshibaDTI.cxx	2252
12.57 DumpToshibaDTI2.cxx	2253
12.58 DumpVisusChange.cxx	2254
12.59 DuplicatePCDE.cxx	2256
12.60 ELSCINT1WaveToText.cxx	2259
12.61 EmptyMask.cxx	2260
12.62 EncapsulateFileInRawData.cxx	2261
12.63 ExtractEncryptedContent.cxx	2262
12.64 ExtractIconFromFile.cxx	2263
12.65 Extracting_All_Resolution.cxx	2264
12.66 Fake_Image_Using_Stream_Image_Writer.cxx	2268
12.67 FixBrokenJ2K.cxx	2271
12.68 FixJAIBugJPEGLS.cxx	2272
12.69 FixOrientation.cxx	2275
12.70 GenAllVR.cxx	2276

12.71 GenFakeIdentifyFile.cxx . . . . .	2278
12.72 GenLongSeqs.cxx . . . . .	2280
12.73 GenSeqs.cxx . . . . .	2281
12.74 GenerateStandardSOPClasses.cxx . . . . .	2283
12.75 GetJPEGSamplePrecision.cxx . . . . .	2283
12.76 GetSequenceUltrasound.cxx . . . . .	2285
12.77 GetSubSequenceData.cxx . . . . .	2286
12.78 HelloVizWorld.cxx . . . . .	2288
12.79 HelloWorld.cxx . . . . .	2289
12.80 LargeVRDSExplicit.cxx . . . . .	2290
12.81 MakeTemplate.cxx . . . . .	2292
12.82 MergeTwoFiles.cxx . . . . .	2293
12.83 MrProtocol.cxx . . . . .	2294
12.84 PrintLUT.cxx . . . . .	2301
12.85 PublicDict.cxx . . . . .	2301
12.86 QIDO-RS.cxx . . . . .	2302
12.87 ReadAndDumpDICOMDIR.cxx . . . . .	2303
12.88 ReadAndDumpDICOMDIR2.cxx . . . . .	2305
12.89 ReadAndPrintAttributes.cxx . . . . .	2309
12.90 ReadExplicitLengthSQIVR.cxx . . . . .	2310
12.91 ReadGEMSSDO.cxx . . . . .	2311
12.92 ReadMultiTimesException.cxx . . . . .	2313
12.93 ReadUTF8QtDir.cxx . . . . .	2314
12.94 SimpleScanner.cxx . . . . .	2315
12.95 SortImage.cxx . . . . .	2316
12.96 StreamImageReaderTest.cxx . . . . .	2318
12.97 TemplateEmptyImage.cxx . . . . .	2321
12.98 TraverseModules.cxx . . . . .	2322
12.99 VolumeSorter.cxx . . . . .	2323
12.100 csa2img.cxx . . . . .	2325
12.101 iU22tomultisc.cxx . . . . .	2327
12.102 pmsct_rgb1.cxx . . . . .	2328
12.103 rle2img.cxx . . . . .	2331
12.104 uid_unique.cxx . . . . .	2334
12.105 DecompressImage.java . . . . .	2335
12.106 DecompressPixmap.java . . . . .	2335
12.107 ExtractImageRegion.java . . . . .	2336
12.108 FileAnonymize.java . . . . .	2337
12.109 HelloSimple.java . . . . .	2338

12.110 ReadFiles.java . . . . .	2339
12.111 ScanDirectory.java . . . . .	2340
12.112 SimplePrint.java . . . . .	2343
12.113 AddPrivateAttribute.py . . . . .	2344
12.114 ConvertMPL.py . . . . .	2345
12.115 ConvertNumpy.py . . . . .	2346
12.116 ConvertPIL.py . . . . .	2347
12.117 CreateRAWStorage.py . . . . .	2348
12.118 DecompressImage.py . . . . .	2350
12.119 DumbAnonymizer.py . . . . .	2350
12.120 ExtractImageRegion.py . . . . .	2352
12.121 FindAllPatientName.py . . . . .	2353
12.122 FixCommaBug.py . . . . .	2353
12.123 GetPortionCSAHeader.py . . . . .	2354
12.124 HelloWorld.py . . . . .	2355
12.125 ManipulateFile.py . . . . .	2356
12.126 ManipulateSequence.py . . . . .	2357
12.127 MergeFile.py . . . . .	2358
12.128 NewSequence.py . . . . .	2359
12.129 PhilipsPrivateRescaleInterceptSlope.py . . . . .	2359
12.130 PlaySound.py . . . . .	2360
12.131 PrivateDict.py . . . . .	2361
12.132 ReWriteSCAsMR.py . . . . .	2362
12.133 ReadAndDumpDICOMDIR.py . . . . .	2363
12.134 RemovePrivateTags.py . . . . .	2365
12.135 ScanDirectory.py . . . . .	2365
12.136 SortImage.py . . . . .	2366
12.137 WriteBuffer.py . . . . .	2367
12.138 HelloActiviz.cs . . . . .	2368
12.139 HelloActiviz2.cs . . . . .	2369
12.140 HelloActiviz3.cs . . . . .	2370
12.141 HelloActiviz4.cs . . . . .	2370
12.142 HelloActiviz5.cs . . . . .	2371
12.143 HelloVTKWorld.cs . . . . .	2372
12.144 HelloVTKWorld2.cs . . . . .	2373
12.145 MetaImageMD5Activiz.cs . . . . .	2373
12.146 RefCounting.cs . . . . .	2375
12.147 Compute3DSpacing.cxx . . . . .	2375
12.148 Convert16BitsTo8Bits.cxx . . . . .	2376



12.149 ConvertMultiFrameToSingleFrame.cxx . . . . .	2377
12.150 ConvertRGBToLuminance.cxx . . . . .	2378
12.151 ConvertSingleBitTo8Bits.cxx . . . . .	2379
12.152 CreateFakePET.cxx . . . . .	2380
12.153 CreateFakeRTDOSE.cxx . . . . .	2382
12.154 GenerateRTSTRUCT.cxx . . . . .	2383
12.155 MagnifyFile.cxx . . . . .	2385
12.156 gdcmmorthoplanes.cxx . . . . .	2386
12.157 gdcmmreslice.cxx . . . . .	2392
12.158 gdcmmrtionplan.cxx . . . . .	2394
12.159 gdcmmrtplan.cxx . . . . .	2397
12.160 gdcmmscene.cxx . . . . .	2401
12.161 gdcmmtexture.cxx . . . . .	2402
12.162 gdcmmvolume.cxx . . . . .	2404
12.163 offscreenimage.cxx . . . . .	2405
12.164 reslicesphere.cxx . . . . .	2406
12.165 rtstructapp.cxx . . . . .	2413
12.166 threadgdcmm.cxx . . . . .	2414
12.167 AWTMedical3.java . . . . .	2417
12.168 HelloVTKWorld.java . . . . .	2421
12.169 MIPViewer.java . . . . .	2422
12.170 MPRViewer.java . . . . .	2424
12.171 MPRViewer2.java . . . . .	2426
12.172 ReadSeriesIntoVTK.java . . . . .	2430
12.173 CastConvertPhilips.py . . . . .	2431
12.174 headsq2dcm.py . . . . .	2433

<b>Index</b>	<b>2435</b>
--------------	-------------



## Chapter 1

# GDCM Documentation

This is the developpers documentation.

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

`http://gdcm.sourceforge.net/3.0/gdcm-3.0.17.pdf`

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

`http://gdcm.sourceforge.net/3.0/gdcm-3.0.17-doc.tar.gz`

**Author**

Mathieu Malaterre



## Chapter 2

# Todo List

### Class `gdcm::CSAHeader`

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

### Class `gdcm::network::ApplicationContext`

Looks like Application Context can only be 64 bytes at max (see Figure 9-1 / PS 3.8 - 2009 )

### 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 3

# Deprecated List

Member [gdcm::CompositeNetworkFunctions::ConstructQuery](#) (ERootType inRootType, EQueryLevel inQueryLevel, const KeyValuePairArrayType &keys, EQueryType queryType=eFind)

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 4

# Bug List

### Class `gdcm::DICOMDIRGenerator`

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

### Member `gdcm::FileStreamer::StartGroupDataElement` (`const PrivateTag &pt`, `size_t maxsize=0`, `uint8_t startoffset=0`)

`maxsize` should be a value lower than the actual total size of the buffer to be copied

### Class `gdcm::IPPSorter`

There are currently a couple of bugs in this implementation:



## Chapter 5

# Namespace Index

### 5.1 Namespace List

Here is a list of all namespaces with brief descriptions:

<a href="#">gdc</a>	43
<a href="#">gdc::network</a>	78
<a href="#">gdc::SegmentHelper</a>	84
<a href="#">gdc::terminal</a>	84
Class for Terminal	84



## Chapter 6

# Hierarchical Index

### 6.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

gdcmm::network::AbstractSyntax . . . . .	106
gdcmm::network::ApplicationContext . . . . .	123
gdcmm::ApplicationEntity . . . . .	125
gdcmm::network::ARTIMTimer . . . . .	133
gdcmm::ASN1 . . . . .	134
gdcmm::network::AsynchronousOperationsWindowSub . . . . .	136
gdcmm::Attribute< Group, Element, TVR, TVM > . . . . .	138
gdcmm::Attribute< Group, Element, TVR, VM::VM1 > . . . . .	148
gdcmm::Attribute< Group, Element, TVR, VM::VM1_n > . . . . .	157
gdcmm::Attribute< Group, Element, TVR, VM::VM1_3 > . . . . .	155
gdcmm::Attribute< Group, Element, TVR, VM::VM1_8 > . . . . .	156
gdcmm::Attribute< Group, Element, TVR, VM::VM2_n > . . . . .	165
gdcmm::Attribute< Group, Element, TVR, VM::VM2_2n > . . . . .	164
gdcmm::Attribute< Group, Element, TVR, VM::VM3_n > . . . . .	168
gdcmm::Attribute< Group, Element, TVR, VM::VM3_3n > . . . . .	167
gdcmm::Base64 . . . . .	172
gdcmm::network::BaseCompositeMessage . . . . .	175
gdcmm::network::CEchoRQ . . . . .	241
gdcmm::network::CEchoRSP . . . . .	243
gdcmm::network::CFindCancelRQ . . . . .	244
gdcmm::network::CFindRQ . . . . .	246
gdcmm::network::CFindRSP . . . . .	247
gdcmm::network::CMoveCancelRq . . . . .	256
gdcmm::network::CMoveRQ . . . . .	257
gdcmm::network::CMoveRSP . . . . .	258
gdcmm::network::CStoreRQ . . . . .	313
gdcmm::network::CStoreRSP . . . . .	315
gdcmm::network::BaseNormalizedMessage . . . . .	177
gdcmm::network::NActionRQ . . . . .	746
gdcmm::network::NActionRSP . . . . .	747

gdcmm::network::NCreateRQ . . . . .	749
gdcmm::network::NCreateRSP . . . . .	750
gdcmm::network::NDeleteRQ . . . . .	752
gdcmm::network::NDeleteRSP . . . . .	753
gdcmm::network::NEventReportRQ . . . . .	758
gdcmm::network::NEventReportRSP . . . . .	759
gdcmm::network::NGetRQ . . . . .	761
gdcmm::network::NGetRSP . . . . .	762
gdcmm::network::NSetRQ . . . . .	769
gdcmm::network::NSetRSP . . . . .	771
gdcmm::network::BasePDU . . . . .	179
gdcmm::network::AAabortPDU . . . . .	89
gdcmm::network::AAAssociateACPDU . . . . .	92
gdcmm::network::AAAssociateRJPDU . . . . .	96
gdcmm::network::AAAssociateRQPDU . . . . .	99
gdcmm::network::AReleaseRPPDU . . . . .	128
gdcmm::network::AReleaseRQPDU . . . . .	130
gdcmm::network::PDataTFPDU . . . . .	808
std::basic_string< Char >	
std::string	
gdcmm::String< TDelimiter, TMaxLength, TPadChar > . . . . .	1097
gdcmm::SegmentHelper::BasicCodedEntry . . . . .	192
gdcmm::BitmapToBitmapFilter . . . . .	213
gdcmm::PixmapToPixmapFilter . . . . .	853
gdcmm::ImageToImageFilter . . . . .	601
gdcmm::ImageApplyLookupTable . . . . .	551
gdcmm::ImageChangePhotometricInterpretation . . . . .	554
gdcmm::ImageChangePlanarConfiguration . . . . .	558
gdcmm::ImageChangeTransferSyntax . . . . .	562
gdcmm::ImageFragmentSplitter . . . . .	583
gdcmm::ByteBuffer . . . . .	221
gdcmm::ByteSwap< T > . . . . .	223
gdcmm::ByteSwapFilter . . . . .	225
gdcmm::network::CFind . . . . .	244
gdcmm::Coder . . . . .	261
gdcmm::Codec . . . . .	260
gdcmm::AudioCodec . . . . .	170
gdcmm::ImageCodec . . . . .	567
gdcmm::DeltaEncodingCodec . . . . .	366
gdcmm::JPEG2000Codec . . . . .	642
gdcmm::JPEGCodec . . . . .	653
gdcmm::JPEG12Codec . . . . .	635
gdcmm::JPEG16Codec . . . . .	639
gdcmm::JPEG8Codec . . . . .	649
gdcmm::JPEGLSCCodec . . . . .	662
gdcmm::KAKADUCodec . . . . .	671
gdcmm::PGXCodec . . . . .	826
gdcmm::PNMCodec . . . . .	861
gdcmm::PVRGCodec . . . . .	904
gdcmm::RAWCodec . . . . .	924
gdcmm::RLECodec . . . . .	945
gdcmm::PDFCodec . . . . .	817
gdcmm::CodeString . . . . .	263

gdcm::network::CompositeMessageFactory . . . . .	274
gdcm::CompositeNetworkFunctions . . . . .	275
gdcm::ConstCharWrapper . . . . .	281
gdcm::CryptoFactory . . . . .	285
gdcm::CAPICryptoFactory . . . . .	236
gdcm::OpenSSLCryptoFactory . . . . .	776
gdcm::OpenSSLP7CryptoFactory . . . . .	781
gdcm::CryptographicMessageSyntax . . . . .	288
gdcm::CAPICryptographicMessageSyntax . . . . .	237
gdcm::OpenSSLCryptographicMessageSyntax . . . . .	778
gdcm::OpenSSLP7CryptographicMessageSyntax . . . . .	783
gdcm::CSAElement . . . . .	292
gdcm::CSAHeader . . . . .	300
gdcm::CSAHeaderDict . . . . .	305
gdcm::CSAHeaderDictEntry . . . . .	309
gdcm::DataElement . . . . .	322
gdcm::CP246ExplicitDataElement . . . . .	282
gdcm::ExplicitDataElement . . . . .	459
gdcm::ExplicitImplicitDataElement . . . . .	462
gdcm::Fragment . . . . .	526
gdcm::BasicOffsetTable . . . . .	195
gdcm::ImplicitDataElement . . . . .	612
gdcm::Item . . . . .	630
gdcm::UNExplicitDataElement . . . . .	1307
gdcm::UNExplicitImplicitDataElement . . . . .	1310
gdcm::VR16ExplicitDataElement . . . . .	1347
gdcm::DataSet . . . . .	341
gdcm::CommandDataSet . . . . .	271
gdcm::FileMetaInformation . . . . .	489
gdcm::DataSetHelper . . . . .	358
gdcm::Decoder . . . . .	359
gdcm::Codec . . . . .	260
gdcm::DefinedTerms . . . . .	361
gdcm::Defs . . . . .	361
gdcm::DICOMDIR . . . . .	368
gdcm::DICOMDIRGenerator . . . . .	369
gdcm::Dict . . . . .	374
gdcm::DictConverter . . . . .	378
gdcm::DictEntry . . . . .	383
gdcm::Dicts . . . . .	391
gdcm::network::DIMSE . . . . .	395
gdcm::DirectionCosines . . . . .	397
gdcm::Directory . . . . .	400
gdcm::DirectoryHelper . . . . .	405
gdcm::DPath . . . . .	407
gdcm::DummyValueGenerator . . . . .	410
gdcm::Element< TVR, TVM > . . . . .	413
gdcm::Element< TVR, VM::VM1_n > . . . . .	421
gdcm::Element< TVR, VM::VM1_2 > . . . . .	419
gdcm::Element< TVR, VM::VM2_n > . . . . .	428
gdcm::Element< TVR, VM::VM2_2n > . . . . .	426
gdcm::Element< TVR, VM::VM3_4 > . . . . .	432

gdcmm::Element< TVR, VM::VM3_n > . . . . .	434
gdcmm::Element< TVR, VM::VM3_3n > . . . . .	430
gdcmm::Element< VR::AS, VM::VM5 > . . . . .	435
gdcmm::Element< VR::OB, VM::VM1_n > . . . . .	413
gdcmm::Element< VR::OB, VM::VM1 > . . . . .	436
gdcmm::Element< VR::OW, VM::VM1_n > . . . . .	413
gdcmm::Element< VR::OW, VM::VM1 > . . . . .	438
gdcmm::ElementDisableCombinations< TVR, TVM > . . . . .	440
gdcmm::ElementDisableCombinations< VR::OB, VM::VM1_n > . . . . .	441
gdcmm::ElementDisableCombinations< VR::OW, VM::VM1_n > . . . . .	441
gdcmm::EmptyMaskGenerator . . . . .	441
gdcmm::EncapsulatedDocument . . . . .	444
gdcmm::EncodingImplementation< T > . . . . .	445
gdcmm::EncodingImplementation< VR::VRASCII > . . . . .	446
gdcmm::EncodingImplementation< VR::VRBINARY > . . . . .	447
gdcmm::EnumeratedValues . . . . .	450
gdcmm::EquipmentManufacturer . . . . .	450
gdcmm::Event . . . . .	452
gdcmm::AnyEvent . . . . .	122
gdcmm::AbortEvent . . . . .	105
gdcmm::AnonymizeEvent . . . . .	109
gdcmm::DataEvent . . . . .	337
gdcmm::DataSetEvent . . . . .	354
gdcmm::EndEvent . . . . .	449
gdcmm::ExitEvent . . . . .	458
gdcmm::FileNameEvent . . . . .	502
gdcmm::InitializeEvent . . . . .	615
gdcmm::IterationEvent . . . . .	634
gdcmm::ModifiedEvent . . . . .	726
gdcmm::ProgressEvent . . . . .	900
gdcmm::StartEvent . . . . .	1064
gdcmm::UserEvent . . . . .	1316
gdcmm::NoEvent . . . . .	764
std::exception	
gdcmm::CSAHeaderDictException . . . . .	313
gdcmm::DataElementException . . . . .	337
gdcmm::Exception . . . . .	456
gdcmm::ParseException . . . . .	800
gdcmm::Fiducials . . . . .	465
gdcmm::FileDerivation . . . . .	481
gdcmm::FileExplicitFilter . . . . .	485
gdcmm::Filename . . . . .	498
gdcmm::FilenameGenerator . . . . .	506
gdcmm::FileSet . . . . .	510
gdcmm::Global . . . . .	529
gdcmm::GroupDict . . . . .	533
gdcmm::IconImageFilter . . . . .	536
gdcmm::IconImageGenerator . . . . .	539
gdcmm::ignore_char . . . . .	543
gdcmm::ImageConverter . . . . .	581
gdcmm::ImageHelper . . . . .	586
gdcmm::network::ImplementationClassUIDSub . . . . .	608
gdcmm::network::ImplementationUIDSub . . . . .	609



gdcmm::network::ImplementationVersionNameSub	610
gdcmm::IOD	616
gdcmm::IODEntry	618
gdcmm::IODs	621
gdcmm::JSON	668
gdcmm::Scanner2::ltstr	686
gdcmm::Scanner::ltstr	687
gdcmm::StrictScanner2::ltstr	687
gdcmm::StrictScanner::ltstr	688
gdcmm::Macro	688
gdcmm::Macros	691
gdcmm::network::MaximumLengthSub	693
gdcmm::MD5	695
gdcmm::MEC_MR3	696
gdcmm::MediaStorage	698
gdcmm::Module	727
gdcmm::ModuleEntry	730
gdcmm::NestedModuleEntries	755
gdcmm::Modules	734
gdcmm::MrProtocol	743
gdcmm::network::NormalizedMessageFactory	765
gdcmm::NormalizedNetworkFunctions	766
gdcmm::Object	772
gdcmm::BaseQuery	181
gdcmm::BaseRootQuery	187
gdcmm::FindPatientRootQuery	520
gdcmm::FindStudyRootQuery	523
gdcmm::MovePatientRootQuery	737
gdcmm::MoveStudyRootQuery	740
gdcmm::WLMFindQuery	1469
gdcmm::ModalityPerformedProcedureStepCreateQuery	720
gdcmm::ModalityPerformedProcedureStepSetQuery	723
gdcmm::Bitmap	198
gdcmm::Pixmap	843
gdcmm::Image	544
gdcmm::Curve	316
gdcmm::File	465
gdcmm::FileWithName	518
gdcmm::LookupTable	678
gdcmm::SegmentedPaletteColorLookupTable	985
gdcmm::MeshPrimitive	714
gdcmm::Overlay	789
gdcmm::Segment	975
gdcmm::Subject	1108
gdcmm::Anonymizer	113
gdcmm::Cleaner	249
gdcmm::Command	268
gdcmm::MemberCommand< T >	708
gdcmm::SimpleMemberCommand< T >	1032
gdcmm::FileAnonymizer	470
gdcmm::FileChangeTransferSyntax	474
gdcmm::FileDecompressLookupTable	478
gdcmm::FileStreamer	512

gdcmm::Scanner	954
gdcmm::Scanner2	963
gdcmm::ServiceClassUser	1022
gdcmm::StrictScanner	1077
gdcmm::StrictScanner2	1086
gdcmm::network::ULConnectionManager	1293
gdcmm::Surface	1112
gdcmm::Value	1323
gdcmm::ByteValue	227
gdcmm::SequenceOfFragments	996
gdcmm::SequenceOfItems	1004
gdcmm::Orientation	786
gdcmm::Parser	802
gdcmm::Patient	807
gdcmm::PDBElement	811
gdcmm::PDBHeader	814
gdcmm::network::PDUFactory	820
gdcmm::PersonName	823
gdcmm::PhotometricInterpretation	829
gdcmm::PixelFormat	833
gdcmm::Preamble	864
gdcmm::PresentationContext	869
gdcmm::network::PresentationContextAC	873
gdcmm::PresentationContextGenerator	875
gdcmm::network::PresentationContextRQ	879
gdcmm::network::PresentationDataValue	883
gdcmm::Printer	887
gdcmm::DictPrinter	388
gdcmm::Dumper	411
gdcmm::PrivateDict	892
gdcmm::PythonFilter	907
gdcmm::QueryBase	909
gdcmm::QueryImage	914
gdcmm::QueryPatient	916
gdcmm::QuerySeries	919
gdcmm::QueryStudy	921
gdcmm::QueryFactory	912
gdcmm::Reader	928
gdcmm::PixmapReader	849
gdcmm::ImageReader	593
gdcmm::ImageRegionReader	597
gdcmm::SegmentReader	988
gdcmm::SurfaceReader	1130
gdcmm::RealWorldValueMappingContent	936
gdcmm::Region	937
gdcmm::BoxRegion	216
gdcmm::Rescaler	940
gdcmm::network::RoleSelectionSub	952
gdcmm::SerieHelper	1013
gdcmm::Series	1019
gdcmm::network::ServiceClassApplicationInformation	1020
gdcmm::SHA1	1030
gdcmm::SimpleSubjectWatcher	1037

gdcm::MrProtocol::Slice	1041
gdcm::MrProtocol::SliceArray	1042
gdcm::SmartPointer< ObjectType >	1043
gdcm::SmartPointer< gdcm::Bitmap >	1043
gdcm::SmartPointer< gdcm::File >	1043
gdcm::SmartPointer< gdcm::Image >	1043
gdcm::SmartPointer< gdcm::MemberCommand >	1043
gdcm::SmartPointer< gdcm::MeshPrimitive >	1043
gdcm::SmartPointer< gdcm::Pixmap >	1043
gdcm::SmartPointer< gdcm::SimpleMemberCommand >	1043
gdcm::SmartPointer< gdcm::Subject >	1043
gdcm::SmartPointer< LookupTable >	1043
gdcm::SmartPointer< Segment >	1043
gdcm::SmartPointer< Surface >	1043
gdcm::SmartPointer< Value >	1043
gdcm::network::SOPClassExtendedNegociationSub	1047
gdcm::SOPClassUIDToIOD	1049
gdcm::Sorter	1051
gdcm::IPPSorter	625
gdcm::Spacing	1056
gdcm::Spectroscopy	1059
gdcm::SplitMosaicFilter	1060
gdcm::static_assert_test< x >	1065
gdcm::STATIC_ASSERTION_FAILURE< x >	1065
gdcm::STATIC_ASSERTION_FAILURE< true >	1065
gdcm::StreamImageReader	1066
gdcm::StreamImageWriter	1070
String<'\', 64 >	
gdcm::LO	674
gdcm::StringFilter	1103
gdcm::Study	1107
gdcm::SurfaceHelper	1127
gdcm::SwapCode	1137
gdcm::SwapperDoOp	1139
gdcm::SwapperNoOp	1140
gdcm::System	1141
gdcm::Table	1149
gdcm::TableEntry	1152
gdcm::TableReader	1153
gdcm::XMLDictReader	1479
gdcm::XMLPrivateDictReader	1486
gdcm::network::TableRow	1157
gdcm::Tag	1158
gdcm::PrivateTag	895
gdcm::TagPath	1169
gdcm::Testing	1172
gdcm::Trace	1180
gdcm::TransferSyntax	1185
gdcm::network::TransferSyntaxSub	1192
gdcm::network::Transition	1194
gdcm::Type	1196
gdcm::UI	1199
gdcm::UIDGenerator	1200

gdcM::UIDs	1202
gdcM::network::ULAction	1240
gdcM::network::ULActionAA1	1243
gdcM::network::ULActionAA2	1244
gdcM::network::ULActionAA3	1245
gdcM::network::ULActionAA4	1247
gdcM::network::ULActionAA5	1248
gdcM::network::ULActionAA6	1249
gdcM::network::ULActionAA7	1251
gdcM::network::ULActionAA8	1252
gdcM::network::ULActionAE1	1253
gdcM::network::ULActionAE2	1255
gdcM::network::ULActionAE3	1256
gdcM::network::ULActionAE4	1257
gdcM::network::ULActionAE5	1259
gdcM::network::ULActionAE6	1260
gdcM::network::ULActionAE7	1261
gdcM::network::ULActionAE8	1263
gdcM::network::ULActionAR1	1264
gdcM::network::ULActionAR10	1265
gdcM::network::ULActionAR2	1267
gdcM::network::ULActionAR3	1268
gdcM::network::ULActionAR4	1269
gdcM::network::ULActionAR5	1271
gdcM::network::ULActionAR6	1272
gdcM::network::ULActionAR7	1273
gdcM::network::ULActionAR8	1275
gdcM::network::ULActionAR9	1276
gdcM::network::ULActionDT1	1277
gdcM::network::ULActionDT2	1279
gdcM::network::ULConnection	1282
gdcM::network::ULConnectionCallback	1288
gdcM::network::ULBasicCallback	1280
gdcM::network::ULWritingCallback	1305
gdcM::network::ULConnectionInfo	1291
gdcM::network::ULEvent	1301
gdcM::network::ULTransitionTable	1303
gdcM::Unpacker12Bits	1312
gdcM::Usage	1313
gdcM::network::UserInformation	1317
gdcM::UUIDGenerator	1319
gdcM::Validate	1320
gdcM::ValueIO< TDE, TSwap, TType >	1326
gdcM::MrProtocol::Vector3	1327
gdcM::Version	1327
gdcM::VL	1330
gdcM::VM	1334
gdcM::VMToLength< T >	1339
gdcM::VR	1339
gdcM::VRToEncoding< T >	1350
gdcM::VRToType< T >	1350
gdcM::VRToType< TagToType< Group, Element >::VRType >	1350
gdcM::VRToType< TVR >	1350
gdcM::VRVLSIZE< T >	1350

gdcm::VRVLSize< 0 > . . . . .	.1351
gdcm::VRVLSize< 1 > . . . . .	.1351
vtkImageAlgorithm	
vtkImagePlanarComponentsToComponents . . . . .	.1446
vtkImageMapToColors	
vtkImageMapToWindowLevelColors2 . . . . .	.1442
vtkImageWriter	
vtkGDCMImageWriter . . . . .	.1382
vtkLookupTable	
vtkLookupTable16 . . . . .	.1453
vtkMedicalImageProperties	
vtkGDCMMedicalImageProperties . . . . .	.1391
vtkMedicalImageReader2	
vtkGDCMImageReader . . . . .	.1352
vtkGDCMThreadedImageReader . . . . .	.1408
vtkGDCMImageReader2 . . . . .	.1367
vtkObject	
vtkGDCMTesting . . . . .	.1404
vtkImageColorViewer . . . . .	.1421
vtkRTStructSetProperties . . . . .	.1457
vtkPolyDataAlgorithm	
vtkGDCMPolyDataReader . . . . .	.1394
vtkPolyDataWriter	
vtkGDCMPolyDataWriter . . . . .	.1399
vtkThreadedImageAlgorithm	
vtkGDCMThreadedImageReader2 . . . . .	.1412
vtkImageMapToColors16 . . . . .	.1436
vtkImageRGBToYBR . . . . .	.1448
vtkImageYBRToRGB . . . . .	.1451
gdcm::Waveform . . . . .	.1468
gdcm::Writer . . . . .	.1472
gdcm::PixmapWriter . . . . .	.856
gdcm::ImageWriter . . . . .	.604
gdcm::SegmentWriter . . . . .	.992
gdcm::SurfaceWriter . . . . .	.1134
gdcm::XMLPrinter . . . . .	.1482



## Chapter 7

# Class Index

### 7.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

gdcn::network::AAbortPDU	
AAbortPDU	89
gdcn::network::AAssociateACPDU	
AAssociateACPDU	92
gdcn::network::AAssociateRJPDU	
AAssociateRJPDU	96
gdcn::network::AAssociateRQPDU	
AAssociateRQPDU	99
gdcn::AbortEvent	105
gdcn::network::AbstractSyntax	
AbstractSyntax	106
gdcn::AnonymizeEvent	
AnonymizeEvent	109
gdcn::Anonymizer	
Anonymizer	113
gdcn::AnyEvent	122
gdcn::network::ApplicationContext	
ApplicationContext	123
gdcn::ApplicationEntity	
ApplicationEntity	125
gdcn::network::AReleaseRPPDU	
AReleaseRPPDU	128
gdcn::network::AReleaseRQPDU	
AReleaseRQPDU	130
gdcn::network::ARTIMTimer	
ARTIMTimer	133
gdcn::ASN1	
Class for ASN1	134
gdcn::network::AsynchronousOperationsWindowSub	
AsynchronousOperationsWindowSub	136

gdcmm::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	138
gdcmm::Attribute< Group, Element, TVR, VM::VM1 >	148
gdcmm::Attribute< Group, Element, TVR, VM::VM1_3 >	155
gdcmm::Attribute< Group, Element, TVR, VM::VM1_8 >	156
gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >	157
gdcmm::Attribute< Group, Element, TVR, VM::VM2_2n >	164
gdcmm::Attribute< Group, Element, TVR, VM::VM2_n >	165
gdcmm::Attribute< Group, Element, TVR, VM::VM3_3n >	167
gdcmm::Attribute< Group, Element, TVR, VM::VM3_n >	168
gdcmm::AudioCodec	
AudioCodec	170
gdcmm::Base64	
Class for Base64	172
gdcmm::network::BaseCompositeMessage	
BaseCompositeMessage	175
gdcmm::network::BaseNormalizedMessage	
BaseNormalizedMessage	177
gdcmm::network::BasePDU	
BasePDU	179
gdcmm::BaseQuery	
BaseQuery	181
gdcmm::BaseRootQuery	
BaseRootQuery	187
gdcmm::SegmentHelper::BasicCodedEntry	
This structure defines a basic coded entry with all of its attributes	192
gdcmm::BasicOffsetTable	
Class to represent a BasicOffsetTable	195
gdcmm::Bitmap	
Bitmap class	198
gdcmm::BitmapToBitmapFilter	
BitmapToBitmapFilter class	213
gdcmm::BoxRegion	
Class for manipulation box region	216
gdcmm::ByteBuffer	
ByteBuffer	221
gdcmm::ByteSwap< T >	
ByteSwap	223
gdcmm::ByteSwapFilter	
ByteSwapFilter	225
gdcmm::ByteValue	
Class to represent binary value (array of bytes)	227
gdcmm::CAPICryptoFactory	236
gdcmm::CAPICryptographicMessageSyntax	237
gdcmm::network::CEchoRQ	
CEchoRQ	241
gdcmm::network::CEchoRSP	
CEchoRSP this file defines the messages for the cecho action	243
gdcmm::network::CFind	244
gdcmm::network::CFindCancelRQ	
CFindCancelRQ this file defines the messages for the cfind action	244
gdcmm::network::CFindRQ	
CFindRQ	246



gdcm::network::CFindRSP	
CFindRSP this file defines the messages for the cfind action	247
gdcm::Cleaner	
Cleaner	249
gdcm::network::CMoveCancelRq	256
gdcm::network::CMoveRQ	
CMoveRQ	257
gdcm::network::CMoveRSP	
CMoveRSP this file defines the messages for the cmove action	258
gdcm::Codec	
Codec class	260
gdcm::Coder	
Coder	261
gdcm::CodeString	
CodeString	263
gdcm::Command	
Command superclass for callback/observer methods	268
gdcm::CommandDataSet	
Class to represent a <a href="#">Command DataSet</a>	271
gdcm::network::CompositeMessageFactory	
CompositeMessageFactory	274
gdcm::CompositeNetworkFunctions	
Composite Network Functions	275
gdcm::ConstCharWrapper	
Do not use me	281
gdcm::CP246ExplicitDataElement	
Class to read/write a <a href="#">DataElement</a> as CP246Explicit Data <a href="#">Element</a>	282
gdcm::CryptoFactory	
Class to do handle the crypto factory	285
gdcm::CryptographicMessageSyntax	288
gdcm::CSAElement	
Class to represent a CSA <a href="#">Element</a>	292
gdcm::CSAHeader	
Class for <a href="#">CSAHeader</a>	300
gdcm::CSAHeaderDict	
Class to represent a map of <a href="#">CSAHeaderDictEntry</a>	305
gdcm::CSAHeaderDictEntry	
Class to represent an Entry in the <a href="#">Dict</a>	309
gdcm::CSAHeaderDictException	313
gdcm::network::CStoreRQ	
CStoreRQ	313
gdcm::network::CStoreRSP	
CStoreRSP this file defines the messages for the cecho action	315
gdcm::Curve	
Curve class to handle element 50xx,3000 <a href="#">Curve</a> Data	316
gdcm::DataElement	
Class to represent a Data <a href="#">Element</a> either Implicit or Explicit	322
gdcm::DataElementException	337
gdcm::DataEvent	
DataEvent	337
gdcm::DataSet	
Class to represent a Data Set (which contains Data Elements)	341
gdcm::DataSetEvent	
DataSetEvent	354

gdcm::DataSetHelper	
DataSetHelper (internal class, not intended for user level)	358
gdcm::Decoder	
Decoder	359
gdcm::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	361
gdcm::Defs	
FIXME I do not like the name 'Defs'	361
gdcm::DeltaEncodingCodec	
DeltaEncodingCodec compression used by some private vendor	366
gdcm::DICOMDIR	
DICOMDIR class	368
gdcm::DICOMDIRGenerator	
DICOMDIRGenerator class	369
gdcm::Dict	
Class to represent a map of DictEntry	374
gdcm::DictConverter	
Class to convert a .dic file into something else:	378
gdcm::DictEntry	
Class to represent an Entry in the Dict	383
gdcm::DictPrinter	
DictPrinter class	388
gdcm::Dicts	
Class to manipulate the sum of knowledge (all the dict user load)	391
gdcm::network::DIMSE	
DIMSE	395
gdcm::DirectionCosines	
Class to handle DirectionCosines	397
gdcm::Directory	
Class for manipulation directories	400
gdcm::DirectoryHelper	
DirectoryHelper	405
gdcm::DPath	
Class to handle a DICOM path While supp 118 did introduced a notion of XPath for XML Native model this convention is too XML-centric. Instead prefer DCMTK style notation <a href="https://groups.google.com/g/comp.protocols.dicom/c/IyIH0IOBMPA">https://groups.google.com/g/comp.protocols.dicom/c/IyIH0IOBMPA</a>	407
gdcm::DummyValueGenerator	
Class for generating dummy value	410
gdcm::Dumper	
Codec class	411
gdcm::Element< TVR, TVM >	
Element class	413
gdcm::Element< TVR, VM::VM1_2 >	419
gdcm::Element< TVR, VM::VM1_n >	421
gdcm::Element< TVR, VM::VM2_2n >	426
gdcm::Element< TVR, VM::VM2_n >	428

gdcm::Element< TVR, VM::VM3_3n > . . . . .	430
gdcm::Element< TVR, VM::VM3_4 > . . . . .	432
gdcm::Element< TVR, VM::VM3_n > . . . . .	434
gdcm::Element< VR::AS, VM::VM5 > . . . . .	435
gdcm::Element< VR::OB, VM::VM1 > . . . . .	436
gdcm::Element< VR::OW, VM::VM1 > . . . . .	438
gdcm::ElementDisableCombinations< TVR, TVM > . . . . .	
A class which is used to produce compile errors for an invalid combination of template parameters . . . . .	440
gdcm::ElementDisableCombinations< VR::OB, VM::VM1_n > . . . . .	441
gdcm::ElementDisableCombinations< VR::OW, VM::VM1_n > . . . . .	441
gdcm::EmptyMaskGenerator . . . . .	
EmptyMaskGenerator Main class to generate a Empty Mask <a href="#">Series</a> from an input <a href="#">Series</a> . This class takes an input folder and generates a series of DICOM files in the specified output directory. This class handles multiples DICOM <a href="#">Series</a> within the same input directory . . . . .	441
gdcm::EncapsulatedDocument . . . . .	
EncapsulatedDocument . . . . .	444
gdcm::EncodingImplementation< T > . . . . .	
EncodingImplementation . . . . .	445
gdcm::EncodingImplementation< VR::VRASCII > . . . . .	446
gdcm::EncodingImplementation< VR::VRBINARY > . . . . .	447
gdcm::EndEvent . . . . .	449
gdcm::EnumeratedValues . . . . .	
Element. A Data <a href="#">Element</a> with Enumerated Values that does not have a <a href="#">Value</a> 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: . . . . .	450
gdcm::EquipmentManufacturer . . . . .	450
gdcm::Event . . . . .	
Superclass for callback/observer methods . . . . .	452
gdcm::Exception . . . . .	
Exception . . . . .	456
gdcm::ExitEvent . . . . .	458
gdcm::ExplicitDataElement . . . . .	
Class to read/write a <a href="#">DataElement</a> as Explicit Data <a href="#">Element</a> . . . . .	459
gdcm::ExplicitImplicitDataElement . . . . .	
Class to read/write a <a href="#">DataElement</a> as ExplicitImplicit Data <a href="#">Element</a> . . . . .	462
gdcm::Fiducials . . . . .	
Fiducials . . . . .	465
gdcm::File . . . . .	
DICOM <a href="#">File</a> . . . . .	465
gdcm::FileAnonymizer . . . . .	
FileAnonymizer . . . . .	470
gdcm::FileChangeTransferSyntax . . . . .	
FileChangeTransferSyntax . . . . .	474
gdcm::FileDecompressLookupTable . . . . .	
FileDecompressLookupTable class . . . . .	478
gdcm::FileDerivation . . . . .	
FileDerivation class . . . . .	481
gdcm::FileExplicitFilter . . . . .	
FileExplicitFilter class . . . . .	485
gdcm::FileMetaInformation . . . . .	
Class to represent a <a href="#">File</a> Meta Information . . . . .	489
gdcm::Filename . . . . .	
Class to manipulate file name's . . . . .	498

gdcm::FileNameEvent	
FileNameEvent	502
gdcm::FilenameGenerator	
FilenameGenerator	506
gdcm::FileSet	510
gdcm::FileStreamer	
FileStreamer	512
gdcm::FileWithName	
FileWithName	518
gdcm::FindPatientRootQuery	
PatientRootQuery	520
gdcm::FindStudyRootQuery	
FindStudyRootQuery	523
gdcm::Fragment	
Class to represent a <a href="#">Fragment</a>	526
gdcm::Global	
Global	529
gdcm::GroupDict	
Class to represent the mapping from group number to its abbreviation and name	533
gdcm::IconImageFilter	
IconImageFilter	536
gdcm::IconImageGenerator	
IconImageGenerator	539
gdcm::ignore_char	543
gdcm::Image	
Image	544
gdcm::ImageApplyLookupTable	
ImageApplyLookupTable class	551
gdcm::ImageChangePhotometricInterpretation	
ImageChangePhotometricInterpretation class	554
gdcm::ImageChangePlanarConfiguration	
ImageChangePlanarConfiguration class	558
gdcm::ImageChangeTransferSyntax	
ImageChangeTransferSyntax class	562
gdcm::ImageCodec	
ImageCodec	567
gdcm::ImageConverter	
Image Converter	581
gdcm::ImageFragmentSplitter	
ImageFragmentSplitter class	583
gdcm::ImageHelper	
ImageHelper (internal class, not intended for user level)	586
gdcm::ImageReader	
ImageReader	593
gdcm::ImageRegionReader	
ImageRegionReader	597
gdcm::ImageToImageFilter	
ImageToImageFilter class	601
gdcm::ImageWriter	
ImageWriter	604
gdcm::network::ImplementationClassUIDSub	
ImplementationClassUIDSub	608
gdcm::network::ImplementationUIDSub	
ImplementationUIDSub	609

gdcm::network::ImplementationVersionNameSub	
ImplementationVersionNameSub	610
gdcm::ImplicitDataElement	
Class to represent an <i>Implicit VR</i> Data Element	612
gdcm::InitializeEvent	615
gdcm::IOD	
Class for representing a IOD	616
gdcm::IODEntry	
Class for representing a IODEntry	618
gdcm::IODs	
Class for representing a IODs	621
gdcm::IPPSorter	
IPPSorter	625
gdcm::Item	
Class to represent an Item	630
gdcm::IterationEvent	634
gdcm::JPEG12Codec	
Class to do JPEG 12bits (lossy & lossless)	635
gdcm::JPEG16Codec	
Class to do JPEG 16bits (lossless)	639
gdcm::JPEG2000Codec	
Class to do JPEG 2000	642
gdcm::JPEG8Codec	
Class to do JPEG 8bits (lossy & lossless)	649
gdcm::JPEGCodec	
JPEG codec	653
gdcm::JPEGLSCodec	
JPEG-LS	662
gdcm::JSON	668
gdcm::KAKADUCodec	
KAKADUCodec	671
gdcm::LO	
LO	674
gdcm::LookupTable	
LookupTable class	678
gdcm::Scanner2::Itstr	686
gdcm::Scanner::Itstr	687
gdcm::StrictScanner2::Itstr	687
gdcm::StrictScanner::Itstr	688
gdcm::Macro	
Class for representing a Macro	688
gdcm::Macros	
Class for representing a Modules	691
gdcm::network::MaximumLengthSub	
MaximumLengthSub	693
gdcm::MD5	
Class for MD5	695
gdcm::MEC_MR3	
Class for MEC_MR3	696
gdcm::MediaStorage	
MediaStorage	698
gdcm::MemberCommand< T >	
Command subclass that calls a pointer to a member function	708

<a href="#">gdcmmesh::MeshPrimitive</a>	
This class defines surface mesh primitives	714
<a href="#">gdcmmesh::ModalityPerformedProcedureStepCreateQuery</a>	
ModalityPerformedProcedureStepCreateQuery	720
<a href="#">gdcmmesh::ModalityPerformedProcedureStepSetQuery</a>	
ModalityPerformedProcedureStepSetQuery	723
<a href="#">gdcmmesh::ModifiedEvent</a>	726
<a href="#">gdcmmesh::Module</a>	
Class for representing a <a href="#">Module</a>	727
<a href="#">gdcmmesh::ModuleEntry</a>	
Class for representing a <a href="#">ModuleEntry</a>	730
<a href="#">gdcmmesh::Modules</a>	
Class for representing a <a href="#">Modules</a>	734
<a href="#">gdcmmesh::MovePatientRootQuery</a>	
MovePatientRootQuery	737
<a href="#">gdcmmesh::MoveStudyRootQuery</a>	
MoveStudyRootQuery	740
<a href="#">gdcmmesh::MrProtocol</a>	
Class for <a href="#">MrProtocol</a>	743
<a href="#">gdcmmesh::network::NActionRQ</a>	
NActionRQ	746
<a href="#">gdcmmesh::network::NActionRSP</a>	
NActionRSP this file defines the messages for the NAction action	747
<a href="#">gdcmmesh::network::NCreateRQ</a>	
NCreateRQ	749
<a href="#">gdcmmesh::network::NCreateRSP</a>	
NCreateRSP this file defines the messages for the ncreate action	750
<a href="#">gdcmmesh::network::NDeleteRQ</a>	
NDeleteRQ	752
<a href="#">gdcmmesh::network::NDeleteRSP</a>	
NDeleteRSP this file defines the messages for the ndelete action	753
<a href="#">gdcmmesh::NestedModuleEntries</a>	
Class for representing a <a href="#">NestedModuleEntries</a>	755
<a href="#">gdcmmesh::network::NEventReportRQ</a>	
NEventReportRQ	758
<a href="#">gdcmmesh::network::NEventReportRSP</a>	
NEventReportRSP this file defines the messages for the neventreport action	759
<a href="#">gdcmmesh::network::NGetRQ</a>	
NGetRQ	761
<a href="#">gdcmmesh::network::NGetRSP</a>	
NGetRSP this file defines the messages for the nget action	762
<a href="#">gdcmmesh::NoEvent</a>	764
<a href="#">gdcmmesh::network::NormalizedMessageFactory</a>	765
<a href="#">gdcmmesh::NormalizedNetworkFunctions</a>	
Normalized Network Functions	766
<a href="#">gdcmmesh::network::NSetRQ</a>	
NSetRQ	769
<a href="#">gdcmmesh::network::NSetRSP</a>	
NSetRSP this file defines the messages for the nset action	771
<a href="#">gdcmmesh::Object</a>	
Object	772
<a href="#">gdcmmesh::OpenSSLCryptoFactory</a>	776
<a href="#">gdcmmesh::OpenSSLCryptographicMessageSyntax</a>	778
<a href="#">gdcmmesh::OpenSSLP7CryptoFactory</a>	781

gdcm::OpenSSLP7CryptographicMessageSyntax	783
gdcm::Orientation	
Class to handle <a href="#">Orientation</a>	786
gdcm::Overlay	
Overlay class	789
gdcm::ParseException	
ParseException Standard exception handling object	800
gdcm::Parser	
Parser ala XML_Parser from expat (SAX)	802
gdcm::Patient	
See PS 3.3 - 2007 DICOM MODEL OF THE REAL-WORLD, p 54	807
gdcm::network::PDataTFPDU	
PDataTFPDU	808
gdcm::PDBElement	
Class to represent a PDB <a href="#">Element</a>	811
gdcm::PDBHeader	
Class for <a href="#">PDBHeader</a>	814
gdcm::PDFCodec	
PDFCodec class	817
gdcm::network::PDUFactory	
PDUFactory basically, given an initial byte, construct the	820
gdcm::PersonName	
PersonName class	823
gdcm::PGXCodec	
Class to do PGX	826
gdcm::PhotometricInterpretation	
Class to represent an <a href="#">PhotometricInterpretation</a>	829
gdcm::PixelFormat	
PixelFormat	833
gdcm::Pixmap	
Pixmap class	843
gdcm::PixmapReader	
PixmapReader	849
gdcm::PixmapToPixmapFilter	
PixmapToPixmapFilter class	853
gdcm::PixmapWriter	
PixmapWriter	856
gdcm::PNMCodec	
Class to do PNM	861
gdcm::Preamble	
DICOM <a href="#">Preamble</a> (Part 10)	864
gdcm::PresentationContext	
PresentationContext	869
gdcm::network::PresentationContextAC	
PresentationContextAC	873
gdcm::PresentationContextGenerator	
PresentationContextGenerator	875
gdcm::network::PresentationContextRQ	
PresentationContextRQ	879
gdcm::network::PresentationDataValue	
PresentationDataValue	883
gdcm::Printer	
Printer class	887

<a href="#">gdcm::PrivateDict</a>	
Private Dict . . . . .	892
<a href="#">gdcm::PrivateTag</a>	
Class to represent a Private DICOM Data <a href="#">Element</a> ( <a href="#">Attribute</a> ) <a href="#">Tag</a> (Group, <a href="#">Element</a> , Owner) . . . . .	895
<a href="#">gdcm::ProgressEvent</a>	
ProgressEvent . . . . .	900
<a href="#">gdcm::PVRGCodec</a>	
PVRGCodec . . . . .	904
<a href="#">gdcm::PythonFilter</a>	
PythonFilter <a href="#">PythonFilter</a> is the class that make gdcm2.x looks more like gdcm1 and transform the binary blob contained in a <a href="#">DataElement</a> into a string, typically this is a nice feature to have for wrapped language . . . . .	907
<a href="#">gdcm::QueryBase</a>	
QueryBase . . . . .	909
<a href="#">gdcm::QueryFactory</a>	
QueryFactory.h . . . . .	912
<a href="#">gdcm::QueryImage</a>	
QueryImage . . . . .	914
<a href="#">gdcm::QueryPatient</a>	
QueryPatient . . . . .	916
<a href="#">gdcm::QuerySeries</a>	
QuerySeries . . . . .	919
<a href="#">gdcm::QueryStudy</a>	
QueryStudy.h . . . . .	921
<a href="#">gdcm::RAWCodec</a>	
RAWCodec class . . . . .	924
<a href="#">gdcm::Reader</a>	
Reader ala DOM (Document <a href="#">Object</a> Model) . . . . .	928
<a href="#">gdcm::RealWorldValueMappingContent</a>	936
<a href="#">gdcm::Region</a>	
Class for manipulation region . . . . .	937
<a href="#">gdcm::Rescaler</a>	
Rescale class . . . . .	940
<a href="#">gdcm::RLECodec</a>	
Class to do RLE . . . . .	945
<a href="#">gdcm::network::RoleSelectionSub</a>	
RoleSelectionSub . . . . .	952
<a href="#">gdcm::Scanner</a>	
Scanner . . . . .	954
<a href="#">gdcm::Scanner2</a>	
Scanner2 . . . . .	963
<a href="#">gdcm::Segment</a>	
This class defines a segment . . . . .	975
<a href="#">gdcm::SegmentedPaletteColorLookupTable</a>	
SegmentedPaletteColorLookupTable class . . . . .	985
<a href="#">gdcm::SegmentReader</a>	
This class defines a segment reader . . . . .	988
<a href="#">gdcm::SegmentWriter</a>	
This class defines a segment writer . . . . .	992
<a href="#">gdcm::SequenceOfFragments</a>	
Class to represent a Sequence Of Fragments . . . . .	996
<a href="#">gdcm::SequenceOfItems</a>	
Class to represent a Sequence Of Items . . . . .	1004



gdcm::SerieHelper	
SerieHelper	DO NOT USE this class, it is only a temporary solution for ITK migration from GDCM 1.x to GDCM 2.x It will disappear soon, you've been warned . . . . .
	1013
gdcm::Series	
Series	. . . . .
	1019
gdcm::network::ServiceClassApplicationInformation	. . . . .
	1020
gdcm::ServiceClassUser	
ServiceClassUser	. . . . .
	1022
gdcm::SHA1	
Class for SHA1	. . . . .
	1030
gdcm::SimpleMemberCommand< T >	
Command	subclass that calls a pointer to a member function . . . . .
	1032
gdcm::SimpleSubjectWatcher	
SimpleSubjectWatcher	. . . . .
	1037
gdcm::MrProtocol::Slice	. . . . .
	1041
gdcm::MrProtocol::SliceArray	. . . . .
	1042
gdcm::SmartPointer< ObjectType >	
Class for Smart Pointer	. . . . .
	1043
gdcm::network::SOPClassExtendedNegociationSub	
SOPClassExtendedNegociationSub	. . . . .
	1047
gdcm::SOPClassUIDToIOD	
Class convert a class SOP Class UID into IOD	. . . . .
	1049
gdcm::Sorter	
Sorter	. . . . .
	1051
gdcm::Spacing	
Class for Spacing	. . . . .
	1056
gdcm::Spectroscopy	
Spectroscopy class	. . . . .
	1059
gdcm::SplitMosaicFilter	
SplitMosaicFilter class	. . . . .
	1060
gdcm::StartEvent	. . . . .
	1064
gdcm::static_assert_test< x >	. . . . .
	1065
gdcm::STATIC_ASSERTION_FAILURE< x >	. . . . .
	1065
gdcm::STATIC_ASSERTION_FAILURE< true >	. . . . .
	1065
gdcm::StreamImageReader	
StreamImageReader	. . . . .
	1066
gdcm::StreamImageWriter	
StreamImageReader	. . . . .
	1070
gdcm::StrictScanner	
StrictScanner	. . . . .
	1077
gdcm::StrictScanner2	
StrictScanner2	. . . . .
	1086
gdcm::String< TDelimiter, TMaxLength, TPadChar >	
String	. . . . .
	1097
gdcm::StringFilter	
StringFilter	. . . . .
	1103
gdcm::Study	
Study	. . . . .
	1107
gdcm::Subject	
Subject	. . . . .
	1108
gdcm::Surface	
This class defines a SURFACE IE	. . . . .
	1112
gdcm::SurfaceHelper	
SurfaceHelper	. . . . .
	1127

<a href="#">gdcmm::SurfaceReader</a>	
This class defines a SURFACE IE reader	1130
<a href="#">gdcmm::SurfaceWriter</a>	
This class defines a SURFACE IE writer	1134
<a href="#">gdcmm::SwapCode</a>	
SwapCode representation	1137
<a href="#">gdcmm::SwapperDoOp</a>	1139
<a href="#">gdcmm::SwapperNoOp</a>	1140
<a href="#">gdcmm::System</a>	
Class to do system operation	1141
<a href="#">gdcmm::Table</a>	
Table	1149
<a href="#">gdcmm::TableEntry</a>	
TableEntry	1152
<a href="#">gdcmm::TableReader</a>	
Class for representing a <a href="#">TableReader</a>	1153
<a href="#">gdcmm::network::TableRow</a>	1157
<a href="#">gdcmm::Tag</a>	
Class to represent a DICOM Data <a href="#">Element</a> ( <a href="#">Attribute</a> ) <a href="#">Tag</a> (Group, <a href="#">Element</a> )	1158
<a href="#">gdcmm::TagPath</a>	
Class to handle a path of tag	1169
<a href="#">gdcmm::Testing</a>	
Class for testing	1172
<a href="#">gdcmm::Trace</a>	
Trace	1180
<a href="#">gdcmm::TransferSyntax</a>	
Class to manipulate Transfer Syntax	1185
<a href="#">gdcmm::network::TransferSyntaxSub</a>	
TransferSyntaxSub	1192
<a href="#">gdcmm::network::Transition</a>	1194
<a href="#">gdcmm::Type</a>	
Type	1196
<a href="#">gdcmm::UI</a>	1199
<a href="#">gdcmm::UIDGenerator</a>	
Class for generating unique UID	1200
<a href="#">gdcmm::UIDs</a>	
All known uids	1202
<a href="#">gdcmm::network::ULAction</a>	
ULAction	1240
<a href="#">gdcmm::network::ULActionAA1</a>	1243
<a href="#">gdcmm::network::ULActionAA2</a>	1244
<a href="#">gdcmm::network::ULActionAA3</a>	1245
<a href="#">gdcmm::network::ULActionAA4</a>	1247
<a href="#">gdcmm::network::ULActionAA5</a>	1248
<a href="#">gdcmm::network::ULActionAA6</a>	1249
<a href="#">gdcmm::network::ULActionAA7</a>	1251
<a href="#">gdcmm::network::ULActionAA8</a>	1252
<a href="#">gdcmm::network::ULActionAE1</a>	1253
<a href="#">gdcmm::network::ULActionAE2</a>	1255
<a href="#">gdcmm::network::ULActionAE3</a>	1256
<a href="#">gdcmm::network::ULActionAE4</a>	1257
<a href="#">gdcmm::network::ULActionAE5</a>	1259
<a href="#">gdcmm::network::ULActionAE6</a>	1260
<a href="#">gdcmm::network::ULActionAE7</a>	1261

gdcm::network::ULActionAE8	1263
gdcm::network::ULActionAR1	1264
gdcm::network::ULActionAR10	1265
gdcm::network::ULActionAR2	1267
gdcm::network::ULActionAR3	1268
gdcm::network::ULActionAR4	1269
gdcm::network::ULActionAR5	1271
gdcm::network::ULActionAR6	1272
gdcm::network::ULActionAR7	1273
gdcm::network::ULActionAR8	1275
gdcm::network::ULActionAR9	1276
gdcm::network::ULActionDT1	1277
gdcm::network::ULActionDT2	1279
gdcm::network::ULBasicCallback	
ULBasicCallback	1280
gdcm::network::ULConnection	
ULConnection	1282
gdcm::network::ULConnectionCallback	1288
gdcm::network::ULConnectionInfo	
ULConnectionInfo	1291
gdcm::network::ULConnectionManager	
ULConnectionManager	1293
gdcm::network::ULEvent	
ULEvent	1301
gdcm::network::ULTransitionTable	
ULTransitionTable The transition table of all the ULEvents, new ULActions, and ULStates	1303
gdcm::network::ULWritingCallback	1305
gdcm::UNExplicItDataElement	
Class to read/write a <a href="#">DataElement</a> as UNExplicIt Data <a href="#">Element</a>	1307
gdcm::UNExplicItImplicitDataElement	
Class to read/write a <a href="#">DataElement</a> as ExplicItImplicit Data <a href="#">Element</a>	1310
gdcm::Unpacker12Bits	
Pack/Unpack 12 bits pixel into 16bits	1312
gdcm::Usage	
Usage	1313
gdcm::UserEvent	1316
gdcm::network::UserInformation	
UserInformation	1317
gdcm::UUIDGenerator	
Class for generating unique UUID	1319
gdcm::Validate	
Validate class	1320
gdcm::Value	
Class to represent the value of a Data <a href="#">Element</a>	1323
gdcm::ValueIO< TDE, TSwap, TType >	
Class to dispatch template calls	1326
gdcm::MrProtocol::Vector3	1327
gdcm::Version	
Major/minor and build version	1327
gdcm::VL	
Value Length	1330
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	1334

gdcm::VMToLength< T > . . . . .	1339
gdcm::VR	
VR class . . . . .	1339
gdcm::VR16ExplicitDataElement	
Class to read/write a <a href="#">DataElement</a> as Explicit Data <a href="#">Element</a> . . . . .	1347
gdcm::VRToEncoding< T > . . . . .	1350
gdcm::VRToType< T > . . . . .	1350
gdcm::VRVLSize< T > . . . . .	1350
gdcm::VRVLSize< 0 > . . . . .	1351
gdcm::VRVLSize< 1 > . . . . .	1351
vtkGDCMImageReader . . . . .	1352
vtkGDCMImageReader2 . . . . .	1367
vtkGDCMImageWriter . . . . .	1382
vtkGDCMMedicalImageProperties . . . . .	1391
vtkGDCMPolyDataReader . . . . .	1394
vtkGDCMPolyDataWriter . . . . .	1399
vtkGDCMTesting . . . . .	1404
vtkGDCMThreadedImageReader . . . . .	1408
vtkGDCMThreadedImageReader2 . . . . .	1412
vtkImageColorViewer . . . . .	1421
vtkImageMapToColors16 . . . . .	1436
vtkImageMapToWindowLevelColors2 . . . . .	1442
vtkImagePlanarComponentsToComponents . . . . .	1446
vtkImageRGBToYBR . . . . .	1448
vtkImageYBRToRGB . . . . .	1451
vtkLookupTable16 . . . . .	1453
vtkRTStructSetProperties . . . . .	1457
gdcm::Waveform	
Waveform class . . . . .	1468
gdcm::WLMFindQuery	
PatientRootQuery . . . . .	1469
gdcm::Writer	
Writer ala DOM (Document <a href="#">Object</a> Model) . . . . .	1472
gdcm::XMLDictReader	
Class for representing a <a href="#">XMLDictReader</a> . . . . .	1479
gdcm::XMLPrinter . . . . .	1482
gdcm::XMLPrivateDictReader	
Class for representing a <a href="#">XMLPrivateDictReader</a> . . . . .	1486

## Chapter 8

# File Index

### 8.1 File List

Here is a list of all files with brief descriptions:

<a href="#">gdcmASN1.h</a>	1489
<a href="#">gdcmBase64.h</a>	1491
<a href="#">gdcmBoxRegion.h</a>	1492
<a href="#">gdcmByteSwap.h</a>	1493
<a href="#">gdcmCAPICryptoFactory.h</a>	1495
<a href="#">gdcmCAPICryptographicMessageSyntax.h</a>	1496
<a href="#">gdcmCommand.h</a>	1498
<a href="#">gdcmCryptoFactory.h</a>	1501
<a href="#">gdcmCryptographicMessageSyntax.h</a>	1503
<a href="#">gdcmDataEvent.h</a>	1505
<a href="#">gdcmDeflateStream.h</a>	1507
<a href="#">gdcmDirectory.h</a>	1507
<a href="#">gdcmDummyValueGenerator.h</a>	1510
<a href="#">gdcmEvent.h</a>	1511
<a href="#">gdcmException.h</a>	1514
<a href="#">gdcmFilename.h</a>	1516
<a href="#">gdcmFileNameEvent.h</a>	1517
<a href="#">gdcmFilenameGenerator.h</a>	1519
<a href="#">gdcmLegacyMacro.h</a>	1520
<a href="#">gdcmMD5.h</a>	1523
<a href="#">gdcmObject.h</a>	1524
<a href="#">gdcmOpenSSLCryptoFactory.h</a>	1527
<a href="#">gdcmOpenSSLCryptographicMessageSyntax.h</a>	1528
<a href="#">gdcmOpenSSL7CryptoFactory.h</a>	1530
<a href="#">gdcmOpenSSL7CryptographicMessageSyntax.h</a>	1531
<a href="#">gdcmProgressEvent.h</a>	1533
<a href="#">gdcmRegion.h</a>	1535
<a href="#">gdcmSHA1.h</a>	1537
<a href="#">gdcmSmartPointer.h</a>	1539
<a href="#">gdcmStaticAssert.h</a>	1541
<a href="#">gdcmString.h</a>	1543

<a href="#">gdcmSubject.h</a>	1546
<a href="#">gdcmSwapCode.h</a>	1547
<a href="#">gdcmSwapper.h</a>	1549
<a href="#">gdcmSystem.h</a>	1552
<a href="#">gdcmTerminal.h</a>	1554
<a href="#">gdcmTestDriver.h</a>	1556
<a href="#">gdcmTesting.h</a>	1557
<a href="#">gdcmTrace.h</a>	1558
<a href="#">gdcmTypes.h</a>	1564
<a href="#">gdcmUnpacker12Bits.h</a>	1566
<a href="#">gdcmVersion.h</a>	1567
<a href="#">gdcmWin32.h</a>	1568
<a href="#">gdcmCSAHeaderDict.h</a>	1570
<a href="#">gdcmCSAHeaderDictEntry.h</a>	1573
<a href="#">gdcmDict.h</a>	1576
<a href="#">gdcmDictConverter.h</a>	1581
<a href="#">gdcmDictEntry.h</a>	1583
<a href="#">gdcmDicts.h</a>	1586
<a href="#">gdcmGlobal.h</a>	1588
<a href="#">gdcmGroupDict.h</a>	1590
<a href="#">gdcmSOPClassUIDToIOD.h</a>	1592
<a href="#">gdcmUIDs.h</a>	1593
<a href="#">gdcmAttribute.h</a>	1607
<a href="#">gdcmBasicOffsetTable.h</a>	1621
<a href="#">gdcmByteBuffer.h</a>	1624
<a href="#">gdcmByteSwapFilter.h</a>	1626
<a href="#">gdcmByteValue.h</a>	1627
<a href="#">gdcmCodeString.h</a>	1632
<a href="#">gdcmCP246ExplicitDataElement.h</a>	1634
<a href="#">gdcmCSAElement.h</a>	1635
<a href="#">gdcmCSAHeader.h</a>	1638
<a href="#">gdcmDataElement.h</a>	1641
<a href="#">gdcmDataSet.h</a>	1644
<a href="#">gdcmDataSetEvent.h</a>	1649
<a href="#">gdcmElement.h</a>	1651
<a href="#">gdcmExplicitDataElement.h</a>	1663
<a href="#">gdcmExplicitImplicitDataElement.h</a>	1665
<a href="#">gdcmFile.h</a>	1666
<a href="#">gdcmFileMetaInformation.h</a>	1668
<a href="#">gdcmFileSet.h</a>	1671
<a href="#">gdcmFragment.h</a>	1673
<a href="#">gdcmImplicitDataElement.h</a>	1678
<a href="#">gdcmItem.h</a>	1679
<a href="#">gdcmLO.h</a>	1685
<a href="#">gdcmMediaStorage.h</a>	1686
<a href="#">gdcmMrProtocol.h</a>	1690
<a href="#">gdcmParseException.h</a>	1692
<a href="#">gdcmParser.h</a>	1694
<a href="#">gdcmPDBElement.h</a>	1697
<a href="#">gdcmPDBHeader.h</a>	1699
<a href="#">gdcmPreamble.h</a>	1700
<a href="#">gdcmPrivateTag.h</a>	1703
<a href="#">gdcmReader.h</a>	1705
<a href="#">gdcmSequenceOfFragments.h</a>	1707

gdcmSequenceOfItems.h	1712
gdcmTag.h	1716
gdcmTagToVR.h	1721
gdcmTransferSyntax.h	1722
gdcmUNExplicitDataElement.h	1724
gdcmUNExplicitImplicitDataElement.h	1726
gdcmValue.h	1727
gdcmValueIO.h	1729
gdcmVL.h	1730
gdcmVM.h	1733
gdcmVR.h	1736
gdcmVR16ExplicitDataElement.h	1743
gdcmWriter.h	1745
gdcmDefinedTerms.h	1747
gdcmDefs.h	1748
gdcmEnumeratedValues.h	1751
gdcmIOD.h	1752
gdcmIODEntry.h	1754
gdcmIODs.h	1757
gdcmMacro.h	1759
gdcmMacroEntry.h	1762
gdcmMacros.h	1765
gdcmModule.h	1767
gdcmModuleEntry.h	1770
gdcmModules.h	1773
gdcmNestedModuleEntries.h	1775
gdcmPatient.h	1777
gdcmSeries.h	1778
gdcmStudy.h	1780
gdcmTable.h	1781
gdcmTableEntry.h	1783
gdcmTableReader.h	1785
gdcmType.h	1787
gdcmUsage.h	1789
gdcmXMLDictReader.h	1792
gdcmXMLPrivateDictReader.h	1793
gdcmAnonymizeEvent.h	1794
gdcmAnonymizer.h	1796
gdcmApplicationEntity.h	1798
gdcmAudioCodec.h	1800
gdcmBitmap.h	1801
gdcmBitmapToBitmapFilter.h	1805
gdcmCleaner.h	1806
gdcmCodec.h	1808
gdcmCoder.h	1809
gdcmConstCharWrapper.h	1811
gdcmCurve.h	1812
gdcmDataSetHelper.h	1814
gdcmDecoder.h	1815
gdcmDeltaEncodingCodec.h	1817
gdcmDICOMDIR.h	1818
gdcmDICOMDIRGenerator.h	1819
gdcmDictPrinter.h	1821
gdcmDirectionCosines.h	1822

gdcmDirectoryHelper.h	1824
gdcmDPath.h	1825
gdcmDumper.h	1827
gdcmEmptyMaskGenerator.h	1829
gdcmEncapsulatedDocument.h	1830
gdcmEquipmentManufacturer.h	1831
gdcmFiducials.h	1833
gdcmFileAnonymizer.h	1834
gdcmFileChangeTransferSyntax.h	1835
gdcmFileDecompressLookupTable.h	1837
gdcmFileDerivation.h	1839
gdcmFileExplicitFilter.h	1840
gdcmFileStreamer.h	1842
gdcmIconImage.h	1843
gdcmIconImageFilter.h	1845
gdcmIconImageGenerator.h	1847
gdcmImage.h	1848
gdcmImageApplyLookupTable.h	1851
gdcmImageChangePhotometricInterpretation.h	1852
gdcmImageChangePlanarConfiguration.h	1855
gdcmImageChangeTransferSyntax.h	1856
gdcmImageCodec.h	1858
gdcmImageConverter.h	1861
gdcmImageFragmentSplitter.h	1863
gdcmImageHelper.h	1864
gdcmImageReader.h	1866
gdcmImageRegionReader.h	1868
gdcmImageToImageFilter.h	1870
gdcmImageWriter.h	1871
gdcmIPPSorter.h	1872
gdcmJPEG12Codec.h	1874
gdcmJPEG16Codec.h	1876
gdcmJPEG2000Codec.h	1877
gdcmJPEG8Codec.h	1879
gdcmJPEGCodec.h	1880
gdcmJPEGLSCodec.h	1883
gdcmJSON.h	1884
gdcmKAKADUCodec.h	1886
gdcmLookupTable.h	1887
gdcmMEC_MR3.h	1890
gdcmMeshPrimitive.h	1891
gdcmOrientation.h	1894
gdcmOverlay.h	1895
gdcmPDFCodec.h	1898
gdcmPersonName.h	1899
gdcmPGXCodec.h	1901
gdcmPhotometricInterpretation.h	1902
gdcmPixelFormat.h	1904
gdcmPixmap.h	1908
gdcmPixmapReader.h	1910
gdcmPixmapToPixmapFilter.h	1913
gdcmPixmapWriter.h	1914
gdcmPNMCodec.h	1916
gdcmPrinter.h	1917



gdcmPVRGCodec.h	1920
gdcmRAWCodec.h	1921
gdcmRescaler.h	1923
gdcmRLECodec.h	1925
gdcmScanner.h	1926
gdcmScanner2.h	1929
gdcmSegment.h	1932
gdcmSegmentedPaletteColorLookupTable.h	1936
gdcmSegmentHelper.h	1937
gdcmSegmentReader.h	1939
gdcmSegmentWriter.h	1941
gdcmSerieHelper.h	1943
gdcmSimpleSubjectWatcher.h	1946
gdcmSorter.h	1948
gdcmSpacing.h	1951
gdcmSpectroscopy.h	1952
gdcmSplitMosaicFilter.h	1953
gdcmStreamImageReader.h	1955
gdcmStreamImageWriter.h	1957
gdcmStrictScanner.h	1959
gdcmStrictScanner2.h	1961
gdcmStringFilter.h	1964
gdcmSurface.h	1966
gdcmSurfaceHelper.h	1970
gdcmSurfaceReader.h	1973
gdcmSurfaceWriter.h	1975
gdcmTagPath.h	1976
gdcmUIDGenerator.h	1978
gdcmUUIDGenerator.h	1980
gdcmValidate.h	1981
gdcmWaveform.h	1982
gdcmXMLPrinter.h	1983
gdcmAAbortPDU.h	1986
gdcmAAssociateACPDU.h	1987
gdcmAAssociateRJPDU.h	1990
gdcmAAssociateRQPDU.h	1991
gdcmAbstractSyntax.h	1994
gdcmApplicationContext.h	1996
gdcmAReleaseRPPDU.h	1997
gdcmAReleaseRQPDU.h	1999
gdcmARTIMTimer.h	2000
gdcmAsynchronousOperationsWindowSub.h	2002
gdcmBaseCompositeMessage.h	2003
gdcmBaseNormalizedMessage.h	2005
gdcmBasePDU.h	2006
gdcmBaseQuery.h	2008
gdcmBaseRootQuery.h	2010
gdcmCEchoMessages.h	2012
gdcmCFindMessages.h	2013
gdcmCMoveMessages.h	2015
gdcmCommandDataSet.h	2017
gdcmCompositeMessageFactory.h	2018
gdcmCompositeNetworkFunctions.h	2020
gdcmCStoreMessages.h	2021

gdcmDIMSE.h	2023
gdcmFindPatientRootQuery.h	2025
gdcmFindStudyRootQuery.h	2027
gdcmImplementationClassUIDSub.h	2028
gdcmImplementationUIDSub.h	2030
gdcmImplementationVersionNameSub.h	2031
gdcmMaximumLengthSub.h	2033
gdcmModalityPerformedProcedureStepCreateQuery.h	2035
gdcmModalityPerformedProcedureStepSetQuery.h	2036
gdcmMovePatientRootQuery.h	2037
gdcmMoveStudyRootQuery.h	2039
gdcmNActionMessages.h	2040
gdcmNCreateMessages.h	2041
gdcmNDeleteMessages.h	2043
gdcmNetworkEvents.h	2044
gdcmNetworkStateID.h	2046
gdcmNEventReportMessages.h	2048
gdcmNGetMessages.h	2049
gdcmNormalizedMessageFactory.h	2050
gdcmNormalizedNetworkFunctions.h	2052
gdcmNSetMessages.h	2054
gdcmPDataTFPDU.h	2055
gdcmPDUFactory.h	2057
gdcmPresentationContext.h	2058
gdcmPresentationContextAC.h	2060
gdcmPresentationContextGenerator.h	2062
gdcmPresentationContextRQ.h	2064
gdcmPresentationDataValue.h	2066
gdcmQueryBase.h	2068
gdcmQueryFactory.h	2071
gdcmQueryImage.h	2072
gdcmQueryPatient.h	2074
gdcmQuerySeries.h	2076
gdcmQueryStudy.h	2077
gdcmRoleSelectionSub.h	2079
gdcmServiceClassApplicationInformation.h	2080
gdcmServiceClassUser.h	2082
gdcmSOPClassExtendedNegociationSub.h	2084
gdcmTransferSyntaxSub.h	2085
gdcmULAction.h	2087
gdcmULActionAA.h	2089
gdcmULActionAE.h	2091
gdcmULActionAR.h	2093
gdcmULActionDT.h	2096
gdcmULBasicCallback.h	2097
gdcmULConnection.h	2098
gdcmULConnectionCallback.h	2101
gdcmULConnectionInfo.h	2102
gdcmULConnectionManager.h	2104
gdcmULEvent.h	2107
gdcmULTransitionTable.h	2109
gdcmULWritingCallback.h	2112
gdcmUserInformation.h	2113
gdcmWLMFindQuery.h	2115

<a href="#">vtkGDCMImageReader.h</a>	2116
<a href="#">vtkGDCMImageReader2.h</a>	2122
<a href="#">vtkGDCMImageWriter.h</a>	2127
<a href="#">vtkGDCMMedicalImageProperties.h</a>	2130
<a href="#">vtkGDCMPolyDataReader.h</a>	2135
<a href="#">vtkGDCMPolyDataWriter.h</a>	2137
<a href="#">vtkGDCMTesting.h</a>	2139
<a href="#">vtkGDCMThreadedImageReader.h</a>	2141
<a href="#">vtkGDCMThreadedImageReader2.h</a>	2143
<a href="#">vtkImageColorViewer.h</a>	2145
<a href="#">vtkImageMapToColors16.h</a>	2149
<a href="#">vtkImageMapToWindowLevelColors2.h</a>	2151
<a href="#">vtkImagePlanarComponentsToComponents.h</a>	2153
<a href="#">vtkImageRGBToYBR.h</a>	2154
<a href="#">vtkImageYBRToRGB.h</a>	2156
<a href="#">vtkLookupTable16.h</a>	2157
<a href="#">vtkRTStructSetProperties.h</a>	2159
<a href="#">gdcmPythonFilter.h</a>	2161



## Chapter 9

# Namespace Documentation

### 9.1 gdcM Namespace Reference

#### Namespaces

- namespace [network](#)
- namespace [SegmentHelper](#)
- namespace [terminal](#)

*Class for Terminal.*

#### Classes

- class [AbortEvent](#)
- class [AnonymizeEvent](#)  
*AnonymizeEvent.*
- class [Anonymizer](#)  
*Anonymizer.*
- 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 instantiation 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 [BaseQuery](#)  
*BaseQuery.*
- class [BaseRootQuery](#)  
*BaseRootQuery.*
- class [BasicOffsetTable](#)  
*Class to represent a BasicOffsetTable.*
- class [Bitmap](#)  
*Bitmap class.*
- class [BitmapToBitmapFilter](#)  
*BitmapToBitmapFilter class.*
- class [BoxRegion](#)  
*Class for manipulation box region.*
- class [ByteBuffer](#)  
*ByteBuffer.*
- class [ByteSwap](#)  
*ByteSwap.*
- class [ByteSwapFilter](#)  
*ByteSwapFilter.*
- class [ByteValue](#)  
*Class to represent binary value (array of bytes)*
- class [CAPICryptoFactory](#)
- class [CAPICryptographicMessageSyntax](#)
- class [Cleaner](#)  
*Cleaner.*
- class [Codec](#)  
*Codec class.*
- class [Coder](#)  
*Coder.*
- class [CodeString](#)  
*CodeString.*
- class [Command](#)  
*Command superclass for callback/observer methods.*
- class [CommandDataSet](#)  
*Class to represent a Command DataSet.*
- class [CompositeNetworkFunctions](#)  
*Composite Network Functions.*
- class [ConstCharWrapper](#)  
*Do not use me.*
- class [CP246ExplicitDataElement](#)  
*Class to read/write a DataElement as CP246Explicit Data Element.*
- class [CryptoFactory](#)  
*Class to do handle the crypto factory.*

- class [CryptographicMessageSyntax](#)
- 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](#).*
- class [CSAHeaderDictException](#)
- class [Curve](#)  
*[Curve](#) class to handle element 50xx,3000 [Curve](#) Data.*
- 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)*
- class [DataSetEvent](#)  
*[DataSetEvent](#).*
- 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.*
- 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](#).*
- 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](#)
  - [DirectoryHelper](#).*
- class [DPath](#)
  - class to handle a DICOM path While supp 118 did introduced a notion of XPath for XML Native model this convention is too XML-centric. Instead prefer DCMTK style notation <https://groups.google.com/g/comp.protocols.dicom/c/IyIH0IOBMPA>*
- 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\\_4 >](#)
- 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 [ElementDisableCombinations](#)
  - A class which is used to produce compile errors for an invalid combination of template parameters.*
- class [ElementDisableCombinations< VR::OB, VM::VM1\\_n >](#)
- class [ElementDisableCombinations< VR::OW, VM::VM1\\_n >](#)
- class [EmptyMaskGenerator](#)
  - [EmptyMaskGenerator](#) Main class to generate a Empty Mask [Series](#) from an input [Series](#). This class takes an input folder and generates a series of DICOM files in the specified output directory. This class handles multiples DICOM [Series](#) within the same input directory.*
- class [EncapsulatedDocument](#)
  - [EncapsulatedDocument](#).*
- class [EncodingImplementation](#)
  - [EncodingImplementation](#).*
- 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 [EquipmentManufacturer](#)
- 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*
- class [FileAnonymizer](#)  
*FileAnonymizer.*
- class [FileChangeTransferSyntax](#)  
*FileChangeTransferSyntax.*
- class [FileDecompressLookupTable](#)  
*FileDecompressLookupTable class.*
- class [FileDerivation](#)  
*FileDerivation class.*
- class [FileExplicitFilter](#)  
*FileExplicitFilter class.*
- class [FileMetaInformation](#)  
*Class to represent a [File](#) Meta Information.*
- class [Filename](#)  
*Class to manipulate file name's.*
- class [FileNameEvent](#)  
*FileNameEvent.*
- class [FilenameGenerator](#)  
*FilenameGenerator.*
- class [FileSet](#)
- class [FileStreamer](#)  
*FileStreamer.*
- class [FileWithName](#)  
*FileWithName.*
- class [FindPatientRootQuery](#)  
*PatientRootQuery.*
- class [FindStudyRootQuery](#)  
*FindStudyRootQuery.*
- 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.*

- class [IconImageGenerator](#)  
*IconImageGenerator.*
- struct [ignore\\_char](#)
- class [Image](#)  
*Image.*
- class [ImageApplyLookupTable](#)  
*ImageApplyLookupTable* class.
- class [ImageChangePhotometricInterpretation](#)  
*ImageChangePhotometricInterpretation* class.
- class [ImageChangePlanarConfiguration](#)  
*ImageChangePlanarConfiguration* class.
- class [ImageChangeTransferSyntax](#)  
*ImageChangeTransferSyntax* class.
- class [ImageCodec](#)  
*ImageCodec.*
- class [ImageConverter](#)  
*Image* Converter.
- class [ImageFragmentSplitter](#)  
*ImageFragmentSplitter* class.
- class [ImageHelper](#)  
*ImageHelper* (internal class, not intended for user level)
- class [ImageReader](#)  
*ImageReader.*
- class [ImageRegionReader](#)  
*ImageRegionReader.*
- class [ImageToImageFilter](#)  
*ImageToImageFilter* class.
- 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.*
- class [Item](#)  
Class to represent an [Item](#).
- 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 [JPEGLSCodec](#)  
*JPEG-LS.*
- class [JSON](#)
- 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 [MEC\\_MR3](#)  
*Class for [MEC\\_MR3](#).*
- class [MediaStorage](#)  
*MediaStorage.*
- class [MemberCommand](#)  
*Command subclass that calls a pointer to a member function.*
- class [MeshPrimitive](#)  
*This class defines surface mesh primitives.*
- class [ModalityPerformedProcedureStepCreateQuery](#)  
*ModalityPerformedProcedureStepCreateQuery.*
- class [ModalityPerformedProcedureStepSetQuery](#)  
*ModalityPerformedProcedureStepSetQuery.*
- 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.*
- class [MoveStudyRootQuery](#)  
*MoveStudyRootQuery.*
- class [MrProtocol](#)  
*Class for [MrProtocol](#).*
- class [NestedModuleEntries](#)

Class for representing a *NestedModuleEntries*.

- class [NoEvent](#)
- class [NormalizedNetworkFunctions](#)

*Normalized Network Functions.*

- class [Object](#)

*Object.*

- class [OpenSSLCryptoFactory](#)
- class [OpenSSLCryptographicMessageSyntax](#)
- class [OpenSSLP7CryptoFactory](#)
- class [OpenSSLP7CryptographicMessageSyntax](#)
- 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 [PGXCodec](#)

*Class to do PGX.*

- class [PhotometricInterpretation](#)

*Class to represent an PhotometricInterpretation.*

- class [PixelFormat](#)

*PixelFormat.*

- class [Pixmap](#)

*Pixmap class.*

- class [PixmapReader](#)

*PixmapReader.*

- class [PixmapToPixmapFilter](#)

*PixmapToPixmapFilter class.*

- class [PixmapWriter](#)

*PixmapWriter.*

- class [PNMCodec](#)

*Class to do PNM.*

- class [Preamble](#)

*DICOM Preamble (Part 10)*

- class [PresentationContext](#)

- PresentationContext.*
- class [PresentationContextGenerator](#)
  - PresentationContextGenerator.*
- 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.*
- class [PVRGCodec](#)
  - PVRGCodec.*
- class [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.*
- class [QueryBase](#)
  - QueryBase.*
- class [QueryFactory](#)
  - QueryFactory.h.*
- class [QueryImage](#)
  - QueryImage.*
- class [QueryPatient](#)
  - QueryPatient.*
- class [QuerySeries](#)
  - QuerySeries.*
- class [QueryStudy](#)
  - QueryStudy.h.*
- class [RAWCodec](#)
  - RAWCodec class.*
- class [Reader](#)
  - Reader ala DOM (Document [Object](#) Model)*
- struct [RealWorldValueMappingContent](#)
- class [Region](#)
  - Class for manipulation region.*
- class [Rescaler](#)
  - Rescale class.*
- class [RLECodec](#)
  - Class to do RLE.*
- class [Scanner](#)
  - Scanner.*
- class [Scanner2](#)
  - Scanner2.*
- class [Segment](#)
  - This class defines a segment.*
- class [SegmentedPaletteColorLookupTable](#)
  - SegmentedPaletteColorLookupTable class.*

- class [SegmentReader](#)  
*This class defines a segment reader.*
- class [SegmentWriter](#)  
*This class defines a segment writer.*
- class [SequenceOfFragments](#)  
*Class to represent a Sequence Of Fragments.*
- class [SequenceOfItems](#)  
*Class to represent a Sequence Of Items.*
- class [SerieHelper](#)  
*[SerieHelper](#) DO NOT USE this class, it is only a temporary solution for ITK migration from GDCM 1.x to GDCM 2.x It will disappear soon, you've been warned.*
- 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](#).*
- class [SmartPointer](#)  
*Class for Smart Pointer.*
- class [SOPClassUIDToIOD](#)  
*Class convert a class SOP Class UID into [IOD](#).*
- class [Sorter](#)  
*[Sorter](#).*
- class [Spacing](#)  
*Class for [Spacing](#).*
- class [Spectroscopy](#)  
*[Spectroscopy](#) class.*
- class [SplitMosaicFilter](#)  
*[SplitMosaicFilter](#) class.*
- class [StartEvent](#)
- struct [static\\_assert\\_test](#)
- struct [STATIC\\_ASSERTION\\_FAILURE](#)
- struct [STATIC\\_ASSERTION\\_FAILURE< true >](#)
- class [StreamImageReader](#)  
*[StreamImageReader](#).*
- class [StreamImageWriter](#)  
*[StreamImageReader](#).*
- class [StrictScanner](#)  
*[StrictScanner](#).*
- class [StrictScanner2](#)  
*[StrictScanner2](#).*
- class [String](#)  
*[String](#).*

- class [StringFilter](#)  
*StringFilter.*
- class [Study](#)  
*Study.*
- class [Subject](#)  
*Subject.*
- class [Surface](#)  
*This class defines a SURFACE IE.*
- class [SurfaceHelper](#)  
*SurfaceHelper.*
- class [SurfaceReader](#)  
*This class defines a SURFACE IE reader.*
- class [SurfaceWriter](#)  
*This class defines a SURFACE IE writer.*
- 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](#)).*
- 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](#).*

- class [Unpacker12Bits](#)  
*Pack/Unpack 12 bits pixel into 16bits.*
- class [Usage](#)  
*Usage.*
- class [UserEvent](#)
- class [UUIDGenerator](#)  
*Class for generating unique UUID.*
- 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.*
- struct [VMToLength](#)
- class [VR](#)  
*VR class.*
- class [VR16ExplicitDataElement](#)  
*Class to read/write a [DataElement](#) as Explicit Data [Element](#).*
- struct [VRToEncoding](#)
- struct [VRToType](#)
- class [VRVLSize](#)
- class [VRVLSize< 0 >](#)
- class [VRVLSize< 1 >](#)
- class [Waveform](#)  
*Waveform class.*
- class [WLMFindQuery](#)  
*PatientRootQuery.*
- class [Writer](#)  
*Writer ala DOM (Document [Object](#) Model)*
- class [XMLDictReader](#)  
*Class for representing a [XMLDictReader](#).*
- class [XMLPrinter](#)
- 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](#)<"\", 4294967294 > [UCCComp](#)
- typedef [String](#)<"\", 64, 0 > [UIComp](#)
- typedef [String](#)<"\", 4294967294 > [URComp](#)
- 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 [ENQueryType](#) {  
[eCreateMMPS](#) = 0 ,  
[eSetMMPS](#) }

- enum [EQueryLevel](#) {  
    [ePatient](#) = 0 ,  
    [eStudy](#) = 1 ,  
    [eSeries](#) = 2 ,  
    [eImage](#) = 3 }
- enum [EQueryType](#) {  
    [eFind](#) = 0 ,  
    [eMove](#) ,  
    [eWLMFind](#) }
- enum [ERootType](#) {  
    [ePatientRootType](#) ,  
    [eStudyRootType](#) }
- enum [LodModeType](#) {  
    [LD\\_ALL](#) = 0x00000000 ,  
    [LD\\_NOSEQ](#) = 0x00000001 ,  
    [LD\\_NOSHADOW](#) = 0x00000002 ,  
    [LD\\_NOSHADOWSEQ](#) = 0x00000004 }

## Functions

- static int [add1](#) (char \*buf, int n)
- [ignore\\_char](#) const [backslash](#) ('\\')
- template<typename T >  
    static T [Clamp](#) (int v)
- static void [clean](#) (char \*mant)
- static int [doround](#) (char \*buf, unsigned int n)
- [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 [GroupDict](#) &\_val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [IOD](#) &\_val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [IODEntry](#) &\_val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [IODs](#) &\_val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [Macro](#) &\_val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [Macros](#) &\_val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [MediaStorage](#) &ms)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [Module](#) &\_val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [ModuleEntry](#) &\_val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [Modules](#) &\_val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [NestedModuleEntries](#) &\_val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [Tag](#) &\_val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [TransferSyntax](#) &ts)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [Type](#) &val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [UI](#) &\_val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [UIDs](#) &uid)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [Usage](#) &val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [VM](#) &\_val)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [VR](#) &val)
- std::ostream & [operator<<](#) (std::ostream &os, const [BasicOffsetTable](#) &val)
- std::ostream & [operator<<](#) (std::ostream &os, const [CodeString](#) &str)
- std::ostream & [operator<<](#) (std::ostream &os, const [CommandDataSet](#) &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 CSAHeaderDict &val)`
  - `std::ostream & operator<< (std::ostream &os, const CSAHeaderDictEntry &val)`
  - `std::ostream & operator<< (std::ostream &os, const DataElement &val)`
  - `std::ostream & operator<< (std::ostream &os, const DataSet &val)`
  - `std::ostream & operator<< (std::ostream &os, const Dict &val)`
  - `std::ostream & operator<< (std::ostream &os, const DictEntry &val)`
  - `std::ostream & operator<< (std::ostream &os, const Dicts &d)`
  - `std::ostream & operator<< (std::ostream &os, const Directory &d)`
  - `std::ostream & operator<< (std::ostream &os, const DPath &val)`
  - `std::ostream & operator<< (std::ostream &os, const File &val)`
  - `std::ostream & operator<< (std::ostream &os, const FileMetalInformation &val)`
  - `std::ostream & operator<< (std::ostream &os, const FileSet &f)`
  - `std::ostream & operator<< (std::ostream &os, const Fragment &val)`
  - `std::ostream & operator<< (std::ostream &os, const Global &g)`
  - `std::ostream & operator<< (std::ostream &os, const Item &val)`
  - `std::ostream & operator<< (std::ostream &os, const MrProtocol &d)`
  - `std::ostream & operator<< (std::ostream &os, const Object &obj)`
  - `std::ostream & operator<< (std::ostream &os, const Orientation &o)`
  - `std::ostream & operator<< (std::ostream &os, const PDBelement &val)`
  - `std::ostream & operator<< (std::ostream &os, const PDBHeader &d)`
  - `std::ostream & operator<< (std::ostream &os, const PhotometricInterpretation &val)`
  - `std::ostream & operator<< (std::ostream &os, const PixelFormat &pf)`
  - `std::ostream & operator<< (std::ostream &os, const Preamble &val)`
  - `std::ostream & operator<< (std::ostream &os, const PrivateDict &val)`
  - `std::ostream & operator<< (std::ostream &os, const PrivateTag &val)`
  - `std::ostream & operator<< (std::ostream &os, const Region &r)`
  - `std::ostream & operator<< (std::ostream &os, const Scanner &s)`
  - `std::ostream & operator<< (std::ostream &os, const Scanner2 &s)`
  - `std::ostream & operator<< (std::ostream &os, const Sorter &s)`
  - `std::ostream & operator<< (std::ostream &os, const StrictScanner &s)`
  - `std::ostream & operator<< (std::ostream &os, const StrictScanner2 &s)`
  - `std::ostream & operator<< (std::ostream &os, const SwapCode &sc)`
  - `std::ostream & operator<< (std::ostream &os, const Version &v)`
  - `std::ostream & operator<< (std::ostream &os, const VL &val)`
  - `std::ostream & operator<< (std::ostream &os, Event &e)`
- Generic inserter operator for [Event](#) and its subclasses.*
- `bool operator== (const CodeString &ref, const CodeString &cs)`
  - `std::istream & operator>> (std::istream &_is, Tag &_val)`
  - `std::istream & operator>> (std::istream &in, ignore_char const &ic)`
  - `template<char TDelimiter, unsigned int TMaxLength, char TPadChar>  
std::istream & operator>> (std::istream &is, String< TDelimiter, TMaxLength, TPadChar > &ms)`
  - `template<typename T >  
static int Round (T x)`
  - `static int roundat (char *buf, size_t bufLen, unsigned int i, int iexp)`
  - `TYPETOENCODING (SQ, VRBINARY, unsigned char) TYPETOENCODING(UN`
  - `template<typename Float >  
static void x16printf (char *buf, int size, Float f)`

## Variables

- static [Global GlobalInstance](#)
- [VRBINARY](#)

### 9.1.1 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.

### 9.1.2 Typedef Documentation

#### 9.1.2.1 AEComp

```
typedef String<'\\',16> gdcmm::AEComp
```

#### 9.1.2.2 ASComp

```
typedef String<'\\',64> gdcmm::ASComp
```

### 9.1.2.3 BOOL\_FUNCTION\_PFILE\_PFILE\_POINTER

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

### 9.1.2.4 CSComp

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

### 9.1.2.5 DComp

```
typedef String<'\\', 64> gdcm::DComp
```

### 9.1.2.6 DTComp

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

### 9.1.2.7 FileList

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

### 9.1.2.8 IconImage

```
typedef Bitmap gdcm::IconImage
```

### 9.1.2.9 LOComp

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

#### 9.1.2.10 LTComp

```
typedef String<'\\', 64> gdc::LTComp
```

#### 9.1.2.11 MacroEntry

```
typedef ModuleEntry gdc::MacroEntry
```

#### 9.1.2.12 NestedMacroEntries

```
typedef NestedModuleEntries gdc::NestedMacroEntries
```

#### 9.1.2.13 PNComp

```
typedef String<'\\', 64> gdc::PNComp
```

#### 9.1.2.14 SHComp

```
typedef String<'\\', 64> gdc::SHComp
```

#### 9.1.2.15 STComp

```
typedef String<'\\', 64> gdc::STComp
```

#### 9.1.2.16 TMComp

```
typedef String<'\\', 16> gdc::TMComp
```

### 9.1.2.17 UCComp

```
typedef String<'\\', 4294967294> gdcm::UCComp
```

### 9.1.2.18 UIComp

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

### 9.1.2.19 URComp

```
typedef String<'\\', 4294967294> gdcm::URComp
```

### 9.1.2.20 UTComp

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

## 9.1.3 Enumeration Type Documentation

### 9.1.3.1 CompOperators

```
enum gdcm::CompOperators
```

Enumerator

GDCM_EQUAL	
GDCM_DIFFERENT	
GDCM_GREATER	
GDCM_GREATEROREQUAL	
GDCM_LESS	
GDCM_LESOREQUAL	

### 9.1.3.2 ECharSet

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	

### 9.1.3.3 ENQueryType

enum `gdcm::ENQueryType`

#### Enumerator

eCreateMMPS	
eSetMMPS	

### 9.1.3.4 EQueryLevel

enum `gdcm::EQueryLevel`

#### Enumerator

ePatient	
----------	--



## Enumerator

eStudy	
eSeries	
eImage	

### 9.1.3.5 EQueryType

```
enum gdcm::EQueryType
```

## Enumerator

eFind	
eMove	
eWLMFind	

### 9.1.3.6 ERootType

```
enum gdcm::ERootType
```

## Enumerator

ePatientRootType	
eStudyRootType	

### 9.1.3.7 LodModeType

```
enum gdcm::LodModeType
```

## Enumerator

LD_ALL	
LD_NOSEQ	
LD_NOSHADOW	
LD_NOSHADOWSEQ	

## 9.1.4 Function Documentation

### 9.1.4.1 `add1()`

```
static int gcdm::add1 (  
    char * buf,  
    int n ) [static]
```

References [add1\(\)](#).

Referenced by [add1\(\)](#), and [doround\(\)](#).

### 9.1.4.2 `backslash()`

```
ignore_char const gcdm::backslash (  
    '\\ ' )
```

Referenced by [gcdm::EncodingImplementation< VR::VRASCII >::ReadComputeLength\(\)](#).

### 9.1.4.3 `Clamp()`

```
template<typename T >  
static T gcdm::Clamp (  
    int v ) [inline], [static]
```

### 9.1.4.4 `clean()`

```
static void gcdm::clean (  
    char * mant ) [inline], [static]
```

Referenced by [x16printf\(\)](#).

#### 9.1.4.5 doround()

```
static int gdcm::doround (
    char * buf,
    unsigned int n ) [static]
```

References [add1\(\)](#).

Referenced by [roundat\(\)](#).

#### 9.1.4.6 GetVRFromTag()

```
VR::VRType gdcm::GetVRFromTag (
    Tag const & tag )
```

#### 9.1.4.7 operator"!="() [1/2]

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

#### 9.1.4.8 operator"!="() [2/2]

```
bool gdcm::operator!= (
    const DataElement & lhs,
    const DataElement & rhs ) [inline]
```

#### 9.1.4.9 operator<<() [1/59]

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

#### 9.1.4.10 operator<<() [2/59]

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

#### 9.1.4.11 operator<<() [3/59]

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

#### 9.1.4.12 operator<<() [4/59]

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

#### 9.1.4.13 operator<<() [5/59]

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

#### 9.1.4.14 operator<<() [6/59]

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

#### 9.1.4.15 operator<<() [7/59]

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

**9.1.4.16 operator<<() [8/59]**

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

**9.1.4.17 operator<<() [9/59]**

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

**9.1.4.18 operator<<() [10/59]**

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

**9.1.4.19 operator<<() [11/59]**

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

**9.1.4.20 operator<<() [12/59]**

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

**9.1.4.21 operator<<() [13/59]**

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

#### 9.1.4.22 `operator<<()` [14/59]

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

#### 9.1.4.23 `operator<<()` [15/59]

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

#### 9.1.4.24 `operator<<()` [16/59]

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

References [gdcmm::UIDs::GetName\(\)](#), and [gdcmm::UIDs::GetString\(\)](#).

#### 9.1.4.25 `operator<<()` [17/59]

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

#### 9.1.4.26 `operator<<()` [18/59]

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

**9.1.4.27 operator<<() [19/59]**

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

**9.1.4.28 operator<<() [20/59]**

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

**9.1.4.29 operator<<() [21/59]**

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

**9.1.4.30 operator<<() [22/59]**

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

**9.1.4.31 operator<<() [23/59]**

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

**9.1.4.32 operator<<() [24/59]**

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

#### 9.1.4.33 operator<<() [25/59]

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

#### 9.1.4.34 operator<<() [26/59]

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

#### 9.1.4.35 operator<<() [27/59]

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

#### 9.1.4.36 operator<<() [28/59]

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

#### 9.1.4.37 operator<<() [29/59]

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

#### 9.1.4.38 operator<<() [30/59]

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



**9.1.4.39 operator<<() [31/59]**

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

**9.1.4.40 operator<<() [32/59]**

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

**9.1.4.41 operator<<() [33/59]**

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

**9.1.4.42 operator<<() [34/59]**

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

**9.1.4.43 operator<<() [35/59]**

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

**9.1.4.44 operator<<() [36/59]**

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

**9.1.4.45 operator<<() [37/59]**

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

**9.1.4.46 operator<<() [38/59]**

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

**9.1.4.47 operator<<() [39/59]**

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

**9.1.4.48 operator<<() [40/59]**

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

**9.1.4.49 operator<<() [41/59]**

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

**9.1.4.50 operator<<() [42/59]**

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

**9.1.4.51 operator<<() [43/59]**

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

**9.1.4.52 operator<<() [44/59]**

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

**9.1.4.53 operator<<() [45/59]**

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

**9.1.4.54 operator<<() [46/59]**

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

**9.1.4.55 operator<<() [47/59]**

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

**9.1.4.56 operator<<() [48/59]**

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

#### 9.1.4.57 operator<<() [49/59]

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

#### 9.1.4.58 operator<<() [50/59]

```
std::ostream & gdcmm::operator<< (
    std::ostream & os,
    const Region & r ) [inline]
```

References [gdcmm::Region::Print\(\)](#).

#### 9.1.4.59 operator<<() [51/59]

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

#### 9.1.4.60 operator<<() [52/59]

```
std::ostream & gdcmm::operator<< (
    std::ostream & os,
    const Scanner2 & s ) [inline]
```

#### 9.1.4.61 operator<<() [53/59]

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

**9.1.4.62 operator<<() [54/59]**

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

**9.1.4.63 operator<<() [55/59]**

```
std::ostream & gdcm::operator<< (
    std::ostream & os,
    const StrictScanner2 & s ) [inline]
```

**9.1.4.64 operator<<() [56/59]**

```
std::ostream & gdcm::operator<< (
    std::ostream & os,
    const SwapCode & sc ) [inline]
```

**9.1.4.65 operator<<() [57/59]**

```
std::ostream & gdcm::operator<< (
    std::ostream & os,
    const Version & v ) [inline]
```

**9.1.4.66 operator<<() [58/59]**

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

**9.1.4.67 operator<<()** [59/59]

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

Generic inserter operator for [Event](#) and its subclasses.

References [gdcmm::Event::Print\(\)](#).

**9.1.4.68 operator==( )**

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

**Examples**

[DumpPhilipsECHO.cxx](#).

**9.1.4.69 operator>>()** [1/3]

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

**9.1.4.70 operator>>()** [2/3]

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

References [gdcmm::ignore\\_char::m\\_char](#).

**9.1.4.71 operator>>()** [3/3]

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

#### 9.1.4.72 Round()

```
template<typename T >
static int gdcm::Round (
    T x ) [inline], [static]
```

Referenced by [gdcm::ImageChangePhotometricInterpretation::RGB2YBR\(\)](#), and [gdcm::ImageChangePhotometricInterpretation::YBR2RGB\(\)](#).

#### 9.1.4.73 roundat()

```
static int gdcm::roundat (
    char * buf,
    size_t bufLen,
    unsigned int i,
    int iexp ) [static]
```

References [doround\(\)](#).

Referenced by [x16printf\(\)](#).

#### 9.1.4.74 TYPETOENCODING()

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

#### 9.1.4.75 x16printf()

```
template<typename Float >
static void gdcm::x16printf (
    char * buf,
    int size,
    Float f ) [static]
```

References [clean\(\)](#), and [roundat\(\)](#).

Referenced by [gdcm::EncodingImplementation< VR::VRASCII >::Write\(\)](#).

### 9.1.5 Variable Documentation

### 9.1.5.1 GlobalInstance

`Global` `gdcmm::GlobalInstance` `[static]`

### 9.1.5.2 VRBINARY

`gdcmm::VRBINARY`

Referenced by `gdcmm::Element< TVR, VM::VM1_n >::Set()`, and `gdcmm::Element< TVR, VM::VM1_n >::SetNoSwap()`.

## 9.2 gdcmm::network Namespace Reference

### Classes

- class `AAbortPDU`  
*AAbortPDU.*
- class `AAssociateACPDU`  
*AAssociateACPDU.*
- class `AAssociateRJPDU`  
*AAssociateRJPDU.*
- class `AAssociateRQPDU`  
*AAssociateRQPDU.*
- class `AbstractSyntax`  
*AbstractSyntax.*
- class `ApplicationContext`  
*ApplicationContext.*
- class `AReleaseRPPDU`  
*AReleaseRPPDU.*
- class `AReleaseRQPDU`  
*AReleaseRQPDU.*
- class `ARTIMTimer`  
*ARTIMTimer.*
- class `AsynchronousOperationsWindowSub`  
*AsynchronousOperationsWindowSub.*
- class `BaseCompositeMessage`  
*BaseCompositeMessage.*
- class `BaseNormalizedMessage`  
*BaseNormalizedMessage.*
- class `BasePDU`  
*BasePDU.*
- class `CEchoRQ`  
*CEchoRQ.*
- class `CEchoRSP`



- CEchoRSP* this file defines the messages for the cecho action.
- class [CFind](#)
- class [CFindCancelRQ](#)
  - CFindCancelRQ* this file defines the messages for the cfind action.
- class [CFindRQ](#)
  - CFindRQ*.
- class [CFindRSP](#)
  - CFindRSP* this file defines the messages for the cfind action.
- class [CMoveCancelRq](#)
- class [CMoveRQ](#)
  - CMoveRQ*.
- class [CMoveRSP](#)
  - CMoveRSP* this file defines the messages for the cmove action.
- class [CompositeMessageFactory](#)
  - CompositeMessageFactory*.
- class [CStoreRQ](#)
  - CStoreRQ*.
- class [CStoreRSP](#)
  - CStoreRSP* this file defines the messages for the cecho action.
- class [DIMSE](#)
  - DIMSE*.
- class [ImplementationClassUIDSub](#)
  - ImplementationClassUIDSub*.
- class [ImplementationUIDSub](#)
  - ImplementationUIDSub*.
- class [ImplementationVersionNameSub](#)
  - ImplementationVersionNameSub*.
- class [MaximumLengthSub](#)
  - MaximumLengthSub*.
- class [NActionRQ](#)
  - NActionRQ*.
- class [NActionRSP](#)
  - NActionRSP* this file defines the messages for the NAction action.
- class [NCreateRQ](#)
  - NCreateRQ*.
- class [NCreateRSP](#)
  - NCreateRSP* this file defines the messages for the ncreate action.
- class [NDeleteRQ](#)
  - NDeleteRQ*.
- class [NDeleteRSP](#)
  - NDeleteRSP* this file defines the messages for the ndelete action.
- class [NEventReportRQ](#)
  - NEventReportRQ*.
- class [NEventReportRSP](#)
  - NEventReportRSP* this file defines the messages for the neventreport action.
- class [NGetRQ](#)
  - NGetRQ*.

- class [NGetRSP](#)  
*NGetRSP* this file defines the messages for the nget action.
- class [NormalizedMessageFactory](#)
- class [NSetRQ](#)  
*NSetRQ*.
- class [NSetRSP](#)  
*NSetRSP* this file defines the messages for the nset action.
- class [PDataTFPDU](#)  
*PDataTFPDU*.
- class [PDUFactory](#)  
*PDUFactory* basically, given an initial byte, construct the.
- class [PresentationContextAC](#)  
*PresentationContextAC*.
- class [PresentationContextRQ](#)  
*PresentationContextRQ*.
- class [PresentationDataValue](#)  
*PresentationDataValue*.
- class [RoleSelectionSub](#)  
*RoleSelectionSub*.
- class [ServiceClassApplicationInformation](#)
- class [SOPClassExtendedNegociationSub](#)  
*SOPClassExtendedNegociationSub*.
- class [TableRow](#)
- class [TransferSyntaxSub](#)  
*TransferSyntaxSub*.
- struct [Transition](#)
- class [ULAction](#)  
*ULAction*.
- 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 [ULActionAE5](#)
- class [ULActionAE6](#)
- class [ULActionAE7](#)
- class [ULActionAE8](#)
- class [ULActionAR1](#)
- class [ULActionAR10](#)
- class [ULActionAR2](#)
- class [ULActionAR3](#)
- class [ULActionAR4](#)

- class [ULActionAR5](#)
- class [ULActionAR6](#)
- class [ULActionAR7](#)
- class [ULActionAR8](#)
- class [ULActionAR9](#)
- class [ULActionDT1](#)
- class [ULActionDT2](#)
- class [ULBasicCallback](#)  
*ULBasicCallback.*
- class [ULConnection](#)  
*ULConnection.*
- class [ULConnectionCallback](#)
- class [ULConnectionInfo](#)  
*ULConnectionInfo.*
- class [ULConnectionManager](#)  
*ULConnectionManager.*
- class [ULEvent](#)  
*ULEvent.*
- class [ULTransitionTable](#)  
*ULTransitionTable* The transition table of all the ULEvents, new ULActions, and ULStates.
- class [ULWritingCallback](#)
- class [UserInformation](#)  
*UserInformation.*

## 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

## 9.2.1 Enumeration Type Documentation

### 9.2.1.1 EEventID

enum [gdcn::network::EEventID](#)

#### Enumerator

<a href="#">eAASSOCIATERequestLocalUser</a>	
<a href="#">eTransportConnConfirmLocal</a>	
<a href="#">eASSOCIATE_ACPDUreceived</a>	
<a href="#">eASSOCIATE_RJPDUreceived</a>	
<a href="#">eTransportConnIndicLocal</a>	
<a href="#">eAASSOCIATE_RQPDUreceived</a>	
<a href="#">eAASSOCIATEResponseAccept</a>	
<a href="#">eAASSOCIATEResponseReject</a>	
<a href="#">ePDATArequest</a>	
<a href="#">ePDATATFPDU</a>	
<a href="#">eARELEASERequest</a>	

## Enumerator

eARELEASE_RQPDURceivedOpen	
eARELEASE_RPPDURceived	
eARELEASEResponse	
eAABORTRequest	
eAABORTPDURceivedOpen	
eTransportConnectionClosed	
eARTIMTimerExpired	
eUnrecognizedPDURceived	
eEventDoesNotExist	

## 9.2.1.2 EStateID

```
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	

## 9.2.2 Function Documentation

### 9.2.2.1 GetStateIndex()

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

References [eSta10ReleaseCollisionAc](#), [eSta11ReleaseCollisionRq](#), [eSta12ReleaseCollisionAcLocal](#), [eSta13AwaitingClose](#), [eSta1Idle](#), [eSta2Open](#), [eSta3WaitLocalAssoc](#), [eSta4LocalAssocDone](#), [eSta5WaitRemoteAssoc](#), [eSta6TransferReady](#), [eSta7WaitRelease](#), [eSta8WaitLocalRelease](#), [eSta9ReleaseCollisionRqLocal](#), and [eStaDoesNotExist](#).

## 9.2.3 Variable Documentation

### 9.2.3.1 cMaxEventID

```
const int gdcn::network::cMaxEventID = eEventDoesNotExist
```

### 9.2.3.2 cMaxStateID

```
const int gdcn::network::cMaxStateID = 13
```

Referenced by [gdcn::network::TableRow::TableRow\(\)](#), and [gdcn::network::TableRow::~~TableRow\(\)](#).

## 9.3 gdcn::SegmentHelper Namespace Reference

### Classes

- struct [BasicCodedEntry](#)

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

## 9.4 gdcn::terminal Namespace Reference

Class for Terminal.

## 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)

### 9.4.1 Detailed Description

Class for Terminal.

Allow one to print in color in a shell

- support VT100 compatible shell
- win32 console

### 9.4.2 Enumeration Type Documentation

#### 9.4.2.1 Attribute

```
enum gdcm::terminal::Attribute
```

**Enumerator**

reset	
bright	
dim	
underline	
blink	
reverse	
hidden	

**9.4.2.2 Color**

```
enum gdcmm::terminal::Color
```

**Enumerator**

black	
red	
green	
yellow	
blue	
magenta	
cyan	
white	

**9.4.2.3 Mode**

```
enum gdcmm::terminal::Mode
```

**Enumerator**

CONSOLE	
VT100	

**9.4.3 Function Documentation**



#### 9.4.3.1 setattribute()

```
GDCM_EXPORT std::string gdcm::terminal::setattribute (
    Attribute att )
```

#### 9.4.3.2 setbgcolor()

```
GDCM_EXPORT std::string gdcm::terminal::setbgcolor (
    Color c )
```

#### 9.4.3.3 setfgcolor()

```
GDCM_EXPORT std::string gdcm::terminal::setfgcolor (
    Color c )
```

#### 9.4.3.4 setmode()

```
GDCM_EXPORT void gdcm::terminal::setmode (
    Mode m )
```



## Chapter 10

# Class Documentation

### 10.1 gdcmm::network::AAabortPDU Class Reference

[AAabortPDU](#).

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

Inheritance diagram for gdcmm::network::AAabortPDU:



Collaboration diagram for gdcmm::network::AAabortPDU:



## Public Member Functions

- [AAbortPDU](#) ()
- bool [IsLastFragment](#) () const override
- void [Print](#) (std::ostream &os) const override
- std::istream & [Read](#) (std::istream &is) override
- void [SetReason](#) (const uint8\_t r)
- void [SetSource](#) (const uint8\_t s)
- size\_t [Size](#) () const override
- const std::ostream & [Write](#) (std::ostream &os) const override

### 10.1.1 Detailed Description

[AAbortPDU](#).

[Table](#) 9-26 A-ABORT PDU FIELDS

### 10.1.2 Constructor & Destructor Documentation

#### 10.1.2.1 AAbortPDU()

```
gdcm::network::AAbortPDU::AAbortPDU ( )
```

### 10.1.3 Member Function Documentation

#### 10.1.3.1 IsLastFragment()

```
bool gdcm::network::AAbortPDU::IsLastFragment ( ) const [inline], [override], [virtual]
```

Implements [gdcm::network::BasePDU](#).

#### 10.1.3.2 Print()

```
void gdcm::network::AAbortPDU::Print (
    std::ostream & os ) const [override], [virtual]
```

Implements [gdcm::network::BasePDU](#).

### 10.1.3.3 Read()

```
std::istream & gdcm::network::AAabortPDU::Read (
    std::istream & is ) [override], [virtual]
```

Implements [gdcm::network::BasePDU](#).

### 10.1.3.4 SetReason()

```
void gdcm::network::AAabortPDU::SetReason (
    const uint8_t r )
```

### 10.1.3.5 SetSource()

```
void gdcm::network::AAabortPDU::SetSource (
    const uint8_t s )
```

### 10.1.3.6 Size()

```
size_t gdcm::network::AAabortPDU::Size ( ) const [override], [virtual]
```

Implements [gdcm::network::BasePDU](#).

### 10.1.3.7 Write()

```
const std::ostream & gdcm::network::AAabortPDU::Write (
    std::ostream & os ) const [override], [virtual]
```

Implements [gdcm::network::BasePDU](#).

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

- [gdcmAAabortPDU.h](#)

## 10.2 gdcm::network::AAssociateACPDU Class Reference

[AAssociateACPDU](#).

```
#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 [UserInfo](#) & [GetUserInfo](#) () const
- void [InitFromRQ](#) ([AAssociateRQPDU](#) const &rqpdu)
- bool [IsLastFragment](#) () const override
- void [Print](#) (std::ostream &os) const override
- std::istream & [Read](#) (std::istream &is) override
- [SizeType](#) [Size](#) () const override
- const std::ostream & [Write](#) (std::ostream &os) const override

## Protected Member Functions

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

## Friends

- class [AAssociateRQPDU](#)

### 10.2.1 Detailed Description

[AAssociateACPDU](#).

[Table](#) 9-17 ASSOCIATE-AC PDU fields

### 10.2.2 Member Typedef Documentation

#### 10.2.2.1 SizeType

```
typedef std::vector<PresentationContextAC>::size_type gdcn::network::AAssociateACPDU::SizeType
```

### 10.2.3 Constructor & Destructor Documentation

### 10.2.3.1 AAssociateACPDU()

```
gdcmm::network::AAssociateACPDU::AAssociateACPDU ( )
```

## 10.2.4 Member Function Documentation

### 10.2.4.1 AddPresentationContextAC()

```
void gdcmm::network::AAssociateACPDU::AddPresentationContextAC (
    PresentationContextAC const & pcac )
```

### 10.2.4.2 GetNumberOfPresentationContextAC()

```
SizeType gdcmm::network::AAssociateACPDU::GetNumberOfPresentationContextAC ( ) const [inline]
```

### 10.2.4.3 GetPresentationContextAC()

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

### 10.2.4.4 GetUserInfoInformation()

```
const UserInfoInformation & gdcmm::network::AAssociateACPDU::GetUserInfoInformation ( ) const [inline]
```

### 10.2.4.5 InitFromRQ()

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



#### 10.2.4.6 IsLastFragment()

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

Implements [gdcm::network::BasePDU](#).

#### 10.2.4.7 Print()

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

Implements [gdcm::network::BasePDU](#).

#### 10.2.4.8 Read()

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

Implements [gdcm::network::BasePDU](#).

#### 10.2.4.9 SetCalledAETitle()

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

#### 10.2.4.10 SetCallingAETitle()

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

#### 10.2.4.11 Size()

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

Implements [gdcm::network::BasePDU](#).

#### 10.2.4.12 Write()

```
const std::ostream & gdcn::network::AAssociateACPDU::Write (
    std::ostream & os ) const [override], [virtual]
```

Implements [gdcn::network::BasePDU](#).

### 10.2.5 Friends And Related Function Documentation

#### 10.2.5.1 AAssociateRQPDU

```
friend class AAssociateRQPDU [friend]
```

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

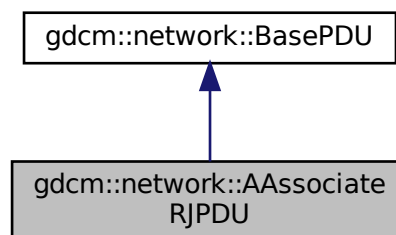
- [gdcnAAssociateACPDU.h](#)

## 10.3 gdcn::network::AAssociateRJPDU Class Reference

[AAssociateRJPDU](#).

```
#include <gdcnAAssociateRJPDU.h>
```

Inheritance diagram for gdcn::network::AAssociateRJPDU:



Collaboration diagram for gdcm::network::AAssociateRJPDU:



## Public Member Functions

- [AAssociateRJPDU](#) ()
- bool [IsLastFragment](#) () const override
- void [Print](#) (std::ostream &os) const override
- std::istream & [Read](#) (std::istream &is) override
- size\_t [Size](#) () const override
- const std::ostream & [Write](#) (std::ostream &os) const override

### 10.3.1 Detailed Description

[AAssociateRJPDU](#).

[Table 9-21](#) ASSOCIATE-RJ PDU FIELDS

### 10.3.2 Constructor & Destructor Documentation

#### 10.3.2.1 AAssociateRJPDU()

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

### 10.3.3 Member Function Documentation

#### 10.3.3.1 IsLastFragment()

```
bool gdcn::network::AAssociateRJPDU::IsLastFragment ( ) const [inline], [override], [virtual]
```

Implements [gdcn::network::BasePDU](#).

#### 10.3.3.2 Print()

```
void gdcn::network::AAssociateRJPDU::Print (  
    std::ostream & os ) const [override], [virtual]
```

Implements [gdcn::network::BasePDU](#).

#### 10.3.3.3 Read()

```
std::istream & gdcn::network::AAssociateRJPDU::Read (  
    std::istream & is ) [override], [virtual]
```

Implements [gdcn::network::BasePDU](#).

#### 10.3.3.4 Size()

```
size_t gdcn::network::AAssociateRJPDU::Size ( ) const [override], [virtual]
```

Implements [gdcn::network::BasePDU](#).

#### 10.3.3.5 Write()

```
const std::ostream & gdcn::network::AAssociateRJPDU::Write (  
    std::ostream & os ) const [override], [virtual]
```

Implements [gdcn::network::BasePDU](#).

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

- [gdcnAAssociateRJPDU.h](#)

## 10.4 gdcmm::network::AAssociateRQPDU Class Reference

[AAssociateRQPDU](#).

```
#include <gdcmmAAssociateRQPDU.h>
```

Inheritance diagram for gdcmm::network::AAssociateRQPDU:



Collaboration diagram for gdcmm::network::AAssociateRQPDU:



### Public Types

- typedef std::vector< [PresentationContextRQ](#) > [PresentationContextArrayType](#)
- typedef std::vector< [PresentationContextRQ](#) >::size\_type [SizeType](#)

## Public Member Functions

- [AAssociateRQPDU](#) ()
- [AAssociateRQPDU](#) (const [AAssociateRQPDU](#) &pdu)
- 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 &absyn) const
- const [PresentationContextRQ](#) \* [GetPresentationContextByID](#) (uint8\_t i) const
- [PresentationContextArrayType](#) const & [GetPresentationContexts](#) ()
- const [UserInformation](#) & [GetUserInformation](#) () const
- bool [IsLastFragment](#) () const override
- void [Print](#) (std::ostream &os) const override
- std::istream & [Read](#) (std::istream &is) override
- void [SetCalledAETitle](#) (const char calledaetitle[16])  
*Set the Called AE Title.*
- void [SetCallingAETitle](#) (const char callingaetitle[16])  
*Set the Calling AE Title.*
- void [SetUserInformation](#) ([UserInformation](#) const &ui)
- size\_t [Size](#) () const override
- const std::ostream & [Write](#) (std::ostream &os) const override

## Static Public Member Functions

- static bool [IsAETitleValid](#) (const char title[16])  
*Check whether or not the.*

## Protected Member Functions

- std::string [GetReserved43\\_74](#) () const

## Friends

- class [AAssociateACPDU](#)

### 10.4.1 Detailed Description

[AAssociateRQPDU](#).

[Table](#) 9-11 ASSOCIATE-RQ PDU fields

### 10.4.2 Member Typedef Documentation

### 10.4.2.1 PresentationContextArrayType

```
typedef std::vector<PresentationContextRQ> gdcm::network::AAssociateRQPDU::PresentationContextArrayType
```

### 10.4.2.2 SizeType

```
typedef std::vector<PresentationContextRQ>::size_type gdcm::network::AAssociateRQPDU::SizeType
```

## 10.4.3 Constructor & Destructor Documentation

### 10.4.3.1 AAssociateRQPDU() [1/2]

```
gdcm::network::AAssociateRQPDU::AAssociateRQPDU ( )
```

### 10.4.3.2 AAssociateRQPDU() [2/2]

```
gdcm::network::AAssociateRQPDU::AAssociateRQPDU (
    const AAssociateRQPDU & pdu ) [inline]
```

## 10.4.4 Member Function Documentation

### 10.4.4.1 AddPresentationContext()

```
void gdcm::network::AAssociateRQPDU::AddPresentationContext (
    PresentationContextRQ const & pc )
```

### 10.4.4.2 GetCalledAETitle()

```
std::string gdcm::network::AAssociateRQPDU::GetCalledAETitle ( ) const [inline]
```

#### 10.4.4.3 GetCallingAETitle()

```
std::string gdcn::network::AAssociateRQPDU::GetCallingAETitle ( ) const [inline]
```

#### 10.4.4.4 GetNumberOfPresentationContext()

```
SizeType gdcn::network::AAssociateRQPDU::GetNumberOfPresentationContext ( ) const [inline]
```

#### 10.4.4.5 GetPresentationContext()

```
PresentationContextRQ const & gdcn::network::AAssociateRQPDU::GetPresentationContext (
    SizeType i ) const [inline]
```

#### 10.4.4.6 GetPresentationContextByAbstractSyntax()

```
const PresentationContextRQ * gdcn::network::AAssociateRQPDU::GetPresentationContextByAbstract←
Syntax (
    AbstractSyntax const & absyn ) const
```

#### 10.4.4.7 GetPresentationContextByID()

```
const PresentationContextRQ * gdcn::network::AAssociateRQPDU::GetPresentationContextByID (
    uint8_t i ) const
```

#### 10.4.4.8 GetPresentationContexts()

```
PresentationContextArrayType const & gdcn::network::AAssociateRQPDU::GetPresentationContexts ( )
[inline]
```



#### 10.4.4.9 GetReserved43\_74()

```
std::string gdcm::network::AAssociateRQPDU::GetReserved43_74 ( ) const [protected]
```

#### 10.4.4.10 GetUserInfoInformation()

```
const UserInfoInformation & gdcm::network::AAssociateRQPDU::GetUserInfoInformation ( ) const [inline]
```

#### 10.4.4.11 IsAETitleValid()

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

Check whether or not the.

##### Parameters

<i>title</i>	is a valid AE title
--------------	---------------------

#### 10.4.4.12 IsLastFragment()

```
bool gdcm::network::AAssociateRQPDU::IsLastFragment ( ) const [inline], [override], [virtual]
```

Implements [gdcm::network::BasePDU](#).

#### 10.4.4.13 Print()

```
void gdcm::network::AAssociateRQPDU::Print (
    std::ostream & os ) const [override], [virtual]
```

This function will initialize an [AAssociateACPDU](#) from the fields in the [AAssociateRQPDU](#) structure

Implements [gdcm::network::BasePDU](#).

#### 10.4.4.14 Read()

```
std::istream & gdcM::network::AAssociateRQPDU::Read (
    std::istream & is ) [override], [virtual]
```

Implements [gdcM::network::BasePDU](#).

#### 10.4.4.15 SetCalledAETitle()

```
void gdcM::network::AAssociateRQPDU::SetCalledAETitle (
    const char calledaetitle[16] )
```

Set the Called AE Title.

#### 10.4.4.16 SetCallingAETitle()

```
void gdcM::network::AAssociateRQPDU::SetCallingAETitle (
    const char callingaetitle[16] )
```

Set the Calling AE Title.

#### 10.4.4.17 SetUserInformation()

```
void gdcM::network::AAssociateRQPDU::SetUserInformation (
    UserInformation const & ui )
```

#### 10.4.4.18 Size()

```
size_t gdcM::network::AAssociateRQPDU::Size ( ) const [override], [virtual]
```

Implements [gdcM::network::BasePDU](#).

#### 10.4.4.19 Write()

```
const std::ostream & gdcm::network::AAssociateRQPDU::Write (
    std::ostream & os ) const [override], [virtual]
```

Implements [gdcm::network::BasePDU](#).

### 10.4.5 Friends And Related Function Documentation

#### 10.4.5.1 AAssociateACPDU

```
friend class AAssociateACPDU [friend]
```

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

- [gdcmAAssociateRQPDU.h](#)

## 10.5 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](#)

## 10.6 `gdcm::network::AbstractSyntax` Class Reference

[AbstractSyntax](#).

```
#include <gdcmAbstractSyntax.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

## 10.6.1 Detailed Description

[AbstractSyntax](#).

[Table](#) 9-14 ABSTRACT SYNTAX SUB-ITEM FIELDS

## 10.6.2 Constructor & Destructor Documentation

### 10.6.2.1 AbstractSyntax()

```
gdcm::network::AbstractSyntax::AbstractSyntax ( )
```

## 10.6.3 Member Function Documentation

### 10.6.3.1 GetAsDataElement()

```
DataElement gdcm::network::AbstractSyntax::GetAsDataElement ( ) const
```

### 10.6.3.2 GetName()

```
const char * gdcm::network::AbstractSyntax::GetName ( ) const [inline]
```

### 10.6.3.3 operator==()

```
bool gdcm::network::AbstractSyntax::operator== (
    const AbstractSyntax & as ) const [inline]
```

### 10.6.3.4 Print()

```
void gdcm::network::AbstractSyntax::Print (
    std::ostream & os ) const
```

#### 10.6.3.5 Read()

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

#### 10.6.3.6 SetName()

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

#### 10.6.3.7 SetNameFromUID()

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

#### 10.6.3.8 Size()

```
size_t gdcmm::network::AbstractSyntax::Size ( ) const
```

#### 10.6.3.9 Write()

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

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

- [gdcmmAbstractSyntax.h](#)

## 10.7 gdcm::AnonymizeEvent Class Reference

[AnonymizeEvent](#).

```
#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](#) (const [Self](#) &s)
- [AnonymizeEvent](#) ([Tag](#) const &tag=0)
- [~AnonymizeEvent](#) () override=default
- bool [CheckEvent](#) (const [::gdcM::Event](#) \*e) const override
- const char \* [GetEventName](#) () const override
- [Tag](#) const & [GetTag](#) () const
- [::gdcM::Event](#) \* [MakeObject](#) () const override
- void [operator=](#) (const [Self](#) &)=delete
- void [SetTag](#) (const [Tag](#) &t)

### 10.7.1 Detailed Description

[AnonymizeEvent](#).

Special type of event triggered during the Anonymization process

See also

[Anonymizer](#)

Examples

[BasicAnonymizer.cs](#), [Cleaner.cs](#), and [ClinicalTrialIdentificationWorkflow.cs](#).

### 10.7.2 Member Typedef Documentation

#### 10.7.2.1 Self

```
typedef AnonymizeEvent gdcM::AnonymizeEvent::Self
```

#### 10.7.2.2 Superclass

```
typedef AnyEvent gdcM::AnonymizeEvent::Superclass
```

### 10.7.3 Constructor & Destructor Documentation



### 10.7.3.1 AnonymizeEvent() [1/2]

```
gdcm::AnonymizeEvent::AnonymizeEvent (
    Tag const & tag = 0 ) [inline]
```

### 10.7.3.2 ~AnonymizeEvent()

```
gdcm::AnonymizeEvent::~~AnonymizeEvent ( ) [override], [default]
```

### 10.7.3.3 AnonymizeEvent() [2/2]

```
gdcm::AnonymizeEvent::AnonymizeEvent (
    const Self & s ) [inline]
```

## 10.7.4 Member Function Documentation

### 10.7.4.1 CheckEvent()

```
bool gdcm::AnonymizeEvent::CheckEvent (
    const ::gdcm::Event * e ) const [inline], [override]
```

### 10.7.4.2 GetEventName()

```
const char * gdcm::AnonymizeEvent::GetEventName ( ) const [inline], [override], [virtual]
```

Return the StringName associated with the event.

Implements [gdcm::Event](#).

#### 10.7.4.3 GetTag()

```
Tag const & gdcm::AnonymizeEvent::GetTag ( ) const [inline]
```

##### Examples

[BasicAnonymizer.cs](#), [Cleaner.cs](#), and [ClinicalTrialIdentificationWorkflow.cs](#).

#### 10.7.4.4 MakeObject()

```
::gdcm::Event * gdcm::AnonymizeEvent::MakeObject ( ) const [inline], [override], [virtual]
```

Create an [Event](#) of this type This method work as a Factory for creating events of each particular type.

Implements [gdcm::Event](#).

#### 10.7.4.5 operator=()

```
void gdcm::AnonymizeEvent::operator= (
    const Self & ) [delete]
```

#### 10.7.4.6 SetTag()

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

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

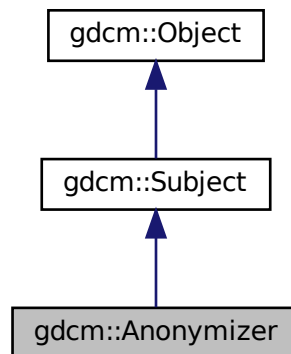
- [gdcmAnonymizeEvent.h](#)

## 10.8 gdcm::Anonymizer Class Reference

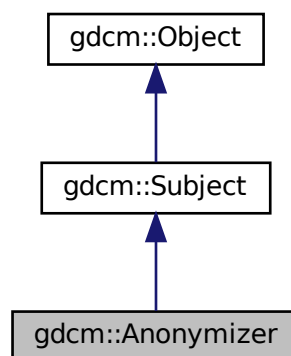
[Anonymizer.](#)

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

Inheritance diagram for gdcm::Anonymizer:



Collaboration diagram for gdcm::Anonymizer:



## Public Member Functions

- [Anonymizer](#) ()
- [~Anonymizer](#) () override
- bool [BasicApplicationLevelConfidentialityProfile](#) (bool deidentify=true)
- bool [Clear](#) ([PrivateTag](#) const &pt)
- bool [Clear](#) ([Tag](#) const &t)
  - Identical to 'Empty' except no action is done when tag is not present.*
- bool [Empty](#) ([PrivateTag](#) const &pt)
- bool [Empty](#) ([Tag](#) const &t)
  - Make [Tag](#) t empty (if not found tag will be created)*
- const [CryptographicMessageSyntax](#) \* [GetCryptographicMessageSyntax](#) () const
- [File](#) & [GetFile](#) ()
- bool [Remove](#) ([PrivateTag](#) const &pt)
- 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](#) ([PrivateTag](#) const &t, const char \*value)
- bool [Replace](#) ([PrivateTag](#) const &t, const char \*value, [VL](#) const &vl)
- 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 void [ClearInternalUIDs](#) ()
- 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 [BALCPProtect](#) ([DataSet](#) &ds, [Tag](#) const &tag, const [IOD](#) &iod)
- bool [CanEmptyTag](#) ([Tag](#) const &tag, const [IOD](#) &iod) const
- void [RecurseDataSet](#) ([DataSet](#) &ds)

### 10.8.1 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  $O(m \cdot \log(n))$  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 [Anonymizer](#) class when anonymizing a [FileSet](#). Once the [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

[BasicAnonymizer.cs](#), [ClinicalTrialAnnotate.cxx](#), [ClinicalTrialIdentificationWorkflow.cs](#), [CreateJPIPDataSet.cxx](#), [EncapsulateFileInRawData.cxx](#), [ManipulateFile.cs](#), and [MpegVideoInfo.cs](#).

## 10.8.2 Constructor & Destructor Documentation

### 10.8.2.1 Anonymizer()

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

### 10.8.2.2 ~Anonymizer()

```
gdcm::Anonymizer::~~Anonymizer ( ) [override]
```

## 10.8.3 Member Function Documentation

### 10.8.3.1 BALCPPProtect()

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

### 10.8.3.2 BasicApplicationLevelConfidentialityProfile()

```
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

#### Examples

[BasicAnonymizer.cs](#).

### 10.8.3.3 CanEmptyTag()

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

### 10.8.3.4 Clear() [1/2]

```
bool gdcm::Anonymizer::Clear (
    PrivateTag const & pt )
```

### 10.8.3.5 Clear() [2/2]

```
bool gdcm::Anonymizer::Clear (
    Tag const & t )
```

Identical to 'Empty' except no action is done when tag is not present.

### 10.8.3.6 ClearInternalUIDs()

```
static void gdcm::Anonymizer::ClearInternalUIDs ( ) [static]
```

Clear the internal mapping of real [UIDs](#) to generated [UIDs](#)

#### Warning

the mapping is definitely lost

### 10.8.3.7 Empty() [1/2]

```
bool gdcm::Anonymizer::Empty (
    PrivateTag const & pt )
```

Make [PrivateTag](#) pt empty (if not found tag will be created) Pay special attention that this code must be done before any call to Empty/Remove of the associated Private Creator, but before any call to Replace.

### 10.8.3.8 Empty() [2/2]

```
bool gdcM::Anonymizer::Empty (
    Tag const & t )
```

Make [Tag](#) t empty (if not found tag will be created)

#### Examples

[CreateJPIPDataSet.cxx](#).

### 10.8.3.9 GetBasicApplicationLevelConfidentialityProfileAttributes()

```
static std::vector< Tag > gdcM::Anonymizer::GetBasicApplicationLevelConfidentialityProfile↵
Attributes ( ) [static]
```

Return the list of [Tag](#) that will be considered when anonymizing a DICOM file.

#### Examples

[GenFakeIdentifyFile.cxx](#), and [TraverseModules.cxx](#).

### 10.8.3.10 GetCryptographicMessageSyntax()

```
const CryptographicMessageSyntax * gdcM::Anonymizer::GetCryptographicMessageSyntax ( ) const
```

### 10.8.3.11 GetFile()

```
File & gdcM::Anonymizer::GetFile ( ) [inline]
```

#### Examples

[BasicAnonymizer.cs](#), and [ManipulateFile.cs](#).



### 10.8.3.12 New()

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

for wrapped language: instantiate a reference counted object

#### Examples

[BasicAnonymizer.cs](#), and [ClinicalTrialIdentificationWorkflow.cs](#).

### 10.8.3.13 RecurseDataSet()

```
void gdcm::Anonymizer::RecurseDataSet (
    DataSet & ds ) [protected]
```

### 10.8.3.14 Remove() [1/2]

```
bool gdcm::Anonymizer::Remove (
    PrivateTag const & pt )
```

remove a private tag (even a SQ can be removed) Pay special attention that this code must be done before any call to Empty/Remove of the associated Private Creator, but before any call to Replace. When the private reservation becomes empty, no check is done to automatically remove the private creator

### 10.8.3.15 Remove() [2/2]

```
bool gdcm::Anonymizer::Remove (
    Tag const & t )
```

remove a tag (even a SQ can be removed)

### 10.8.3.16 RemoveGroupLength()

```
bool gdcm::Anonymizer::RemoveGroupLength ( )
```

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

#### Examples

[ClinicalTrialAnnotate.cxx](#), and [ManipulateFile.cs](#).

### 10.8.3.17 RemovePrivateTags()

```
bool gdcM::Anonymizer::RemovePrivateTags ( )
```

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

#### Examples

[ClinicalTrialAnnotate.cxx](#), and [ManipulateFile.cs](#).

### 10.8.3.18 RemoveRetired()

```
bool gdcM::Anonymizer::RemoveRetired ( )
```

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

### 10.8.3.19 Replace() [1/4]

```
bool gdcM::Anonymizer::Replace (
    PrivateTag const & t,
    const char * value )
```

### 10.8.3.20 Replace() [2/4]

```
bool gdcM::Anonymizer::Replace (
    PrivateTag const & t,
    const char * value,
    VL const & vl )
```

### 10.8.3.21 Replace() [3/4]

```
bool gdcM::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 VRASCI

#### Examples

[ClinicalTrialAnnotate.cxx](#), [CreateJPIPDataSet.cxx](#), [EncapsulateFileInRawData.cxx](#), [ManipulateFile.cs](#), and [MpegVideoInfo.cs](#).

### 10.8.3.22 Replace() [4/4]

```
bool gdcm::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

### 10.8.3.23 SetCryptographicMessageSyntax()

```
void gdcm::Anonymizer::SetCryptographicMessageSyntax (
    CryptographicMessageSyntax * cms )
```

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

#### Examples

[BasicAnonymizer.cs](#), and [ClinicalTrialIdentificationWorkflow.cs](#).

### 10.8.3.24 SetFile()

```
void gdcm::Anonymizer::SetFile (
    const File & f ) [inline]
```

Set/Get [File](#).

#### Examples

[BasicAnonymizer.cs](#), [ClinicalTrialAnnotate.cxx](#), [CreateJPIPDataSet.cxx](#), [EncapsulateFileInRawData.cxx](#), [ManipulateFile.cs](#), and [MpegVideoInfo.cs](#).

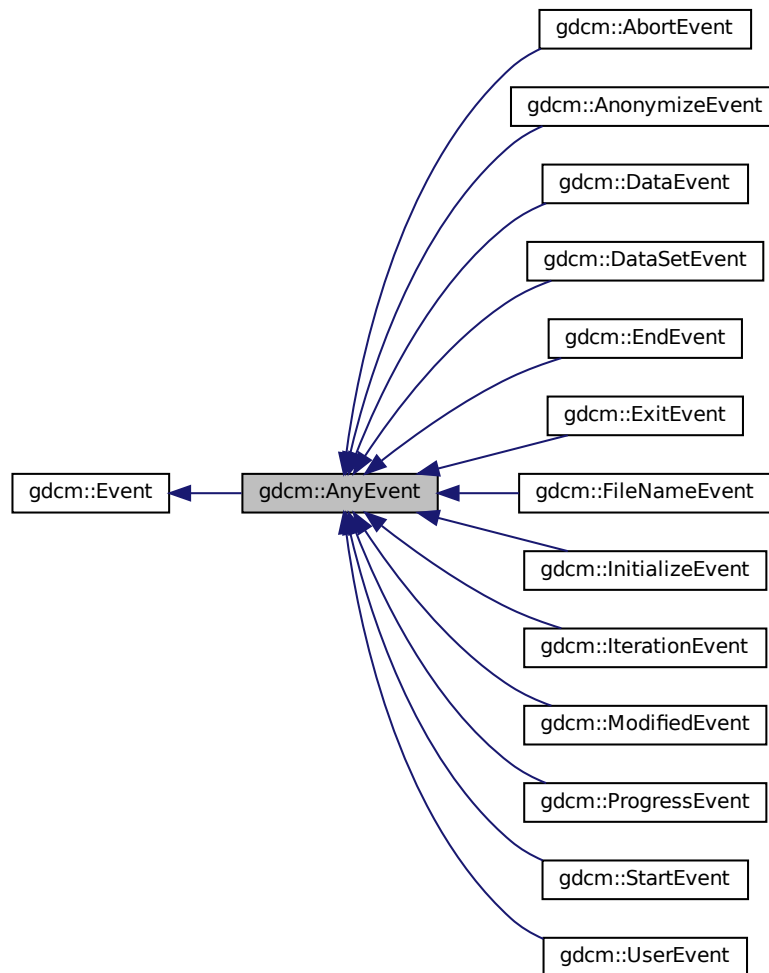
The documentation for this class was generated from the following file:

- [gdcmAnonymizer.h](#)

## 10.9 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](#)

## 10.10 gdcm::network::ApplicationContext Class Reference

[ApplicationContext.](#)

```
#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

### 10.10.1 Detailed Description

[ApplicationContext.](#)

[Table 9-12 APPLICATION CONTEXT ITEM FIELDS](#)

**Todo** Looks like Application Context can only be 64 bytes at max (see Figure 9-1 / PS 3.8 - 2009 )

## 10.10.2 Constructor & Destructor Documentation

### 10.10.2.1 ApplicationContext()

```
gdcm::network::ApplicationContext::ApplicationContext ( )
```

## 10.10.3 Member Function Documentation

### 10.10.3.1 GetName()

```
const char * gdcm::network::ApplicationContext::GetName ( ) const [inline]
```

### 10.10.3.2 Print()

```
void gdcm::network::ApplicationContext::Print (
    std::ostream & os ) const
```

### 10.10.3.3 Read()

```
std::istream & gdcm::network::ApplicationContext::Read (
    std::istream & is )
```

### 10.10.3.4 SetName()

```
void gdcm::network::ApplicationContext::SetName (
    const char * name ) [inline]
```

### 10.10.3.5 Size()

```
size_t gdcm::network::ApplicationContext::Size ( ) const
```

### 10.10.3.6 Write()

```
const std::ostream & gdcm::network::ApplicationContext::Write (
    std::ostream & os ) const
```

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

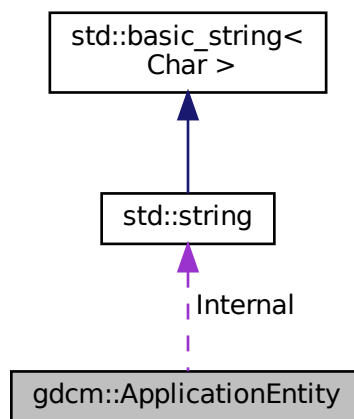
- [gdcmApplicationContext.h](#)

## 10.11 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](#) = ''

### 10.11.1 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

### 10.11.2 Member Function Documentation

#### 10.11.2.1 IsValid()

```
bool gdcmm::ApplicationEntity::IsValid ( ) const [inline]
```

#### 10.11.2.2 Print()

```
void gdcmm::ApplicationEntity::Print (
    std::ostream & os ) const [inline]
```



### 10.11.2.3 SetBlob()

```
void gdcm::ApplicationEntity::SetBlob (
    const std::vector< char > & v ) [inline]
```

### 10.11.2.4 Squeeze()

```
void gdcm::ApplicationEntity::Squeeze ( ) [inline]
```

## 10.11.3 Member Data Documentation

### 10.11.3.1 Internal

```
std::string gdcm::ApplicationEntity::Internal
```

### 10.11.3.2 MaxLength

```
const unsigned int gdcm::ApplicationEntity::MaxLength = 16 [static]
```

### 10.11.3.3 MaxNumberOfComponents

```
const unsigned int gdcm::ApplicationEntity::MaxNumberOfComponents = 1 [static]
```

### 10.11.3.4 Padding

```
const char gdcm::ApplicationEntity::Padding = ' ' [static]
```

### 10.11.3.5 Separator

```
const char gdcM::ApplicationEntity::Separator = ' ' [static]
```

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

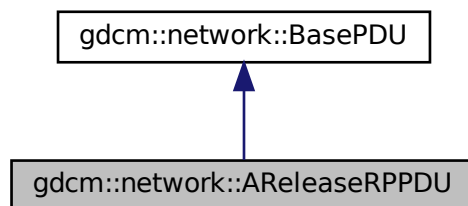
- [gdcMApplicationEntity.h](#)

## 10.12 gdcM::network::AReleaseRPPDU Class Reference

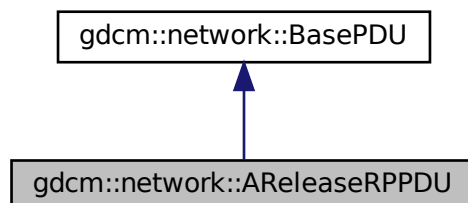
[AReleaseRPPDU](#).

```
#include <gdcMAReleaseRPPDU.h>
```

Inheritance diagram for gdcM::network::AReleaseRPPDU:



Collaboration diagram for gdcM::network::AReleaseRPPDU:



## Public Member Functions

- [AReleaseRPPDU](#) ()
- bool [IsLastFragment](#) () const override
- void [Print](#) (std::ostream &os) const override
- std::istream & [Read](#) (std::istream &is) override
- size\_t [Size](#) () const override
- const std::ostream & [Write](#) (std::ostream &os) const override

### 10.12.1 Detailed Description

[AReleaseRPPDU](#).

[Table](#) 9-25 A-RELEASE-RP PDU fields

### 10.12.2 Constructor & Destructor Documentation

#### 10.12.2.1 AReleaseRPPDU()

```
gdcm::network::AReleaseRPPDU::AReleaseRPPDU ( )
```

### 10.12.3 Member Function Documentation

#### 10.12.3.1 IsLastFragment()

```
bool gdcm::network::AReleaseRPPDU::IsLastFragment ( ) const [inline], [override], [virtual]
```

Implements [gdcm::network::BasePDU](#).

#### 10.12.3.2 Print()

```
void gdcm::network::AReleaseRPPDU::Print (
    std::ostream & os ) const [override], [virtual]
```

Implements [gdcm::network::BasePDU](#).

### 10.12.3.3 Read()

```
std::istream & gdcM::network::AReleaseRPPDU::Read (
    std::istream & is ) [override], [virtual]
```

Implements [gdcM::network::BasePDU](#).

### 10.12.3.4 Size()

```
size_t gdcM::network::AReleaseRPPDU::Size ( ) const [override], [virtual]
```

Implements [gdcM::network::BasePDU](#).

### 10.12.3.5 Write()

```
const std::ostream & gdcM::network::AReleaseRPPDU::Write (
    std::ostream & os ) const [override], [virtual]
```

Implements [gdcM::network::BasePDU](#).

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

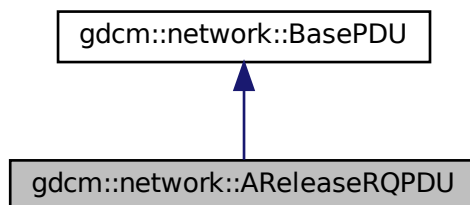
- [gdcMAReleaseRPPDU.h](#)

## 10.13 gdcM::network::AReleaseRQPDU Class Reference

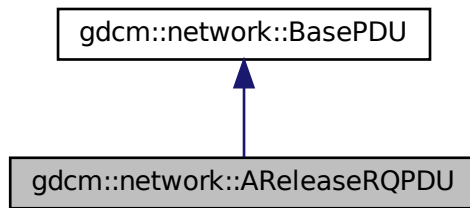
[AReleaseRQPDU](#).

```
#include <gdcMAReleaseRQPDU.h>
```

Inheritance diagram for gdcM::network::AReleaseRQPDU:



Collaboration diagram for gdcm::network::AReleaseRQPDU:



## Public Member Functions

- [AReleaseRQPDU](#) ()
- bool [IsLastFragment](#) () const override
- void [Print](#) (std::ostream &os) const override
- std::istream & [Read](#) (std::istream &is) override
- size\_t [Size](#) () const override
- const std::ostream & [Write](#) (std::ostream &os) const override

### 10.13.1 Detailed Description

[AReleaseRQPDU](#).

[Table](#) 9-24 A-RELEASE-RQ PDU FIELDS

### 10.13.2 Constructor & Destructor Documentation

#### 10.13.2.1 AReleaseRQPDU()

```
gdcm::network::AReleaseRQPDU::AReleaseRQPDU ( )
```

### 10.13.3 Member Function Documentation

#### 10.13.3.1 IsLastFragment()

```
bool gdcn::network::AReleaseRQPDU::IsLastFragment ( ) const [inline], [override], [virtual]
```

Implements [gdcn::network::BasePDU](#).

#### 10.13.3.2 Print()

```
void gdcn::network::AReleaseRQPDU::Print (
    std::ostream & os ) const [override], [virtual]
```

Implements [gdcn::network::BasePDU](#).

#### 10.13.3.3 Read()

```
std::istream & gdcn::network::AReleaseRQPDU::Read (
    std::istream & is ) [override], [virtual]
```

Implements [gdcn::network::BasePDU](#).

#### 10.13.3.4 Size()

```
size_t gdcn::network::AReleaseRQPDU::Size ( ) const [override], [virtual]
```

Implements [gdcn::network::BasePDU](#).

#### 10.13.3.5 Write()

```
const std::ostream & gdcn::network::AReleaseRQPDU::Write (
    std::ostream & os ) const [override], [virtual]
```

Implements [gdcn::network::BasePDU](#).

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

- [gdcnAReleaseRQPDU.h](#)

## 10.14 gdcm::network::ARTIMTimer Class Reference

[ARTIMTimer](#).

```
#include <gdcmARTIMTimer.h>
```

### Public Member Functions

- [ARTIMTimer](#) ()
- double [GetElapsedTime](#) () const
- bool [GetHasExpired](#) () const
- double [GetTimeout](#) () const
- void [SetTimeout](#) (double inTimeout)
- void [Start](#) ()
- void [Stop](#) ()

### 10.14.1 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.

### 10.14.2 Constructor & Destructor Documentation

#### 10.14.2.1 ARTIMTimer()

```
gdcm::network::ARTIMTimer::ARTIMTimer ( )
```

### 10.14.3 Member Function Documentation

#### 10.14.3.1 GetElapsedTime()

```
double gdcM::network::ARTIMTimer::GetElapsedTime ( ) const
```

#### 10.14.3.2 GetHasExpired()

```
bool gdcM::network::ARTIMTimer::GetHasExpired ( ) const
```

#### 10.14.3.3 GetTimeout()

```
double gdcM::network::ARTIMTimer::GetTimeout ( ) const
```

#### 10.14.3.4 SetTimeout()

```
void gdcM::network::ARTIMTimer::SetTimeout (
    double inTimeout )
```

#### 10.14.3.5 Start()

```
void gdcM::network::ARTIMTimer::Start ( )
```

#### 10.14.3.6 Stop()

```
void gdcM::network::ARTIMTimer::Stop ( )
```

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

- [gdcMARTIMTimer.h](#)

## 10.15 gdcM::ASN1 Class Reference

Class for [ASN1](#).

```
#include <gdcMASN1.h>
```



## Public Member Functions

- [ASN1](#) ()
- [ASN1](#) (const [ASN1](#) &)=delete
- [~ASN1](#) ()
- void [operator=](#) (const [ASN1](#) &)=delete

## Static Public Member Functions

- static bool [ParseDump](#) (const char \*array, size\_t length)
- static bool [ParseDumpFile](#) (const char \*filename)

## Protected Member Functions

- int [TestPBKDF2](#) ()

### 10.15.1 Detailed Description

Class for [ASN1](#).

### 10.15.2 Constructor & Destructor Documentation

#### 10.15.2.1 [ASN1\(\)](#) [1/2]

```
gdcm::ASN1::ASN1 ( )
```

#### 10.15.2.2 [~ASN1\(\)](#)

```
gdcm::ASN1::~~ASN1 ( )
```

#### 10.15.2.3 [ASN1\(\)](#) [2/2]

```
gdcm::ASN1::ASN1 (
    const ASN1 & ) [delete]
```

### 10.15.3 Member Function Documentation

#### 10.15.3.1 operator=()

```
void gdcm::ASN1::operator= (
    const ASN1 & ) [delete]
```

#### 10.15.3.2 ParseDump()

```
static bool gdcm::ASN1::ParseDump (
    const char * array,
    size_t length ) [static]
```

#### 10.15.3.3 ParseDumpFile()

```
static bool gdcm::ASN1::ParseDumpFile (
    const char * filename ) [static]
```

#### 10.15.3.4 TestPBKDF2()

```
int gdcm::ASN1::TestPBKDF2 ( ) [protected]
```

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

- [gdcmASN1.h](#)

## 10.16 gdcm::network::AsynchronousOperationsWindowSub Class Reference

[AsynchronousOperationsWindowSub](#).

```
#include <gdcmAsynchronousOperationsWindowSub.h>
```

## Public Member Functions

- [AsynchronousOperationsWindowSub](#) ()
- void [Print](#) (std::ostream &os) const
- std::istream & [Read](#) (std::istream &is)
- size\_t [Size](#) () const
- const std::ostream & [Write](#) (std::ostream &os) const

### 10.16.1 Detailed Description

[AsynchronousOperationsWindowSub](#).

PS 3.7 [Table D.3-7](#) ASYNCHRONOUS OPERATIONS WINDOW SUB-ITEM FIELDS (A-ASSOCIATE-RQ)

### 10.16.2 Constructor & Destructor Documentation

#### 10.16.2.1 AsynchronousOperationsWindowSub()

```
gdcm::network::AsynchronousOperationsWindowSub::AsynchronousOperationsWindowSub ( )
```

### 10.16.3 Member Function Documentation

#### 10.16.3.1 Print()

```
void gdcm::network::AsynchronousOperationsWindowSub::Print (
    std::ostream & os ) const
```

#### 10.16.3.2 Read()

```
std::istream & gdcm::network::AsynchronousOperationsWindowSub::Read (
    std::istream & is )
```

### 10.16.3.3 Size()

```
size_t gdcM::network::AsynchronousOperationsWindowSub::Size ( ) const
```

### 10.16.3.4 Write()

```
const std::ostream & gdcM::network::AsynchronousOperationsWindowSub::Write (
    std::ostream & os ) const
```

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

- [gdcMAsynchronousOperationsWindowSub.h](#)

## 10.17 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::VR\_VM1) &&((VM::VMType) TVM==VM::VM1))||!((VR::VRType) TVR &VR::VR\_VM1)))
- [GDCM\\_STATIC\\_ASSERT](#) (((VM::VMType) TVM &(VM::VMType)(TagToType< Group, [Element](#) >::VMType)))
- [GDCM\\_STATIC\\_ASSERT](#) (((VR::VRType) TVR &(VR::VRType)(TagToType< Group, [Element](#) >::VRType)))
- [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)

### 10.17.1 Detailed Description

```
template<uint16_t Group, uint16_t Element, long long 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

[CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [DeriveSeries.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_In](#), [FixOrientation.cxx](#), [GenFakeIdentifyFile.cxx](#), [GetSequenceUltrasound.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [PatchFile.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [ReadAndPrintAttributes.cxx](#), [SortImage.cxx](#), [StreamImageReaderTest.cxx](#), [VolumeSorter.cxx](#), [gdcmrtionplan.cxx](#), [gdcmrtplan.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

### 10.17.2 Member Typedef Documentation

#### 10.17.2.1 ArrayType

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType>
typedef VRToType<TVR>::Type gdcm::Attribute< Group, Element, TVR, TVM >::ArrayType
```

### 10.17.3 Member Enumeration Documentation

#### 10.17.3.1 anonymous enum

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int TVM = TagToType<Group, Element>::VMType>
anonymous enum
```

## Enumerator

VMType	
--------	--

## 10.17.4 Member Function Documentation

### 10.17.4.1 GDCM\_STATIC\_ASSERT() [1/3]

```
template<uint16_t Group, uint16_t Element, long long 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)) )
```

### 10.17.4.2 GDCM\_STATIC\_ASSERT() [2/3]

```
template<uint16_t Group, uint16_t Element, long long 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)) )
```

### 10.17.4.3 GDCM\_STATIC\_ASSERT() [3/3]

```
template<uint16_t Group, uint16_t Element, long long 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)) )
```

### 10.17.4.4 GetAsDataElement()

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
DataElement gdcm::Attribute< Group, Element, TVR, TVM >::GetAsDataElement ( ) const [inline]
```

## Examples

[CreateFakeRTDOSE.cxx](#), [CreateJPIPDataset.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [FixOrientation.cxx](#), [GenFakeIdentifyFile.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [PatchFile.cxx](#), and [StreamImageReaderTest.cxx](#).

References [gdcm::DataElement::GetVR\(\)](#), [gdcm::DataElement::SetByteValue\(\)](#), and [gdcm::DataElement::SetVR\(\)](#).

#### 10.17.4.5 GetDictVM()

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
static VM gdcM::Attribute< Group, Element, TVR, TVM >::GetDictVM ( ) [inline], [static]
```

#### 10.17.4.6 GetDictVR()

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
static VR gdcM::Attribute< Group, Element, TVR, TVM >::GetDictVR ( ) [inline], [static]
```

#### 10.17.4.7 GetNumberOfValues()

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
unsigned int gdcM::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues ( ) const [inline]
```

#### Examples

[LargeVRDSExplicit.cxx](#).

Referenced by [gdcM::Attribute< Group, Element, TVR, TVM >::operator<\(\)>](#), and [gdcM::Attribute< Group, Element, TVR, VM::VM1 >::o](#)

#### 10.17.4.8 GetTag()

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
static Tag gdcM::Attribute< Group, Element, TVR, TVM >::GetTag ( ) [inline], [static]
```

#### Examples

[PatchFile.cxx](#), [ReadAndPrintAttributes.cxx](#), [gdcMrtionplan.cxx](#), and [gdcMrtplan.cxx](#).



**10.17.4.9 GetValue() [1/2]**

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
ArrayType & gdcm::Attribute< Group, Element, TVR, TVM >::GetValue (
    unsigned int idx = 0 ) [inline]
```

**Examples**

[DeriveSeries.cxx](#), [FixOrientation.cxx](#), [GetSequenceUltrasound.cxx](#), [PatchFile.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [ReadAndPrintAttributes.cxx](#), [gdcmrtionplan.cxx](#), [gdcmrtplan.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

**10.17.4.10 GetValue() [2/2]**

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
ArrayType const & gdcm::Attribute< Group, Element, TVR, TVM >::GetValue (
    unsigned int idx = 0 ) const [inline]
```

**10.17.4.11 GetValues()**

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
const ArrayType * gdcm::Attribute< Group, Element, TVR, TVM >::GetValues ( ) const [inline]
```

**Examples**

[FixOrientation.cxx](#), [LargeVRDSExplicit.cxx](#), [gdcmrtionplan.cxx](#), and [gdcmrtplan.cxx](#).

Referenced by [gdcm::Attribute< Group, Element, TVR, TVM >::operator!=\(\)](#), [gdcm::Attribute< Group, Element, TVR, VM::VM1 >::operator<\(\)](#), [gdcm::Attribute< Group, Element, TVR, TVM >::operator<\(\)](#), [gdcm::Attribute< Group, Element, TVR, VM::VM1 >::operator<\(\)](#), [gdcm::Attribute< Group, Element, TVR, TVM >::operator==\(\)](#), and [gdcm::Attribute< Group, Element, TVR, VM::VM1 >::operator==\(\)](#).

**10.17.4.12 GetVM()**

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
static VM gdcm::Attribute< Group, Element, TVR, TVM >::GetVM ( ) [inline], [static]
```

**10.17.4.13 GetVR()**

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
static VR gdcM::Attribute< Group, Element, TVR, TVM >::GetVR ( ) [inline], [static]
```

**10.17.4.14 operator"!="()**

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
bool gdcM::Attribute< Group, Element, TVR, TVM >::operator!= (
    const Attribute< Group, Element, TVR, TVM > & att ) const [inline]
```

References [gdcM::Attribute< Group, Element, TVR, TVM >::GetValues\(\)](#).

**10.17.4.15 operator<()**

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
bool gdcM::Attribute< Group, Element, TVR, TVM >::operator< (
    const Attribute< Group, Element, TVR, TVM > & att ) const [inline]
```

References [gdcM::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues\(\)](#), and [gdcM::Attribute< Group, Element, TVR, TVM >](#)

**10.17.4.16 operator==( )**

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
bool gdcM::Attribute< Group, Element, TVR, TVM >::operator==(
    const Attribute< Group, Element, TVR, TVM > & att ) const [inline]
```

References [gdcM::Attribute< Group, Element, TVR, TVM >::GetValues\(\)](#).

**10.17.4.17 operator[]() [1/2]**

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
ArrayType & gdcM::Attribute< Group, Element, TVR, TVM >::operator[] (
    unsigned int idx ) [inline]
```

#### 10.17.4.18 operator[]() [2/2]

```
template<uint16_t Group, uint16_t Element, long long 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]
```

#### 10.17.4.19 Print()

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
void gdcm::Attribute< Group, Element, TVR, TVM >::Print (
    std::ostream & os ) const [inline]
```

#### 10.17.4.20 Set()

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
void gdcm::Attribute< Group, Element, TVR, TVM >::Set (
    DataSet const & ds ) [inline]
```

#### Examples

[LargeVRDSExplicit.cxx](#), [SortImage.cxx](#), and [VolumeSorter.cxx](#).

References [gdcm::DataSet::GetDataElement\(\)](#).

#### 10.17.4.21 SetByteValue()

```
template<uint16_t Group, uint16_t Element, long long 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\(\)](#), and [gdcm::ByteValue::GetPointer\(\)](#).

#### 10.17.4.22 SetByteValueNoSwap()

```
template<uint16_t Group, uint16_t Element, long long 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\(\)](#), and [gdcm::ByteValue::GetPointer\(\)](#).

#### 10.17.4.23 SetFromDataElement()

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
void gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataElement (
    DataElement const & de ) [inline]
```

##### Examples

[GetSequenceUltrasound.cxx](#), [LargeVRDSExplicit.cxx](#), [PatchFile.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [gdcmrtionplan.cxx](#),  
and [gdcmrtplan.cxx](#).

References [gdcm::DataElement::GetByteValue\(\)](#), [gdcm::DataElement::GetTag\(\)](#), [gdcm::DataElement::GetVR\(\)](#), and  
[gdcm::DataElement::IsEmpty\(\)](#).

#### 10.17.4.24 SetFromDataSet()

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
void gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataSet (
    DataSet const & ds ) [inline]
```

##### Examples

[DeriveSeries.cxx](#), [FixOrientation.cxx](#), [ReadAndPrintAttributes.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

References [gdcm::DataSet::FindDataElement\(\)](#), and [gdcm::DataSet::GetDataElement\(\)](#).

#### 10.17.4.25 SetValue()

```
template<uint16_t Group, uint16_t Element, long long 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]
```

##### Examples

[CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [FixOrientation.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), and [PatchFile.cxx](#).

#### 10.17.4.26 SetValues()

```
template<uint16_t Group, uint16_t Element, long long 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

[FixOrientation.cxx](#), and [LargeVRDSExplicit.cxx](#).

### 10.17.5 Member Data Documentation

#### 10.17.5.1 Internal

```
template<uint16_t Group, uint16_t Element, long long TVR = TagToType<Group, Element>::VRType, int
TVM = TagToType<Group, Element>::VMType>
ArrayType gdcm::Attribute< Group, Element, TVR, TVM >::Internal[VMToLength< TVM >::Length]
```

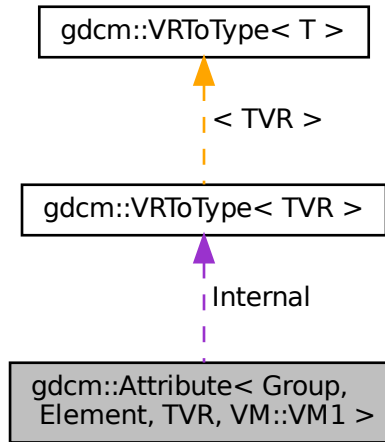
The documentation for this class was generated from the following file:

- [gdcmAttribute.h](#)

## 10.18 gdcm::Attribute< Group, Element, TVR, VM::VM1 > Class Template Reference

```
#include <gdcmAttribute.h>
```

Collaboration diagram for gdcm::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` (((((VR::VRType) TVR &VR::VR\_VM1) &&((VM::VMType) VM::VM1==VM::VM1))||!((VR::VRType) TVR &VR::VR\_VM1))))
- `GDCM_STATIC_ASSERT` (((VM::VMType) VM::VM1 &(VM::VMType)(TagToType< Group, Element >::VMType))))
- `GDCM_STATIC_ASSERT` (((VR::VRType) TVR &(VR::VRType)(TagToType< Group, Element >::VRType))))
- `GDCM_STATIC_ASSERT` (VMToLength< VM::VM1 >::Length==1)
- `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)

## 10.18.1 Member Typedef Documentation

### 10.18.1.1 ArrayType

```
template<uint16_t Group, uint16_t Element, long long TVR>
typedef VRToType<TVR>::Type gdcm::Attribute< Group, Element, TVR, VM::VM1 >::ArrayType
```

## 10.18.2 Member Enumeration Documentation

### 10.18.2.1 anonymous enum

```
template<uint16_t Group, uint16_t Element, long long TVR>
anonymous enum
```

## Enumerator

VMType	
--------	--

### 10.18.3 Member Function Documentation

#### 10.18.3.1 GDCM\_STATIC\_ASSERT() [1/4]

```
template<uint16_t Group, uint16_t Element, long long TVR>
gdcmm::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)) )
```

#### 10.18.3.2 GDCM\_STATIC\_ASSERT() [2/4]

```
template<uint16_t Group, uint16_t Element, long long TVR>
gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::GDCM_STATIC_ASSERT (
    ((VM::VMType) VM::VM1 & (VM::VMType) (TagToType< Group, Element >::VMType)) )
```

#### 10.18.3.3 GDCM\_STATIC\_ASSERT() [3/4]

```
template<uint16_t Group, uint16_t Element, long long TVR>
gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::GDCM_STATIC_ASSERT (
    ((VR::VRType) TVR & (VR::VRType) (TagToType< Group, Element >::VRType)) )
```

#### 10.18.3.4 GDCM\_STATIC\_ASSERT() [4/4]

```
template<uint16_t Group, uint16_t Element, long long TVR>
gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::GDCM_STATIC_ASSERT (
    VMToLength< VM::VM1 >::Length == 1 )
```



### 10.18.3.5 GetAsDataElement()

```
template<uint16_t Group, uint16_t Element, long long TVR>
DataElement gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetAsDataElement ( ) const [inline]
```

References [gdcm::DataElement::GetVR\(\)](#), [gdcm::DataElement::SetByteValue\(\)](#), and [gdcm::DataElement::SetVR\(\)](#).

### 10.18.3.6 GetDictVM()

```
template<uint16_t Group, uint16_t Element, long long TVR>
static VM gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetDictVM ( ) [inline], [static]
```

### 10.18.3.7 GetDictVR()

```
template<uint16_t Group, uint16_t Element, long long TVR>
static VR gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetDictVR ( ) [inline], [static]
```

### 10.18.3.8 GetNumberOfValues()

```
template<uint16_t Group, uint16_t Element, long long TVR>
unsigned int gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetNumberOfValues ( ) const [inline]
```

### 10.18.3.9 GetTag()

```
template<uint16_t Group, uint16_t Element, long long TVR>
static Tag gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetTag ( ) [inline], [static]
```

### 10.18.3.10 GetValue() [1/2]

```
template<uint16_t Group, uint16_t Element, long long TVR>
ArrayType & gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GetValue ( ) [inline]
```

**10.18.3.11 GetValue() [2/2]**

```
template<uint16_t Group, uint16_t Element, long long TVR>
ArrayType const & gdcM::Attribute< Group, Element, TVR, VM::VM1 >::GetValue ( ) const [inline]
```

**10.18.3.12 GetValues()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
const ArrayType * gdcM::Attribute< Group, Element, TVR, VM::VM1 >::GetValues ( ) const [inline]
```

**10.18.3.13 GetVM()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
static VM gdcM::Attribute< Group, Element, TVR, VM::VM1 >::GetVM ( ) [inline], [static]
```

**10.18.3.14 GetVR()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
static VR gdcM::Attribute< Group, Element, TVR, VM::VM1 >::GetVR ( ) [inline], [static]
```

**10.18.3.15 operator"!="()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
bool gdcM::Attribute< Group, Element, TVR, VM::VM1 >::operator!= (
    const Attribute< Group, Element, TVR, VM::VM1 > & att ) const [inline]
```

References [gdcM::Attribute< Group, Element, TVR, TVM >::GetValues\(\)](#).

**10.18.3.16 operator<()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
bool gdcM::Attribute< Group, Element, TVR, VM::VM1 >::operator< (
    const Attribute< Group, Element, TVR, VM::VM1 > & att ) const [inline]
```

References [gdcM::Attribute< Group, Element, TVR, TVM >::GetNumberOfValues\(\)](#), and [gdcM::Attribute< Group, Element, TVR, TVM >](#)

**10.18.3.17 operator==( )**

```
template<uint16_t Group, uint16_t Element, long long TVR>
bool gdcm::Attribute< Group, Element, TVR, VM::VM1 >::operator==(
    const Attribute< Group, Element, TVR, VM::VM1 > & att ) const [inline]
```

References [gdcm::Attribute< Group, Element, TVR, TVM >::GetValues\(\)](#).

**10.18.3.18 Print()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1 >::Print (
    std::ostream & os ) const [inline]
```

**10.18.3.19 Set()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1 >::Set (
    DataSet const & ds ) [inline]
```

References [gdcm::DataSet::GetDataElement\(\)](#).

**10.18.3.20 SetByteValue()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetByteValue (
    const ByteValue * bv ) [inline], [protected]
```

References [gdcm::ByteValue::GetLength\(\)](#), and [gdcm::ByteValue::GetPointer\(\)](#).

**10.18.3.21 SetByteValueNoSwap()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetByteValueNoSwap (
    const ByteValue * bv ) [inline], [protected]
```

References [gdcm::ByteValue::GetLength\(\)](#), and [gdcm::ByteValue::GetPointer\(\)](#).

### 10.18.3.22 SetFromDataElement()

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataElement (
    DataElement const & de ) [inline]
```

References [gdcm::DataElement::GetByteValue\(\)](#), [gdcm::DataElement::GetTag\(\)](#), [gdcm::DataElement::GetVR\(\)](#), and [gdcm::DataElement::IsEmpty\(\)](#).

### 10.18.3.23 SetFromDataSet()

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataSet (
    DataSet const & ds ) [inline]
```

References [gdcm::DataSet::FindDataElement\(\)](#), and [gdcm::DataSet::GetDataElement\(\)](#).

### 10.18.3.24 SetValue()

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetValue (
    ArrayType v ) [inline]
```

## 10.18.4 Member Data Documentation

### 10.18.4.1 Internal

```
template<uint16_t Group, uint16_t Element, long long TVR>
ArrayType gdcm::Attribute< Group, Element, TVR, VM::VM1 >::Internal
```

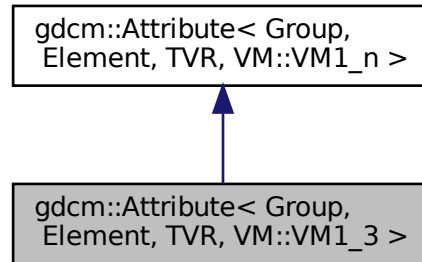
The documentation for this class was generated from the following file:

- [gdcmAttribute.h](#)

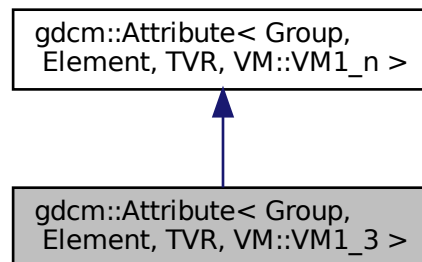
## 10.19 gdcm::Attribute< Group, Element, TVR, VM::VM1\_3 > Class Template Reference

```
#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

#### 10.19.1 Member Function Documentation

### 10.19.1.1 GetVM()

```
template<uint16_t Group, uint16_t Element, long long TVR>
VM gdcm::Attribute< Group, Element, TVR, VM::VM1_3 >::GetVM ( ) const [inline]
```

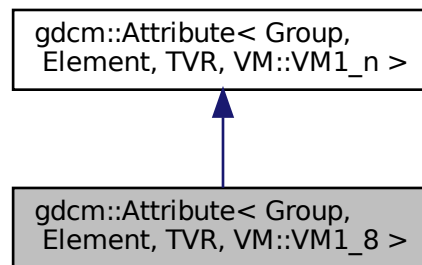
The documentation for this class was generated from the following file:

- [gdcmAttribute.h](#)

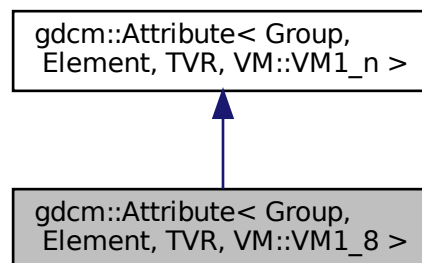
## 10.20 gdcm::Attribute< Group, Element, TVR, VM::VM1\_8 > Class Template Reference

```
#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

### 10.20.1 Member Function Documentation

#### 10.20.1.1 GetVM()

```
template<uint16_t Group, uint16_t Element, long long TVR>
VM gdcm::Attribute< Group, Element, TVR, VM::VM1_8 >::GetVM ( ) const [inline]
```

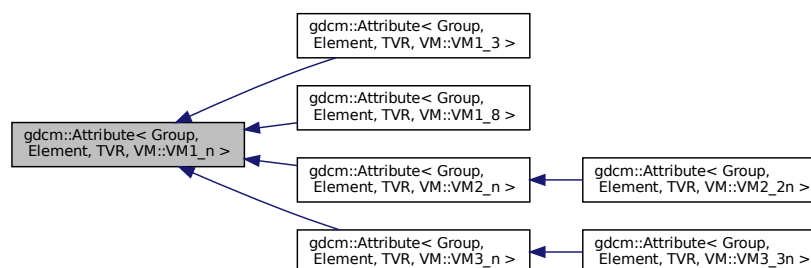
The documentation for this class was generated from the following file:

- [gdcmAttribute.h](#)

## 10.21 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::VR\_VM1) &&((VM::VMType) TagToType< Group, [Element](#) >::VMType==VM::VM1))||!((VR::VRType) TVR &VR::VR\_VM1)))
- [GDCM\\_STATIC\\_ASSERT](#) (((VR::VRType) TVR &(VR::VRType)(TagToType< Group, [Element](#) >::VRType)))
- [GDCM\\_STATIC\\_ASSERT](#) ((VM::VM1\_n &(VM::VMType)(TagToType< Group, [Element](#) >::VMType)))
- [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 [Set](#) ([DataSet](#) const &ds)
- void [SetFromDataElement](#) ([DataElement](#) const &de)
- void [SetFromDataSet](#) ([DataSet](#) const &ds)
- void [SetNumberOfValues](#) (unsigned int numel)
- void [SetValue](#) ([ArrayType](#) v)
- void [SetValue](#) (unsigned int idx, [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)

### 10.21.1 Member Typedef Documentation

#### 10.21.1.1 ArrayType

```
template<uint16_t Group, uint16_t Element, long long TVR>
typedef VRToType<TVR>::Type gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::ArrayType
```



## 10.21.2 Constructor & Destructor Documentation

### 10.21.2.1 Attribute()

```
template<uint16_t Group, uint16_t Element, long long TVR>
gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::Attribute ( ) [inline], [explicit]
```

### 10.21.2.2 ~Attribute()

```
template<uint16_t Group, uint16_t Element, long long TVR>
gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::~~Attribute ( ) [inline]
```

## 10.21.3 Member Function Documentation

### 10.21.3.1 GDCM\_STATIC\_ASSERT() [1/3]

```
template<uint16_t Group, uint16_t Element, long long TVR>
gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::GDCM_STATIC_ASSERT (
    (((VR::VRType) TVR &VR::VR_VM1) &&((VM::VMType) TagToType< Group, Element >::VMType==VM::VM1))||((V
TVR &VR::VR_VM1)) )
```

### 10.21.3.2 GDCM\_STATIC\_ASSERT() [2/3]

```
template<uint16_t Group, uint16_t Element, long long TVR>
gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::GDCM_STATIC_ASSERT (
    ((VR::VRType) TVR &(VR::VRType) (TagToType< Group, Element >::VRType)) )
```

### 10.21.3.3 GDCM\_STATIC\_ASSERT() [3/3]

```
template<uint16_t Group, uint16_t Element, long long TVR>
gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::GDCM_STATIC_ASSERT (
    (VM::VM1_n &(VM::VMType) (TagToType< Group, Element >::VMType)) )
```

#### 10.21.3.4 GetAsDataElement()

```
template<uint16_t Group, uint16_t Element, long long TVR>
DataElement gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetAsDataElement ( ) const [inline]
```

References [gdcM::DataElement::GetVR\(\)](#), [gdcM::DataElement::SetByteValue\(\)](#), and [gdcM::DataElement::SetVR\(\)](#).

#### 10.21.3.5 GetDictVM()

```
template<uint16_t Group, uint16_t Element, long long TVR>
static VM gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetDictVM ( ) [inline], [static]
```

#### 10.21.3.6 GetDictVR()

```
template<uint16_t Group, uint16_t Element, long long TVR>
static VR gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetDictVR ( ) [inline], [static]
```

#### 10.21.3.7 GetNumberOfValues()

```
template<uint16_t Group, uint16_t Element, long long TVR>
unsigned int gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetNumberOfValues ( ) const [inline]
```

#### 10.21.3.8 GetTag()

```
template<uint16_t Group, uint16_t Element, long long TVR>
static Tag gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetTag ( ) [inline], [static]
```

#### 10.21.3.9 GetValue() [1/2]

```
template<uint16_t Group, uint16_t Element, long long TVR>
ArrayType & gdcM::Attribute< Group, Element, TVR, VM::VM1_n >::GetValue (
    unsigned int idx = 0 ) [inline]
```

**10.21.3.10 GetValue()** [2/2]

```
template<uint16_t Group, uint16_t Element, long long TVR>
ArrayType const & gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::GetValue (
    unsigned int idx = 0 ) const [inline]
```

**10.21.3.11 GetValues()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
const ArrayType * gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::GetValues ( ) const [inline]
```

**10.21.3.12 GetVM()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
static VM gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::GetVM ( ) [inline], [static]
```

**10.21.3.13 GetVR()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
static VR gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::GetVR ( ) [inline], [static]
```

**10.21.3.14 operator[]()** [1/2]

```
template<uint16_t Group, uint16_t Element, long long TVR>
ArrayType & gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::operator[] (
    unsigned int idx ) [inline]
```

**10.21.3.15 operator[]()** [2/2]

```
template<uint16_t Group, uint16_t Element, long long TVR>
ArrayType const & gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::operator[] (
    unsigned int idx ) const [inline]
```

**10.21.3.16 Print()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::Print (
    std::ostream & os ) const [inline]
```

**10.21.3.17 Set()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::Set (
    DataSet const & ds ) [inline]
```

References [gdcm::DataSet::GetDataElement\(\)](#).

**10.21.3.18 SetByteValue()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetByteValue (
    const ByteValue * bv ) [inline], [protected]
```

References [gdcm::ByteValue::GetLength\(\)](#), and [gdcm::ByteValue::GetPointer\(\)](#).

**10.21.3.19 SetFromDataElement()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetFromDataElement (
    DataElement const & de ) [inline]
```

References [gdcm::DataElement::GetByteValue\(\)](#), [gdcm::DataElement::GetTag\(\)](#), [gdcm::DataElement::GetVR\(\)](#), and [gdcm::DataElement::IsEmpty\(\)](#).

**10.21.3.20 SetFromDataSet()**

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetFromDataSet (
    DataSet const & ds ) [inline]
```

References [gdcm::DataSet::FindDataElement\(\)](#), and [gdcm::DataSet::GetDataElement\(\)](#).

### 10.21.3.21 SetNumberOfValues()

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetNumberOfValues (
    unsigned int numel ) [inline]
```

### 10.21.3.22 SetValue() [1/2]

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetValue (
    ArrayType v ) [inline]
```

References [SetValue\(\)](#).

Referenced by [SetValue\(\)](#).

### 10.21.3.23 SetValue() [2/2]

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetValue (
    unsigned int idx,
    ArrayType v ) [inline]
```

### 10.21.3.24 SetValues()

```
template<uint16_t Group, uint16_t Element, long long TVR>
void gdcm::Attribute< Group, Element, TVR, VM::VM1_n >::SetValues (
    const ArrayType * array,
    unsigned int numel,
    bool own = false ) [inline]
```

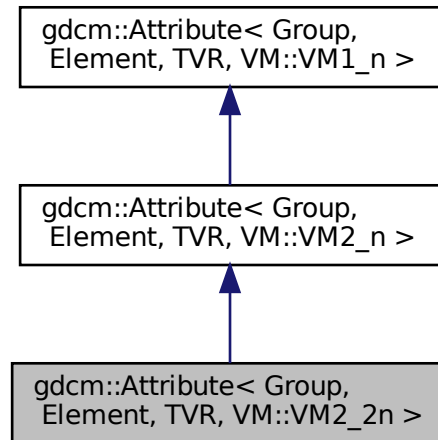
The documentation for this class was generated from the following file:

- [gdcmAttribute.h](#)

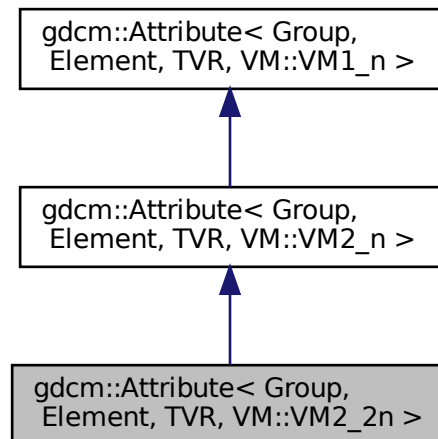
## 10.22 gdcM::Attribute< Group, Element, TVR, VM::VM2\_2n > Class Template Reference

```
#include <gdcMAttribute.h>
```

Inheritance diagram for gdcM::Attribute< Group, Element, TVR, VM::VM2\_2n >:



Collaboration diagram for gdcM::Attribute< Group, Element, TVR, VM::VM2\_2n >:



## Static Public Member Functions

- static [VM GetVM](#) ()

## Additional Inherited Members

### 10.22.1 Member Function Documentation

#### 10.22.1.1 GetVM()

```
template<uint16_t Group, uint16_t Element, long long TVR>  
static VM gdcm::Attribute< Group, Element, TVR, VM::VM2\_2n >::GetVM ( ) [inline], [static]
```

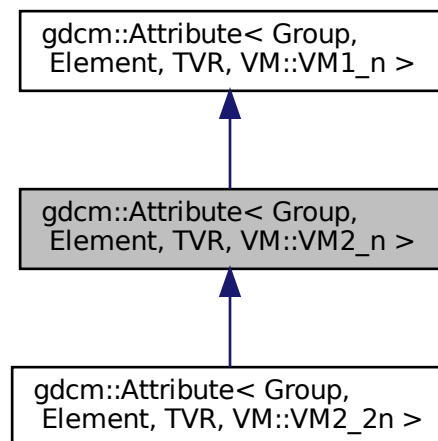
The documentation for this class was generated from the following file:

- [gdcmAttribute.h](#)

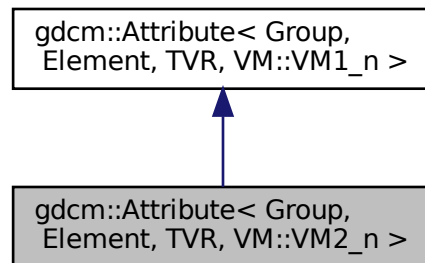
## 10.23 gdcm::Attribute< Group, Element, TVR, VM::VM2\_n > Class Template Reference

```
#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

### 10.23.1 Member Function Documentation

#### 10.23.1.1 GetVM()

```
template<uint16_t Group, uint16_t Element, long long TVR>
VM gdcm::Attribute< Group, Element, TVR, VM::VM2_n >::GetVM ( ) const [inline]
```

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

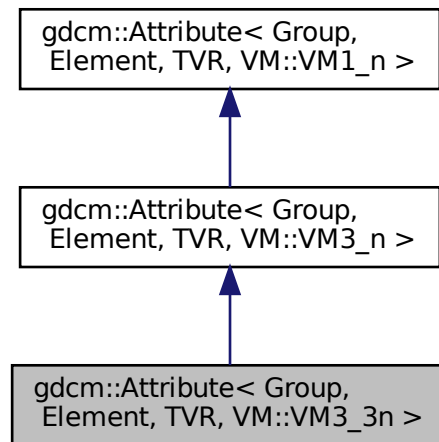
- [gdcmAttribute.h](#)



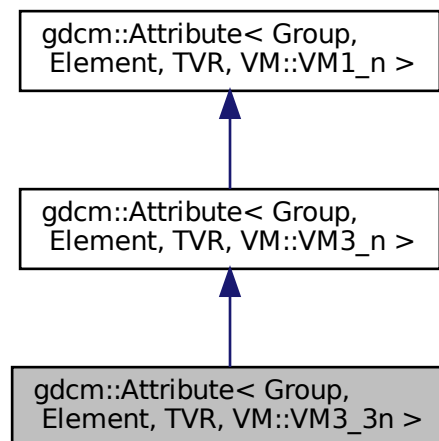
## 10.24 gdcm::Attribute< Group, Element, TVR, VM::VM3\_3n > Class Template Reference

```
#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

### 10.24.1 Member Function Documentation

#### 10.24.1.1 GetVM()

```
template<uint16_t Group, uint16_t Element, long long TVR>
static VM gdcM::Attribute< Group, Element, TVR, VM::VM3\_3n >::GetVM ( ) [inline], [static]
```

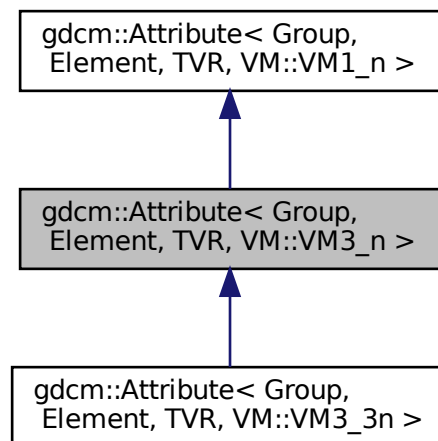
The documentation for this class was generated from the following file:

- [gdcMAttribute.h](#)

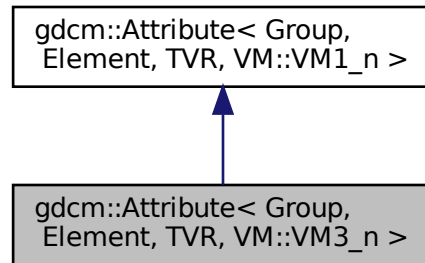
## 10.25 [gdcM::Attribute](#)< Group, Element, TVR, VM::VM3\_n > Class Template Reference

```
#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

### 10.25.1 Member Function Documentation

#### 10.25.1.1 GetVM()

```
template<uint16_t Group, uint16_t Element, long long TVR>
static VM gdcm::Attribute< Group, Element, TVR, VM::VM3\_n >::GetVM ( ) [inline], [static]
```

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

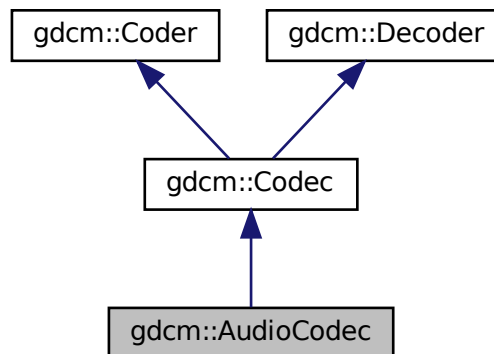
- [gdcmAttribute.h](#)

## 10.26 gdcm::AudioCodec Class Reference

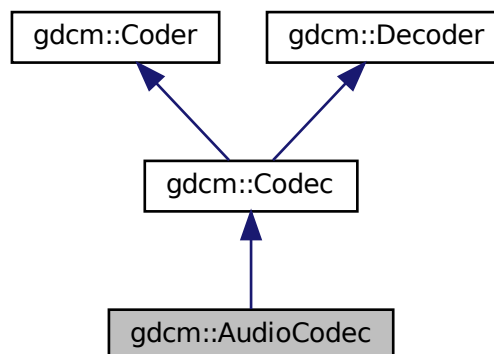
[AudioCodec.](#)

```
#include <gdcmAudioCodec.h>
```

Inheritance diagram for gdcm::AudioCodec:



Collaboration diagram for gdcm::AudioCodec:



## Public Member Functions

- [AudioCodec](#) ()
- [~AudioCodec](#) () override
- bool [CanCode](#) ([TransferSyntax](#) const &) const override  
*Return whether this coder support this transfer syntax (can code it)*
- bool [CanDecode](#) ([TransferSyntax](#) const &) const override  
*Return whether this decoder support this transfer syntax (can decode it)*
- bool [Decode](#) ([DataElement](#) const &is, [DataElement](#) &os) override  
*Decode.*

## Additional Inherited Members

### 10.26.1 Detailed Description

[AudioCodec](#).

### 10.26.2 Constructor & Destructor Documentation

#### 10.26.2.1 AudioCodec()

```
gdcm::AudioCodec::AudioCodec ( )
```

#### 10.26.2.2 ~AudioCodec()

```
gdcm::AudioCodec::~~AudioCodec ( ) [override]
```

### 10.26.3 Member Function Documentation

#### 10.26.3.1 CanCode()

```
bool gdcm::AudioCodec::CanCode (
    TransferSyntax const & ) const [inline], [override], [virtual]
```

Return whether this coder support this transfer syntax (can code it)

Implements [gdcm::Coder](#).

### 10.26.3.2 CanDecode()

```
bool gdcm::AudioCodec::CanDecode (
    TransferSyntax const & ) const [inline], [override], [virtual]
```

Return whether this decoder support this transfer syntax (can decode it)

Implements [gdcm::Decoder](#).

### 10.26.3.3 Decode()

```
bool gdcm::AudioCodec::Decode (
    DataElement const & ,
    DataElement & ) [override], [virtual]
```

Decode.

Reimplemented from [gdcm::Decoder](#).

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

- [gdcmAudioCodec.h](#)

## 10.27 gdcm::Base64 Class Reference

Class for [Base64](#).

```
#include <gdcmBase64.h>
```

### Public Member Functions

- [Base64](#) (const [Base64](#) &)=delete
- void [operator=](#) (const [Base64](#) &)=delete

### Static Public Member Functions

- static size\_t [Decode](#) (char \*dst, size\_t dlen, const char \*src, size\_t slen)  
*Decode a base64-formatted buffer.*
- static size\_t [Encode](#) (char \*dst, size\_t dlen, const char \*src, size\_t slen)  
*Encode a buffer into base64 format.*
- static size\_t [GetDecodeLength](#) (const char \*src, size\_t len)
- static size\_t [GetEncodeLength](#) (const char \*src, size\_t srclen)

## 10.27.1 Detailed Description

Class for [Base64](#).

## 10.27.2 Constructor & Destructor Documentation

### 10.27.2.1 Base64()

```
gdcmm::Base64::Base64 (
    const Base64 & ) [delete]
```

## 10.27.3 Member Function Documentation

### 10.27.3.1 Decode()

```
static size_t gdcmm::Base64::Decode (
    char * dst,
    size_t dlen,
    const char * src,
    size_t 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 not successful, size of decoded otherwise

#### Examples

[DumpExamCard.cxx](#), and [DumpSiemensBase64.cxx](#).

### 10.27.3.2 Encode()

```
static size_t gdcM::Base64::Encode (
    char * dst,
    size_t dlen,
    const char * src,
    size_t 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 not successful, size of encoded otherwise

### 10.27.3.3 GetDecodeLength()

```
static size_t gdcM::Base64::GetDecodeLength (
    const char * src,
    size_t len ) [static]
```

Call this function to obtain the required buffer size

#### Examples

[DumpExamCard.cxx](#), and [DumpSiemensBase64.cxx](#).

### 10.27.3.4 GetEncodeLength()

```
static size_t gdcM::Base64::GetEncodeLength (
    const char * src,
    size_t srclen ) [static]
```

Call this function to obtain the required buffer size



### 10.27.3.5 operator=()

```
void gdcm::Base64::operator= (
    const Base64 & ) [delete]
```

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

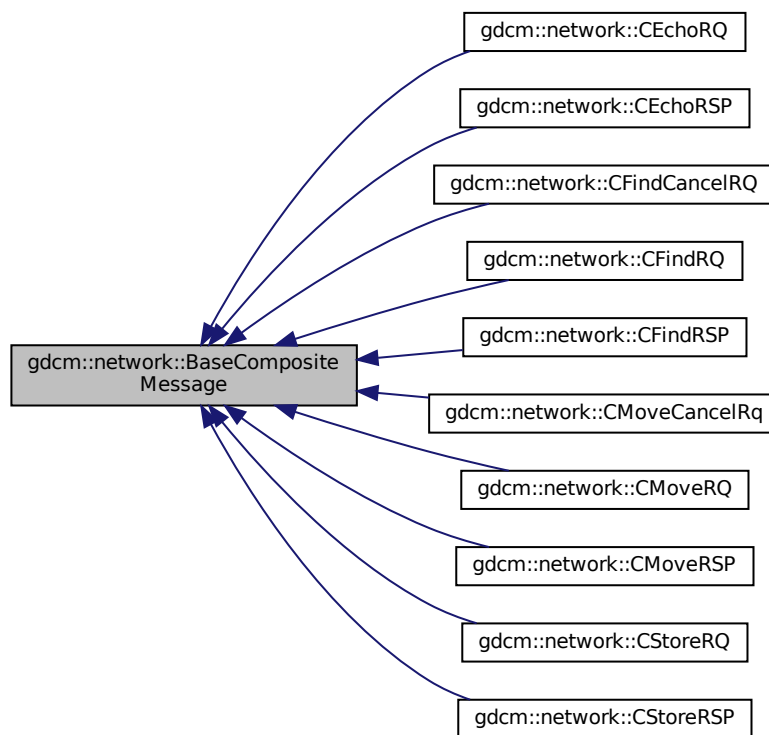
- [gdcmBase64.h](#)

## 10.28 gdcm::network::BaseCompositeMessage Class Reference

[BaseCompositeMessage](#).

```
#include <gdcmBaseCompositeMessage.h>
```

Inheritance diagram for gdcm::network::BaseCompositeMessage:



### Public Member Functions

- virtual [~BaseCompositeMessage](#) ()=default
- virtual std::vector< [PresentationDataValue](#) > [ConstructPDV](#) (const [ULConnection](#) &inConnection, const [BaseRootQuery](#) \*inRootQuery)=0

### 10.28.1 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, `gdcmCompositePDUFactory`.

This is an abstract class. It cannot be instantiated on its own.

### 10.28.2 Constructor & Destructor Documentation

#### 10.28.2.1 `~BaseCompositeMessage()`

```
virtual gdcm::network::BaseCompositeMessage::~~BaseCompositeMessage ( ) [virtual], [default]
```

### 10.28.3 Member Function Documentation

#### 10.28.3.1 `ConstructPDV()`

```
virtual std::vector< PresentationDataValue > gdcm::network::BaseCompositeMessage::ConstructPDV (
    const ULConnection & inConnection,
    const BaseRootQuery * inRootQuery ) [pure virtual]
```

Implemented in [gdcm::network::CEchoRQ](#), [gdcm::network::CFindRQ](#), and [gdcm::network::CMoveRQ](#).

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

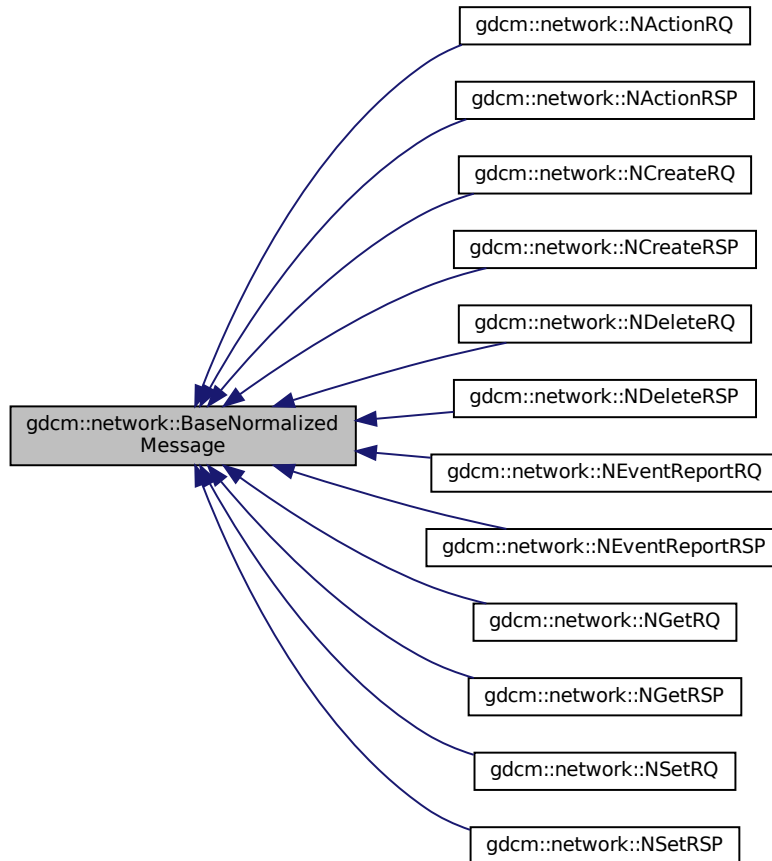
- [gdcmBaseCompositeMessage.h](#)

## 10.29 gdcm::network::BaseNormalizedMessage Class Reference

[BaseNormalizedMessage](#).

```
#include <gdcmBaseNormalizedMessage.h>
```

Inheritance diagram for gdcm::network::BaseNormalizedMessage:



### Public Member Functions

- virtual `~BaseNormalizedMessage()`=default
- virtual `std::vector< PresentationDataValue > ConstructPDV` (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery)=0

## 10.29.1 Detailed Description

[BaseNormalizedMessage](#).

The Normalized events described in section 3.7-2011 of the DICOM standard all use their own messages. These messages are constructed using Presentation Data Values, from section 3.8-2011 of the standard, and then fill in appropriate values in their datasets.

So, for the five normalized:

- N-ACTION
- N-CREATE
- N-DELETE
- N-EVENT
- N-GET
- N-SET there are a series of messages. However, all of these messages are obtained as part of a PData↔PDU, 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, [gdcmNormalizedMessageFactory.h](#).

This is an abstract class. It cannot be instantiated on its own.

## 10.29.2 Constructor & Destructor Documentation

### 10.29.2.1 ~BaseNormalizedMessage()

```
virtual gdcm::network::BaseNormalizedMessage::~~BaseNormalizedMessage ( ) [virtual], [default]
```

## 10.29.3 Member Function Documentation

### 10.29.3.1 ConstructPDV()

```
virtual std::vector< PresentationDataValue > gdcm::network::BaseNormalizedMessage::ConstructPDV (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [pure virtual]
```

Implemented in [gdcm::network::NActionRQ](#), [gdcm::network::NCreateRQ](#), [gdcm::network::NDeleteRQ](#), [gdcm::network::NEventReportRQ](#), [gdcm::network::NGetRQ](#), and [gdcm::network::NSetRQ](#).

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

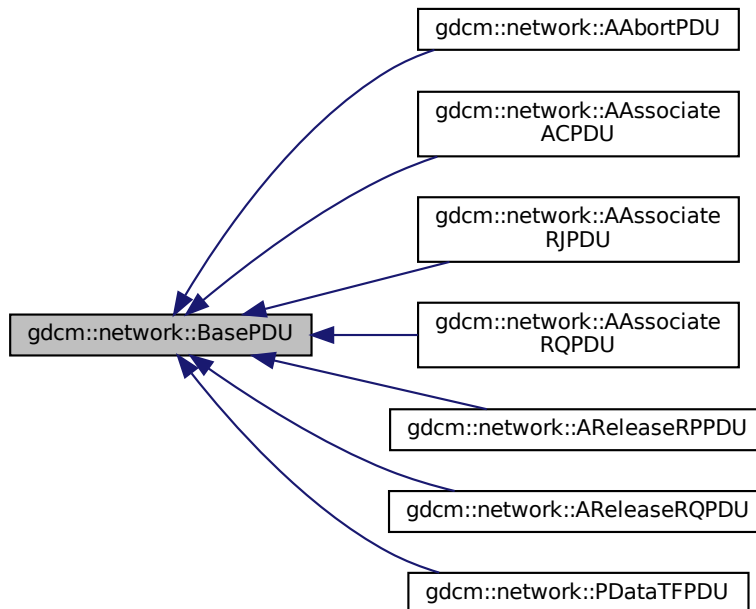
- [gdcmBaseNormalizedMessage.h](#)

## 10.30 gdcm::network::BasePDU Class Reference

BasePDU.

```
#include <gdcmBasePDU.h>
```

Inheritance diagram for gdcm::network::BasePDU:



### Public Member Functions

- virtual `~BasePDU()`=default
- 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

### 10.30.1 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

## 10.30.2 Constructor & Destructor Documentation

### 10.30.2.1 ~BasePDU()

```
virtual gdc::network::BasePDU::~BasePDU ( ) [virtual], [default]
```

## 10.30.3 Member Function Documentation

### 10.30.3.1 IsLastFragment()

```
virtual bool gdc::network::BasePDU::IsLastFragment ( ) const [pure virtual]
```

Implemented in [gdc::network::AAAbortPDU](#), [gdc::network::AAssociateACPDU](#), [gdc::network::AAssociateRJPDU](#), [gdc::network::AAssociateRQPDU](#), [gdc::network::AReleaseRPPDU](#), [gdc::network::AReleaseRQPDU](#), and [gdc::network::PDataTFPDU](#).

### 10.30.3.2 Print()

```
virtual void gdc::network::BasePDU::Print (
    std::ostream & os ) const [pure virtual]
```

Implemented in [gdc::network::AAAbortPDU](#), [gdc::network::AAssociateACPDU](#), [gdc::network::AAssociateRJPDU](#), [gdc::network::AAssociateRQPDU](#), [gdc::network::AReleaseRPPDU](#), [gdc::network::AReleaseRQPDU](#), and [gdc::network::PDataTFPDU](#).

### 10.30.3.3 Read()

```
virtual std::istream & gdcm::network::BasePDU::Read (
    std::istream & is ) [pure virtual]
```

Implemented in [gdcm::network::AAabortPDU](#), [gdcm::network::AAssociateACPDU](#), [gdcm::network::AAssociateRJPDU](#), [gdcm::network::AAssociateRQPDU](#), [gdcm::network::AReleaseRPPDU](#), [gdcm::network::AReleaseRQPDU](#), and [gdcm::network::PDataTFPDU](#).

### 10.30.3.4 Size()

```
virtual size_t gdcm::network::BasePDU::Size ( ) const [pure virtual]
```

Implemented in [gdcm::network::AAabortPDU](#), [gdcm::network::AAssociateACPDU](#), [gdcm::network::AAssociateRJPDU](#), [gdcm::network::AAssociateRQPDU](#), [gdcm::network::AReleaseRPPDU](#), [gdcm::network::AReleaseRQPDU](#), and [gdcm::network::PDataTFPDU](#).

### 10.30.3.5 Write()

```
virtual const std::ostream & gdcm::network::BasePDU::Write (
    std::ostream & os ) const [pure virtual]
```

Implemented in [gdcm::network::AAabortPDU](#), [gdcm::network::AAssociateACPDU](#), [gdcm::network::AAssociateRJPDU](#), [gdcm::network::AAssociateRQPDU](#), [gdcm::network::AReleaseRPPDU](#), [gdcm::network::AReleaseRQPDU](#), and [gdcm::network::PDataTFPDU](#).

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

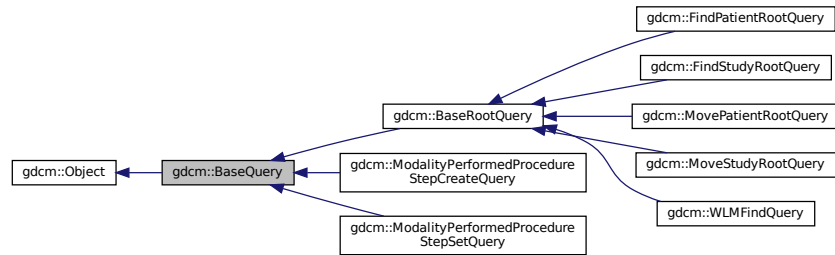
- [gdcmBasePDU.h](#)

## 10.31 gdcm::BaseQuery Class Reference

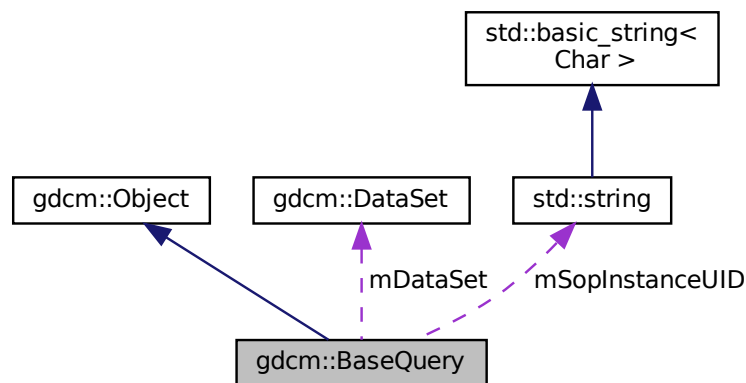
[BaseQuery](#).

```
#include <gdcmBaseQuery.h>
```

Inheritance diagram for `gdcm::BaseQuery`:



Collaboration diagram for `gdcm::BaseQuery`:



## Public Member Functions

- `~BaseQuery` () override
  - void `AddQueryDataSet` (const `DataSet` &ds)
  - virtual `UIDs::TSName GetAbstractSyntaxUID` () const =0
  - `DataSet` & `GetQueryDataSet` ()
  - `DataSet` const & `GetQueryDataSet` () const
- Set/Get the internal representation of the query as a `DataSet`.*
- `std::string GetSOPInstanceUID` () const
  - void `Print` (std::ostream &os) const override
  - void `SetSearchParameter` (const std::string &inKeyword, const std::string &inValue)
  - void `SetSearchParameter` (const `Tag` &inTag, const std::string &inValue)
  - void `SetSOPInstanceUID` (const std::string &iSopInstanceUID)
  - virtual bool `ValidateQuery` (bool inStrict=true) const =0
  - const std::ostream & `WriteHelpFile` (std::ostream &os)
  - bool `WriteQuery` (const std::string &inFileName)



## Protected Member Functions

- [BaseQuery](#) ()
- void [SetSearchParameter](#) (const [Tag](#) &inTag, const [DictEntry](#) &inDictEntry, const std::string &inValue)
- bool [ValidDataSet](#) (const [DataSet](#) &dataSetToValid, const [DataSet](#) &dataSetReference) const

## Protected Attributes

- [DataSet](#) [mDataSet](#)
- std::string [mSopInstanceUID](#)

## Friends

- class [QueryFactory](#)

### 10.31.1 Detailed Description

[BaseQuery](#).

contains: a baseclass which will produce a dataset for all dimse messages

### 10.31.2 Constructor & Destructor Documentation

#### 10.31.2.1 BaseQuery()

```
gdcmm::BaseQuery::BaseQuery ( ) [protected]
```

#### 10.31.2.2 ~BaseQuery()

```
gdcmm::BaseQuery::~~BaseQuery ( ) [override]
```

### 10.31.3 Member Function Documentation

### 10.31.3.1 AddQueryDataSet()

```
void gdcm::BaseQuery::AddQueryDataSet (
    const DataSet & ds )
```

### 10.31.3.2 GetAbstractSyntaxUID()

```
virtual UIDs::TSName gdcm::BaseQuery::GetAbstractSyntaxUID ( ) const [pure virtual]
```

Implemented in [gdcm::FindPatientRootQuery](#), [gdcm::FindStudyRootQuery](#), [gdcm::ModalityPerformedProcedureStepCreateQuery](#), [gdcm::ModalityPerformedProcedureStepSetQuery](#), [gdcm::MovePatientRootQuery](#), [gdcm::MoveStudyRootQuery](#), and [gdcm::WLMFindQuery](#).

### 10.31.3.3 GetQueryDataSet() [1/2]

```
DataSet & gdcm::BaseQuery::GetQueryDataSet ( )
```

### 10.31.3.4 GetQueryDataSet() [2/2]

```
DataSet const & gdcm::BaseQuery::GetQueryDataSet ( ) const
```

Set/Get the internal representation of the query as a [DataSet](#).

### 10.31.3.5 GetSOPInstanceUID()

```
std::string gdcm::BaseQuery::GetSOPInstanceUID ( ) const [inline]
```

### 10.31.3.6 Print()

```
void gdcm::BaseQuery::Print (
    std::ostream & os ) const [override], [virtual]
```

Reimplemented from [gdcm::Object](#).

### 10.31.3.7 SetSearchParameter() [1/3]

```
void gdcm::BaseQuery::SetSearchParameter (
    const std::string & inKeyword,
    const std::string & inValue )
```

### 10.31.3.8 SetSearchParameter() [2/3]

```
void gdcm::BaseQuery::SetSearchParameter (
    const Tag & inTag,
    const DictEntry & inDictEntry,
    const std::string & inValue ) [protected]
```

### 10.31.3.9 SetSearchParameter() [3/3]

```
void gdcm::BaseQuery::SetSearchParameter (
    const Tag & inTag,
    const std::string & inValue )
```

### 10.31.3.10 SetSOPInstanceUID()

```
void gdcm::BaseQuery::SetSOPInstanceUID (
    const std::string & iSopInstanceUID ) [inline]
```

### 10.31.3.11 ValidateQuery()

```
virtual bool gdcm::BaseQuery::ValidateQuery (
    bool inStrict = true ) const [pure virtual]
```

Implemented in [gdcm::FindPatientRootQuery](#), [gdcm::FindStudyRootQuery](#), [gdcm::ModalityPerformedProcedureStepCreateQuery](#), [gdcm::ModalityPerformedProcedureStepSetQuery](#), [gdcm::MovePatientRootQuery](#), [gdcm::MoveStudyRootQuery](#), [gdcm::WLMFindQuery](#), and [gdcm::BaseRootQuery](#).

#### 10.31.3.12 ValidDataSet()

```
bool gdcM::BaseQuery::ValidDataSet (
    const DataSet & dataSetToValid,
    const DataSet & dataSetReference ) const [protected]
```

#### 10.31.3.13 WriteHelpFile()

```
const std::ostream & gdcM::BaseQuery::WriteHelpFile (
    std::ostream & os )
```

#### 10.31.3.14 WriteQuery()

```
bool gdcM::BaseQuery::WriteQuery (
    const std::string & inFileName )
```

### 10.31.4 Friends And Related Function Documentation

#### 10.31.4.1 QueryFactory

```
friend class QueryFactory [friend]
```

### 10.31.5 Member Data Documentation

#### 10.31.5.1 mDataSet

```
DataSet gdcM::BaseQuery::mDataSet [protected]
```

### 10.31.5.2 mSopInstanceUID

```
std::string gdcm::BaseQuery::mSopInstanceUID [protected]
```

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

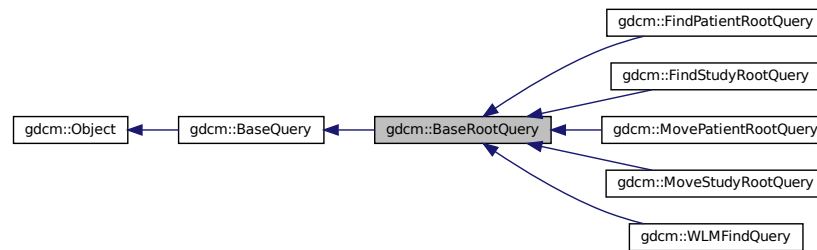
- [gdcmBaseQuery.h](#)

## 10.32 gdcm::BaseRootQuery Class Reference

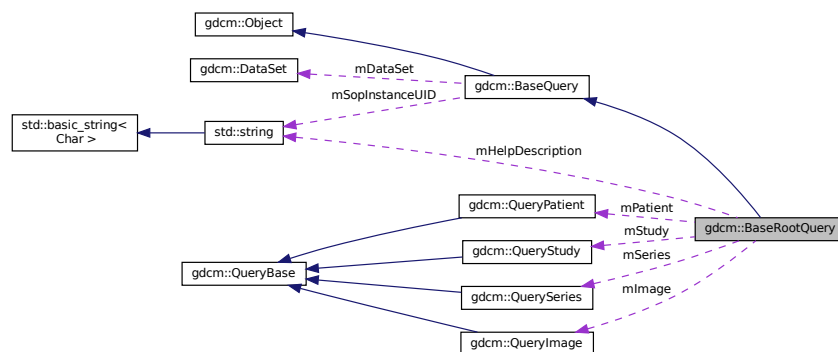
[BaseRootQuery](#).

```
#include <gdcmBaseRootQuery.h>
```

Inheritance diagram for gdcm::BaseRootQuery:



Collaboration diagram for gdcm::BaseRootQuery:



## Public Member Functions

- [~BaseRootQuery](#) () override
- [EQueryLevel](#) [GetQueryLevelFromQueryRoot](#) ([ERootType](#) roottype)
- virtual std::vector< [Tag](#) > [GetTagListByLevel](#) (const [EQueryLevel](#) &inQueryLevel)=0
- virtual void [InitializeDataSet](#) (const [EQueryLevel](#) &inQueryLevel)=0
- bool [ValidateQuery](#) (bool inStrict=true) const override=0

## Static Public Member Functions

- static [QueryBase](#) \* [Construct](#) ([ERootType](#) inRootType, [EQueryLevel](#) qllevel)
- static int [GetQueryLevelFromString](#) (const char \*str)
- static const char \* [GetQueryLevelString](#) ([EQueryLevel](#) ql)

## Protected Member Functions

- [BaseRootQuery](#) ()

## Protected Attributes

- std::string [mHelpDescription](#)
- [QueryImage](#) [mImage](#)
- [QueryPatient](#) [mPatient](#)
- [ERootType](#) [mRootType](#)
- [QuerySeries](#) [mSeries](#)
- [QueryStudy](#) [mStudy](#)

## Friends

- class [QueryFactory](#)

### 10.32.1 Detailed Description

[BaseRootQuery](#).

contains: a baseclass which will produce a dataset for c-find and c-move with patient/study root

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.

## 10.32.2 Constructor & Destructor Documentation

### 10.32.2.1 BaseRootQuery()

```
gdcm::BaseRootQuery::BaseRootQuery ( ) [protected]
```

### 10.32.2.2 ~BaseRootQuery()

```
gdcm::BaseRootQuery::~~BaseRootQuery ( ) [override]
```

## 10.32.3 Member Function Documentation

### 10.32.3.1 Construct()

```
static QueryBase * gdcm::BaseRootQuery::Construct (
    ERootType inRootType,
    EQueryLevel qlevel ) [static]
```

### 10.32.3.2 GetQueryLevelFromQueryRoot()

```
EQueryLevel gdcm::BaseRootQuery::GetQueryLevelFromQueryRoot (
    ERootType roottype )
```

### 10.32.3.3 GetQueryLevelFromString()

```
static int gdcm::BaseRootQuery::GetQueryLevelFromString (
    const char * str ) [static]
```

#### 10.32.3.4 GetQueryLevelString()

```
static const char * gdcM::BaseRootQuery::GetQueryLevelString (
    EQueryLevel q1 ) [static]
```

#### 10.32.3.5 GetTagListByLevel()

```
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](#), [gdcM::MoveStudyRootQuery](#), and [gdcM::WLMFindQuery](#).

#### 10.32.3.6 InitializeDataSet()

```
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 dcm4k

Implemented in [gdcM::FindPatientRootQuery](#), [gdcM::FindStudyRootQuery](#), [gdcM::MovePatientRootQuery](#), [gdcM::MoveStudyRootQuery](#), and [gdcM::WLMFindQuery](#).

#### 10.32.3.7 ValidateQuery()

```
bool gdcM::BaseRootQuery::ValidateQuery (
    bool inStrict = true ) const [override], [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.

Implements [gdcM::BaseQuery](#).

Implemented in [gdcM::FindPatientRootQuery](#), [gdcM::FindStudyRootQuery](#), [gdcM::MovePatientRootQuery](#), [gdcM::MoveStudyRootQuery](#), and [gdcM::WLMFindQuery](#).



## 10.32.4 Friends And Related Function Documentation

### 10.32.4.1 QueryFactory

```
friend class QueryFactory [friend]
```

## 10.32.5 Member Data Documentation

### 10.32.5.1 mHelpDescription

```
std::string gdcm::BaseRootQuery::mHelpDescription [protected]
```

### 10.32.5.2 mImage

```
QueryImage gdcm::BaseRootQuery::mImage [protected]
```

### 10.32.5.3 mPatient

```
QueryPatient gdcm::BaseRootQuery::mPatient [protected]
```

### 10.32.5.4 mRootType

```
ERootType gdcm::BaseRootQuery::mRootType [protected]
```

### 10.32.5.5 mSeries

```
QuerySeries gdcm::BaseRootQuery::mSeries [protected]
```

### 10.32.5.6 mStudy

`QueryStudy` `gdcm::BaseRootQuery::mStudy` [protected]

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

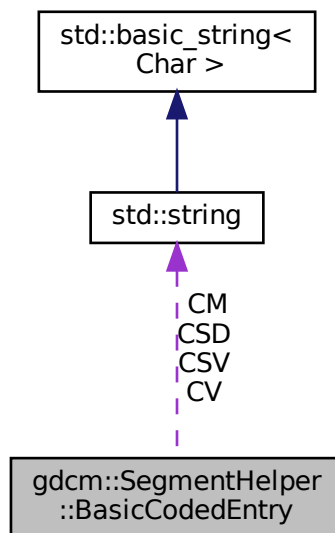
- [gdcmBaseRootQuery.h](#)

## 10.33 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](#)

### 10.33.1 Detailed Description

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

See also

PS 3.3 section 8.8.

### 10.33.2 Constructor & Destructor Documentation

#### 10.33.2.1 BasicCodedEntry() [1/3]

```
gdcm::SegmentHelper::BasicCodedEntry::BasicCodedEntry ( ) [inline]
```

Constructor.

#### 10.33.2.2 BasicCodedEntry() [2/3]

```
gdcm::SegmentHelper::BasicCodedEntry::BasicCodedEntry (
    const char * a_CV,
    const char * a_CSD,
    const char * a_CM ) [inline]
```

constructor which defines type 1 attributes.

### 10.33.2.3 BasicCodedEntry() [3/3]

```
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.

## 10.33.3 Member Function Documentation

### 10.33.3.1 IsEmpty()

```
bool gdcm::SegmentHelper::BasicCodedEntry::IsEmpty (
    const bool checkOptionalAttributes = false ) const
```

Check if each attributes of the basic coded entry is defined.

Parameters

<i>checkOptionalAttributes</i>	Check also type 1C attributes.
--------------------------------	--------------------------------

## 10.33.4 Member Data Documentation

### 10.33.4.1 CM

```
std::string gdcm::SegmentHelper::BasicCodedEntry::CM
```

Coding Scheme [Version](#) attribute.

### 10.33.4.2 CSD

```
std::string gdcm::SegmentHelper::BasicCodedEntry::CSD
```

Code [Value](#) attribute.

### 10.33.4.3 CSV

```
std::string gdcm::SegmentHelper::BasicCodedEntry::CSV
```

Coding Scheme Designator attribute.

### 10.33.4.4 CV

```
std::string gdcm::SegmentHelper::BasicCodedEntry::CV
```

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

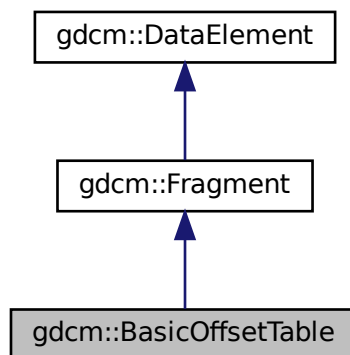
- [gdcmSegmentHelper.h](#)

## 10.34 gdcm::BasicOffsetTable Class Reference

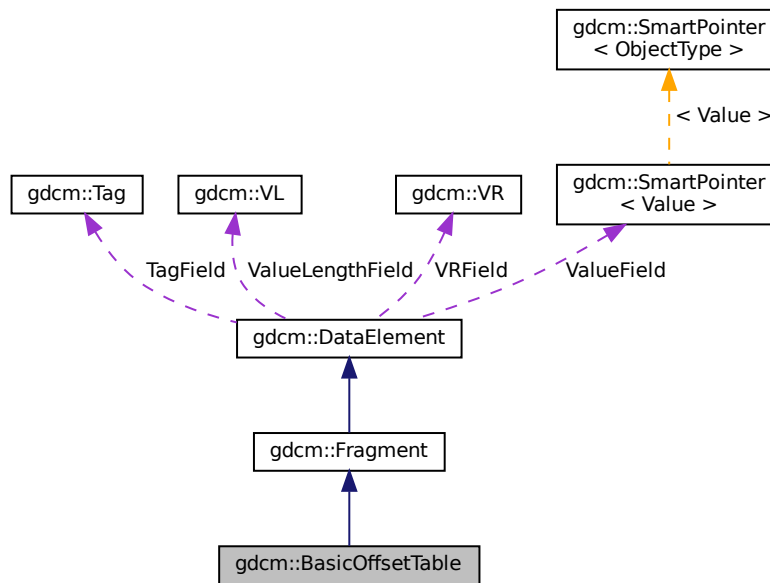
Class to represent a [BasicOffsetTable](#).

```
#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

### 10.34.1 Detailed Description

Class to represent a [BasicOffsetTable](#).

### 10.34.2 Constructor & Destructor Documentation

### 10.34.2.1 BasicOffsetTable()

```
gdcm::BasicOffsetTable::BasicOffsetTable ( ) [inline]
```

## 10.34.3 Member Function Documentation

### 10.34.3.1 Read()

```
template<typename TSwap >  
std::istream & gdcm::BasicOffsetTable::Read (  
    std::istream & is ) [inline]
```

References [gdcmAssertAlwaysMacro](#), and [gdcm::ParseException::SetLastElement\(\)](#).

## 10.34.4 Friends And Related Function Documentation

### 10.34.4.1 operator<<

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

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

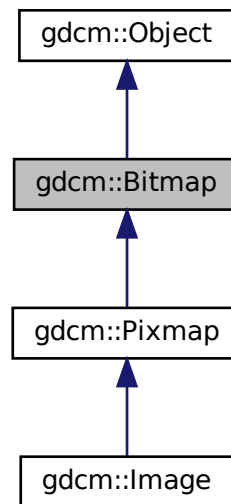
- [gdcmBasicOffsetTable.h](#)

## 10.35 gdcm::Bitmap Class Reference

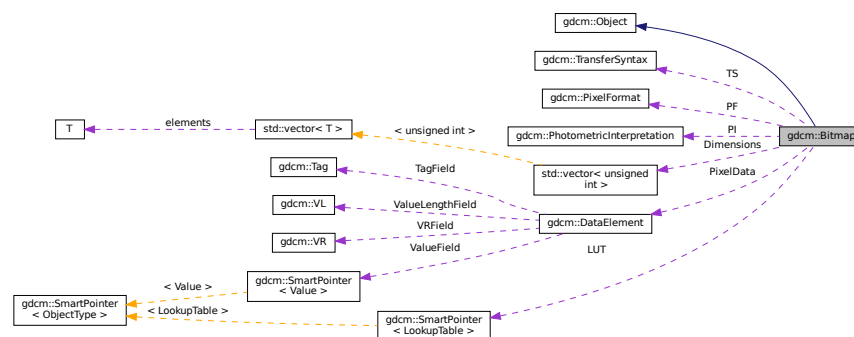
[Bitmap](#) class.

```
#include <gdcmBitmap.h>
```

Inheritance diagram for `gdcm::Bitmap`:



Collaboration diagram for `gdcm::Bitmap`:





## Public Member Functions

- [Bitmap](#) ()
- [~Bitmap](#) () override
- virtual bool [AreOverlaysInPixelData](#) () const
- void [Clear](#) ()
- bool [GetBuffer](#) (char \*buffer) const  
*Access the raw data.*
- unsigned long [GetBufferLength](#) () const
- unsigned int [GetColumns](#) () const
- [DataElement](#) & [GetDataElement](#) ()
- const [DataElement](#) & [GetDataElement](#) () const
- 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)...*
- [LookupTable](#) & [GetLUT](#) ()
- const [LookupTable](#) & [GetLUT](#) () const
- bool [GetNeedByteSwap](#) () const  
*INTERNAL do not use.*
- 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*
- [PixelFormat](#) & [GetPixelFormat](#) ()
- const [PixelFormat](#) & [GetPixelFormat](#) () const  
*Get/Set PixelFormat.*
- 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 override
- 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.*
- virtual bool [UnusedBitsPresentInPixelData](#) () const

## 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](#)

### 10.35.1 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](#).

## 10.35.2 Member Typedef Documentation

### 10.35.2.1 LUTPtr

```
typedef SmartPointer<LookupTable> gdcm::Bitmap::LUTPtr [protected]
```

## 10.35.3 Constructor & Destructor Documentation

### 10.35.3.1 Bitmap()

```
gdcm::Bitmap::Bitmap ( )
```

### 10.35.3.2 ~Bitmap()

```
gdcm::Bitmap::~Bitmap ( ) [override]
```

## 10.35.4 Member Function Documentation

### 10.35.4.1 AreOverlaysInPixelData()

```
virtual bool gdcm::Bitmap::AreOverlaysInPixelData ( ) const [inline], [virtual]
```

Reimplemented in [gdcm::Pixmap](#).

### 10.35.4.2 Clear()

```
void gdcm::Bitmap::Clear ( )
```

#### 10.35.4.3 ComputeLossyFlag()

```
bool gdcm::Bitmap::ComputeLossyFlag ( ) [protected]
```

#### 10.35.4.4 GetBuffer()

```
bool gdcm::Bitmap::GetBuffer (
    char * buffer ) const
```

Access the raw data.

##### Examples

[BasicImageAnonymizer.cs](#), [ConvertToQImage.cxx](#), [DecompressImage.cs](#), [DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [GetArray.cs](#), [ReadMultiTimesException.cxx](#), and [threadgdcm.cxx](#).

#### 10.35.4.5 GetBuffer2()

```
bool gdcm::Bitmap::GetBuffer2 (
    std::ostream & os ) const [protected]
```

#### 10.35.4.6 GetBufferLength()

```
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

[BasicImageAnonymizer.cs](#), [ConvertToQImage.cxx](#), [DecompressImage.cs](#), [DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [GenFakeImage.cxx](#), [GetArray.cs](#), [GetSubSequenceData.cxx](#), [PatchFile.cxx](#), [ReadMultiTimesException.cxx](#), [RescaleImage.cs](#), and [threadgdcm.cxx](#).

#### 10.35.4.7 GetColumns()

```
unsigned int gdcm::Bitmap::GetColumns ( ) const [inline]
```

#### 10.35.4.8 GetDataElement() [1/2]

```
DataElement & gdcm::Bitmap::GetDataElement ( ) [inline]
```

#### 10.35.4.9 GetDataElement() [2/2]

```
const DataElement & gdcm::Bitmap::GetDataElement ( ) const [inline]
```

##### Examples

[ExtractIconFromFile.cxx](#).

#### 10.35.4.10 GetDimension()

```
unsigned int gdcm::Bitmap::GetDimension (
    unsigned int idx ) const
```

##### Examples

[BasicImageAnonymizer.cs](#), [DecompressImage.cs](#), and [GetArray.cs](#).

#### 10.35.4.11 GetDimensions()

```
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](#).

#### 10.35.4.12 GetLUT() [1/2]

```
LookupTable & gdcm::Bitmap::GetLUT ( ) [inline]
```

#### 10.35.4.13 GetLUT() [2/2]

```
const LookupTable & gdcM::Bitmap::GetLUT ( ) const [inline]
```

##### Examples

[ExtractIconFromFile.cxx](#), [ExtractImageRegionWithLUT.cs](#), and [PrintLUT.cxx](#).

#### 10.35.4.14 GetNeedByteSwap()

```
bool gdcM::Bitmap::GetNeedByteSwap ( ) const [inline]
```

INTERNAL do not use.

#### 10.35.4.15 GetNumberOfDimensions()

```
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

[DecompressImage.cs](#), [GetArray.cs](#), [HelloVizWorld.cxx](#), and [threadgdcM.cxx](#).

#### 10.35.4.16 GetPhotometricInterpretation()

```
const PhotometricInterpretation & gdcM::Bitmap::GetPhotometricInterpretation ( ) const
```

return the photometric interpretation

##### Examples

[ConvertToQImage.cxx](#), [DecompressImage.cs](#), [ExtractIconFromFile.cxx](#), and [HelloVizWorld.cxx](#).

**10.35.4.17 GetPixelFormat() [1/2]**

```
PixelFormat & gdcm::Bitmap::GetPixelFormat ( ) [inline]
```

**10.35.4.18 GetPixelFormat() [2/2]**

```
const PixelFormat & gdcm::Bitmap::GetPixelFormat ( ) const [inline]
```

Get/Set [PixelFormat](#).

**Examples**

[ConvertToQImage.cxx](#), [DecompressImage.cs](#), [ExtractIconFromFile.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GenFakeImage.cxx](#), [GetArray.cs](#), [GetJPEGSamplePrecision.cxx](#), [RescaleImage.cs](#), [TemplateEmptyImage.cxx](#), and [threadgdcm.cxx](#).

**10.35.4.19 GetPlanarConfiguration()**

```
unsigned int gdcm::Bitmap::GetPlanarConfiguration ( ) const
```

return the planar configuration

**10.35.4.20 GetRows()**

```
unsigned int gdcm::Bitmap::GetRows ( ) const [inline]
```

**10.35.4.21 GetTransferSyntax()**

```
const TransferSyntax & gdcm::Bitmap::GetTransferSyntax ( ) const [inline]
```

**Examples**

[ExtractIconFromFile.cxx](#).

#### 10.35.4.22 IsEmpty()

```
bool gdcm::Bitmap::IsEmpty ( ) const [inline]
```

#### 10.35.4.23 IsLossy()

```
bool gdcm::Bitmap::IsLossy ( ) const
```

Return whether or not the image was compressed using a lossy compressor or not.

#### 10.35.4.24 IsTransferSyntaxCompatible()

```
bool gdcm::Bitmap::IsTransferSyntaxCompatible (
    TransferSyntax const & ts ) const
```

#### 10.35.4.25 Print()

```
void gdcm::Bitmap::Print (
    std::ostream & ) const [override], [virtual]
```

Reimplemented from [gdcm::Object](#).

Reimplemented in [gdcm::Pixmap](#), and [gdcm::Image](#).

#### Examples

[ExtractIconFromFile.cxx](#).

#### 10.35.4.26 SetColumns()

```
void gdcm::Bitmap::SetColumns (
    unsigned int col ) [inline]
```



#### 10.35.4.27 SetDataElement()

```
void gdcm::Bitmap::SetDataElement (
    DataElement const & de ) [inline]
```

##### Examples

[BasicImageAnonymizer.cs](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [DecompressImage.cs](#), [DecompressImageMultiframe.c](#), [DecompressJPEGFile.cs](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [GenFakeImage.cxx](#), [GetSubSequenceData.cxx](#), [MpegVideoInfo.cs](#), [csa2img.cxx](#), and [iU22tomultisc.cxx](#).

#### 10.35.4.28 SetDimension()

```
void gdcm::Bitmap::SetDimension (
    unsigned int idx,
    unsigned int dim )
```

##### Examples

[DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [GenFakeImage.cxx](#), [GetSubSequenceData.cxx](#), [MpegVideoInfo.cs](#), [csa2img.cxx](#), and [iU22tomultisc.cxx](#).

#### 10.35.4.29 SetDimensions()

```
void gdcm::Bitmap::SetDimensions (
    const unsigned int dims[3] )
```

##### Examples

[CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), and [DecompressImage.cs](#).

#### 10.35.4.30 SetLossyFlag()

```
void gdcm::Bitmap::SetLossyFlag (
    bool f ) [inline]
```

Specifically set that the image was compressed using a lossy compression mechanism.

#### 10.35.4.31 SetLUT()

```
void gdcm::Bitmap::SetLUT (
    LookupTable const & lut ) [inline]
```

Set/Get LUT.

#### 10.35.4.32 SetNeedByteSwap()

```
void gdcm::Bitmap::SetNeedByteSwap (
    bool b ) [inline]
```

#### 10.35.4.33 SetNumberOfDimensions()

```
void gdcm::Bitmap::SetNumberOfDimensions (
    unsigned int dim )
```

##### Examples

[CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [DecompressImage.cs](#), [DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [GenFakelImage.cxx](#), [GetSubSequenceData.cxx](#), [MpegVideoInfo.cs](#), [csa2img.cxx](#), and [iU22tomultisc.cxx](#).

#### 10.35.4.34 SetPhotometricInterpretation()

```
void gdcm::Bitmap::SetPhotometricInterpretation (
    PhotometricInterpretation const & pi )
```

##### Examples

[CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [DecompressImage.cs](#), [DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [GenFakelImage.cxx](#), [GetSubSequenceData.cxx](#), [MpegVideoInfo.cs](#), [csa2img.cxx](#), and [iU22tomultisc.cxx](#).

#### 10.35.4.35 SetPixelFormat()

```
void gdcm::Bitmap::SetPixelFormat (
    PixelFormat const & pf ) [inline]
```

##### Examples

[CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [DecompressImage.cs](#), [DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [MpegVideoInfo.cs](#), [csa2img.cxx](#), and [iU22tomultisc.cxx](#).

References [gdcm::PixelFormat::Validate\(\)](#).

#### 10.35.4.36 SetPlanarConfiguration()

```
void gdcm::Bitmap::SetPlanarConfiguration (
    unsigned int pc )
```

##### Warning

you need to call SetPixelFormat first (before SetPlanarConfiguration) for consistency checking

#### 10.35.4.37 SetRows()

```
void gdcm::Bitmap::SetRows (
    unsigned int rows ) [inline]
```

#### 10.35.4.38 SetTransferSyntax()

```
void gdcm::Bitmap::SetTransferSyntax (
    TransferSyntax const & ts ) [inline]
```

Transfer syntax.

##### Examples

[BasicImageAnonymizer.cs](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [MergeTwoFiles.cxx](#), and [MpegVideoInfo.cs](#).

**10.35.4.39 TryJPEG2000Codec()**

```
bool gdcm::Bitmap::TryJPEG2000Codec (
    char * buffer,
    bool & lossyflag ) const    [protected]
```

**10.35.4.40 TryJPEG2000Codec2()**

```
bool gdcm::Bitmap::TryJPEG2000Codec2 (
    std::ostream & os ) const    [protected]
```

**10.35.4.41 TryJPEGCodec()**

```
bool gdcm::Bitmap::TryJPEGCodec (
    char * buffer,
    bool & lossyflag ) const    [protected]
```

**10.35.4.42 TryJPEGCodec2()**

```
bool gdcm::Bitmap::TryJPEGCodec2 (
    std::ostream & os ) const    [protected]
```

**10.35.4.43 TryJPEGLSCodec()**

```
bool gdcm::Bitmap::TryJPEGLSCodec (
    char * buffer,
    bool & lossyflag ) const    [protected]
```

**10.35.4.44 TryKAKADUCodec()**

```
bool gdcm::Bitmap::TryKAKADUCodec (
    char * buffer,
    bool & lossyflag ) const    [protected]
```

#### 10.35.4.45 TryPVRGCodec()

```
bool gdcm::Bitmap::TryPVRGCodec (
    char * buffer,
    bool & lossyflag ) const [protected]
```

#### 10.35.4.46 TryRAWCodec()

```
bool gdcm::Bitmap::TryRAWCodec (
    char * buffer,
    bool & lossyflag ) const [protected]
```

#### 10.35.4.47 TryRLECodec()

```
bool gdcm::Bitmap::TryRLECodec (
    char * buffer,
    bool & lossyflag ) const [protected]
```

#### 10.35.4.48 UnusedBitsPresentInPixelData()

```
virtual bool gdcm::Bitmap::UnusedBitsPresentInPixelData ( ) const [inline], [virtual]
```

Reimplemented in [gdcm::Pixmap](#).

### 10.35.5 Friends And Related Function Documentation

#### 10.35.5.1 ImageChangeTransferSyntax

```
friend class ImageChangeTransferSyntax [friend]
```

#### 10.35.5.2 PixmapReader

```
friend class PixmapReader [friend]
```

## 10.35.6 Member Data Documentation

### 10.35.6.1 Dimensions

`std::vector<unsigned int> gdcm::Bitmap::Dimensions` [protected]

### 10.35.6.2 LossyFlag

`bool gdcm::Bitmap::LossyFlag` [protected]

### 10.35.6.3 LUT

`LUTPtr gdcm::Bitmap::LUT` [protected]

### 10.35.6.4 NeedByteSwap

`bool gdcm::Bitmap::NeedByteSwap` [protected]

### 10.35.6.5 NumberOfDimensions

`unsigned int gdcm::Bitmap::NumberOfDimensions` [protected]

### 10.35.6.6 PF

`PixelFormat gdcm::Bitmap::PF` [protected]

### 10.35.6.7 PI

[PhotometricInterpretation](#) gdcm::Bitmap::PI [protected]

### 10.35.6.8 PixelData

[DataElement](#) gdcm::Bitmap::PixelData [protected]

### 10.35.6.9 PlanarConfiguration

unsigned int gdcm::Bitmap::PlanarConfiguration [protected]

### 10.35.6.10 TS

[TransferSyntax](#) gdcm::Bitmap::TS [protected]

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

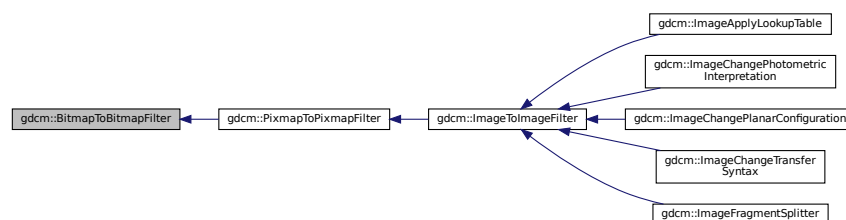
- [gdcmBitmap.h](#)

## 10.36 gdcm::BitmapToBitmapFilter Class Reference

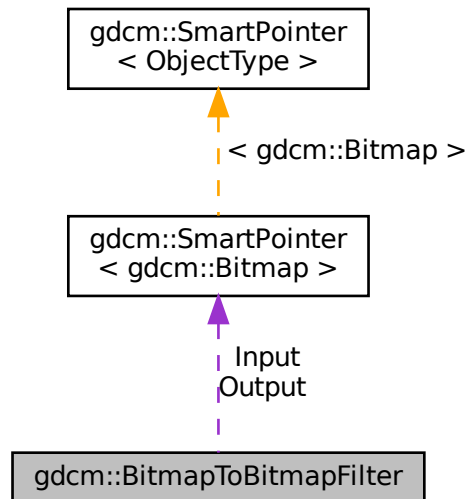
[BitmapToBitmapFilter](#) class.

```
#include <gdcmBitmapToBitmapFilter.h>
```

Inheritance diagram for gdcm::BitmapToBitmapFilter:



Collaboration diagram for `gdcm::BitmapToBitmapFilter`:



## Public Member Functions

- [BitmapToBitmapFilter](#) ()
- [~BitmapToBitmapFilter](#) ()=default
- const [Bitmap](#) & [GetOutput](#) () const  
*Get Output image.*
- const [Bitmap](#) & [GetOutputAsBitmap](#) () const
- void [SetInput](#) (const [Bitmap](#) &image)  
*Set input image.*

## Protected Attributes

- [SmartPointer](#)< [Bitmap](#) > [Input](#)
- [SmartPointer](#)< [Bitmap](#) > [Output](#)

### 10.36.1 Detailed Description

[BitmapToBitmapFilter](#) class.

Super class for all filter taking an image and producing an output image



## 10.36.2 Constructor & Destructor Documentation

### 10.36.2.1 BitmapToBitmapFilter()

```
gdcm::BitmapToBitmapFilter::BitmapToBitmapFilter ( )
```

### 10.36.2.2 ~BitmapToBitmapFilter()

```
gdcm::BitmapToBitmapFilter::~~BitmapToBitmapFilter ( ) [default]
```

## 10.36.3 Member Function Documentation

### 10.36.3.1 GetOutput()

```
const Bitmap & gdcm::BitmapToBitmapFilter::GetOutput ( ) const [inline]
```

Get Output image.

### 10.36.3.2 GetOutputAsBitmap()

```
const Bitmap & gdcm::BitmapToBitmapFilter::GetOutputAsBitmap ( ) const
```

### 10.36.3.3 SetInput()

```
void gdcm::BitmapToBitmapFilter::SetInput (
    const Bitmap & image )
```

Set input image.

#### Examples

[BasicImageAnonymizer.cs](#), [CompressImage.cxx](#), [CompressLossyJPEG.cs](#), and [StandardizeFiles.cs](#).

## 10.36.4 Member Data Documentation

### 10.36.4.1 Input

`SmartPointer<Bitmap> gdcm::BitmapToBitmapFilter::Input [protected]`

### 10.36.4.2 Output

`SmartPointer<Bitmap> gdcm::BitmapToBitmapFilter::Output [protected]`

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

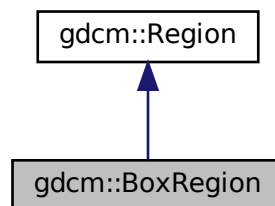
- [gdcmBitmapToBitmapFilter.h](#)

## 10.37 gdcm::BoxRegion Class Reference

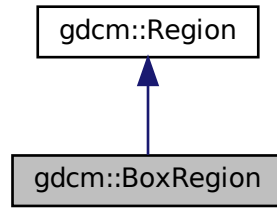
Class for manipulation box region.

```
#include <gdcmBoxRegion.h>
```

Inheritance diagram for `gdcm::BoxRegion`:



Collaboration diagram for gdcm::BoxRegion:



## Public Member Functions

- [BoxRegion](#) ()
- [BoxRegion](#) (const [BoxRegion](#) &)  
*copy/cstor and al.*
- [~BoxRegion](#) () override
- [size\\_t Area](#) () const override  
*compute the area*
- [Region \\* Clone](#) () const override
- [BoxRegion ComputeBoundingBox](#) () override  
*Return the Axis-Aligned minimum bounding box for all regions.*
- [bool Empty](#) () const override  
*return whether this domain is empty:*
- [unsigned int GetXMax](#) () const
- [unsigned int GetXMin](#) () const  
*Get domain.*
- [unsigned int GetYMax](#) () const
- [unsigned int GetYMin](#) () const
- [unsigned int GetZMax](#) () const
- [unsigned int GetZMin](#) () const
- [bool IsValid](#) () const override  
*return whether this is valid domain*
- [void operator=](#) (const [BoxRegion](#) &)
- [void Print](#) (std::ostream &os=std::cout) const override  
*Print.*
- [void SetDomain](#) (unsigned int xmin, unsigned int xmax, unsigned int ymin, unsigned int ymax, unsigned int zmin, unsigned int zmax)  
*Set domain.*

## Static Public Member Functions

- static [BoxRegion BoundingBox](#) ([BoxRegion](#) const &b1, [BoxRegion](#) const &b2)  
*Helper class to compute the bounding box of two [BoxRegion](#).*

### 10.37.1 Detailed Description

Class for manipulation box region.

This is a very simple implementation of the [Region](#) class. It only support 3D box type region. It assumes the 3D Box does not have a tilt Origin is as (0,0,0)

#### Examples

[ExtractImageRegion.cs](#), and [ExtractImageRegionWithLUT.cs](#).

### 10.37.2 Constructor & Destructor Documentation

#### 10.37.2.1 BoxRegion() [1/2]

```
gdcm::BoxRegion::BoxRegion ( )
```

#### 10.37.2.2 ~BoxRegion()

```
gdcm::BoxRegion::~~BoxRegion ( ) [override]
```

#### 10.37.2.3 BoxRegion() [2/2]

```
gdcm::BoxRegion::BoxRegion (
    const BoxRegion & )
```

copy/cstor and al.

### 10.37.3 Member Function Documentation

#### 10.37.3.1 Area()

```
size_t gdcm::BoxRegion::Area ( ) const [override], [virtual]
```

compute the area

Implements [gdcm::Region](#).

### 10.37.3.2 BoundingBox()

```
static BoxRegion gdcm::BoxRegion::BoundingBox (
    BoxRegion const & b1,
    BoxRegion const & b2 ) [static]
```

Helper class to compute the bounding box of two [BoxRegion](#).

### 10.37.3.3 Clone()

```
Region * gdcm::BoxRegion::Clone ( ) const [override], [virtual]
```

Implements [gdcm::Region](#).

### 10.37.3.4 ComputeBoundingBox()

```
BoxRegion gdcm::BoxRegion::ComputeBoundingBox ( ) [override], [virtual]
```

Return the Axis-Aligned minimum bounding box for all regions.

Implements [gdcm::Region](#).

### 10.37.3.5 Empty()

```
bool gdcm::BoxRegion::Empty ( ) const [override], [virtual]
```

return whether this domain is empty:

Implements [gdcm::Region](#).

### 10.37.3.6 GetXMax()

```
unsigned int gdcm::BoxRegion::GetXMax ( ) const
```

#### 10.37.3.7 GetXMin()

```
unsigned int gdcm::BoxRegion::GetXMin ( ) const
```

Get domain.

#### 10.37.3.8 GetYMax()

```
unsigned int gdcm::BoxRegion::GetYMax ( ) const
```

#### 10.37.3.9 GetYMin()

```
unsigned int gdcm::BoxRegion::GetYMin ( ) const
```

#### 10.37.3.10 GetZMax()

```
unsigned int gdcm::BoxRegion::GetZMax ( ) const
```

#### 10.37.3.11 GetZMin()

```
unsigned int gdcm::BoxRegion::GetZMin ( ) const
```

#### 10.37.3.12 IsValid()

```
bool gdcm::BoxRegion::IsValid ( ) const [override], [virtual]
```

return whether this is valid domain

Implements [gdcm::Region](#).

### 10.37.3.13 operator=()

```
void gdcm::BoxRegion::operator= (
    const BoxRegion & )
```

### 10.37.3.14 Print()

```
void gdcm::BoxRegion::Print (
    std::ostream & os = std::cout ) const [override], [virtual]
```

Print.

Reimplemented from [gdcm::Region](#).

### 10.37.3.15 SetDomain()

```
void gdcm::BoxRegion::SetDomain (
    unsigned int xmin,
    unsigned int xmax,
    unsigned int ymin,
    unsigned int ymax,
    unsigned int zmin,
    unsigned int zmax )
```

Set domain.

#### Examples

[ExtractImageRegion.cs](#), and [ExtractImageRegionWithLUT.cs](#).

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

- [gdcmBoxRegion.h](#)

## 10.38 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](#) ()

### 10.38.1 Detailed Description

[ByteBuffer](#).

Detailed description here

#### Note

looks like a std::streambuf or std::filebuf class with the get and peek pointer

### 10.38.2 Constructor & Destructor Documentation

#### 10.38.2.1 ByteBuffer()

```
gdcm::ByteBuffer::ByteBuffer ( ) [inline]
```

### 10.38.3 Member Function Documentation

#### 10.38.3.1 Get()

```
char * gdcm::ByteBuffer::Get (
    int len ) [inline]
```

#### 10.38.3.2 GetStart()

```
const char * gdcm::ByteBuffer::GetStart ( ) const [inline]
```



### 10.38.3.3 ShiftEnd()

```
void gdcm::ByteBuffer::ShiftEnd (
    int len ) [inline]
```

### 10.38.3.4 UpdatePosition()

```
void gdcm::ByteBuffer::UpdatePosition ( ) [inline]
```

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

- [gdcmByteBuffer.h](#)

## 10.39 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](#) ()

### 10.39.1 Detailed Description

```
template<class T>
class gdcm::ByteSwap< T >
```

[ByteSwap](#).

Perform machine dependent byte swapping (Little Endian, Big Endian, Bad Little Endian, Bad Big Endian). TODO: bswap\_32 / bswap\_64 ...

#### Examples

[TestByteSwap.cxx](#).

## 10.39.2 Member Function Documentation

### 10.39.2.1 Swap()

```
template<class T >
static void gdcm::ByteSwap< T >::Swap (
    T & p ) [static]
```

### 10.39.2.2 SwapFromSwapCodeIntoSystem()

```
template<class T >
static void gdcm::ByteSwap< T >::SwapFromSwapCodeIntoSystem (
    T & p,
    SwapCode const & sc ) [static]
```

#### Examples

[TestByteSwap.cxx](#).

### 10.39.2.3 SwapRange()

```
template<class T >
static void gdcm::ByteSwap< T >::SwapRange (
    T * p,
    unsigned int num ) [static]
```

### 10.39.2.4 SwapRangeFromSwapCodeIntoSystem()

```
template<class T >
static void gdcm::ByteSwap< T >::SwapRangeFromSwapCodeIntoSystem (
    T * p,
    SwapCode const & sc,
    std::streamoff num ) [static]
```

#### Examples

[TestByteSwap.cxx](#).

### 10.39.2.5 SystemIsBigEndian()

```
template<class T >
static bool gdcm::ByteSwap< T >::SystemIsBigEndian ( ) [static]
```

Query the machine Endian-ness.

### 10.39.2.6 SystemIsLittleEndian()

```
template<class T >
static bool gdcm::ByteSwap< T >::SystemIsLittleEndian ( ) [static]
```

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

- [gdcmByteSwap.h](#)

## 10.40 gdcm::ByteSwapFilter Class Reference

[ByteSwapFilter](#).

```
#include <gdcmByteSwapFilter.h>
```

### Public Member Functions

- [ByteSwapFilter](#) (const [ByteSwapFilter](#) &)=delete
- [ByteSwapFilter](#) ([DataSet](#) &ds)
- [~ByteSwapFilter](#) ()
- bool [ByteSwap](#) ()
- [ByteSwapFilter](#) & [operator=](#) (const [ByteSwapFilter](#) &)=delete
- void [SetByteSwapTag](#) (bool b)

### 10.40.1 Detailed Description

[ByteSwapFilter](#).

In place byte-swapping of a dataset FIXME: FL status ??

### 10.40.2 Constructor & Destructor Documentation

#### 10.40.2.1 ByteSwapFilter() [1/2]

```
gdcm::ByteSwapFilter::ByteSwapFilter (
    DataSet & ds ) [inline]
```

#### 10.40.2.2 ~ByteSwapFilter()

```
gdcm::ByteSwapFilter::~~ByteSwapFilter ( )
```

#### 10.40.2.3 ByteSwapFilter() [2/2]

```
gdcm::ByteSwapFilter::ByteSwapFilter (
    const ByteSwapFilter & ) [delete]
```

### 10.40.3 Member Function Documentation

#### 10.40.3.1 ByteSwap()

```
bool gdcm::ByteSwapFilter::ByteSwap ( )
```

Referenced by [gdcm::Item::Read\(\)](#).

#### 10.40.3.2 operator=()

```
ByteSwapFilter & gdcm::ByteSwapFilter::operator= (
    const ByteSwapFilter & ) [delete]
```

#### 10.40.3.3 SetByteSwapTag()

```
void gdcm::ByteSwapFilter::SetByteSwapTag (
    bool b ) [inline]
```

Referenced by [gdcm::Item::Read\(\)](#).

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

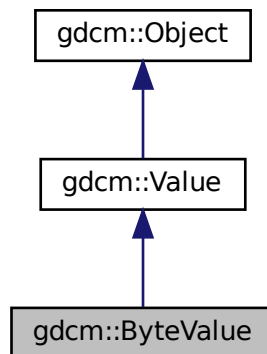
- [gdcmByteSwapFilter.h](#)

## 10.41 gdcm::ByteValue Class Reference

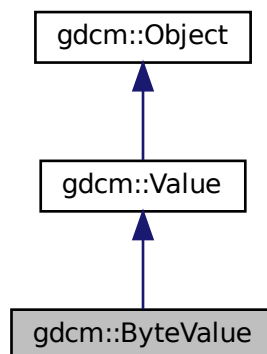
Class to represent binary value (array of bytes)

```
#include <gdcmByteValue.h>
```

Inheritance diagram for gdcm::ByteValue:



Collaboration diagram for gdcm::ByteValue:



## Public Member Functions

- [ByteValue](#) (const char \*array=nullptr, [VL](#) const &vl=0)
- [ByteValue](#) (std::vector< char > &v)
- [~ByteValue](#) () override
- void [Append](#) ([ByteValue](#) const &bv)
- void [Clear](#) () override
- [VL ComputeLength](#) () const
- void [Fill](#) (char c)
- bool [GetBuffer](#) (char \*buffer, unsigned long length) const
- [VL GetLength](#) () const override
- const char \* [GetPointer](#) () const
- void \* [GetVoidPointer](#) ()
- const void \* [GetVoidPointer](#) () 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) I don't 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 override
- void [PrintASCII](#) (std::ostream &os, [VL](#) maxlength) const
- void [PrintASCIIXML](#) (std::ostream &os) const
- void [PrintGroupLength](#) (std::ostream &os)
- void [PrintHex](#) (std::ostream &os, [VL](#) maxlength) const
- void [PrintHexXML](#) (std::ostream &os) const
- void [PrintPNXML](#) (std::ostream &os) const
- template<typename TSwap >  
std::istream & [Read](#) (std::istream &is)
- template<typename TSwap , typename TType >  
std::istream & [Read](#) (std::istream &is, bool readvalues=true)
- void [SetLength](#) ([VL](#) vl) override
- 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 override
- void [SetLengthOnly](#) ([VL](#) vl) override

### 10.41.1 Detailed Description

Class to represent binary value (array of bytes)

Note

Examples

[DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncapsulatedFile.cs](#), [ExtractEncryptedContent.cxx](#), [ExtractIconFromFile.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GetSubSequenceData.cxx](#), [MrProtocol.cxx](#), [PatchFile.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

### 10.41.2 Constructor & Destructor Documentation

#### 10.41.2.1 ByteValue() [1/2]

```
gdcm::ByteValue::ByteValue (
    const char * array = nullptr,
    VL const & vl = 0 ) [inline]
```

References [gdcmDebugMacro](#).

#### 10.41.2.2 ByteValue() [2/2]

```
gdcm::ByteValue::ByteValue (
    std::vector< char > & v ) [inline]
```

Warning

casting to uint32\_t

#### 10.41.2.3 ~ByteValue()

```
gdcm::ByteValue::~~ByteValue ( ) [inline], [override]
```

### 10.41.3 Member Function Documentation

#### 10.41.3.1 Append()

```
void gdcm::ByteValue::Append (
    ByteValue const & bv )
```

#### 10.41.3.2 Clear()

```
void gdcm::ByteValue::Clear ( ) [inline], [override], [virtual]
```

Implements [gdcm::Value](#).

#### 10.41.3.3 ComputeLength()

```
VL gdcm::ByteValue::ComputeLength ( ) const [inline]
```

Referenced by [gdcm::Fragment::Write\(\)](#).

#### 10.41.3.4 Fill()

```
void gdcm::ByteValue::Fill (
    char c ) [inline]
```

##### Examples

[DuplicatePCDE.cxx](#).

#### 10.41.3.5 GetBuffer()

```
bool gdcm::ByteValue::GetBuffer (
    char * buffer,
    unsigned long length ) const
```

##### Examples

[ExtractEncapsulatedFile.cs](#), and [FixJAIBugJPEGLS.cxx](#).



### 10.41.3.6 GetLength()

```
VL gdcm::ByteValue::GetLength ( ) const [inline], [override], [virtual]
```

Implements [gdcm::Value](#).

#### Examples

[DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncapsulatedFile.cs](#), [ExtractEncryptedContent.cxx](#), [ExtractIconFromFile.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GetSubSequenceData.cxx](#), [MrProtocol.cxx](#), [PatchFile.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [ReadGEMSSDO.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

Referenced by [gdcm::SequenceOfFragments::ReadValue\(\)](#), [gdcm::Element< TVR, TVM >::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::Element< TVR, TVM >::SetNoSwap\(\)](#), [gdcm::Element< TVR, VM::VM1 >::SetByteValueNoSwap\(\)](#), [gdcm::Element< TVR, TVM >::SetNoSwap\(\)](#), and [gdcm::Fragment::Write\(\)](#).

### 10.41.3.7 GetPointer()

```
const char * gdcm::ByteValue::GetPointer ( ) const [inline]
```

#### Examples

[DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncryptedContent.cxx](#), [ExtractIconFromFile.cxx](#), [GetSubSequenceData.cxx](#), [MrProtocol.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [ReadGEMSSDO.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

Referenced by [gdcm::SequenceOfFragments::ReadValue\(\)](#), [gdcm::Element< TVR, TVM >::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::Element< TVR, TVM >::SetNoSwap\(\)](#), and [gdcm::Element< TVR, VM::VM1\\_n >::SetNoSwap\(\)](#).

### 10.41.3.8 GetVoidPointer() [1/2]

```
void * gdcm::ByteValue::GetVoidPointer ( ) [inline]
```

#### 10.41.3.9 GetVoidPointer() [2/2]

```
const void * gdcm::ByteValue::GetVoidPointer ( ) const [inline]
```

##### Examples

[FixBrokenJ2K.cxx](#).

Referenced by [gdcm::Element< TVR, VM::VM1\\_n >::Set\(\)](#).

#### 10.41.3.10 IsEmpty()

```
bool gdcm::ByteValue::IsEmpty ( ) const [inline]
```

#### 10.41.3.11 IsPrintable()

```
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 don't think this function is working since it does not handle UNICODE or character set...

#### 10.41.3.12 operator const std::vector< char > &()

```
gdcm::ByteValue::operator const std::vector< char > & ( ) const [inline]
```

#### 10.41.3.13 operator=()

```
ByteValue & gdcm::ByteValue::operator= (
    const ByteValue & val ) [inline]
```

**10.41.3.14 operator==( ) [1/2]**

```
bool gdcmm::ByteValue::operator== (
    const ByteValue & val ) const [inline]
```

**10.41.3.15 operator==( ) [2/2]**

```
bool gdcmm::ByteValue::operator== (
    const Value & val ) const [inline], [override], [virtual]
```

Implements [gdcmm::Value](#).

**10.41.3.16 Print()**

```
void gdcmm::ByteValue::Print (
    std::ostream & os ) const [inline], [override], [protected], [virtual]
```

Reimplemented from [gdcmm::Object](#).

**10.41.3.17 PrintASCII()**

```
void gdcmm::ByteValue::PrintASCII (
    std::ostream & os,
    VL maxlength ) const
```

**10.41.3.18 PrintASCIIXML()**

```
void gdcmm::ByteValue::PrintASCIIXML (
    std::ostream & os ) const
```

**10.41.3.19 PrintGroupLength()**

```
void gdcmm::ByteValue::PrintGroupLength (
    std::ostream & os ) [inline]
```

#### 10.41.3.20 PrintHex()

```
void gdcM::ByteValue::PrintHex (
    std::ostream & os,
    VL maxlength ) const
```

#### 10.41.3.21 PrintHexXML()

```
void gdcM::ByteValue::PrintHexXML (
    std::ostream & os ) const
```

#### 10.41.3.22 PrintPNXML()

```
void gdcM::ByteValue::PrintPNXML (
    std::ostream & os ) const
```

To Print Values in Native DICOM format

#### 10.41.3.23 Read() [1/2]

```
template<typename TSwap >
std::istream & gdcM::ByteValue::Read (
    std::istream & is ) [inline]
```

#### 10.41.3.24 Read() [2/2]

```
template<typename TSwap , typename TType >
std::istream & gdcM::ByteValue::Read (
    std::istream & is,
    bool readvalues = true ) [inline]
```

#### 10.41.3.25 SetLength()

```
void gdcM::ByteValue::SetLength (
    VL vl ) [override], [virtual]
```

Implements [gdcM::Value](#).

### 10.41.3.26 SetLengthOnly()

```
void gdcm::ByteValue::SetLengthOnly (
    VL vl ) [inline], [override], [protected], [virtual]
```

Reimplemented from [gdcm::Value](#).

### 10.41.3.27 Write() [1/2]

```
template<typename TSwap , typename TType >
std::ostream const & gdcm::ByteValue::Write (
    std::ostream & os ) const [inline]
```

Referenced by [gdcm::Fragment::Write\(\)](#).

### 10.41.3.28 Write() [2/2]

```
template<typename TSwap >
std::ostream const & gdcm::ByteValue::Write (
    std::ostream & os ) const [inline]
```

### 10.41.3.29 WriteBuffer()

```
bool gdcm::ByteValue::WriteBuffer (
    std::ostream & os ) const [inline]
```

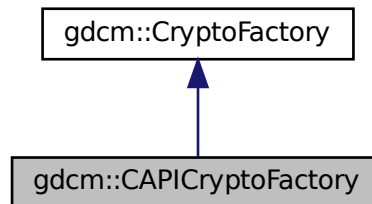
The documentation for this class was generated from the following file:

- [gdcmByteValue.h](#)

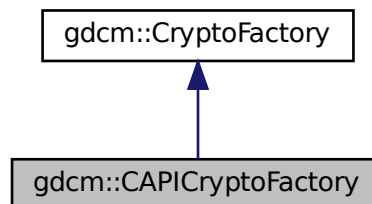
## 10.42 gdcm::CAPICryptoFactory Class Reference

```
#include <gdcmCAPICryptoFactory.h>
```

Inheritance diagram for gdcm::CAPICryptoFactory:



Collaboration diagram for gdcm::CAPICryptoFactory:



### Public Member Functions

- [CAPICryptoFactory](#) ([CryptoLib](#) id)
- [CryptographicMessageSyntax](#) \* [CreateCMSProvider](#) ()

### Additional Inherited Members

#### 10.42.1 Constructor & Destructor Documentation

### 10.42.1.1 CAPICryptoFactory()

```
gdcm::CAPICryptoFactory::CAPICryptoFactory (
    CryptoLib id )
```

## 10.42.2 Member Function Documentation

### 10.42.2.1 CreateCMSProvider()

```
CryptographicMessageSyntax * gdcm::CAPICryptoFactory::CreateCMSProvider ( ) [virtual]
```

Implements [gdcm::CryptoFactory](#).

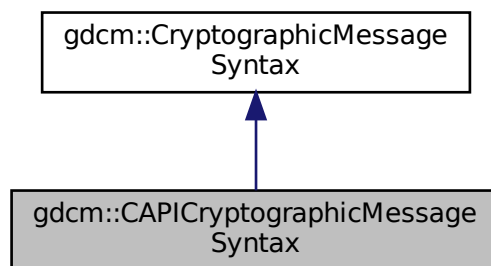
The documentation for this class was generated from the following file:

- [gdcmCAPICryptoFactory.h](#)

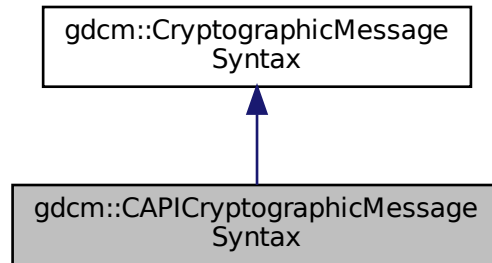
## 10.43 gdcm::CAPICryptographicMessageSyntax Class Reference

```
#include <gdcmCAPICryptographicMessageSyntax.h>
```

Inheritance diagram for gdcm::CAPICryptographicMessageSyntax:



Collaboration diagram for `gdcM::CAPICryptographicMessageSyntax`:



## Public Member Functions

- [CAPICryptographicMessageSyntax](#) ()
- [~CAPICryptographicMessageSyntax](#) ()
- bool [Decrypt](#) (char \*output, size\_t &outlen, const char \*array, size\_t len) const  
*decrypt content from a CMS envelopedData structure*
- bool [Encrypt](#) (char \*output, size\_t &outlen, const char \*array, size\_t len) const  
*create a CMS envelopedData structure*
- [CipherTypes](#) [GetCipherType](#) () const
- bool [GetInitialized](#) () const
- bool [ParseCertificateFile](#) (const char \*filename)
- bool [ParseKeyFile](#) (const char \*filename)
- void [SetCipherType](#) ([CipherTypes](#) type)
- bool [SetPassword](#) (const char \*pass, size\_t passLen)

## Additional Inherited Members

### 10.43.1 Constructor & Destructor Documentation

#### 10.43.1.1 CAPICryptographicMessageSyntax()

```
gdcM::CAPICryptographicMessageSyntax::CAPICryptographicMessageSyntax ( )
```



### 10.43.1.2 ~CAPICryptographicMessageSyntax()

```
gdcM::CAPICryptographicMessageSyntax::~~CAPICryptographicMessageSyntax ( )
```

## 10.43.2 Member Function Documentation

### 10.43.2.1 Decrypt()

```
bool gdcM::CAPICryptographicMessageSyntax::Decrypt (
    char * output,
    size_t & outlen,
    const char * array,
    size_t len ) const [virtual]
```

decrypt content from a CMS envelopedData structure

Implements [gdcM::CryptographicMessageSyntax](#).

### 10.43.2.2 Encrypt()

```
bool gdcM::CAPICryptographicMessageSyntax::Encrypt (
    char * output,
    size_t & outlen,
    const char * array,
    size_t len ) const [virtual]
```

create a CMS envelopedData structure

Implements [gdcM::CryptographicMessageSyntax](#).

### 10.43.2.3 GetCipherType()

```
CipherTypes gdcM::CAPICryptographicMessageSyntax::GetCipherType ( ) const [virtual]
```

Implements [gdcM::CryptographicMessageSyntax](#).

#### 10.43.2.4 GetInitialized()

```
bool gdcM::CAPICryptographicMessageSyntax::GetInitialized ( ) const [inline]
```

#### 10.43.2.5 ParseCertificateFile()

```
bool gdcM::CAPICryptographicMessageSyntax::ParseCertificateFile (
    const char * filename ) [virtual]
```

Implements [gdcM::CryptographicMessageSyntax](#).

#### 10.43.2.6 ParseKeyFile()

```
bool gdcM::CAPICryptographicMessageSyntax::ParseKeyFile (
    const char * filename ) [virtual]
```

Implements [gdcM::CryptographicMessageSyntax](#).

#### 10.43.2.7 SetCipherType()

```
void gdcM::CAPICryptographicMessageSyntax::SetCipherType (
    CipherTypes type ) [virtual]
```

Implements [gdcM::CryptographicMessageSyntax](#).

#### 10.43.2.8 SetPassword()

```
bool gdcM::CAPICryptographicMessageSyntax::SetPassword (
    const char * pass,
    size_t passLen ) [virtual]
```

Implements [gdcM::CryptographicMessageSyntax](#).

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

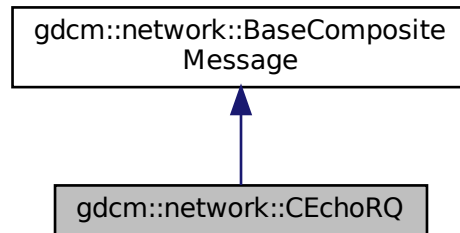
- [gdcMCAPICryptographicMessageSyntax.h](#)

## 10.44 gdcm::network::CEchoRQ Class Reference

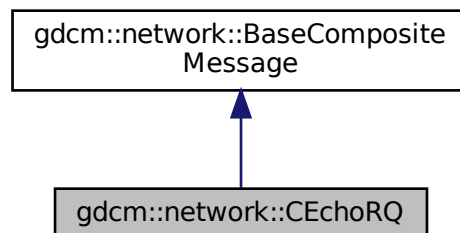
[CEchoRQ](#).

```
#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) override

### Public Attributes

- [UIComp](#) [AffectedSOPClassUID](#)
- `uint16_t` [MessageID](#)

### 10.44.1 Detailed Description

[CEchoRQ](#).

this file defines the messages for the cecho action

### 10.44.2 Member Function Documentation

#### 10.44.2.1 ConstructPDV()

```
std::vector< PresentationDataValue > gdcm::network::CEchoRQ::ConstructPDV (
    const ULConnection & inConnection,
    const BaseRootQuery * inRootQuery ) [override], [virtual]
```

Implements [gdcm::network::BaseCompositeMessage](#).

### 10.44.3 Member Data Documentation

#### 10.44.3.1 AffectedSOPClassUID

[UIComp](#) gdcm::network::CEchoRQ::AffectedSOPClassUID

#### 10.44.3.2 MessageID

uint16\_t gdcm::network::CEchoRQ::MessageID

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

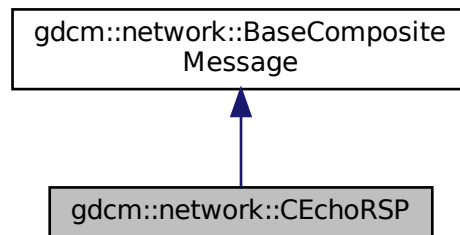
- [gdcmCEchoMessages.h](#)
- [gdcmDIMSE.h](#)

## 10.45 gdcm::network::CEchoRSP Class Reference

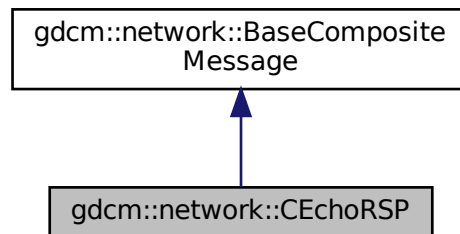
[CEchoRSP](#) this file defines the messages for the cecho action.

```
#include <gdcmCEchoMessages.h>
```

Inheritance diagram for gdcm::network::CEchoRSP:



Collaboration diagram for gdcm::network::CEchoRSP:



### Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDVByDataSet (const DataSet *inDataSet)`

### 10.45.1 Detailed Description

[CEchoRSP](#) this file defines the messages for the cecho action.

## 10.45.2 Member Function Documentation

### 10.45.2.1 ConstructPDVByDataSet()

```
std::vector< PresentationDataValue > gdcM::network::CEchoRSP::ConstructPDVByDataSet (
    const DataSet * inDataSet )
```

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

- [gdcMCEchoMessages.h](#)

## 10.46 gdcM::network::CFind Class Reference

```
#include <gdcMDIMSE.h>
```

### 10.46.1 Detailed Description

PS 3.4 - 2009 [Table B.2-1 C-STORE STATUS](#)

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

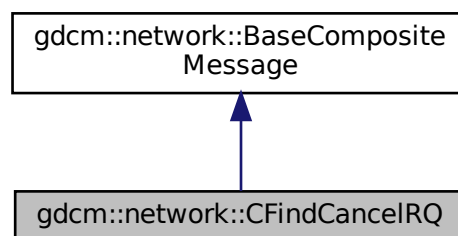
- [gdcMDIMSE.h](#)

## 10.47 gdcM::network::CFindCancelRQ Class Reference

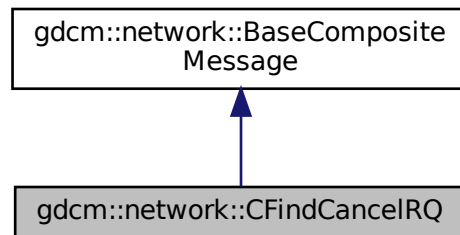
[CFindCancelRQ](#) this file defines the messages for the cfind action.

```
#include <gdcMCFindMessages.h>
```

Inheritance diagram for gdcM::network::CFindCancelRQ:



Collaboration diagram for gdcm::network::CFindCancelRQ:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDVByDataSet (const DataSet *inDataSet)`

### 10.47.1 Detailed Description

[CFindCancelRQ](#) this file defines the messages for the cfind action.

### 10.47.2 Member Function Documentation

#### 10.47.2.1 ConstructPDVByDataSet()

```
std::vector< PresentationDataValue > gdcm::network::CFindCancelRQ::ConstructPDVByDataSet (
    const DataSet * inDataSet )
```

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

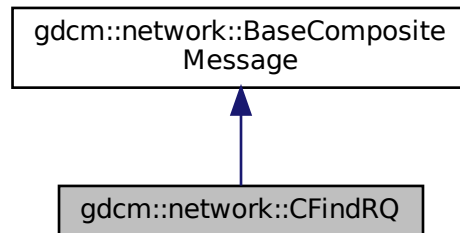
- [gdcmCFindMessages.h](#)

## 10.48 gdcm::network::CFindRQ Class Reference

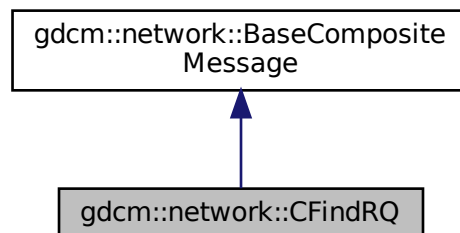
[CFindRQ](#).

```
#include <gdcmCFindMessages.h>
```

Inheritance diagram for gdcm::network::CFindRQ:



Collaboration diagram for gdcm::network::CFindRQ:



### Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV` (const [ULConnection](#) &inConnection, const [BaseRootQuery](#) \*inRootQuery) override

### 10.48.1 Detailed Description

[CFindRQ](#).

this file defines the messages for the cfind action



## 10.48.2 Member Function Documentation

### 10.48.2.1 ConstructPDV()

```
std::vector< PresentationDataValue > gdcm::network::CFindRQ::ConstructPDV (
    const ULConnection & inConnection,
    const BaseRootQuery * inRootQuery ) [override], [virtual]
```

Implements [gdcm::network::BaseCompositeMessage](#).

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

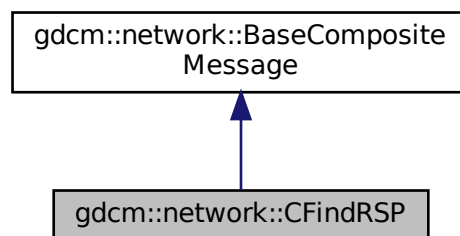
- [gdcmCFindMessages.h](#)

## 10.49 gdcm::network::CFindRSP Class Reference

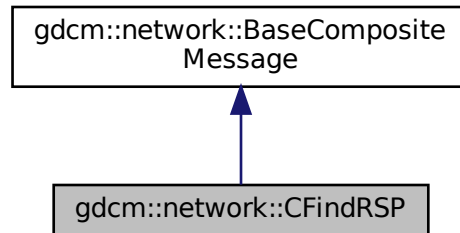
[CFindRSP](#) this file defines the messages for the cfind action.

```
#include <gdcmCFindMessages.h>
```

Inheritance diagram for `gdcm::network::CFindRSP`:



Collaboration diagram for `gdcm::network::CFindRSP`:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDVByDataSet (const DataSet *inDataSet)`

### 10.49.1 Detailed Description

[CFindRSP](#) this file defines the messages for the cfind action.

### 10.49.2 Member Function Documentation

#### 10.49.2.1 ConstructPDVByDataSet()

```
std::vector< PresentationDataValue > gdcm::network::CFindRSP::ConstructPDVByDataSet (
    const DataSet * inDataSet )
```

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

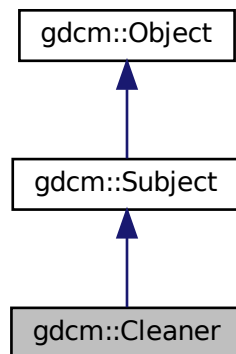
- [gdcmCFindMessages.h](#)

## 10.50 gdcm::Cleaner Class Reference

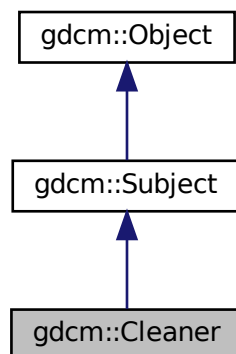
[Cleaner.](#)

```
#include <gdcmCleaner.h>
```

Inheritance diagram for gdcm::Cleaner:



Collaboration diagram for gdcm::Cleaner:



## Public Member Functions

- [Cleaner](#) ()
- [~Cleaner](#) () override
- bool [Clean](#) ()
  - main loop*
- bool [Empty](#) (DPath const &dpath)
- bool [Empty](#) (PrivateTag const &pt)
- bool [Empty](#) (Tag const &t)
- bool [Empty](#) (VR const &vr)
- [File](#) & [GetFile](#) ()
- bool [Preserve](#) (DPath const &dpath)
- bool [Remove](#) (DPath const &dpath)
- bool [Remove](#) (PrivateTag const &pt)
- bool [Remove](#) (Tag const &t)
- bool [Remove](#) (VR const &vr)
- void [RemoveAllGroupLength](#) (bool remove)
  - Should I remove all group length (deprecated). Default: true.*
- void [RemoveAllIllegal](#) (bool remove)
  - Should I remove all illegal attribute. Default: true.*
- void [RemoveAllMissingPrivateCreator](#) (bool remove)
- bool [RemoveMissingPrivateCreator](#) (Tag const &t)
- bool [Scrub](#) (DPath const &dpath)
- bool [Scrub](#) (PrivateTag const &pt)
- bool [Scrub](#) (Tag const &t)
  - Clean digital tash (typically SIEMENS CSA header):*
- bool [Scrub](#) (VR const &vr)
- void [SetFile](#) (const [File](#) &f)
  - Set/Get [File](#).*

## Static Public Member Functions

- static [SmartPointer](#)< [Cleaner](#) > [New](#) ()
  - for wrapped language: instantiate a reference counted object*

## Additional Inherited Members

### 10.50.1 Detailed Description

[Cleaner](#).

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

- [AnonymizeEvent](#)
- [IterationEvent](#)
- [StartEvent](#)
- [EndEvent](#)

#### Examples

[Cleaner.cs](#).

## 10.50.2 Constructor & Destructor Documentation

### 10.50.2.1 Cleaner()

```
gdcmm::Cleaner::Cleaner ( )
```

### 10.50.2.2 ~Cleaner()

```
gdcmm::Cleaner::~~Cleaner ( ) [override]
```

## 10.50.3 Member Function Documentation

### 10.50.3.1 Clean()

```
bool gdcmm::Cleaner::Clean ( )
```

main loop

Examples

[Cleaner.cs](#).

### 10.50.3.2 Empty() [1/4]

```
bool gdcmm::Cleaner::Empty (
    DPath const & dpath )
```

### 10.50.3.3 Empty() [2/4]

```
bool gdcmm::Cleaner::Empty (
    PrivateTag const & pt )
```

#### 10.50.3.4 Empty() [3/4]

```
bool gdcM::Cleaner::Empty (
    Tag const & t )
```

##### Examples

[Cleaner.cs](#).

#### 10.50.3.5 Empty() [4/4]

```
bool gdcM::Cleaner::Empty (
    VR const & vr )
```

#### 10.50.3.6 GetFile()

```
File & gdcM::Cleaner::GetFile ( ) [inline]
```

##### Examples

[Cleaner.cs](#).

#### 10.50.3.7 New()

```
static SmartPointer< Cleaner > gdcM::Cleaner::New ( ) [inline], [static]
```

for wrapped language: instantiate a reference counted object

##### Examples

[Cleaner.cs](#).

### 10.50.3.8 Preserve()

```
bool gdcmm::Cleaner::Preserve (
    DPath const & dpath )
```

#### Examples

[Cleaner.cs](#).

### 10.50.3.9 Remove() [1/4]

```
bool gdcmm::Cleaner::Remove (
    DPath const & dpath )
```

### 10.50.3.10 Remove() [2/4]

```
bool gdcmm::Cleaner::Remove (
    PrivateTag const & pt )
```

### 10.50.3.11 Remove() [3/4]

```
bool gdcmm::Cleaner::Remove (
    Tag const & t )
```

#### Examples

[Cleaner.cs](#).

### 10.50.3.12 Remove() [4/4]

```
bool gdcmm::Cleaner::Remove (
    VR const & vr )
```

### 10.50.3.13 RemoveAllGroupLength()

```
void gdcM::Cleaner::RemoveAllGroupLength (
    bool remove )
```

Should I remove all group length (deprecated). Default: true.

### 10.50.3.14 RemoveAllIllegal()

```
void gdcM::Cleaner::RemoveAllIllegal (
    bool remove )
```

Should I remove all illegal attribute. Default: true.

### 10.50.3.15 RemoveAllMissingPrivateCreator()

```
void gdcM::Cleaner::RemoveAllMissingPrivateCreator (
    bool remove )
```

Should I remove all private tag for which no private creator is found. Default: true

### 10.50.3.16 RemoveMissingPrivateCreator()

```
bool gdcM::Cleaner::RemoveMissingPrivateCreator (
    Tag const & t )
```

Specify a private tag (odd number) without a private creator (root level only for now):

### 10.50.3.17 Scrub() [1/4]

```
bool gdcM::Cleaner::Scrub (
    DPath const & dpath )
```

### 10.50.3.18 Scrub() [2/4]

```
bool gdcM::Cleaner::Scrub (
    PrivateTag const & pt )
```



### 10.50.3.19 Scrub() [3/4]

```
bool gdcmm::Cleaner::Scrub (
    Tag const & t )
```

Clean digital tash (typically SIEMENS CSA header):

#### Examples

[Cleaner.cs](#).

### 10.50.3.20 Scrub() [4/4]

```
bool gdcmm::Cleaner::Scrub (
    VR const & vr )
```

### 10.50.3.21 SetFile()

```
void gdcmm::Cleaner::SetFile (
    const File & f ) [inline]
```

Set/Get [File](#).

#### Examples

[Cleaner.cs](#).

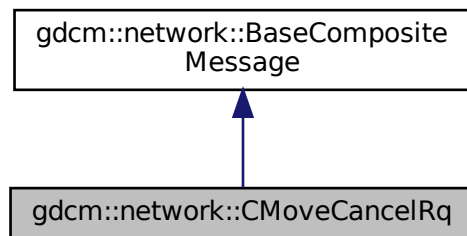
The documentation for this class was generated from the following file:

- [gdcmmCleaner.h](#)

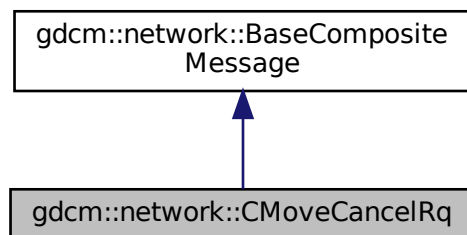
## 10.51 gdcm::network::CMoveCancelRq Class Reference

```
#include <gdcmCMoveMessages.h>
```

Inheritance diagram for gdcm::network::CMoveCancelRq:



Collaboration diagram for gdcm::network::CMoveCancelRq:



### Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDVByDataSet` (const [DataSet](#) \*inDataSet)

### 10.51.1 Member Function Documentation

### 10.51.1.1 ConstructPDVByDataSet()

```
std::vector< PresentationDataValue > gdcm::network::CMoveCancelRq::ConstructPDVByDataSet (
    const DataSet * inDataSet )
```

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

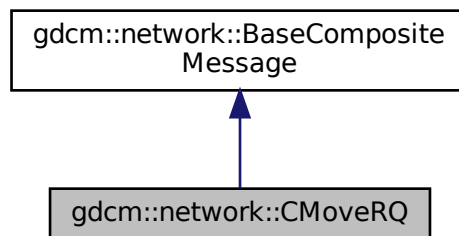
- [gdcmCMoveMessages.h](#)

## 10.52 gdcm::network::CMoveRQ Class Reference

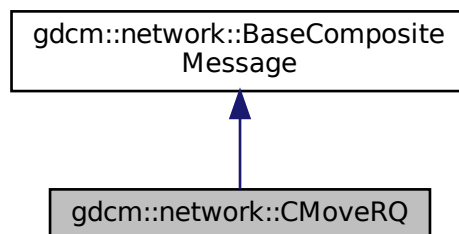
[CMoveRQ](#).

```
#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`) override

### 10.52.1 Detailed Description

[CMoveRQ](#).

this file defines the messages for the cmove action

### 10.52.2 Member Function Documentation

#### 10.52.2.1 ConstructPDV()

```
std::vector< PresentationDataValue > gdcm::network::CMoveRQ::ConstructPDV (  
    const ULConnection & inConnection,  
    const BaseRootQuery * inRootQuery ) [override], [virtual]
```

Implements [gdcm::network::BaseCompositeMessage](#).

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

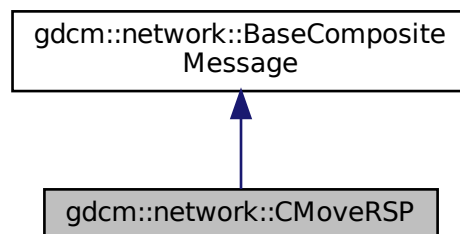
- [gdcmCMoveMessages.h](#)

## 10.53 gdcm::network::CMoveRSP Class Reference

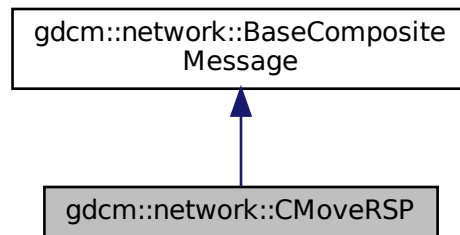
[CMoveRSP](#) this file defines the messages for the cmove action.

```
#include <gdcmCMoveMessages.h>
```

Inheritance diagram for `gdcm::network::CMoveRSP`:



Collaboration diagram for gdcm::network::CMoveRSP:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDVByDataSet (const DataSet *inDataSet)`

### 10.53.1 Detailed Description

[CMoveRSP](#) this file defines the messages for the cmove action.

### 10.53.2 Member Function Documentation

#### 10.53.2.1 ConstructPDVByDataSet()

```
std::vector< PresentationDataValue > gdcm::network::CMoveRSP::ConstructPDVByDataSet (
    const DataSet * inDataSet )
```

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

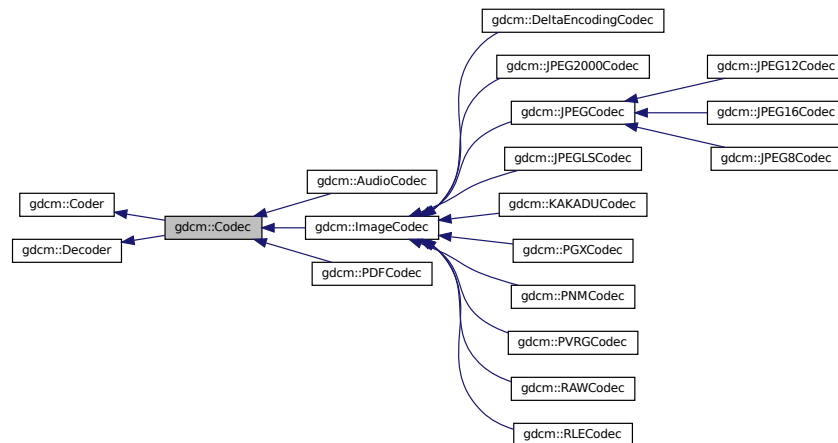
- [gdcmCMoveMessages.h](#)

## 10.54 gdcm::Codec Class Reference

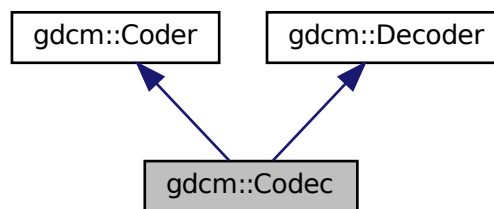
[Codec](#) class.

```
#include <gdcmCodec.h>
```

Inheritance diagram for `gdcm::Codec`:



Collaboration diagram for `gdcm::Codec`:



### Additional Inherited Members

#### 10.54.1 Detailed Description

[Codec](#) class.

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

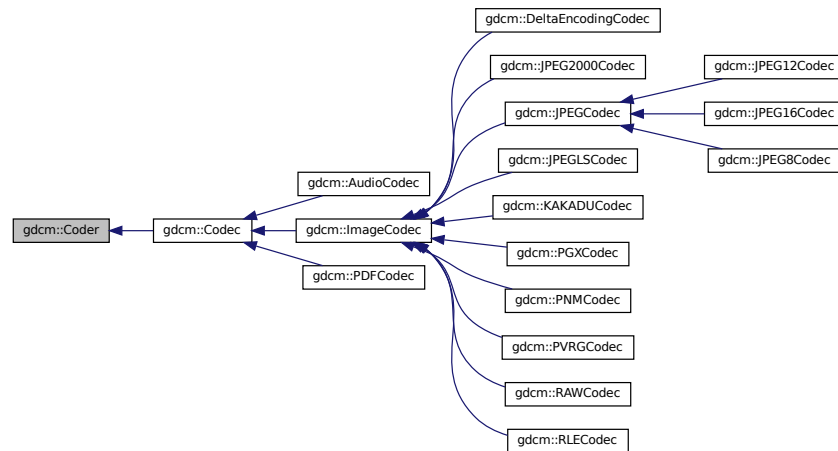
- [gdcmCodec.h](#)

## 10.55 gdcm::Coder Class Reference

[Coder.](#)

```
#include <gdcmCoder.h>
```

Inheritance diagram for gdcm::Coder:



### Public Member Functions

- virtual [~Coder](#) ()=default
- 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)

#### 10.55.1 Detailed Description

[Coder.](#)

#### 10.55.2 Constructor & Destructor Documentation

### 10.55.2.1 ~Coder()

```
virtual gdcm::Coder::~~Coder ( ) [virtual], [default]
```

## 10.55.3 Member Function Documentation

### 10.55.3.1 CanCode()

```
virtual bool gdcm::Coder::CanCode (
    TransferSyntax const & ) const [pure virtual]
```

Return whether this coder support this transfer syntax (can code it)

Implemented in [gdcm::AudioCodec](#), [gdcm::ImageCodec](#), [gdcm::PDFCodec](#), [gdcm::JPEG2000Codec](#), [gdcm::JPEGCodec](#), [gdcm::JPEGLSCodec](#), [gdcm::KAKADUCodec](#), [gdcm::PGXCodec](#), [gdcm::PNMCodec](#), [gdcm::PVRGCodec](#), [gdcm::RAWCodec](#), and [gdcm::RLECodec](#).

### 10.55.3.2 Code()

```
virtual bool gdcm::Coder::Code (
    DataElement const & in_,
    DataElement & out_ ) [inline], [virtual]
```

Code.

Reimplemented in [gdcm::JPEG2000Codec](#), [gdcm::JPEGCodec](#), [gdcm::JPEGLSCodec](#), [gdcm::KAKADUCodec](#), [gdcm::PVRGCodec](#), [gdcm::RAWCodec](#), and [gdcm::RLECodec](#).

### 10.55.3.3 InternalCode()

```
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](#)



## 10.56 gdcm::CodeString Class Reference

[CodeString](#).

```
#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 [InternalClass](#) &s, [size\\_type](#) pos=0, [size\\_type](#) n=[InternalClass::npos](#))
- [CodeString](#) (const [value\\_type](#) \*s)
- [CodeString](#) (const [value\\_type](#) \*s, [size\\_type](#) n)
- 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)

### 10.56.1 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.

### 10.56.2 Member Typedef Documentation

#### 10.56.2.1 const\_iterator

```
typedef InternalClass::const\_iterator gdcm::CodeString::const_iterator
```

#### 10.56.2.2 const\_reference

```
typedef InternalClass::const\_reference gdcm::CodeString::const_reference
```

#### 10.56.2.3 const\_reverse\_iterator

```
typedef InternalClass::const\_reverse\_iterator gdcm::CodeString::const_reverse_iterator
```

#### 10.56.2.4 difference\_type

```
typedef InternalClass::difference\_type gdcm::CodeString::difference_type
```

### 10.56.2.5 iterator

```
typedef InternalClass::iterator gdcm::CodeString::iterator
```

### 10.56.2.6 pointer

```
typedef InternalClass::pointer gdcm::CodeString::pointer
```

### 10.56.2.7 reference

```
typedef InternalClass::reference gdcm::CodeString::reference
```

### 10.56.2.8 reverse\_iterator

```
typedef InternalClass::reverse_iterator gdcm::CodeString::reverse_iterator
```

### 10.56.2.9 size\_type

```
typedef InternalClass::size_type gdcm::CodeString::size_type
```

### 10.56.2.10 value\_type

```
typedef InternalClass::value_type gdcm::CodeString::value_type
```

## 10.56.3 Constructor & Destructor Documentation

### 10.56.3.1 CodeString() [1/4]

```
gdcm::CodeString::CodeString ( ) [inline]
```

[CodeString](#) constructors.

### 10.56.3.2 CodeString() [2/4]

```
gdcm::CodeString::CodeString (
    const value\_type * s ) [inline]
```

### 10.56.3.3 CodeString() [3/4]

```
gdcm::CodeString::CodeString (
    const value\_type * s,
    size\_type n ) [inline]
```

### 10.56.3.4 CodeString() [4/4]

```
gdcm::CodeString::CodeString (
    const InternalClass & s,
    size\_type pos = 0,
    size\_type n = InternalClass::npos ) [inline]
```

## 10.56.4 Member Function Documentation

### 10.56.4.1 GetAsString()

```
std::string gdcm::CodeString::GetAsString ( ) const [inline]
```

Return the full code string as std::string.

#### 10.56.4.2 IsValid()

```
bool gdcm::CodeString::IsValid ( ) const
```

Check if [CodeString](#) obj is correct..

#### 10.56.4.3 Size()

```
size_type gdcm::CodeString::Size ( ) const [inline]
```

Return the size of the string.

#### 10.56.4.4 TrimInternal()

```
std::string gdcm::CodeString::TrimInternal ( ) const [inline], [protected]
```

### 10.56.5 Friends And Related Function Documentation

#### 10.56.5.1 operator"!="

```
bool operator!= (
    const CodeString & ref,
    const CodeString & cs ) [friend]
```

#### 10.56.5.2 operator<<

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

### 10.56.5.3 operator==

```
bool operator== (
    const CodeString & ref,
    const CodeString & cs ) [friend]
```

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

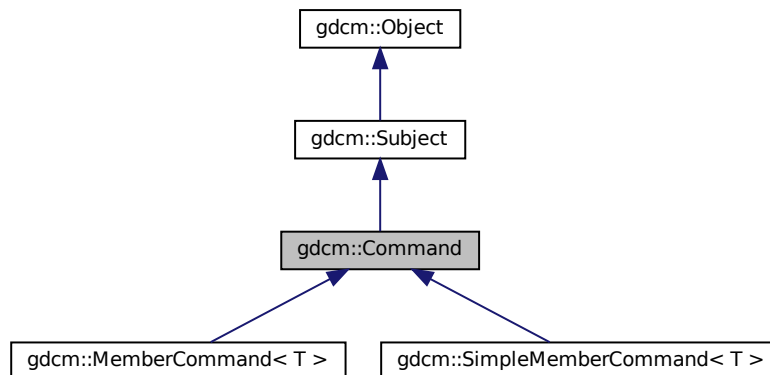
- [gdcmmCodeString.h](#)

## 10.57 gdcmm::Command Class Reference

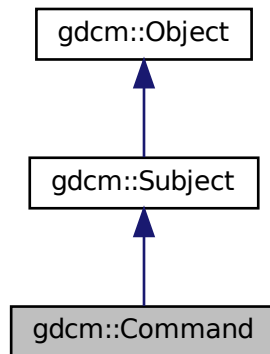
[Command](#) superclass for callback/observer methods.

```
#include <gdcmmCommand.h>
```

Inheritance diagram for gdcmm::Command:



Collaboration diagram for gdcmm::Command:



## Public Member Functions

- [Command](#) (const [Command](#) &)=delete
- virtual void [Execute](#) (const [Subject](#) \*caller, const [Event](#) &event)=0
- virtual void [Execute](#) ([Subject](#) \*caller, const [Event](#) &event)=0  
*Abstract method that defines the action to be taken by the command.*
- void [operator=](#) (const [Command](#) &)=delete

## Protected Member Functions

- [Command](#) ()
- [~Command](#) () override

### 10.57.1 Detailed Description

[Command](#) superclass for callback/observer methods.

See also

[Subject](#)

### 10.57.2 Constructor & Destructor Documentation

### 10.57.2.1 Command() [1/2]

```
gdcmm::Command::Command (
    const Command & ) [delete]
```

### 10.57.2.2 Command() [2/2]

```
gdcmm::Command::Command ( ) [protected]
```

### 10.57.2.3 ~Command()

```
gdcmm::Command::~~Command ( ) [override], [protected]
```

## 10.57.3 Member Function Documentation

### 10.57.3.1 Execute() [1/2]

```
virtual void gdcmm::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 [gdcmm::SimpleMemberCommand< T >](#), and [gdcmm::MemberCommand< T >](#).

### 10.57.3.2 Execute() [2/2]

```
virtual void gdcmm::Command::Execute (
    Subject * caller,
    const Event & event ) [pure virtual]
```

Abstract method that defines the action to be taken by the command.

Implemented in [gdcmm::SimpleMemberCommand< T >](#), and [gdcmm::MemberCommand< T >](#).



### 10.57.3.3 operator=()

```
void gdcm::Command::operator= (
    const Command & ) [delete]
```

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

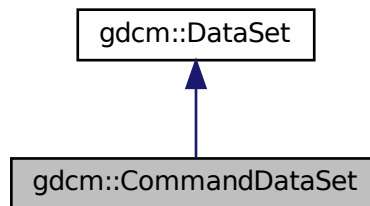
- [gdcmCommand.h](#)

## 10.58 gdcm::CommandDataSet Class Reference

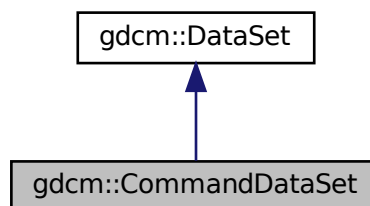
Class to represent a [Command DataSet](#).

```
#include <gdcmCommandDataSet.h>
```

Inheritance diagram for gdcm::CommandDataSet:



Collaboration diagram for gdcm::CommandDataSet:



## Public Member Functions

- [CommandDataSet](#) ()=default
- [~CommandDataSet](#) ()=default
- void [Insert](#) (const [DataElement](#) &de)
- std::istream & [Read](#) (std::istream &is)  
*Read.*
- void [Replace](#) (const [DataElement](#) &de)
- std::ostream & [Write](#) (std::ostream &os) const  
*Write.*

## Friends

- std::ostream & [operator<<](#) (std::ostream &\_os, const [CommandDataSet](#) &\_val)

## Additional Inherited Members

### 10.58.1 Detailed Description

Class to represent a [Command DataSet](#).

See also

[DataSet](#)

### 10.58.2 Constructor & Destructor Documentation

#### 10.58.2.1 CommandDataSet()

```
gdcM::CommandDataSet::CommandDataSet ( ) [default]
```

#### 10.58.2.2 ~CommandDataSet()

```
gdcM::CommandDataSet::~~CommandDataSet ( ) [default]
```

### 10.58.3 Member Function Documentation

### 10.58.3.1 Insert()

```
void gdcm::CommandDataSet::Insert (
    const DataElement & de ) [inline]
```

References [gdcmErrorMacro](#), [gdcm::Tag::GetGroup\(\)](#), and [gdcm::DataElement::GetTag\(\)](#).

### 10.58.3.2 Read()

```
std::istream & gdcm::CommandDataSet::Read (
    std::istream & is )
```

Read.

### 10.58.3.3 Replace()

```
void gdcm::CommandDataSet::Replace (
    const DataElement & de ) [inline]
```

References [gdcm::DataElement::GetTag\(\)](#).

### 10.58.3.4 Write()

```
std::ostream & gdcm::CommandDataSet::Write (
    std::ostream & os ) const
```

Write.

## 10.58.4 Friends And Related Function Documentation

### 10.58.4.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const CommandDataSet & _val ) [friend]
```

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

- [gdcmCommandDataSet.h](#)

## 10.59 gdcm::network::CompositeMessageFactory Class Reference

[CompositeMessageFactory](#).

```
#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, bool writeDataSet=true)
- static std::vector< [PresentationDataValue](#) > [ConstructCStoreRSP](#) (const [DataSet](#) \*inDataSet, const [BasePDU](#) \*inPC)

### 10.59.1 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).

### 10.59.2 Member Function Documentation

#### 10.59.2.1 ConstructCEchoRQ()

```
static std::vector< PresentationDataValue > gdcm::network::CompositeMessageFactory::Construct←
CEchoRQ (
    const ULConnection & inConnection ) [static]
```

#### 10.59.2.2 ConstructCFindRQ()

```
static std::vector< PresentationDataValue > gdcm::network::CompositeMessageFactory::Construct←
CFindRQ (
    const ULConnection & inConnection,
    const BaseRootQuery * inRootQuery ) [static]
```

### 10.59.2.3 ConstructCMoveRQ()

```
static std::vector< PresentationDataValue > gdcm::network::CompositeMessageFactory::ConstructC↵
MoveRQ (
    const ULConnection & inConnection,
    const BaseRootQuery * inRootQuery ) [static]
```

### 10.59.2.4 ConstructCStoreRQ()

```
static std::vector< PresentationDataValue > gdcm::network::CompositeMessageFactory::ConstructC↵
StoreRQ (
    const ULConnection & inConnection,
    const File & file,
    bool writeDataSet = true ) [static]
```

### 10.59.2.5 ConstructCStoreRSP()

```
static std::vector< PresentationDataValue > gdcm::network::CompositeMessageFactory::ConstructC↵
StoreRSP (
    const DataSet * inDataSet,
    const BasePDU * inPC ) [static]
```

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

- [gdcmCompositeMessageFactory.h](#)

## 10.60 gdcm::CompositeNetworkFunctions Class Reference

Composite Network Functions.

```
#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=nullptr, const char \*call=nullptr)
- static bool [CFind](#) (const char \*remote, uint16\_t portno, const [BaseRootQuery](#) \*query, std::vector< [DataSet](#) > &retDataSets, const char \*aetitle=nullptr, const char \*call=nullptr)
- static bool [CMove](#) (const char \*remote, uint16\_t portno, const [BaseRootQuery](#) \*query, uint16\_t portscp, const char \*aetitle=nullptr, const char \*call=nullptr, const char \*outputdir=nullptr)
- static [BaseRootQuery](#) \* [ConstructQuery](#) ([ERootType](#) inRootType, [EQueryLevel](#) inQueryLevel, const [DataSet](#) &queryds, [EQueryType](#) queryType=[eFind](#))
- static [BaseRootQuery](#) \* [ConstructQuery](#) ([ERootType](#) inRootType, [EQueryLevel](#) inQueryLevel, const [KeyValuePairArrayType](#) &keys, [EQueryType](#) queryType=[eFind](#))
- static bool [CStore](#) (const char \*remote, uint16\_t portno, const [Directory::FileNamesType](#) &filenames, const char \*aetitle=nullptr, const char \*call=nullptr)

### 10.60.1 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)

Examples

[SendFileSCU.cs](#).

### 10.60.2 Member Typedef Documentation

#### 10.60.2.1 KeyValuePairArrayType

```
typedef std::vector< KeyValuePairType > gdcml::CompositeNetworkFunctions::KeyValuePairArrayType
```

### 10.60.2.2 KeyValuePairType

```
typedef std::pair<Tag, std::string> gdcm::CompositeNetworkFunctions::KeyValuePairType
```

## 10.60.3 Member Function Documentation

### 10.60.3.1 CEcho()

```
static bool gdcm::CompositeNetworkFunctions::CEcho (
    const char * remote,
    uint16_t portno,
    const char * aetitle = nullptr,
    const char * call = nullptr ) [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'

#### Warning

This is an error to set remote to NULL or portno to 0

#### Returns

true if it worked.

#### Examples

[SendFileSCU.cs](#).

### 10.60.3.2 CFind()

```
static bool gdcm::CompositeNetworkFunctions::CFind (
    const char * remote,
    uint16_t portno,
    const BaseRootQuery * query,
    std::vector< DataSet > & retDataSets,
```

```
const char * aetitle = nullptr,  
const char * call = nullptr ) [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'

**Warning**

This is an error to set remote to NULL or portno to 0

**Returns**

true if it worked.

**10.60.3.3 CMove()**

```
static bool gdcm::CompositeNetworkFunctions::CMove (
    const char * remote,
    uint16_t portno,
    const BaseRootQuery * query,
    uint16_t portscp,
    const char * aetitle = nullptr,
    const char * call = nullptr,
    const char * outputdir = nullptr ) [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.

#### 10.60.3.4 ConstructQuery() [1/2]

```
static BaseRootQuery * gdc::CompositeNetworkFunctions::ConstructQuery (
    ERootType inRootType,
    EQueryLevel inQueryLevel,
    const DataSet & queryds,
    EQueryType queryType = eFind ) [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)
------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

#### 10.60.3.5 ConstructQuery() [2/2]

```
static BaseRootQuery * gdc::CompositeNetworkFunctions::ConstructQuery (
    ERootType inRootType,
    EQueryLevel inQueryLevel,
    const KeyValuePairArrayType & keys,
    EQueryType queryType = eFind ) [static]
```

### Deprecated

#### 10.60.3.6 CStore()

```
static bool gdc::CompositeNetworkFunctions::CStore (
    const char * remote,
    uint16_t portno,
    const Directory::FileNamesType & filenames,
    const char * aetitle = nullptr,
    const char * call = nullptr ) [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'

## Warning

This is an error to set remote to NULL or portno to 0

## Returns

true if it worked for all files

## Examples

[SendFileSCU.cs](#).

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

- [gdcmCompositeNetworkFunctions.h](#)

## 10.61 gdcm::ConstCharWrapper Class Reference

Do not use me.

```
#include <gdcmConstCharWrapper.h>
```

### Public Member Functions

- [ConstCharWrapper](#) (const char \*i=0)
- [operator const char \\*](#) () const

#### 10.61.1 Detailed Description

Do not use me.

#### 10.61.2 Constructor & Destructor Documentation

### 10.61.2.1 ConstCharWrapper()

```
gdcm::ConstCharWrapper::ConstCharWrapper (
    const char * i = 0 ) [inline]
```

## 10.61.3 Member Function Documentation

### 10.61.3.1 operator const char \*()

```
gdcm::ConstCharWrapper::operator const char * ( ) const [inline]
```

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

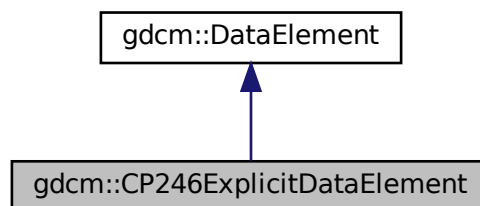
- [gdcmConstCharWrapper.h](#)

## 10.62 gdcm::CP246ExplicitDataElement Class Reference

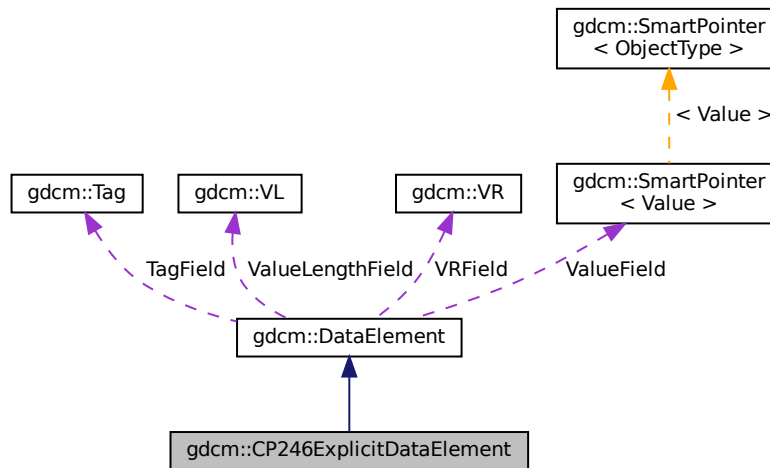
Class to read/write a [DataElement](#) as CP246Explicit Data [Element](#).

```
#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, bool readvalues=true)
- template<typename TSwap >  
std::istream & [ReadWithLength](#) (std::istream &is, [VL](#) &length)

## Additional Inherited Members

### 10.62.1 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

### 10.62.2 Member Function Documentation

### 10.62.2.1 GetLength()

```
VL gdcM::CP246ExplicitDataElement::GetLength ( ) const
```

### 10.62.2.2 Read()

```
template<typename TSwap >  
std::istream & gdcM::CP246ExplicitDataElement::Read (  
    std::istream & is )
```

### 10.62.2.3 ReadPreValue()

```
template<typename TSwap >  
std::istream & gdcM::CP246ExplicitDataElement::ReadPreValue (  
    std::istream & is )
```

### 10.62.2.4 ReadValue()

```
template<typename TSwap >  
std::istream & gdcM::CP246ExplicitDataElement::ReadValue (  
    std::istream & is,  
    bool readvalues = true )
```

### 10.62.2.5 ReadWithLength()

```
template<typename TSwap >  
std::istream & gdcM::CP246ExplicitDataElement::ReadWithLength (  
    std::istream & is,  
    VL & length )
```

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

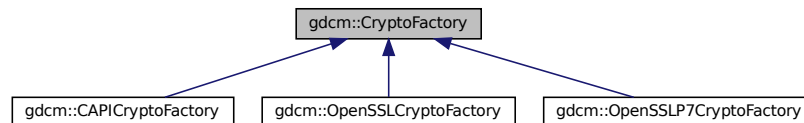
- [gdcMCP246ExplicitDataElement.h](#)

## 10.63 gdcmm::CryptoFactory Class Reference

Class to do handle the crypto factory.

```
#include <gdcmmCryptoFactory.h>
```

Inheritance diagram for gdcmm::CryptoFactory:



### Public Types

- enum `CryptoLib` {  
    `DEFAULT` = 0 ,  
    `OPENSSL` = 1 ,  
    `CAPI` = 2 ,  
    `OPENSSL7` = 3 }

### Public Member Functions

- virtual `CryptographicMessageSyntax * CreateCMSProvider` ()=0

### Static Public Member Functions

- static `CryptoFactory * GetFactoryInstance` (`CryptoLib` id=`DEFAULT`)

### Protected Member Functions

- `CryptoFactory` ()=default
- `CryptoFactory` (`CryptoLib` id)
- `~CryptoFactory` ()=default

### 10.63.1 Detailed Description

Class to do handle the crypto factory.

GDCM needs to access in a platform independent way the user specified crypto engine. It can be:

- CAPI (windows only)
- OPENSSL (portable)
- OPENSSLP7 (portable) By default the factory will try: CAPI if on windows OPENSSL if possible OPENSSLP7 when older OpenSSL is used.

#### Examples

[BasicAnonymizer.cs](#), and [ClinicalTrialIdentificationWorkflow.cs](#).

### 10.63.2 Member Enumeration Documentation

#### 10.63.2.1 CryptoLib

```
enum gdcm::CryptoFactory::CryptoLib
```

##### Enumerator

DEFAULT	
OPENSSL	
CAPI	
OPENSSLP7	

### 10.63.3 Constructor & Destructor Documentation

#### 10.63.3.1 CryptoFactory() [1/2]

```
gdcm::CryptoFactory::CryptoFactory (  
    CryptoLib id ) [inline], [protected]
```



### 10.63.3.2 CryptoFactory() [2/2]

```
gdcm::CryptoFactory::CryptoFactory ( ) [protected], [default]
```

### 10.63.3.3 ~CryptoFactory()

```
gdcm::CryptoFactory::~~CryptoFactory ( ) [protected], [default]
```

## 10.63.4 Member Function Documentation

### 10.63.4.1 CreateCMSProvider()

```
virtual CryptographicMessageSyntax * gdcm::CryptoFactory::CreateCMSProvider ( ) [pure virtual]
```

Implemented in [gdcm::CAPICryptoFactory](#), [gdcm::OpenSSLCryptoFactory](#), and [gdcm::OpenSSLP7CryptoFactory](#).

#### Examples

[BasicAnonymizer.cs](#), and [ClinicalTrialIdentificationWorkflow.cs](#).

### 10.63.4.2 GetFactoryInstance()

```
static CryptoFactory * gdcm::CryptoFactory::GetFactoryInstance (   
    CryptoLib id = DEFAULT ) [static]
```

#### Examples

[BasicAnonymizer.cs](#), and [ClinicalTrialIdentificationWorkflow.cs](#).

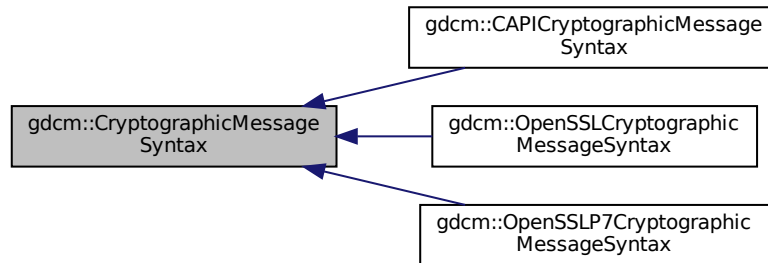
The documentation for this class was generated from the following file:

- [gdcmCryptoFactory.h](#)

## 10.64 gdcm::CryptographicMessageSyntax Class Reference

```
#include <gdcmCryptographicMessageSyntax.h>
```

Inheritance diagram for gdcm::CryptographicMessageSyntax:



### Public Types

- enum [CipherTypes](#) {  
[DES3\\_CIPHER](#) ,  
[AES128\\_CIPHER](#) ,  
[AES192\\_CIPHER](#) ,  
[AES256\\_CIPHER](#) }

### Public Member Functions

- [CryptographicMessageSyntax](#) ()=default
- [CryptographicMessageSyntax](#) (const [CryptographicMessageSyntax](#) &)=delete
- virtual [~CryptographicMessageSyntax](#) ()=default
- virtual bool [Decrypt](#) (char \*output, size\_t &outlen, const char \*array, size\_t len) const =0  
*decrypt content from a CMS envelopedData structure*
- virtual bool [Encrypt](#) (char \*output, size\_t &outlen, const char \*array, size\_t len) const =0  
*create a CMS envelopedData structure*
- virtual [CipherTypes](#) [GetCipherType](#) () const =0
- void [operator=](#) (const [CryptographicMessageSyntax](#) &)=delete
- virtual bool [ParseCertificateFile](#) (const char \*filename)=0
- virtual bool [ParseKeyFile](#) (const char \*filename)=0
- virtual void [SetCipherType](#) ([CipherTypes](#) type)=0
- virtual bool [SetPassword](#) (const char \*pass, size\_t passLen)=0

#### 10.64.1 Detailed Description

Examples

[BasicAnonymizer.cs](#), and [ClinicalTrialIdentificationWorkflow.cs](#).

## 10.64.2 Member Enumeration Documentation

### 10.64.2.1 CipherTypes

enum `gdcmm::CryptographicMessageSyntax::CipherTypes`

Enumerator

DES3_CIPHER	
AES128_CIPHER	
AES192_CIPHER	
AES256_CIPHER	

## 10.64.3 Constructor & Destructor Documentation

### 10.64.3.1 CryptographicMessageSyntax() [1/2]

`gdcmm::CryptographicMessageSyntax::CryptographicMessageSyntax ( )` [default]

### 10.64.3.2 ~CryptographicMessageSyntax()

`virtual gdcmm::CryptographicMessageSyntax::~~CryptographicMessageSyntax ( )` [virtual], [default]

### 10.64.3.3 CryptographicMessageSyntax() [2/2]

`gdcmm::CryptographicMessageSyntax::CryptographicMessageSyntax (`  
    `const CryptographicMessageSyntax & )` [delete]

## 10.64.4 Member Function Documentation

#### 10.64.4.1 Decrypt()

```
virtual bool gdcM::CryptographicMessageSyntax::Decrypt (
    char * output,
    size_t & outlen,
    const char * array,
    size_t len ) const [pure virtual]
```

decrypt content from a CMS envelopedData structure

Implemented in [gdcM::CAPICryptographicMessageSyntax](#), [gdcM::OpenSSLCryptographicMessageSyntax](#), and [gdcM::OpenSSL7CryptographicMessageSyntax](#).

#### 10.64.4.2 Encrypt()

```
virtual bool gdcM::CryptographicMessageSyntax::Encrypt (
    char * output,
    size_t & outlen,
    const char * array,
    size_t len ) const [pure virtual]
```

create a CMS envelopedData structure

Implemented in [gdcM::CAPICryptographicMessageSyntax](#), [gdcM::OpenSSLCryptographicMessageSyntax](#), and [gdcM::OpenSSL7CryptographicMessageSyntax](#).

#### 10.64.4.3 GetCipherType()

```
virtual CipherTypes gdcM::CryptographicMessageSyntax::GetCipherType ( ) const [pure virtual]
```

Implemented in [gdcM::CAPICryptographicMessageSyntax](#), [gdcM::OpenSSLCryptographicMessageSyntax](#), and [gdcM::OpenSSL7CryptographicMessageSyntax](#).

#### 10.64.4.4 operator=()

```
void gdcM::CryptographicMessageSyntax::operator= (
    const CryptographicMessageSyntax & ) [delete]
```

#### 10.64.4.5 ParseCertificateFile()

```
virtual bool gdcm::CryptographicMessageSyntax::ParseCertificateFile (
    const char * filename ) [pure virtual]
```

Implemented in [gdcm::CAPICryptographicMessageSyntax](#), [gdcm::OpenSSLCryptographicMessageSyntax](#), and [gdcm::OpenSSLP7CryptographicMessageSyntax](#).

#### Examples

[BasicAnonymizer.cs](#), and [ClinicalTrialIdentificationWorkflow.cs](#).

#### 10.64.4.6 ParseKeyFile()

```
virtual bool gdcm::CryptographicMessageSyntax::ParseKeyFile (
    const char * filename ) [pure virtual]
```

Implemented in [gdcm::CAPICryptographicMessageSyntax](#), [gdcm::OpenSSLCryptographicMessageSyntax](#), and [gdcm::OpenSSLP7CryptographicMessageSyntax](#).

#### 10.64.4.7 SetCipherType()

```
virtual void gdcm::CryptographicMessageSyntax::SetCipherType (
    CipherTypes type ) [pure virtual]
```

Implemented in [gdcm::CAPICryptographicMessageSyntax](#), [gdcm::OpenSSLCryptographicMessageSyntax](#), and [gdcm::OpenSSLP7CryptographicMessageSyntax](#).

#### 10.64.4.8 SetPassword()

```
virtual bool gdcm::CryptographicMessageSyntax::SetPassword (
    const char * pass,
    size_t passLen ) [pure virtual]
```

Implemented in [gdcm::OpenSSLP7CryptographicMessageSyntax](#), [gdcm::CAPICryptographicMessageSyntax](#), and [gdcm::OpenSSLCryptographicMessageSyntax](#).

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

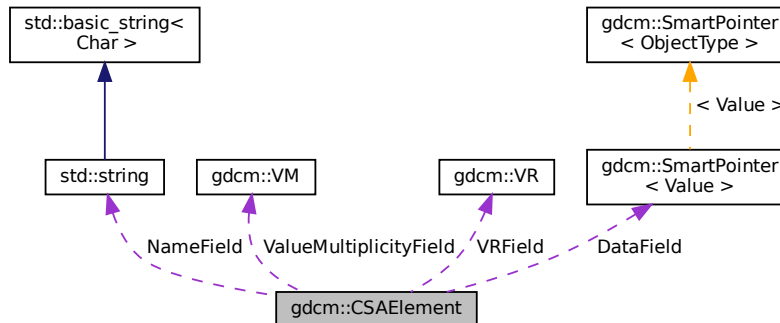
- [gdcmCryptographicMessageSyntax.h](#)

## 10.65 gdcm::CSAElement Class Reference

Class to represent a CSA [Element](#).

```
#include <gdcmCSAElement.h>
```

Collaboration diagram for gdcm::CSAElement:



### Public Member Functions

- [CSAElement](#) (const [CSAElement](#) &\_val)
- [CSAElement](#) (unsigned int kf=0)
- 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](#) & [GetValue](#) ()
- [Value](#) const & [GetValue](#) () const  
*Set/Get Value (bytes array, SQ of items, SQ of fragments):*
- 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)=default

- 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)

### 10.65.1 Detailed Description

Class to represent a CSA [Element](#).

See also

[CSAHeader](#)

Examples

[DumpCSA.cs](#), [DumpSiemensBase64.cxx](#), [MrProtocol.cxx](#), and [csa2img.cxx](#).

### 10.65.2 Member Typedef Documentation

### 10.65.2.1 DataPtr

```
typedef SmartPointer<Value> gdcM::CSAElement::DataPtr [protected]
```

## 10.65.3 Constructor & Destructor Documentation

### 10.65.3.1 CSAElement() [1/2]

```
gdcM::CSAElement::CSAElement (  
    unsigned int kf = 0 ) [inline]
```

### 10.65.3.2 CSAElement() [2/2]

```
gdcM::CSAElement::CSAElement (  
    const CSAElement & _val ) [inline]
```

## 10.65.4 Member Function Documentation

### 10.65.4.1 GetByteValue()

```
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

[DumpSiemensBase64.cxx](#), and [MrProtocol.cxx](#).



#### 10.65.4.2 GetKey()

```
unsigned int gdcm::CSAElement::GetKey ( ) const [inline]
```

Set/Get Key.

Referenced by [operator<\(\)](#).

#### 10.65.4.3 GetName()

```
const char * gdcm::CSAElement::GetName ( ) const [inline]
```

Set/Get Name.

#### 10.65.4.4 GetNoOfItems()

```
unsigned int gdcm::CSAElement::GetNoOfItems ( ) const [inline]
```

Set/Get NoOfItems.

#### 10.65.4.5 GetSyngoDT()

```
unsigned int gdcm::CSAElement::GetSyngoDT ( ) const [inline]
```

Set/Get SyngoDT.

#### 10.65.4.6 GetValue() [1/2]

```
Value & gdcm::CSAElement::GetValue ( ) [inline]
```

#### 10.65.4.7 GetValue() [2/2]

```
Value const & gdcM::CSAElement::GetValue ( ) const [inline]
```

Set/Get [Value](#) (bytes array, SQ of items, SQ of fragments):

##### Examples

[csa2img.cxx](#).

#### 10.65.4.8 GetVM()

```
const VM & gdcM::CSAElement::GetVM ( ) const [inline]
```

Set/Get [VM](#).

#### 10.65.4.9 GetVR()

```
VR const & gdcM::CSAElement::GetVR ( ) const [inline]
```

Set/Get [VR](#).

#### 10.65.4.10 IsEmpty()

```
bool gdcM::CSAElement::IsEmpty ( ) const [inline]
```

Check if CSA [Element](#) is empty.

##### Examples

[csa2img.cxx](#).

#### 10.65.4.11 operator<()

```
bool gdcM::CSAElement::operator< (
    const CSAElement & de ) const [inline]
```

References [GetKey\(\)](#).

#### 10.65.4.12 operator=()

```
CSAElement & gdcm::CSAElement::operator= (
    const CSAElement & de ) [default]
```

#### 10.65.4.13 operator==()

```
bool gdcm::CSAElement::operator== (
    const CSAElement & de ) const [inline]
```

References [KeyField](#), [NameField](#), [SyngoDTField](#), [ValueMultiplicityField](#), and [VRField](#).

#### 10.65.4.14 SetByteValue()

```
void gdcm::CSAElement::SetByteValue (
    const char * array,
    VL length ) [inline]
```

Set.

#### 10.65.4.15 SetKey()

```
void gdcm::CSAElement::SetKey (
    unsigned int key ) [inline]
```

#### 10.65.4.16 SetName()

```
void gdcm::CSAElement::SetName (
    const char * name ) [inline]
```

#### 10.65.4.17 SetNoOfItems()

```
void gdcm::CSAElement::SetNoOfItems (
    unsigned int items ) [inline]
```

#### 10.65.4.18 SetSyngoDT()

```
void gdcM::CSAElement::SetSyngoDT (
    unsigned int syngodt ) [inline]
```

#### 10.65.4.19 SetValue()

```
void gdcM::CSAElement::SetValue (
    Value const & vl ) [inline]
```

#### 10.65.4.20 SetVM()

```
void gdcM::CSAElement::SetVM (
    const VM & vm ) [inline]
```

#### 10.65.4.21 SetVR()

```
void gdcM::CSAElement::SetVR (
    VR const & vr ) [inline]
```

### 10.65.5 Friends And Related Function Documentation

#### 10.65.5.1 operator<<

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

### 10.65.6 Member Data Documentation

### 10.65.6.1 DataField

`DataPtr` gdcm::CSAElement::DataField [protected]

### 10.65.6.2 KeyField

`unsigned int` gdcm::CSAElement::KeyField [protected]

Referenced by [operator==\(\)](#).

### 10.65.6.3 NameField

`std::string` gdcm::CSAElement::NameField [protected]

Referenced by [operator==\(\)](#).

### 10.65.6.4 NoOfItemsField

`unsigned int` gdcm::CSAElement::NoOfItemsField [protected]

### 10.65.6.5 SyngoDTField

`unsigned int` gdcm::CSAElement::SyngoDTField [protected]

Referenced by [operator==\(\)](#).

### 10.65.6.6 ValueMultiplicityField

`VM` gdcm::CSAElement::ValueMultiplicityField [protected]

Referenced by [operator==\(\)](#).

### 10.65.6.7 VRField

`VR gdcm::CSAElement::VRField [protected]`

Referenced by `operator==()`.

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

- `gdcmCSAElement.h`

## 10.66 gdcm::CSAHeader Class Reference

Class for `CSAHeader`.

```
#include <gdcmCSAHeader.h>
```

### Public Types

- enum `CSAHeaderType` {  
`UNKNOWN = 0` ,  
`SV10` ,  
`NOMAGIC` ,  
`DATASET_FORMAT` ,  
`INTERFILE` ,  
`ZEROED_OUT` }

*Diverse format of `CSAHeader` as found 'in the wild'.*

### Public Member Functions

- `CSAHeader ()`
- `~CSAHeader ()=default`
- `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 GetMrProtocol (const DataSet &ds, MrProtocol &mrProtocol)`  
*Retrieve the ASCII portion stored within the MrProtocol/MrPhoenixProtocol:*
- `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`)*

## 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)

### 10.66.1 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/↔ NOMAGIC 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

[DumpCSA.cs](#), [DumpSiemensBase64.cxx](#), [MrProtocol.cxx](#), and [csa2img.cxx](#).

### 10.66.2 Member Enumeration Documentation

#### 10.66.2.1 CSAHeaderType

enum [gdcm::CSAHeader::CSAHeaderType](#)

Diverse format of [CSAHeader](#) as found 'in the wild'.

## Enumerator

UNKNOWN	
SV10	
NOMAGIC	
DATASET_FORMAT	
INTERFILE	
ZEROED_OUT	

## 10.66.3 Constructor & Destructor Documentation

### 10.66.3.1 CSAHeader()

```
gdcm::CSAHeader::CSAHeader ( ) [inline]
```

### 10.66.3.2 ~CSAHeader()

```
gdcm::CSAHeader::~~CSAHeader ( ) [default]
```

## 10.66.4 Member Function Documentation

### 10.66.4.1 FindCSAELEMENTByName()

```
bool gdcm::CSAHeader::FindCSAELEMENTByName (
    const char * name )
```

Return true if the CSA element matching 'name' is found or not

#### Warning

Case Sensitive

#### Examples

[DumpCSA.cs](#), [DumpSiemensBase64.cxx](#), [MrProtocol.cxx](#), and [csa2img.cxx](#).



#### 10.66.4.2 GetCSADatInfo()

```
static const PrivateTag & gdcm::CSAHeader::GetCSADatInfo ( ) [static]
```

Return the private tag used by SIEMENS to store the CSA Data Info This is: [PrivateTag](#)(0x0029,0x10,"SIEMENS CSA NON-IMAGE");

#### 10.66.4.3 GetCSAEEnd()

```
const CSAElement & gdcm::CSAHeader::GetCSAEEnd ( ) const [protected]
```

#### 10.66.4.4 GetCSAElementByName()

```
const CSAElement & gdcm::CSAHeader::GetCSAElementByName (
    const char * name )
```

Return the [CSAElement](#) corresponding to name 'name'

##### Warning

Case Sensitive

##### Examples

[DumpCSA.cs](#), [DumpSiemensBase64.cxx](#), [MrProtocol.cxx](#), and [csa2img.cxx](#).

#### 10.66.4.5 GetCSAImageHeaderInfoTag()

```
static const PrivateTag & gdcm::CSAHeader::GetCSAImageHeaderInfoTag ( ) [static]
```

Return the private tag used by SIEMENS to store the CSA [Image](#) Header This is: [PrivateTag](#)(0x0029,0x10,"SIEMENS CSA HEADER");

##### Examples

[DumpCSA.cs](#), [DumpSiemensBase64.cxx](#), [PublicDict.cxx](#), and [csa2img.cxx](#).

#### 10.66.4.6 GetCSASeriesHeaderInfoTag()

```
static const PrivateTag & gdcM::CSAHeader::GetCSASeriesHeaderInfoTag ( ) [static]
```

Return the private tag used by SIEMENS to store the CSA [Series](#) Header This is: [PrivateTag](#)(0x0029,0x20,"SIEMENS CSA HEADER");

##### Examples

[MrProtocol.cxx](#).

#### 10.66.4.7 GetDataSet()

```
const DataSet & gdcM::CSAHeader::GetDataSet ( ) const [inline]
```

Return the [DataSet](#) output (use only if Format == DATASET\_FORMAT )

#### 10.66.4.8 GetFormat()

```
CSAHeaderType gdcM::CSAHeader::GetFormat ( ) const
```

return the format of the [CSAHeader](#) SV10 and NOMAGIC are equivalent.

#### 10.66.4.9 GetInterfile()

```
const char * gdcM::CSAHeader::GetInterfile ( ) const [inline]
```

Return the string output (use only if Format == Interfile)

#### 10.66.4.10 GetMrProtocol()

```
bool gdcM::CSAHeader::GetMrProtocol (
    const DataSet & ds,
    MrProtocol & mrProtocol )
```

Retrieve the ASCII portion stored within the MrProtocol/MrPhoenixProtocol:

##### Examples

[MrProtocol.cxx](#).

#### 10.66.4.11 LoadFromDataElement()

```
bool gdcm::CSAHeader::LoadFromDataElement (
    DataElement const & de )
```

Decode the [CSAHeader](#) from element 'de'.

##### Examples

[DumpCSA.cs](#), [DumpSiemensBase64.cxx](#), [MrProtocol.cxx](#), and [csa2img.cxx](#).

#### 10.66.4.12 Print()

```
void gdcm::CSAHeader::Print (
    std::ostream & os ) const
```

Print the [CSAHeader](#) (use only if Format == SV10 or NOMAGIC)

##### Examples

[csa2img.cxx](#).

### 10.66.5 Friends And Related Function Documentation

#### 10.66.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const CSAHeader & d ) [friend]
```

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

- [gdcmCSAHeader.h](#)

## 10.67 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](#) ()
- [CSAHeaderDict](#) (const [CSAHeaderDict](#) &\_val)=delete
- void [AddCSAHeaderDictEntry](#) (const [CSAHeaderDictEntry](#) &de)
- [ConstIterator](#) [Begin](#) () const
- [ConstIterator](#) [End](#) () const
- const [CSAHeaderDictEntry](#) & [GetCSAHeaderDictEntry](#) (const char \*name) const
- bool [IsEmpty](#) () const
- [CSAHeaderDict](#) & [operator=](#) (const [CSAHeaderDict](#) &\_val)=delete

## Protected Member Functions

- void [LoadDefault](#) ()

## Friends

- class [Dicts](#)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [CSAHeaderDict](#) &\_val)

### 10.67.1 Detailed Description

Class to represent a map of [CSAHeaderDictEntry](#).

Examples

[MrProtocol.cxx](#).

### 10.67.2 Member Typedef Documentation

#### 10.67.2.1 ConstIterator

```
typedef MapCSAHeaderDictEntry::const_iterator gdcm::CSAHeaderDict::ConstIterator
```

### 10.67.2.2 Iterator

```
typedef MapCSAHeaderDictEntry::iterator gdcm::CSAHeaderDict::Iterator
```

### 10.67.2.3 MapCSAHeaderDictEntry

```
typedef std::set<CSAHeaderDictEntry> gdcm::CSAHeaderDict::MapCSAHeaderDictEntry
```

## 10.67.3 Constructor & Destructor Documentation

### 10.67.3.1 CSAHeaderDict() [1/2]

```
gdcm::CSAHeaderDict::CSAHeaderDict ( ) [inline]
```

### 10.67.3.2 CSAHeaderDict() [2/2]

```
gdcm::CSAHeaderDict::CSAHeaderDict (
    const CSAHeaderDict & _val ) [delete]
```

## 10.67.4 Member Function Documentation

### 10.67.4.1 AddCSAHeaderDictEntry()

```
void gdcm::CSAHeaderDict::AddCSAHeaderDictEntry (
    const CSAHeaderDictEntry & de ) [inline]
```

### 10.67.4.2 Begin()

```
ConstIterator gdcm::CSAHeaderDict::Begin ( ) const [inline]
```

#### 10.67.4.3 End()

```
ConstIterator gdcM::CSAHeaderDict::End ( ) const [inline]
```

#### 10.67.4.4 GetCSAHeaderDictEntry()

```
const CSAHeaderDictEntry & gdcM::CSAHeaderDict::GetCSAHeaderDictEntry (
    const char * name ) const [inline]
```

#### Examples

[MrProtocol.cxx](#).

#### 10.67.4.5 IsEmpty()

```
bool gdcM::CSAHeaderDict::IsEmpty ( ) const [inline]
```

#### 10.67.4.6 LoadDefault()

```
void gdcM::CSAHeaderDict::LoadDefault ( ) [protected]
```

#### 10.67.4.7 operator=()

```
CSAHeaderDict & gdcM::CSAHeaderDict::operator= (
    const CSAHeaderDict & _val ) [delete]
```

### 10.67.5 Friends And Related Function Documentation

#### 10.67.5.1 Dicts

```
friend class Dicts [friend]
```

### 10.67.5.2 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const CSAHeaderDict & _val ) [friend]
```

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

- [gdcmCSAHeaderDict.h](#)

## 10.68 gdcm::CSAHeaderDictEntry Class Reference

Class to represent an Entry in the [Dict](#).

```
#include <gdcmCSAHeaderDictEntry.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)

### 10.68.1 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](#).

### 10.68.2 Constructor & Destructor Documentation

#### 10.68.2.1 CSAHeaderDictEntry()

```
gdcm::CSAHeaderDictEntry::CSAHeaderDictEntry (
    const char * name = "",
    VR const & vr = VR::INVALID,
    VM const & vm = VM::VM0,
    const char * desc = "" ) [inline]
```

### 10.68.3 Member Function Documentation

#### 10.68.3.1 GetDescription()

```
const char * gdcm::CSAHeaderDictEntry::GetDescription ( ) const [inline]
```

Set/Get Description.



### 10.68.3.2 GetName()

```
const char * gdcm::CSAHeaderDictEntry::GetName ( ) const [inline]
```

Set/Get Name.

Referenced by [operator<\(\)](#).

### 10.68.3.3 GetVM()

```
const VM & gdcm::CSAHeaderDictEntry::GetVM ( ) const [inline]
```

Set/Get VM.

### 10.68.3.4 GetVR()

```
const VR & gdcm::CSAHeaderDictEntry::GetVR ( ) const [inline]
```

Set/Get VR.

### 10.68.3.5 operator<()

```
bool gdcm::CSAHeaderDictEntry::operator< (
    const CSAHeaderDictEntry & entry ) const [inline]
```

References [GetName\(\)](#).

### 10.68.3.6 SetDescription()

```
void gdcm::CSAHeaderDictEntry::SetDescription (
    const char * desc ) [inline]
```

### 10.68.3.7 SetName()

```
void gdcM::CSAHeaderDictEntry::SetName (
    const char * name ) [inline]
```

### 10.68.3.8 SetVM()

```
void gdcM::CSAHeaderDictEntry::SetVM (
    VM const & vm ) [inline]
```

### 10.68.3.9 SetVR()

```
void gdcM::CSAHeaderDictEntry::SetVR (
    const VR & vr ) [inline]
```

## 10.68.4 Friends And Related Function Documentation

### 10.68.4.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const CSAHeaderDictEntry & _val ) [friend]
```

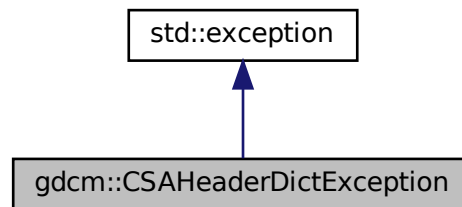
The documentation for this class was generated from the following file:

- [gdcMCSAHeaderDictEntry.h](#)

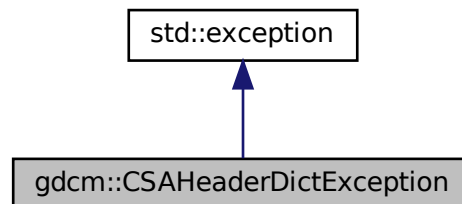
## 10.69 gdcm::CSAHeaderDictException Class Reference

```
#include <gdcmCSAHeaderDict.h>
```

Inheritance diagram for gdcm::CSAHeaderDictException:



Collaboration diagram for gdcm::CSAHeaderDictException:



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

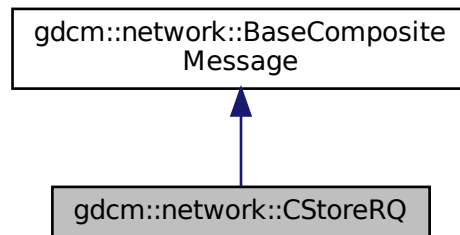
- [gdcmCSAHeaderDict.h](#)

## 10.70 gdcm::network::CStoreRQ Class Reference

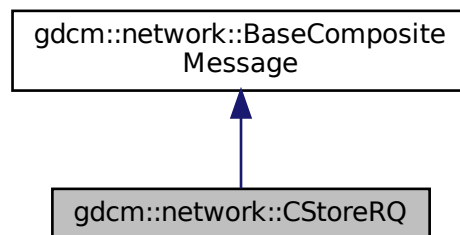
[CStoreRQ](#).

```
#include <gdcmCStoreMessages.h>
```

Inheritance diagram for `gdcm::network::CStoreRQ`:



Collaboration diagram for `gdcm::network::CStoreRQ`:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV` (const [ULConnection](#) &inConnection, const [File](#) &file, bool writeDataSet=true)

### 10.70.1 Detailed Description

[CStoreRQ](#).

this file defines the messages for the cecho action

### 10.70.2 Member Function Documentation

### 10.70.2.1 ConstructPDV()

```
std::vector< PresentationDataValue > gdcm::network::CStoreRQ::ConstructPDV (
    const ULConnection & inConnection,
    const File & file,
    bool writeDataSet = true )
```

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

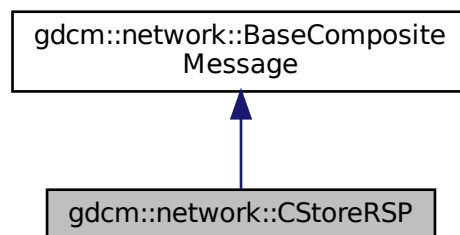
- [gdcmCStoreMessages.h](#)

## 10.71 gdcm::network::CStoreRSP Class Reference

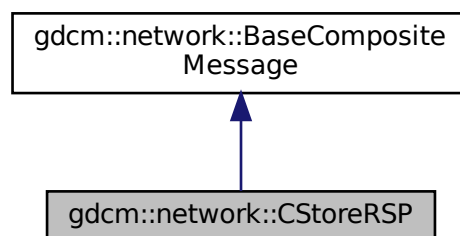
[CStoreRSP](#) this file defines the messages for the cecho action.

```
#include <gdcmCStoreMessages.h>
```

Inheritance diagram for gdcm::network::CStoreRSP:



Collaboration diagram for gdcm::network::CStoreRSP:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV` (const [DataSet](#) \*inDataSet, const [BasePDU](#) \*inPC)

### 10.71.1 Detailed Description

[CStoreRSP](#) this file defines the messages for the cecho action.

### 10.71.2 Member Function Documentation

#### 10.71.2.1 ConstructPDV()

```
std::vector< PresentationDataValue > gdcm::network::CStoreRSP::ConstructPDV (  
    const DataSet * inDataSet,  
    const BasePDU * inPC )
```

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

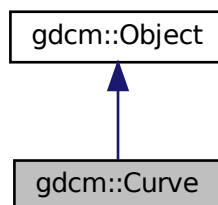
- [gdcmCStoreMessages.h](#)

## 10.72 gdcm::Curve Class Reference

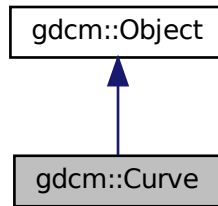
[Curve](#) class to handle element 50xx,3000 [Curve](#) Data.

```
#include <gdcmCurve.h>
```

Inheritance diagram for `gdcm::Curve`:



Collaboration diagram for gdcm::Curve:



## Public Member Functions

- [Curve](#) ()
- [Curve](#) ([Curve](#) const &ov)
- [~Curve](#) () override
- void [Decode](#) (std::istream &is, std::ostream &os)
- void [GetAsPoints](#) (float \*array) const
- std::vector< unsigned short > const & [GetCurveDataDescriptor](#) () 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 override
- 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

### 10.72.1 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/integris\_HV\_5000/xa\_integris.dcm
- TOSHIBA-CurveData[1-3].dcm

### 10.72.2 Constructor & Destructor Documentation

#### 10.72.2.1 [Curve\(\)](#) [1/2]

```
gdcms::Curve::Curve ( )
```

#### 10.72.2.2 [~Curve\(\)](#)

```
gdcms::Curve::~~Curve ( ) [override]
```

#### 10.72.2.3 [Curve\(\)](#) [2/2]

```
gdcms::Curve::Curve (
    Curve const & ov )
```

### 10.72.3 Member Function Documentation



### 10.72.3.1 Decode()

```
void gdcm::Curve::Decode (
    std::istream & is,
    std::ostream & os )
```

### 10.72.3.2 GetAsPoints()

```
void gdcm::Curve::GetAsPoints (
    float * array ) const
```

### 10.72.3.3 GetCurveDataDescriptor()

```
std::vector< unsigned short > const & gdcm::Curve::GetCurveDataDescriptor ( ) const
```

### 10.72.3.4 GetDataValueRepresentation()

```
unsigned short gdcm::Curve::GetDataValueRepresentation ( ) const
```

### 10.72.3.5 GetDimensions()

```
unsigned short gdcm::Curve::GetDimensions ( ) const
```

### 10.72.3.6 GetGroup()

```
unsigned short gdcm::Curve::GetGroup ( ) const
```

### 10.72.3.7 GetNumberOfCurves()

```
static unsigned int gdcm::Curve::GetNumberOfCurves (
    DataSet const & ds ) [static]
```

**10.72.3.8 GetNumberOfPoints()**

```
unsigned short gdcM::Curve::GetNumberOfPoints ( ) const
```

**10.72.3.9 GetTypeInfoData()**

```
const char * gdcM::Curve::GetTypeInfoData ( ) const
```

**10.72.3.10 GetTypeInfoDataDescription()**

```
const char * gdcM::Curve::GetTypeInfoDataDescription ( ) const
```

**10.72.3.11 IsEmpty()**

```
bool gdcM::Curve::IsEmpty ( ) const
```

**10.72.3.12 Print()**

```
void gdcM::Curve::Print (
    std::ostream & ) const [override], [virtual]
```

Reimplemented from [gdcM::Object](#).

**10.72.3.13 SetCoordinateStartValue()**

```
void gdcM::Curve::SetCoordinateStartValue (
    unsigned short v )
```

**10.72.3.14 SetCoordinateStepValue()**

```
void gdcm::Curve::SetCoordinateStepValue (
    unsigned short v )
```

**10.72.3.15 SetCurve()**

```
void gdcm::Curve::SetCurve (
    const char * array,
    unsigned int length )
```

**10.72.3.16 SetCurveDataDescriptor()**

```
void gdcm::Curve::SetCurveDataDescriptor (
    const uint16_t * values,
    size_t num )
```

**10.72.3.17 SetCurveDescription()**

```
void gdcm::Curve::SetCurveDescription (
    const char * curvedescription )
```

**10.72.3.18 SetDataValueRepresentation()**

```
void gdcm::Curve::SetDataValueRepresentation (
    unsigned short datavaluerepresentation )
```

**10.72.3.19 SetDimensions()**

```
void gdcm::Curve::SetDimensions (
    unsigned short dimensions )
```

#### 10.72.3.20 SetGroup()

```
void gdcM::Curve::SetGroup (
    unsigned short group )
```

#### 10.72.3.21 SetNumberOfPoints()

```
void gdcM::Curve::SetNumberOfPoints (
    unsigned short numberofpoints )
```

#### 10.72.3.22 SetTypeOfData()

```
void gdcM::Curve::SetTypeOfData (
    const char * typeofdata )
```

#### 10.72.3.23 Update()

```
void gdcM::Curve::Update (
    const DataElement & de )
```

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

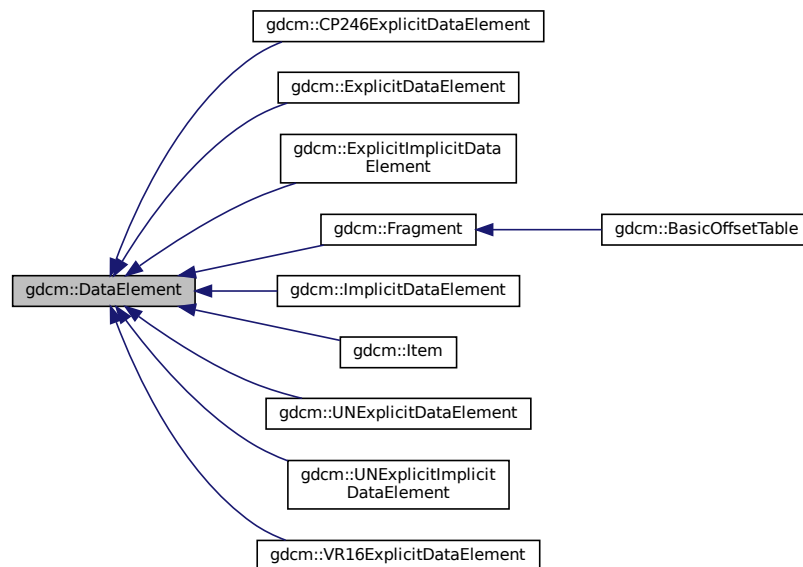
- [gdcMCurve.h](#)

## 10.73 gdcM::DataElement Class Reference

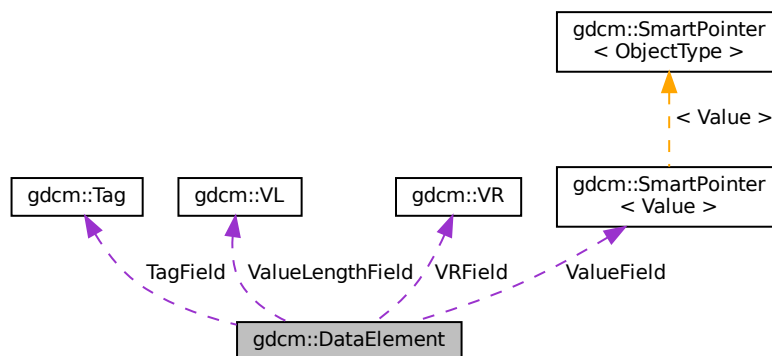
Class to represent a Data [Element](#) either Implicit or Explicit.

```
#include <gdcMDataElement.h>
```

Inheritance diagram for gdcm::DataElement:



Collaboration diagram for gdcm::DataElement:



## Public Member Functions

- `DataElement` (const `DataElement` &\_val)
- `DataElement` (const `Tag` &t=`Tag`(0), const `VL` &vl=0, const `VR` &vr=`VR::INVALID`)
- 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
- [SequenceOfFragments](#) \* [GetSequenceOfFragments](#) ()
- const [SequenceOfFragments](#) \* [GetSequenceOfFragments](#) () const
- [Tag](#) & [GetTag](#) ()
- const [Tag](#) & [GetTag](#) () const
  - Get [Tag](#).*
- [Value](#) & [GetValue](#) ()
- [Value](#) const & [GetValue](#) () const
  - Set/Get [Value](#) (bytes array, SQ of items, SQ of fragments):*
- [SmartPointer](#)< [SequenceOfItems](#) > [GetValueAsSQ](#) () const
- [VL](#) & [GetVL](#) ()
- const [VL](#) & [GetVL](#) () const
  - Get [VL](#).*
- [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](#) &)=default
- 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 & [ReadValueWithLength](#) (std::istream &is, [VL](#) &length, 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 Member Functions

- void [SetValueFieldLength](#) ([VL](#) vl, bool readvalues)

## Protected Attributes

- [Tag](#) TagField
- [ValuePtr](#) ValueField
- [VL](#) ValueLengthField
- [VR](#) VRField

## Friends

- std::ostream & [operator<<](#) (std::ostream &\_os, const [DataElement](#) &\_val)

### 10.73.1 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 0xffff tags), [Value](#) is NULL

See also

[ExplicitDataElement](#) [ImplicitDataElement](#)

## Examples

[BasicImageAnonymizer.cs](#), [ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [DecompressImage.cs](#), [DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [DiffFile.cxx](#), [DumpADAC.cxx](#), [DumpCSA.cs](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncapsulatedFile.cs](#), [ExtractEncryptedContent.cxx](#), [ExtractIconFromFile.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [FixBrokenJ2K.cxx](#), [FixJAI BugJPEGLS.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenFakeImage.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetJPEGSamplePrecision.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [LargeVRDSExplicit.cxx](#), [MpegVideoInfo.cs](#), [NewSequence.cs](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [ReadGEMSSDO.cxx](#), [SimplePrint.cs](#), [StreamImageReaderTest.cxx](#), [csa2img.cxx](#), [gdcmrtionplan.cxx](#), [gdcmrtplan.cxx](#), [iU22tomultisc.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

## 10.73.2 Member Typedef Documentation

### 10.73.2.1 ValuePtr

```
typedef SmartPointer<Value> gdcM::DataElement::ValuePtr [protected]
```

## 10.73.3 Constructor & Destructor Documentation

### 10.73.3.1 DataElement() [1/2]

```
gdcM::DataElement::DataElement (
    const Tag & t = Tag(0),
    const VL & vl = 0,
    const VR & vr = VR::INVALID ) [inline]
```

### 10.73.3.2 DataElement() [2/2]

```
gdcM::DataElement::DataElement (
    const DataElement & _val ) [inline]
```

## 10.73.4 Member Function Documentation

### 10.73.4.1 Clear()

```
void gdcM::DataElement::Clear ( ) [inline]
```

Clear Data Element (make Value empty and invalidate Tag & VR)



### 10.73.4.2 Empty()

```
void gdcm::DataElement::Empty ( ) [inline]
```

Make Data [Element](#) empty (no [Value](#))

### 10.73.4.3 GetByteValue()

```
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](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncapsulatedFile.cs](#), [ExtractEncryptedContent.cxx](#), [ExtractIconFromFile.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGSL.cxx](#), [GetSubSequenceData.cxx](#), [PatchFile.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [ReadGEMSSDO.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

Referenced by [gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataElement\(\)](#), [gdcm::Attribute< Group, Element, TVR, VM::VM1\\_n >::SetFromDataElement\(\)](#), [gdcm::Attribute< Group, Element, TVR, VM::VM1\\_n >::SetFromDataElement\(\)](#), [gdcm::Element< TVR, TVM >::SetFromDataElement\(\)](#), and [gdcm::Element< TVR, VM::VM1\\_n >::SetFromDataElement\(\)](#).

### 10.73.4.4 GetLength()

```
template<typename TDE >
VL gdcm::DataElement::GetLength ( ) const [inline]
```

### 10.73.4.5 GetSequenceOfFragments() [1/2]

```
SequenceOfFragments * gdcm::DataElement::GetSequenceOfFragments ( )
```

**10.73.4.6 GetSequenceOfFragments() [2/2]**

```
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**

[DecompressImage.cs](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), and [GetJPEGSamplePrecision.cxx](#).

**10.73.4.7 GetTag() [1/2]**

```
Tag & gdcm::DataElement::GetTag ( ) [inline]
```

**10.73.4.8 GetTag() [2/2]**

```
const Tag & gdcm::DataElement::GetTag ( ) const [inline]
```

Get [Tag](#).

**Examples**

[DumpGEMSMovieGroup.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [SimplePrint.cs](#), and [pmsct\\_rgb1.cxx](#).

Referenced by [gdcm::DataSet::Insert\(\)](#), [gdcm::FileMetaInformation::Insert\(\)](#), [gdcm::CommandDataSet::Insert\(\)](#), [operator<\(\)](#), [gdcm::SequenceOfItems::Read\(\)](#), [gdcm::SequenceOfFragments::ReadValue\(\)](#), [gdcm::FileMetaInformation::Replace\(\)](#), [gdcm::CommandDataSet::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 >](#)

**10.73.4.9 GetValue() [1/2]**

```
Value & gdcm::DataElement::GetValue ( ) [inline]
```

References [gdcmAssertAlwaysMacro](#).

#### 10.73.4.10 GetValue() [2/2]

```
Value const & gdcm::DataElement::GetValue ( ) const [inline]
```

Set/Get [Value](#) (bytes array, SQ of items, SQ of fragments):

##### Examples

[ReadAndDumpDICOMDIR.cxx](#).

References [gdcmAssertAlwaysMacro](#).

Referenced by [gdcm::DataSet::InsertDataElement\(\)](#), [gdcm::Element< TVR, TVM >::SetFromDataElement\(\)](#), and [gdcm::Element< TVR, VM::VM1\\_n >::SetFromDataElement\(\)](#).

#### 10.73.4.11 GetValueAsSQ()

```
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](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [ExtractEncryptedContent.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [LargeVRDSExplicit.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [SimplePrint.cs](#), [gdcmrtionplan.cxx](#), and [gdcmrtplan.cxx](#).

#### 10.73.4.12 GetVL() [1/2]

```
VL & gdcm::DataElement::GetVL ( ) [inline]
```

**10.73.4.13 GetVL()** [2/2]

```
const VL & gdcM::DataElement::GetVL ( ) const [inline]
```

Get [VL](#).

**Examples**

[SimplePrint.cs](#).

Referenced by [gdcM::DataSet::InsertDataElement\(\)](#), [gdcM::SequenceOfItems::Read\(\)](#), and [gdcM::SequenceOfFragments::ReadValue\(\)](#).

**10.73.4.14 GetVR()**

```
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::Attribute< Group, Element, TVR, TVM >::GetAsDataElement\(\)](#), [gdcM::Attribute< Group, Element, TVR, VM::VM1 >::GetAsDataElement\(\)](#), [gdcM::Attribute< Group, Element, TVR, VM::VM1\\_n >::GetAsDataElement\(\)](#), [gdcM::Element< TVR, TVM >::GetAsDataElement\(\)](#), [gdcM::Element< TVR, VM::VM1\\_n >::GetAsDataElement\(\)](#), [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::Element< TVR, TVM >::SetFromDataElement\(\)](#), and [gdcM::Element< TVR, VM::VM1\\_n >::SetFromDataElement\(\)](#).

**10.73.4.15 IsEmpty()**

```
bool gdcM::DataElement::IsEmpty ( ) const [inline]
```

Check if Data [Element](#) is empty.

**Examples**

[DumpADAC.cxx](#), [DumpCSA.cs](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.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\(\)](#), and [gdcM::Attribute< Group, Element, TVR, VM::VM1\\_n >::SetFromDataElement\(\)](#).

#### 10.73.4.16 IsUndefinedLength()

```
bool gdcm::DataElement::IsUndefinedLength ( ) const [inline]
```

return if [Value](#) Length if of undefined length

#### 10.73.4.17 operator<()

```
bool gdcm::DataElement::operator< (
    const DataElement & de ) const [inline]
```

References [GetTag\(\)](#).

#### 10.73.4.18 operator=()

```
DataElement & gdcm::DataElement::operator= (
    const DataElement & ) [default]
```

#### 10.73.4.19 operator==()

```
bool gdcm::DataElement::operator== (
    const DataElement & de ) const [inline]
```

References [TagField](#), [ValueField](#), [ValueLengthField](#), and [VRField](#).

#### 10.73.4.20 Read()

```
template<typename TDE , typename TSwap >
std::istream & gdcm::DataElement::Read (
    std::istream & is ) [inline]
```

#### Examples

[DumpSiemensBase64.cxx](#).

#### 10.73.4.21 ReadOrSkip()

```
template<typename TDE , typename TSwap >
std::istream & gdcmm::DataElement::ReadOrSkip (
    std::istream & is,
    std::set< Tag > const & skiptags ) [inline]
```

#### 10.73.4.22 ReadPreValue()

```
template<typename TDE , typename TSwap >
std::istream & gdcmm::DataElement::ReadPreValue (
    std::istream & is,
    std::set< Tag > const & skiptags ) [inline]
```

#### 10.73.4.23 ReadValue()

```
template<typename TDE , typename TSwap >
std::istream & gdcmm::DataElement::ReadValue (
    std::istream & is,
    std::set< Tag > const & skiptags ) [inline]
```

#### 10.73.4.24 ReadValueWithLength()

```
template<typename TDE , typename TSwap >
std::istream & gdcmm::DataElement::ReadValueWithLength (
    std::istream & is,
    VL & length,
    std::set< Tag > const & skiptags ) [inline]
```

#### 10.73.4.25 ReadWithLength()

```
template<typename TDE , typename TSwap >
std::istream & gdcmm::DataElement::ReadWithLength (
    std::istream & is,
    VL & length ) [inline]
```

#### 10.73.4.26 SetByteValue()

```
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

[BasicImageAnonymizer.cs](#), [ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [DecompressImage.cs](#), [DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenFakeImage.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetSubSequenceData.cxx](#), [MpegVideoInfo.cs](#), [NewSequence.cs](#), [StreamImageReaderTest.cxx](#), [iU22tomultisc.cxx](#), and [rle2img.cxx](#).

Referenced by [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::Element< TVR, TVM >::GetAsDataElement\(\)](#), and [gdcm::Element< TVR, VM::VM1\\_n >::GetAsDataElement\(\)](#).

#### 10.73.4.27 SetTag()

```
void gdcm::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](#).

#### 10.73.4.28 SetValue()

```
void gdcm::DataElement::SetValue (
    Value const & vl ) [inline]
```

##### Warning

you need to set the ValueLengthField explicitly

##### Examples

[DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [DuplicatePCDE.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [FixBrokenJ2K.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [MpegVideoInfo.cs](#), and [NewSequence.cs](#).

References [gdcm::Value::GetLength\(\)](#).

#### 10.73.4.29 SetValueFieldLength()

```
void gdcm::DataElement::SetValueFieldLength (
    VL vl,
    bool readvalues ) [protected]
```

#### 10.73.4.30 SetVL()

```
void gdcm::DataElement::SetVL (
    const VL & vl ) [inline]
```

Set [VL](#) Use with cautious (need to match Part 6), advanced user only

##### See also

[SetByteValue](#)

#### 10.73.4.31 SetVLToUndefined()

```
void gdcm::DataElement::SetVLToUndefined ( )
```

##### Examples

[Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), and [NewSequence.cs](#).



### 10.73.4.32 SetVR()

```
void gdcm::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](#), [NewSequence.cs](#), [StreamImageReaderTest.cxx](#), [iU22tomultisc.cxx](#), and [rle2img.cxx](#).

References [gdcm::VR::IsVRFile\(\)](#).

Referenced by [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::Element< TVR, TVM >::GetAsDataElement\(\)](#), and [gdcm::Element< TVR, VM::VM1\\_n >::GetAsDataElement\(\)](#).

### 10.73.4.33 Write()

```
template<typename TDE , typename TSwap >
const std::ostream & gdcm::DataElement::Write (
    std::ostream & os ) const [inline]
```

## 10.73.5 Friends And Related Function Documentation

### 10.73.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const DataElement & _val ) [friend]
```

### 10.73.6 Member Data Documentation

#### 10.73.6.1 TagField

`Tag` `gdcm::DataElement::TagField` [protected]

Referenced by [operator==\(\)](#).

#### 10.73.6.2 ValueField

`ValuePtr` `gdcm::DataElement::ValueField` [protected]

Referenced by [operator==\(\)](#).

#### 10.73.6.3 ValueLengthField

`VL` `gdcm::DataElement::ValueLengthField` [protected]

Referenced by [operator==\(\)](#).

#### 10.73.6.4 VRField

`VR` `gdcm::DataElement::VRField` [protected]

Referenced by [operator==\(\)](#).

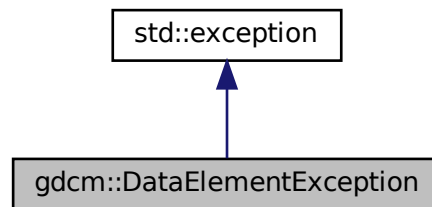
The documentation for this class was generated from the following file:

- [gdcmDataElement.h](#)

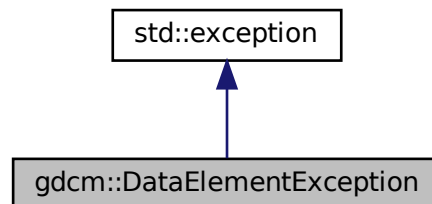
## 10.74 gdcm::DataElementException Class Reference

```
#include <gdcmDataSet.h>
```

Inheritance diagram for gdcm::DataElementException:



Collaboration diagram for gdcm::DataElementException:



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

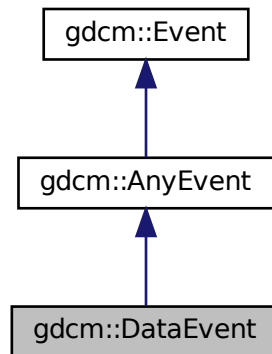
- [gdcmDataSet.h](#)

## 10.75 gdcm::DataEvent Class Reference

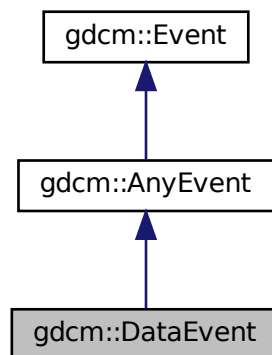
[DataEvent](#).

```
#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=nullptr, size\_t len=0)
- [DataEvent](#) (const [Self](#) &s)
- [~DataEvent](#) () override=default
- bool [CheckEvent](#) (const [::gdcm::Event](#) \*e) const override
- const char \* [GetData](#) () const
- size\_t [GetDataLength](#) () const
- const char \* [GetEventName](#) () const override
- [::gdcm::Event](#) \* [MakeObject](#) () const override
- void [operator=](#) (const [Self](#) &)=delete
- void [SetData](#) (const char \*bytes, size\_t len)

### 10.75.1 Detailed Description

[DataEvent](#).

### 10.75.2 Member Typedef Documentation

#### 10.75.2.1 Self

```
typedef DataEvent gdcm::DataEvent::Self
```

#### 10.75.2.2 Superclass

```
typedef AnyEvent gdcm::DataEvent::Superclass
```

### 10.75.3 Constructor & Destructor Documentation

#### 10.75.3.1 DataEvent() [1/2]

```
gdcm::DataEvent::DataEvent (  
    const char * bytes = nullptr,  
    size_t len = 0 ) [inline]
```

### 10.75.3.2 ~DataEvent()

```
gdcM::DataEvent::~~DataEvent ( ) [override], [default]
```

### 10.75.3.3 DataEvent() [2/2]

```
gdcM::DataEvent::DataEvent (
    const Self & s ) [inline]
```

## 10.75.4 Member Function Documentation

### 10.75.4.1 CheckEvent()

```
bool gdcM::DataEvent::CheckEvent (
    const ::gdcM::Event * e ) const [inline], [override]
```

### 10.75.4.2 GetData()

```
const char * gdcM::DataEvent::GetData ( ) const [inline]
```

### 10.75.4.3 GetDataLength()

```
size_t gdcM::DataEvent::GetDataLength ( ) const [inline]
```

### 10.75.4.4 GetEventName()

```
const char * gdcM::DataEvent::GetEventName ( ) const [inline], [override], [virtual]
```

Return the StringName associated with the event.

Implements [gdcM::Event](#).

#### 10.75.4.5 MakeObject()

```
::gdcm::Event * gdcm::DataEvent::MakeObject ( ) const [inline], [override], [virtual]
```

Create an [Event](#) of this type This method work as a Factory for creating events of each particular type.

Implements [gdcm::Event](#).

#### 10.75.4.6 operator=()

```
void gdcm::DataEvent::operator= (
    const Self & ) [delete]
```

#### 10.75.4.7 SetData()

```
void gdcm::DataEvent::SetData (
    const char * bytes,
    size_t len ) [inline]
```

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

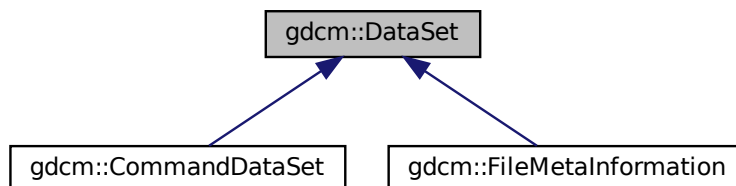
- [gdcmDataEvent.h](#)

## 10.76 gdcm::DataSet Class Reference

Class to represent a Data Set (which contains Data Elements)

```
#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

- [Iterator](#) [Begin](#) ()
- [ConstIterator](#) [Begin](#) () const
- void [Clear](#) ()
- template<typename TDE >  
unsigned int [ComputeGroupLength](#) ([Tag](#) const &tag) const
- [Iterator](#) [End](#) ()
- [ConstIterator](#) [End](#) () const
- 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 [PrivateTag](#) &t) const  
*Return the dataelement.*
- const [DataElement](#) & [GetDataElement](#) (const [Tag](#) &t) const
- [DataElementSet](#) & [GetDES](#) ()
- const [DataElementSet](#) & [GetDES](#) () const
- template<typename TDE >  
[VL](#) [GetLength](#) () const
- [MediaStorage](#) [GetMediaStorage](#) () const
- std::string [GetPrivateCreator](#) (const [Tag](#) &t) const
- [PrivateTag](#) [GetPrivateTag](#) (const [Tag](#) &t) const  
*Return the private tag of the private tag 't', private creator will be set to empty if not found.*
- 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 &)=default
- 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 & [ReadSelectedPrivateTags](#) (std::istream &is, const std::set< [PrivateTag](#) > &tags, bool readvalues=true)
- template<typename TDE , typename TSwap >  
std::istream & [ReadSelectedPrivateTagsWithLength](#) (std::istream &is, const std::set< [PrivateTag](#) > &tags, [VL](#) &length, bool readvalues=true)
- template<typename TDE , typename TSwap >  
std::istream & [ReadSelectedTags](#) (std::istream &is, const std::set< [Tag](#) > &tags, bool readvalues=true)



- template<typename TDE , typename TSwap >  
std::istream & [ReadSelectedTagsWithLength](#) (std::istream &is, const std::set< [Tag](#) > &tags, [VL](#) &length, bool readvalues=true)
- 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, std::set< [Tag](#) > const &skiptags, [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](#) &)

### 10.76.1 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**

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [CompressLossyJPEG.cs](#), [CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [DeriveSeries.cxx](#), [DiffFile.cxx](#), [DumpADAC.cxx](#), [DumpCSA.cs](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncapsulatedFile.cs](#), [ExtractEncryptedContent.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Write.cxx](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [FixOrientation.cxx](#), [GenAllIVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetJPEGSamplePrecision.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MergeTwoFiles.cxx](#), [MrProtocol.cxx](#), [NewSequence.cs](#), [PatchFile.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndPrintAttributes.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [ReadGEMSSDO.cxx](#), [SimplePrint.cs](#), [SortImage.cxx](#), [SortImage2.cs](#), [StreamImageReaderTest.cxx](#), [TemplateEmptyImage.cxx](#), [VolumeSorter.cxx](#), [csa2img.cxx](#), [gdcmrtionplan.cxx](#), [gdcmrtplan.cxx](#), [iU22tomultisc.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

**10.76.2 Member Typedef Documentation****10.76.2.1 ConstIterator**

```
typedef DataSet::const_iterator gdcm::DataSet::ConstIterator
```

**10.76.2.2 DataSet**

```
typedef std::set<DataElement> gdcm::DataSet::DataSet
```

**10.76.2.3 Iterator**

```
typedef DataSet::iterator gdcm::DataSet::Iterator
```

**10.76.2.4 SizeType**

```
typedef DataSet::size_type gdcm::DataSet::SizeType
```

## 10.76.3 Member Function Documentation

### 10.76.3.1 Begin() [1/2]

`Iterator` gdcm::DataSet::Begin ( ) [inline]

### 10.76.3.2 Begin() [2/2]

`ConstIterator` gdcm::DataSet::Begin ( ) const [inline]

#### Examples

[DiffFile.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpVisusChange.cxx](#), and [DuplicatePCDE.cxx](#).

### 10.76.3.3 Clear()

`void` gdcm::DataSet::Clear ( ) [inline]

Referenced by [gdcm::Item::Read\(\)](#).

### 10.76.3.4 ComputeDataElement()

`Tag` gdcm::DataSet::ComputeDataElement (   
const `PrivateTag` & `t` ) const [protected]

### 10.76.3.5 ComputeGroupLength()

```
template<typename TDE >  
unsigned int gdcm::DataSet::ComputeGroupLength (   
    Tag const & tag ) const [inline]
```

References [gdcm::Tag::GetElement\(\)](#), and [gdcm::Tag::GetGroup\(\)](#).

**10.76.3.6 End()** [1/2]

```
Iterator gdcm::DataSet::End ( ) [inline]
```

**10.76.3.7 End()** [2/2]

```
ConstIterator gdcm::DataSet::End ( ) const [inline]
```

**Examples**

[DiffFile.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpVisusChange.cxx](#), and [DuplicatePCDE.cxx](#).

**10.76.3.8 FindDataElement()** [1/2]

```
bool gdcm::DataSet::FindDataElement (
    const PrivateTag & t ) const
```

Look up if private tag 't' is present in the dataset:

**Examples**

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [DumpADAC.cxx](#), [DumpCSA.cs](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncapsulatedFile.cs](#), [ExtractEncryptedContent.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [LargeVRDSExplicit.cxx](#), [MrProtocol.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndPrintAttributes.cxx](#), [ReadGEMSSDO.cxx](#), [csa2img.cxx](#), [gdcmrtionplan.cxx](#), [gdcmrtplan.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

Referenced by [gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataSet\(\)](#), [gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataSet\(\)](#), and [gdcm::Attribute< Group, Element, TVR, VM::VM1\\_n >::SetFromDataSet\(\)](#).

**10.76.3.9 FindDataElement()** [2/2]

```
bool gdcm::DataSet::FindDataElement (
    const Tag & t ) const [inline]
```

**10.76.3.10 FindNextDataElement()**

```
const DataElement & gdcm::DataSet::FindNextDataElement (
    const Tag & t ) const [inline]
```

**Examples**

[DuplicatePCDE.cxx](#).

**10.76.3.11 GetDataElement() [1/2]**

```
const DataElement & gdcm::DataSet::GetDataElement (
    const PrivateTag & t ) const
```

Return the dataelement.

**10.76.3.12 GetDataElement() [2/2]**

```
const DataElement & gdcm::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**

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [DecompressImage.cs](#), [DeriveSeries.cxx](#), [DumpADAC.cxx](#), [DumpCSA.cs](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncapsulatedFile.cs](#), [ExtractEncryptedContent.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GetJPEGSamplePrecision.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [LargeVRDSExplicit.cxx](#), [MrProtocol.cxx](#), [PatchFile.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [ReadGEMSSDO.cxx](#), [csa2img.cxx](#), [gdcmrtionplan.cxx](#), [gdcmrtplan.cxx](#), [iU22tomultisc.cxx](#), [pmsct\\_rgb1.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, VM::VM1\\_n >::Set\(\)](#), [gdcm::Attribute< Group, Element, TVR, TVM >::SetFromDataSet\(\)](#), [gdcm::Attribute< Group, Element, TVR, VM::VM1 >::SetFromDataSet\(\)](#), and [gdcm::Attribute< Group, Element, TVR, VM::VM1\\_n >::SetFromDataSet\(\)](#).

### 10.76.3.13 GetDEEnd()

```
const DataElement & gdcm::DataSet::GetDEEnd ( ) const [protected]
```

### 10.76.3.14 GetDES() [1/2]

```
DataElementSet & gdcm::DataSet::GetDES ( ) [inline]
```

### 10.76.3.15 GetDES() [2/2]

```
const DataElementSet & gdcm::DataSet::GetDES ( ) const [inline]
```

#### Examples

[ReadAndDumpDICOMDIR.cxx](#).

### 10.76.3.16 GetLength()

```
template<typename TDE >  
VL gdcm::DataSet::GetLength ( ) const [inline]
```

References [gdcm::VL::GetLength\(\)](#).

### 10.76.3.17 GetMediaStorage()

```
MediaStorage gdcm::DataSet::GetMediaStorage ( ) const
```

### 10.76.3.18 GetPrivateCreator()

```
std::string gdcm::DataSet::GetPrivateCreator (   
    const Tag & t ) const
```

Return the private creator of the private tag 't': or an empty string when not found

#### Examples

[DuplicatePCDE.cxx](#).

**10.76.3.19 GetPrivateTag()**

```
PrivateTag gdcm::DataSet::GetPrivateTag (
    const Tag & t ) const
```

Return the private tag of the private tag 't', private creator will be set to empty if not found.

**10.76.3.20 Insert()**

```
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

**Examples**

[CreateJPIPDataSet.cxx](#), [DumpSiemensBase64.cxx](#), [DuplicatePCDE.cxx](#), [Extracting\\_All\\_Resolution.cxx](#),  
[Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [GenAllVR.cxx](#),  
[GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [NewSequence.cs](#), [StreamImageReaderTest.cxx](#),  
and [TemplateEmptyImage.cxx](#).

References [gdcmErrorMacro](#), [gdcm::Tag::GetGroup\(\)](#), and [gdcm::DataElement::GetTag\(\)](#).

**10.76.3.21 InsertDataElement()**

```
void gdcm::DataSet::InsertDataElement (
    const DataElement & de ) [inline], [protected]
```

References [gdcmWarningMacro](#), [gdcm::Value::GetLength\(\)](#), [gdcm::DataElement::GetValue\(\)](#), [gdcm::DataElement::GetVL\(\)](#),  
and [gdcm::DataElement::IsEmpty\(\)](#).

**10.76.3.22 IsEmpty()**

```
bool gdcm::DataSet::IsEmpty ( ) const [inline]
```

Returns if the dataset is empty.

Referenced by [gdcm::Item::Read\(\)](#).

### 10.76.3.23 operator>()()

```
const DataElement & gdcm::DataSet::operator() (
    uint16_t group,
    uint16_t element ) const [inline]
```

### 10.76.3.24 operator=()

```
DataSet & gdcm::DataSet::operator= (
    DataSet const & ) [default]
```

### 10.76.3.25 operator[]()

```
const DataElement & gdcm::DataSet::operator[] (
    const Tag & t ) const [inline]
```

### 10.76.3.26 Print()

```
void gdcm::DataSet::Print (
    std::ostream & os,
    std::string const & indent = "" ) const [inline]
```

### 10.76.3.27 Read()

```
template<typename TDE , typename TSwap >
std::istream & gdcm::DataSet::Read (
    std::istream & is )
```

### Examples

[DumpToshibaDTI.cxx](#), and [DumpToshibaDTI2.cxx](#).



### 10.76.3.28 ReadNested()

```
template<typename TDE , typename TSwap >
std::istream & gdcm::DataSet::ReadNested (
    std::istream & is )
```

### 10.76.3.29 ReadSelectedPrivateTags()

```
template<typename TDE , typename TSwap >
std::istream & gdcm::DataSet::ReadSelectedPrivateTags (
    std::istream & is,
    const std::set< PrivateTag > & tags,
    bool readvalues = true )
```

### 10.76.3.30 ReadSelectedPrivateTagsWithLength()

```
template<typename TDE , typename TSwap >
std::istream & gdcm::DataSet::ReadSelectedPrivateTagsWithLength (
    std::istream & is,
    const std::set< PrivateTag > & tags,
    VL & length,
    bool readvalues = true )
```

### 10.76.3.31 ReadSelectedTags()

```
template<typename TDE , typename TSwap >
std::istream & gdcm::DataSet::ReadSelectedTags (
    std::istream & is,
    const std::set< Tag > & tags,
    bool readvalues = true )
```

### 10.76.3.32 ReadSelectedTagsWithLength()

```
template<typename TDE , typename TSwap >
std::istream & gdcm::DataSet::ReadSelectedTagsWithLength (
    std::istream & is,
    const std::set< Tag > & tags,
    VL & length,
    bool readvalues = true )
```

### 10.76.3.33 ReadUpToTag()

```
template<typename TDE , typename TSwap >
std::istream & gdcM::DataSet::ReadUpToTag (
    std::istream & is,
    const Tag & t,
    std::set< Tag > const & skiptags )
```

### 10.76.3.34 ReadUpToTagWithLength()

```
template<typename TDE , typename TSwap >
std::istream & gdcM::DataSet::ReadUpToTagWithLength (
    std::istream & is,
    const Tag & t,
    std::set< Tag > const & skiptags,
    VL & length )
```

### 10.76.3.35 ReadWithLength()

```
template<typename TDE , typename TSwap >
std::istream & gdcM::DataSet::ReadWithLength (
    std::istream & is,
    VL & length )
```

### 10.76.3.36 Remove()

```
SizeType gdcM::DataSet::Remove (
    const Tag & tag ) [inline]
```

Completely remove a dataelement from the dataset.

#### Examples

[ClinicalTrialIdentificationWorkflow.cs](#), [GenFakeIdentifyFile.cxx](#), [LargeVRDSExplicit.cxx](#), [MergeTwoFiles.cxx](#), [ReformatFile.cs](#), [StandardizeFiles.cs](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

### 10.76.3.37 Replace()

```
void gdcm::DataSet::Replace (
    const DataElement & de ) [inline]
```

Replace a dataelement with another one.

#### Examples

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [CreateFakeRTDOSE.cxx](#), [DeriveSeries.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [FixOrientation.cxx](#), [GenFakeIdentifyFile.cxx](#), [GetSubSequenceData.cxx](#), [HelloWorld.cxx](#), [LargeVRDSEExplicit.cxx](#), [PatchFile.cxx](#), [iU22tomultisc.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

References [gdcmAssertAlwaysMacro](#).

### 10.76.3.38 ReplaceEmpty()

```
void gdcm::DataSet::ReplaceEmpty (
    const DataElement & de ) [inline]
```

Only replace a DICOM attribute when it is missing or empty.

#### Examples

[rle2img.cxx](#).

References [gdcmAssertAlwaysMacro](#).

### 10.76.3.39 Size()

```
SizeType gdcm::DataSet::Size ( ) const [inline]
```

#### Examples

[DumpGEMSMovieGroup.cxx](#).

Referenced by [gdcm::SequenceOfItems::Read\(\)](#).

### 10.76.3.40 Write()

```
template<typename TDE , typename TSwap >
std::ostream const & gdcM::DataSet::Write (
    std::ostream & os ) const
```

## 10.76.4 Friends And Related Function Documentation

### 10.76.4.1 CSAHeader

```
friend class CSAHeader [friend]
```

### 10.76.4.2 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const DataSet & val ) [friend]
```

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

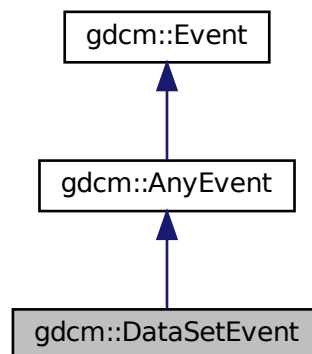
- [gdcMDataSet.h](#)

## 10.77 gdcM::DataSetEvent Class Reference

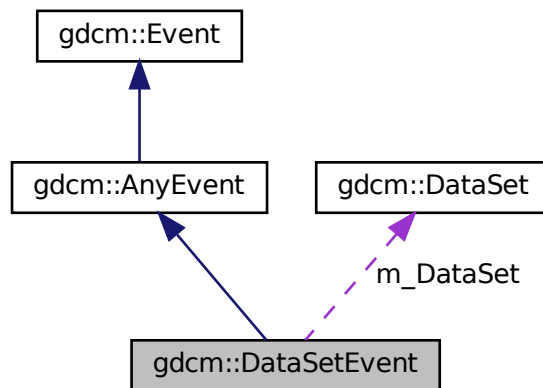
[DataSetEvent](#).

```
#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](#) (const [Self](#) &s)
- [DataSetEvent](#) ([DataSet](#) const \*ds=nullptr)
- [~DataSetEvent](#) () override=default
- bool [CheckEvent](#) (const [::gdcm::Event](#) \*e) const override
- [DataSet](#) const & [GetDataSet](#) () const
- const char \* [GetEventName](#) () const override
- [::gdcm::Event](#) \* [MakeObject](#) () const override
- void [operator=](#) (const [Self](#) &)=delete

## Public Attributes

- const [DataSet](#) \* [m\\_DataSet](#)

### 10.77.1 Detailed Description

[DataSetEvent](#).

Special type of event triggered during the [DataSet](#) store/move process

See also

## 10.77.2 Member Typedef Documentation

### 10.77.2.1 Self

```
typedef DataSetEvent gdcM::DataSetEvent::Self
```

### 10.77.2.2 Superclass

```
typedef AnyEvent gdcM::DataSetEvent::Superclass
```

## 10.77.3 Constructor & Destructor Documentation

### 10.77.3.1 DataSetEvent() [1/2]

```
gdcM::DataSetEvent::DataSetEvent (
    DataSet const * ds = nullptr ) [inline]
```

### 10.77.3.2 ~DataSetEvent()

```
gdcM::DataSetEvent::~~DataSetEvent ( ) [override], [default]
```

### 10.77.3.3 DataSetEvent() [2/2]

```
gdcM::DataSetEvent::DataSetEvent (
    const Self & s ) [inline]
```

## 10.77.4 Member Function Documentation

#### 10.77.4.1 CheckEvent()

```
bool gdcm::DataSetEvent::CheckEvent (
    const ::gdcm::Event * e ) const [inline], [override]
```

#### 10.77.4.2 GetDataSet()

```
DataSet const & gdcm::DataSetEvent::GetDataSet ( ) const [inline]
```

References [m\\_DataSet](#).

#### 10.77.4.3 GetEventName()

```
const char * gdcm::DataSetEvent::GetEventName ( ) const [inline], [override], [virtual]
```

Return the StringName associated with the event.

Implements [gdcm::Event](#).

#### 10.77.4.4 MakeObject()

```
::gdcm::Event * gdcm::DataSetEvent::MakeObject ( ) const [inline], [override], [virtual]
```

Create an [Event](#) of this type This method work as a Factory for creating events of each particular type.

Implements [gdcm::Event](#).

#### 10.77.4.5 operator=()

```
void gdcm::DataSetEvent::operator= (
    const Self & ) [delete]
```

### 10.77.5 Member Data Documentation

### 10.77.5.1 m\_DataSet

```
const DataSet* gdcm::DataSetEvent::m_DataSet
```

Referenced by [GetDataSet\(\)](#).

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

- [gdcmDataSetEvent.h](#)

## 10.78 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)

### 10.78.1 Detailed Description

[DataSetHelper](#) (internal class, not intended for user level)

Examples

[SimplePrint.cs](#).

### 10.78.2 Member Function Documentation

#### 10.78.2.1 ComputeVR()

```
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

Examples

[SimplePrint.cs](#).

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

- [gdcmDataSetHelper.h](#)

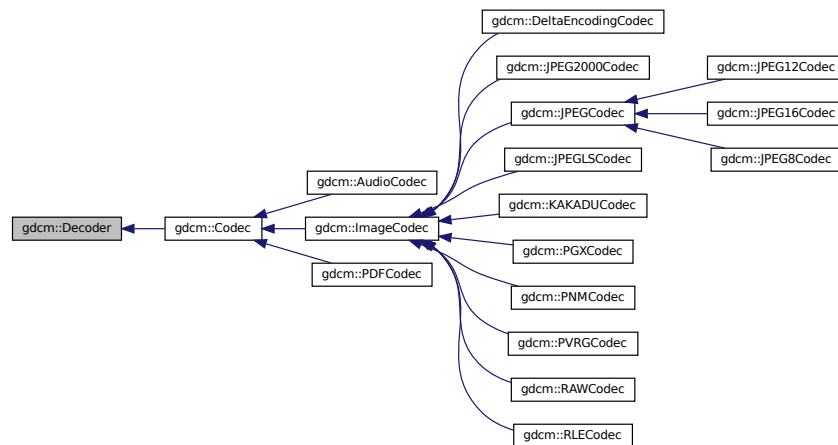


## 10.79 gdcmm::Decoder Class Reference

## Decoder.

```
#include <gdcmDecoder.h>
```

Inheritance diagram for `gdc::Decoder`:



## Public Member Functions

- virtual `~Decoder()`=default
- virtual bool `CanDecode (TransferSyntax const &) const` =0  
*Return whether this decoder support this transfer syntax (can decode it)*
- virtual bool `Decode (DataElement const &, DataElement &)`  
*Decode.*

## Protected Member Functions

- virtual bool **DecodeByStreams** (std::istream &, std::ostream &)

### 10.79.1 Detailed Description

Decoder.

### 10.79.2 Constructor & Destructor Documentation

### 10.79.2.1 ~Decoder()

```
virtual gdcM::Decoder::~~Decoder ( ) [virtual], [default]
```

## 10.79.3 Member Function Documentation

### 10.79.3.1 CanDecode()

```
virtual bool gdcM::Decoder::CanDecode (
    TransferSyntax const & ) const [pure virtual]
```

Return whether this decoder support this transfer syntax (can decode it)

Implemented in [gdcM::AudioCodec](#), [gdcM::ImageCodec](#), [gdcM::PDFCodec](#), [gdcM::JPEG2000Codec](#), [gdcM::JPEGCodec](#), [gdcM::JPEGLSCodec](#), [gdcM::KAKADUCodec](#), [gdcM::PGXCodec](#), [gdcM::PNMCodec](#), [gdcM::PVRGCodec](#), [gdcM::RAWCodec](#), and [gdcM::RLECodec](#).

### 10.79.3.2 Decode()

```
virtual bool gdcM::Decoder::Decode (
    DataElement const & ,
    DataElement & ) [inline], [virtual]
```

Decode.

Reimplemented in [gdcM::DeltaEncodingCodec](#), [gdcM::AudioCodec](#), [gdcM::JPEG2000Codec](#), [gdcM::JPEGCodec](#), [gdcM::JPEGLSCodec](#), [gdcM::KAKADUCodec](#), [gdcM::PDFCodec](#), [gdcM::PVRGCodec](#), [gdcM::RAWCodec](#), [gdcM::RLECodec](#), and [gdcM::ImageCodec](#).

### 10.79.3.3 DecodeByStreams()

```
virtual bool gdcM::Decoder::DecodeByStreams (
    std::istream & ,
    std::ostream & ) [inline], [protected], [virtual]
```

Reimplemented in [gdcM::JPEG12Codec](#), [gdcM::JPEG16Codec](#), [gdcM::JPEG2000Codec](#), [gdcM::JPEG8Codec](#), [gdcM::JPEGCodec](#), [gdcM::RAWCodec](#), [gdcM::RLECodec](#), and [gdcM::ImageCodec](#).

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

- [gdcMDecoder.h](#)

## 10.80 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](#) ()=default

#### 10.80.1 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.

#### 10.80.2 Constructor & Destructor Documentation

##### 10.80.2.1 DefinedTerms()

```
gdcm::DefinedTerms::DefinedTerms ( ) [default]
```

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

- [gdcmDefinedTerms.h](#)

## 10.81 gdcm::Defs Class Reference

FIXME I do not like the name '[Defs](#)'.

```
#include <gdcmDefs.h>
```

## Public Member Functions

- [Defs](#) ()
- [Defs](#) (const [Defs](#) &val)=delete
- [~Defs](#) ()
- const [IOD](#) & [GetIODFromFile](#) (const [File](#) &file) const
- [IODs](#) & [GetIODs](#) ()
- const [IODs](#) & [GetIODs](#) () const
- [Macros](#) & [GetMacros](#) ()
- const [Macros](#) & [GetMacros](#) () const
- [Modules](#) & [GetModules](#) ()
- const [Modules](#) & [GetModules](#) () const
- [Type](#) [GetTypeFromTag](#) (const [File](#) &file, const [Tag](#) &tag) const
- bool [IsEmpty](#) () const
- [Defs](#) & [operator=](#) (const [Defs](#) &val)=delete
- bool [Verify](#) (const [DataSet](#) &ds) const
- bool [Verify](#) (const [File](#) &file) 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](#)

### 10.81.1 Detailed Description

FIXME I do not like the name '[Defs](#)'.

#### Note

bla

#### Examples

[GenerateStandardSOPClasses.cxx](#), and [TraverseModules.cxx](#).

### 10.81.2 Constructor & Destructor Documentation

### 10.81.2.1 Defs() [1/2]

```
gdcm::Defs::Defs ( )
```

### 10.81.2.2 ~Defs()

```
gdcm::Defs::~~Defs ( )
```

### 10.81.2.3 Defs() [2/2]

```
gdcm::Defs::Defs (
    const Defs & val ) [delete]
```

## 10.81.3 Member Function Documentation

### 10.81.3.1 GetIODFromFile()

```
const IOD & gdcm::Defs::GetIODFromFile (
    const File & file ) const
```

### 10.81.3.2 GetIODNameFromMediaStorage()

```
static const char * gdcm::Defs::GetIODNameFromMediaStorage (
    MediaStorage const & ms ) [static]
```

#### Examples

[GenerateStandardSOPClasses.cxx](#).

### 10.81.3.3 GetIODs() [1/2]

```
IODs & gdcm::Defs::GetIODs ( ) [inline]
```

#### 10.81.3.4 GetIODs() [2/2]

```
const IODs & gdcm::Defs::GetIODs ( ) const [inline]
```

##### Examples

[TraverseModules.cxx](#).

#### 10.81.3.5 GetMacros() [1/2]

```
Macros & gdcm::Defs::GetMacros ( ) [inline]
```

#### 10.81.3.6 GetMacros() [2/2]

```
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

##### Examples

[TraverseModules.cxx](#).

#### 10.81.3.7 GetModules() [1/2]

```
Modules & gdcm::Defs::GetModules ( ) [inline]
```

#### 10.81.3.8 GetModules() [2/2]

```
const Modules & gdcm::Defs::GetModules ( ) const [inline]
```

##### Examples

[TraverseModules.cxx](#).

### 10.81.3.9 GetTypeFromTag()

```
Type gdcm::Defs::GetTypeFromTag (
    const File & file,
    const Tag & tag ) const
```

### 10.81.3.10 IsEmpty()

```
bool gdcm::Defs::IsEmpty ( ) const [inline]
```

### 10.81.3.11 LoadDefaults()

```
void gdcm::Defs::LoadDefaults ( ) [protected]
```

### 10.81.3.12 LoadFromFile()

```
void gdcm::Defs::LoadFromFile (
    const char * filename ) [protected]
```

### 10.81.3.13 operator=()

```
Defs & gdcm::Defs::operator= (
    const Defs & val ) [delete]
```

### 10.81.3.14 Verify() [1/2]

```
bool gdcm::Defs::Verify (
    const DataSet & ds ) const
```

### 10.81.3.15 Verify() [2/2]

```
bool gdcM::Defs::Verify (  
    const File & file ) const
```

## 10.81.4 Friends And Related Function Documentation

### 10.81.4.1 Global

```
friend class Global [friend]
```

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

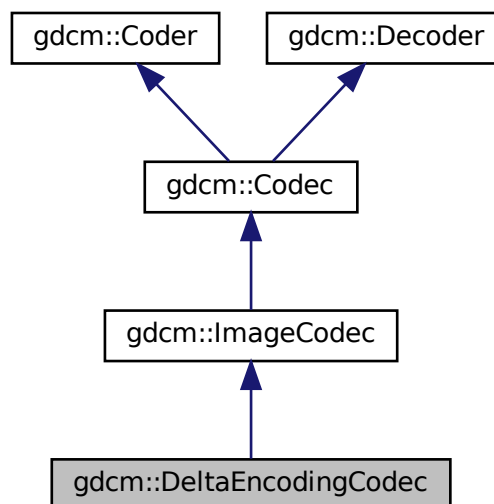
- [gdcMDefs.h](#)

## 10.82 gdcM::DeltaEncodingCodec Class Reference

[DeltaEncodingCodec](#) compression used by some private vendor.

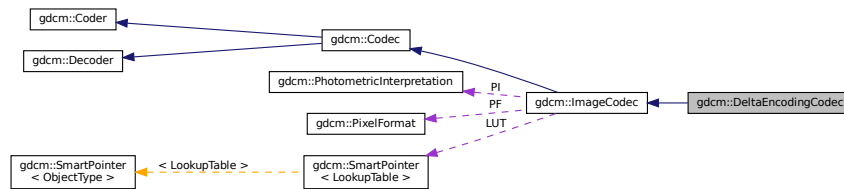
```
#include <gdcMDeltaEncodingCodec.h>
```

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

### 10.82.1 Detailed Description

[DeltaEncodingCodec](#) compression used by some private vendor.

### 10.82.2 Constructor & Destructor Documentation

#### 10.82.2.1 DeltaEncodingCodec()

```
gdcm::DeltaEncodingCodec::DeltaEncodingCodec ( )
```

#### 10.82.2.2 ~DeltaEncodingCodec()

```
gdcm::DeltaEncodingCodec::~~DeltaEncodingCodec ( )
```

## 10.82.3 Member Function Documentation

### 10.82.3.1 CanDecode()

```
bool gdcm::DeltaEncodingCodec::CanDecode (
    TransferSyntax const & ts )
```

### 10.82.3.2 Decode() [1/2]

```
bool gdcm::DeltaEncodingCodec::Decode (
    DataElement const & ,
    DataElement & ) [virtual]
```

Decode.

Reimplemented from [gdcm::Decoder](#).

### 10.82.3.3 Decode() [2/2]

```
bool gdcm::DeltaEncodingCodec::Decode (
    std::istream & is,
    std::ostream & os ) [protected]
```

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

- [gdcmDeltaEncodingCodec.h](#)

## 10.83 gdcm::DICOMDIR Class Reference

[DICOMDIR](#) class.

```
#include <gdcmDICOMDIR.h>
```

### Public Member Functions

- [DICOMDIR](#) ()=default
- [DICOMDIR](#) (FileSet fs)

### 10.83.1 Detailed Description

[DICOMDIR](#) class.

Structured for handling [DICOMDIR](#)

### 10.83.2 Constructor & Destructor Documentation

#### 10.83.2.1 DICOMDIR() [1/2]

```
gdcm::DICOMDIR::DICOMDIR ( ) [default]
```

#### 10.83.2.2 DICOMDIR() [2/2]

```
gdcm::DICOMDIR::DICOMDIR (
    FileSet fs ) [inline]
```

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

- [gdcmDICOMDIR.h](#)

## 10.84 gdcm::DICOMDIRGenerator Class Reference

[DICOMDIRGenerator](#) class.

```
#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](#) ()

### 10.84.1 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 [Scanner](#) does not allow us See PS 3.11 / [Table](#) D.3-2 STD-GEN Additional [DICOMDIR](#) Keys

#### Examples

[GenerateDICOMDIR.cs](#).

## 10.84.2 Member Typedef Documentation

### 10.84.2.1 FilenamesType

```
typedef Directory::FilenamesType gdcm::DICOMDIRGenerator::FilenamesType
```

### 10.84.2.2 FilenameType

```
typedef Directory::FilenameType gdcm::DICOMDIRGenerator::FilenameType
```

## 10.84.3 Constructor & Destructor Documentation

### 10.84.3.1 DICOMDIRGenerator()

```
gdcm::DICOMDIRGenerator::DICOMDIRGenerator ( )
```

### 10.84.3.2 ~DICOMDIRGenerator()

```
gdcm::DICOMDIRGenerator::~~DICOMDIRGenerator ( )
```

## 10.84.4 Member Function Documentation

### 10.84.4.1 AddImageDirectoryRecord()

```
bool gdcm::DICOMDIRGenerator::AddImageDirectoryRecord ( ) [protected]
```

#### 10.84.4.2 AddPatientDirectoryRecord()

```
bool gdcm::DICOMDIRGenerator::AddPatientDirectoryRecord ( ) [protected]
```

#### 10.84.4.3 AddSeriesDirectoryRecord()

```
bool gdcm::DICOMDIRGenerator::AddSeriesDirectoryRecord ( ) [protected]
```

#### 10.84.4.4 AddStudyDirectoryRecord()

```
bool gdcm::DICOMDIRGenerator::AddStudyDirectoryRecord ( ) [protected]
```

#### 10.84.4.5 Generate()

```
bool gdcm::DICOMDIRGenerator::Generate ( )
```

Main function to generate the [DICOMDIR](#).

##### Examples

[GenerateDICOMDIR.cs](#).

#### 10.84.4.6 GetFile()

```
File & gdcm::DICOMDIRGenerator::GetFile ( )
```

##### Examples

[GenerateDICOMDIR.cs](#).

#### 10.84.4.7 GetScanner()

```
Scanner & gdcm::DICOMDIRGenerator::GetScanner ( ) [protected]
```

#### 10.84.4.8 SetDescriptor()

```
void gdcm::DICOMDIRGenerator::SetDescriptor (
    const char * d )
```

Set the [File](#) Set ID.

##### Warning

this need to be a valid [VR::CS](#) value

##### Examples

[GenerateDICOMDIR.cs.](#)

#### 10.84.4.9 SetFile()

```
void gdcm::DICOMDIRGenerator::SetFile (
    const File & f )
```

Set/Get file. The [DICOMDIR](#) file will be valid once a call to Generate has been done.

#### 10.84.4.10 SetFileNames()

```
void gdcm::DICOMDIRGenerator::SetFileNames (
    FilenameType const & fns )
```

Set the list of filenames from which the [DICOMDIR](#) should be generated from.

##### Examples

[GenerateDICOMDIR.cs.](#)

#### 10.84.4.11 SetRootDirectory()

```
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](#)

## 10.85 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](#) ()
- [Dict](#) (const [Dict](#) &\_val)=delete
- 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
- [Dict](#) & [operator=](#) (const [Dict](#) &\_val)=delete

### Protected Member Functions

- void [LoadDefault](#) ()

### Friends

- class [Dicts](#)
- std::ostream & [operator<<](#) (std::ostream &\_os, const [Dict](#) &\_val)

### 10.85.1 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](#).



## 10.85.2 Member Typedef Documentation

### 10.85.2.1 ConstIterator

```
typedef MapDictEntry::const_iterator gdcm::Dict::ConstIterator
```

### 10.85.2.2 Iterator

```
typedef MapDictEntry::iterator gdcm::Dict::Iterator
```

### 10.85.2.3 MapDictEntry

```
typedef std::map<Tag, DictEntry> gdcm::Dict::MapDictEntry
```

## 10.85.3 Constructor & Destructor Documentation

### 10.85.3.1 Dict() [1/2]

```
gdcm::Dict::Dict ( ) [inline]
```

### 10.85.3.2 Dict() [2/2]

```
gdcm::Dict::Dict (
    const Dict & _val ) [delete]
```

## 10.85.4 Member Function Documentation

#### 10.85.4.1 AddDictEntry()

```
void gdcM::Dict::AddDictEntry (
    const Tag & tag,
    const DictEntry & de ) [inline]
```

#### 10.85.4.2 Begin()

```
ConstIterator gdcM::Dict::Begin ( ) const [inline]
```

##### Examples

[GenAllVR.cxx](#), and [GenFakeIdentifyFile.cxx](#).

#### 10.85.4.3 End()

```
ConstIterator gdcM::Dict::End ( ) const [inline]
```

##### Examples

[GenAllVR.cxx](#), and [GenFakeIdentifyFile.cxx](#).

#### 10.85.4.4 GetDictEntry()

```
const DictEntry & gdcM::Dict::GetDictEntry (
    const Tag & tag ) const [inline]
```

##### Examples

[GenFakeIdentifyFile.cxx](#), and [PublicDict.cxx](#).

#### 10.85.4.5 GetDictEntryByKeyword()

```
const DictEntry & gdcM::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](#).

#### 10.85.4.6 GetDictEntryByName()

```
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](#).

#### 10.85.4.7 GetKeywordFromTag()

```
const char * gdcmm::Dict::GetKeywordFromTag (
    Tag const & tag ) const [inline]
```

Function to return the Keyword from a [Tag](#).

#### 10.85.4.8 IsEmpty()

```
bool gdcmm::Dict::IsEmpty ( ) const [inline]
```

#### 10.85.4.9 LoadDefault()

```
void gdcmm::Dict::LoadDefault ( ) [protected]
```

#### 10.85.4.10 operator=()

```
Dict & gdcmm::Dict::operator= (
    const Dict & _val ) [delete]
```

### 10.85.5 Friends And Related Function Documentation

### 10.85.5.1 Dicts

```
friend class Dicts [friend]
```

### 10.85.5.2 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const Dict & _val ) [friend]
```

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

- [gdcmDict.h](#)

## 10.86 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](#) ()

### 10.86.1 Detailed Description

Class to convert a .dic file into something else:

- CXX code : embed dict into shared lib (DICT\_DEFAULT)
- Debug mode (DICT\_DEBUG)
- XML dict (DICT\_XML)

Note

### 10.86.2 Member Enumeration Documentation

#### 10.86.2.1 OutputTypes

```
enum gdcmm::DictConverter::OutputTypes
```

Enumerator

DICT_DEFAULT	
DICT_DEBUG	
DICT_XML	

### 10.86.3 Constructor & Destructor Documentation

#### 10.86.3.1 DictConverter()

```
gdcM::DictConverter::DictConverter ( )
```

#### 10.86.3.2 ~DictConverter()

```
gdcM::DictConverter::~~DictConverter ( )
```

### 10.86.4 Member Function Documentation

#### 10.86.4.1 AddGroupLength()

```
void gdcM::DictConverter::AddGroupLength ( ) [protected]
```

#### 10.86.4.2 Convert()

```
void gdcM::DictConverter::Convert ( )
```

#### 10.86.4.3 ConvertToCXX()

```
bool gdcM::DictConverter::ConvertToCXX (
    const char * raw,
    std::string & cxx ) [protected]
```

#### 10.86.4.4 ConvertToXML()

```
bool gdcm::DictConverter::ConvertToXML (
    const char * raw,
    std::string & cxx ) [protected]
```

#### 10.86.4.5 GetDictName()

```
const std::string & gdcm::DictConverter::GetDictName ( ) const
```

#### 10.86.4.6 GetInputFilename()

```
const std::string & gdcm::DictConverter::GetInputFilename ( ) const
```

#### 10.86.4.7 GetOutputFilename()

```
const std::string & gdcm::DictConverter::GetOutputFilename ( ) const
```

#### 10.86.4.8 GetOutputType()

```
int gdcm::DictConverter::GetOutputType ( ) const [inline]
```

#### 10.86.4.9 Readuint16()

```
static bool gdcm::DictConverter::Readuint16 (
    const char * raw,
    uint16_t & ov ) [static]
```

#### 10.86.4.10 ReadVM()

```
static bool gdcm::DictConverter::ReadVM (
    const char * raw,
    VM::VMType & type ) [static]
```

#### 10.86.4.11 ReadVR()

```
static bool gdcm::DictConverter::ReadVR (
    const char * raw,
    VR::VRType & type ) [static]
```

#### 10.86.4.12 SetDictName()

```
void gdcm::DictConverter::SetDictName (
    const char * name )
```

#### 10.86.4.13 SetInputFileName()

```
void gdcm::DictConverter::SetInputFileName (
    const char * filename )
```

#### 10.86.4.14 SetOutputFileName()

```
void gdcm::DictConverter::SetOutputFileName (
    const char * filename )
```

#### 10.86.4.15 SetOutputType()

```
void gdcm::DictConverter::SetOutputType (
    int type ) [inline]
```



**10.86.4.16 WriteFooter()**

```
void gdcm::DictConverter::WriteFooter ( ) [protected]
```

**10.86.4.17 WriteHeader()**

```
void gdcm::DictConverter::WriteHeader ( ) [protected]
```

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

- [gdcmDictConverter.h](#)

**10.87 gdcm::DictEntry Class Reference**

Class to represent an Entry in the [Dict](#).

```
#include <gdcmDictEntry.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

- class [Dict](#)
- `std::ostream & operator<< (std::ostream &_os, const DictEntry &_val)`

### 10.87.1 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 PublicDictEntry...indeed [DictEntry](#) has a notion of retired which does not exist in PrivateDictEntry...

#### See also

[gdcm::Dict](#)

#### Examples

[GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [PublicDict.cxx](#), and [TraverseModules.cxx](#).

### 10.87.2 Constructor & Destructor Documentation

#### 10.87.2.1 DictEntry()

```
gdcm::DictEntry::DictEntry (
    const char * name = "",
    const char * keyword = "",
    VR const & vr = VR::INVALID,
    VM const & vm = VM::VM0,
    bool ret = false ) [inline]
```

### 10.87.3 Member Function Documentation

### 10.87.3.1 GetKeyword()

```
const char * gdcm::DictEntry::GetKeyword ( ) const [inline]
```

same as GetName but without spaces...

### 10.87.3.2 GetName()

```
const char * gdcm::DictEntry::GetName ( ) const [inline]
```

Set/Get Name.

Referenced by [gdcm::PrivateDict::PrintXML\(\)](#).

### 10.87.3.3 GetRetired()

```
bool gdcm::DictEntry::GetRetired ( ) const [inline]
```

Set/Get Retired flag.

#### Examples

[GenAllVR.cxx](#).

### 10.87.3.4 GetVM()

```
const VM & gdcm::DictEntry::GetVM ( ) const [inline]
```

Set/Get VM.

Referenced by [gdcm::PrivateDict::AddDictEntry\(\)](#), and [gdcm::PrivateDict::PrintXML\(\)](#).

### 10.87.3.5 GetVR()

```
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\(\)](#).

### 10.87.3.6 IsUnique()

```
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)

### 10.87.3.7 SetElementXX()

```
void gdcM::DictEntry::SetElementXX (
    bool v ) [inline]
```

Set whether element is shared in multiple elements (Source [Image](#) IDs typically)

### 10.87.3.8 SetGroupXX()

```
void gdcM::DictEntry::SetGroupXX (
    bool v ) [inline]
```

Set whether element is shared in multiple groups (Curve/Overlay typically)

### 10.87.3.9 SetKeyword()

```
void gdcM::DictEntry::SetKeyword (
    const char * keyword ) [inline]
```

### 10.87.3.10 SetName()

```
void gdcmm::DictEntry::SetName (
    const char * name ) [inline]
```

### 10.87.3.11 SetRetired()

```
void gdcmm::DictEntry::SetRetired (
    bool retired ) [inline]
```

### 10.87.3.12 SetVM()

```
void gdcmm::DictEntry::SetVM (
    VM const & vm ) [inline]
```

Referenced by [gdcmm::PrivateDict::AddDictEntry\(\)](#).

### 10.87.3.13 SetVR()

```
void gdcmm::DictEntry::SetVR (
    const VR & vr ) [inline]
```

Referenced by [gdcmm::PrivateDict::AddDictEntry\(\)](#).

## 10.87.4 Friends And Related Function Documentation

### 10.87.4.1 Dict

```
friend class Dict [friend]
```

#### 10.87.4.2 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const DictEntry & _val ) [friend]
```

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

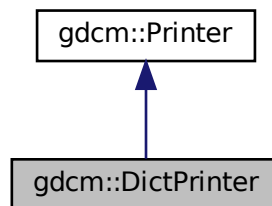
- [gdcDictEntry.h](#)

### 10.88 gdcDictPrinter Class Reference

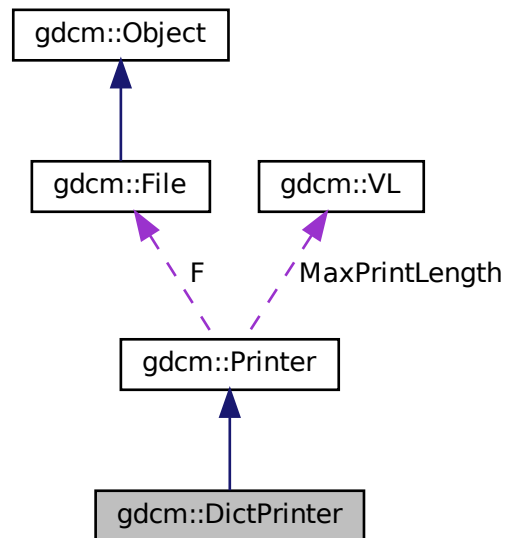
[DictPrinter](#) class.

```
#include <gdcDictPrinter.h>
```

Inheritance diagram for gdcDictPrinter:



Collaboration diagram for gdcmm::DictPrinter:



## Public Member Functions

- [DictPrinter](#) ()
- [~DictPrinter](#) ()
- void [Print](#) (std::ostream &os)

## 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

### 10.88.1 Detailed Description

[DictPrinter](#) class.

### 10.88.2 Constructor & Destructor Documentation

### 10.88.2.1 DictPrinter()

```
gdcM::DictPrinter::DictPrinter ( )
```

### 10.88.2.2 ~DictPrinter()

```
gdcM::DictPrinter::~~DictPrinter ( )
```

## 10.88.3 Member Function Documentation

### 10.88.3.1 Print()

```
void gdcM::DictPrinter::Print (
    std::ostream & os )
```

### 10.88.3.2 PrintDataElement2()

```
void gdcM::DictPrinter::PrintDataElement2 (
    std::ostream & os,
    const DataSet & ds,
    const DataElement & ide ) [protected]
```

### 10.88.3.3 PrintDataSet2()

```
void gdcM::DictPrinter::PrintDataSet2 (
    std::ostream & os,
    const DataSet & ds ) [protected]
```

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

- [gdcMDictPrinter.h](#)



## 10.89 gdcmmDicts Class Reference

Class to manipulate the sum of knowledge (all the dict user load)

```
#include <gdcmmDicts.h>
```

### Public Member Functions

- [Dicts](#) ()
  - [Dicts](#) (const [Dicts](#) &\_val)=delete
  - [~Dicts](#) ()
  - const [CSAHeaderDict](#) & [GetCSAHeaderDict](#) () const
  - const [DictEntry](#) & [GetDictEntry](#) (const [PrivateTag](#) &tag) const
  - const [DictEntry](#) & [GetDictEntry](#) (const [Tag](#) &tag, const char \*owner=NULLptr) const
- THREAD SAFE.*
- [PrivateDict](#) & [GetPrivateDict](#) ()
  - const [PrivateDict](#) & [GetPrivateDict](#) () const
  - const [Dict](#) & [GetPublicDict](#) () const
  - bool [IsEmpty](#) () const
  - [Dicts](#) & [operator=](#) (const [Dicts](#) &\_val)=delete

### 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)

### 10.89.1 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](#).

### 10.89.2 Member Enumeration Documentation

#### 10.89.2.1 ConstructorType

```
enum gdcm::Dicts::ConstructorType [protected]
```

Enumerator

PHILIPS	
GEMS	
SIEMENS	

### 10.89.3 Constructor & Destructor Documentation

#### 10.89.3.1 Dicts() [1/2]

```
gdcm::Dicts::Dicts ( )
```

#### 10.89.3.2 ~Dicts()

```
gdcm::Dicts::~~Dicts ( )
```

### 10.89.3.3 Dicts() [2/2]

```
gdcmm::Dicts::Dicts (
    const Dicts & _val ) [delete]
```

## 10.89.4 Member Function Documentation

### 10.89.4.1 GetConstructorString()

```
static const char * gdcmm::Dicts::GetConstructorString (
    ConstructorType type ) [static], [protected]
```

### 10.89.4.2 GetCSAHeaderDict()

```
const CSAHeaderDict & gdcmm::Dicts::GetCSAHeaderDict ( ) const
```

#### Examples

[MrProtocol.cxx](#).

### 10.89.4.3 GetDictEntry() [1/2]

```
const DictEntry & gdcmm::Dicts::GetDictEntry (
    const PrivateTag & tag ) const
```

### 10.89.4.4 GetDictEntry() [2/2]

```
const DictEntry & gdcmm::Dicts::GetDictEntry (
    const Tag & tag,
    const char * owner = nullptr ) const
```

THREAD SAFE.

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](#), and [TraverseModules.cxx](#).

#### 10.89.4.5 GetPrivateDict() [1/2]

```
PrivateDict & gdc::Dicts::GetPrivateDict ( )
```

#### 10.89.4.6 GetPrivateDict() [2/2]

```
const PrivateDict & gdc::Dicts::GetPrivateDict ( ) const
```

#### 10.89.4.7 GetPublicDict()

```
const Dict & gdc::Dicts::GetPublicDict ( ) const
```

#### Examples

[GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [PublicDict.cxx](#), and [ReadAndPrintAttributes.cxx](#).

#### 10.89.4.8 IsEmpty()

```
bool gdc::Dicts::IsEmpty ( ) const [inline]
```

#### 10.89.4.9 LoadDefaults()

```
void gdc::Dicts::LoadDefaults ( ) [protected]
```

#### 10.89.4.10 operator=()

```
Dicts & gdc::Dicts::operator= (
    const Dicts & _val ) [delete]
```

### 10.89.5 Friends And Related Function Documentation

### 10.89.5.1 Global

```
friend class Global [friend]
```

### 10.89.5.2 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const Dicts & d ) [friend]
```

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

- [gdcmDicts.h](#)

## 10.90 gdcm::network::DIMSE Class Reference

[DIMSE](#).

```
#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 }

### 10.90.1 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)

### 10.90.2 Member Enumeration Documentation

#### 10.90.2.1 CommandTypes

```
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](#)

## 10.91 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)

### Static Public Member Functions

- static double [Dot](#) (const double x[3], const double y[3])  
*Compute Dot.*
- static void [Normalize](#) (double v[3])  
*Normalize in-place.*

### 10.91.1 Detailed Description

class to handle [DirectionCosines](#)

#### Examples

[DiscriminateVolume.cxx](#).

## 10.91.2 Constructor & Destructor Documentation

### 10.91.2.1 DirectionCosines() [1/2]

```
gdcm::DirectionCosines::DirectionCosines ( )
```

### 10.91.2.2 DirectionCosines() [2/2]

```
gdcm::DirectionCosines::DirectionCosines (
    const double dircos[6] )
```

### 10.91.2.3 ~DirectionCosines()

```
gdcm::DirectionCosines::~~DirectionCosines ( )
```

## 10.91.3 Member Function Documentation

### 10.91.3.1 ComputeDistAlongNormal()

```
double gdcm::DirectionCosines::ComputeDistAlongNormal (
    const double ipp[3] ) const
```

Compute the distance along the normal.

### 10.91.3.2 Cross()

```
void gdcm::DirectionCosines::Cross (
    double z[3] ) const
```

Compute Cross product.



### 10.91.3.3 CrossDot()

```
double gdcm::DirectionCosines::CrossDot (
    DirectionCosines const & dc ) const
```

Compute the Dot product of the two cross vector of both [DirectionCosines](#) object.

#### Examples

[DiscriminateVolume.cxx](#).

### 10.91.3.4 Dot() [1/2]

```
double gdcm::DirectionCosines::Dot ( ) const
```

Compute Dot.

### 10.91.3.5 Dot() [2/2]

```
static double gdcm::DirectionCosines::Dot (
    const double x[3],
    const double y[3] ) [static]
```

Compute Dot.

### 10.91.3.6 IsValid()

```
bool gdcm::DirectionCosines::IsValid ( ) const
```

Return whether or not this is a valid direction cosines.

### 10.91.3.7 Normalize() [1/2]

```
void gdcm::DirectionCosines::Normalize ( )
```

Normalize in-place.

### 10.91.3.8 Normalize() [2/2]

```
static void gdcm::DirectionCosines::Normalize (  
    double v[3] ) [static]
```

Normalize in-place.

### 10.91.3.9 operator const double \*()

```
gdcm::DirectionCosines::operator const double * ( ) const [inline]
```

Make the class behave like a const double \*.

### 10.91.3.10 Print()

```
void gdcm::DirectionCosines::Print (  
    std::ostream & ) const
```

Print.

### 10.91.3.11 SetFromString()

```
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](#)

## 10.92 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](#) ()=default
- [~Directory](#) ()=default
- [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)

### 10.92.1 Detailed Description

Class for manipulation directories.

#### Note

This implementation provide a cross platform implementation for manipulating directories: 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 [gdcm::Directory](#) does not make much sense.

#### Examples

[ClinicalTrialIdentificationWorkflow.cs](#), [DecompressImageMultiframe.cs](#), [DiscriminateVolume.cxx](#), [DumpToSQLITE3.cxx](#), [DumpVisusChange.cxx](#), [GenerateDICOMDIR.cs](#), [GenerateRTSTRUCT.cxx](#), [ReadUTF8QtDir.cxx](#), [ScanDirectory.cs](#), [SortImage.cxx](#), [StandardizeFiles.cs](#), [VolumeSorter.cxx](#), [gdcmorthoplanes.cxx](#), [reslicesphere.cxx](#), and [threadgdcm.cxx](#).

## 10.92.2 Member Typedef Documentation

### 10.92.2.1 FilenamesType

```
typedef std::vector<FilenameType> gdcm::Directory::FilenamesType
```

#### Examples

[DiscriminateVolume.cxx](#).

### 10.92.2.2 FilenameType

```
typedef std::string gdcm::Directory::FilenameType
```

## 10.92.3 Constructor & Destructor Documentation

### 10.92.3.1 Directory()

```
gdcm::Directory::Directory ( ) [default]
```

### 10.92.3.2 ~Directory()

```
gdcm::Directory::~~Directory ( ) [default]
```

## 10.92.4 Member Function Documentation

#### 10.92.4.1 Explore()

```
unsigned int gdcm::Directory::Explore (
    FilenameType const & name,
    bool recursive ) [protected]
```

Return number of file found when 'recursive'ly exploring directory name

#### 10.92.4.2 GetDirectories()

```
FilenameType const & gdcm::Directory::GetDirectories ( ) const [inline]
```

Return the Directories traversed.

#### 10.92.4.3 GetFileNames()

```
FilenameType const & gdcm::Directory::GetFileNames ( ) const [inline]
```

Set/Get the file names within the directory.

#### Examples

[ClinicalTrialIdentificationWorkflow.cs](#), [DecompressImageMultiframe.cs](#), [DiscriminateVolume.cxx](#), [DumpToSQLITE3.cxx](#), [DumpVisusChange.cxx](#), [GenerateDICOMDIR.cs](#), [GenerateRTSTRUCT.cxx](#), [ReadUTF8QtDir.cxx](#), [ScanDirectory.cs](#), [SortImage.cxx](#), [StandardizeFiles.cs](#), [VolumeSorter.cxx](#), [gdcmorthoplanes.cxx](#), [reslicesphere.cxx](#), and [threadgdcm.cxx](#).

#### 10.92.4.4 GetToplevel()

```
FilenameType const & gdcm::Directory::GetToplevel ( ) const [inline]
```

Get the name of the toplevel directory.

#### 10.92.4.5 Load()

```
unsigned int gdcM::Directory::Load (
    FilenameType const & name,
    bool recursive = false )
```

construct a list of filenames and subdirectory beneath directory: name

##### Warning

: hidden file and hidden directory are not loaded.

##### Examples

[ClinicalTrialIdentificationWorkflow.cs](#), [DecompressImageMultiframe.cs](#), [DiscriminateVolume.cxx](#), [DumpToSQLite3.cxx](#), [DumpVisusChange.cxx](#), [GenerateDICOMDIR.cs](#), [GenerateRTSTRUCT.cxx](#), [ReadUTF8QtDir.cxx](#), [ScanDirectory.cs](#), [SortImage.cxx](#), [StandardizeFiles.cs](#), [VolumeSorter.cxx](#), [gdcMorthoplanes.cxx](#), [reslicesphere.cxx](#), and [threadgdcM.cxx](#).

#### 10.92.4.6 Print()

```
void gdcM::Directory::Print (
    std::ostream & os = std::cout ) const
```

Print.

##### Examples

[SortImage.cxx](#).

### 10.92.5 Friends And Related Function Documentation

#### 10.92.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const Directory & d ) [friend]
```

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

- [gdcMDirectory.h](#)

## 10.93 gdcm::DirectoryHelper Class Reference

[DirectoryHelper](#).

```
#include <gdcmDirectoryHelper.h>
```

### Static Public Member Functions

- static [Directory::FilenamesType](#) [GetCTImageSeriesUIDs](#) (const std::string &inDirectory)
- static [Directory::FilenamesType](#) [GetFileNamesFromSeriesUIDs](#) (const std::string &inDirectory, const std::string &inSeriesUID)
- static std::string [GetFrameOfReference](#) (const std::vector< [DataSet](#) > &inDS)
- static [Directory::FilenamesType](#) [GetMRImageSeriesUIDs](#) (const std::string &inDirectory)
- static [Directory::FilenamesType](#) [GetRTStructSeriesUIDs](#) (const std::string &inDirectory)
- static [Directory::FilenamesType](#) [GetSeriesUIDsBySOPClassUID](#) (const std::string &inDirectory, const std::string &inSOPClassUID)
- static std::string [GetSOPClassUID](#) (const std::vector< [DataSet](#) > &inDS)
- static std::string [GetStringValueFromTag](#) (const [Tag](#) &t, const [DataSet](#) &ds)
- 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)

### 10.93.1 Detailed Description

[DirectoryHelper](#).

this class is designed to help mitigate some of the commonly performed operations on directories. namely: 1) the ability to determine the number of series in a directory by what type of series is present 2) the ability to find all ct series in a directory 3) the ability to find all mr series in a directory 4) to load a set of DataSets from a series that's already been sorted by the IPP sorter 5) For rtstruct stuff, you need to know the sopinstanceuid of each z plane, so there's a retrieval function for that 6) then a few other functions for rtstruct writeouts

### 10.93.2 Member Function Documentation

#### 10.93.2.1 GetCTImageSeriesUIDs()

```
static Directory::FilenamesType gdcm::DirectoryHelper::GetCTImageSeriesUIDs (
    const std::string & inDirectory ) [static]
```

### 10.93.2.2 GetFilenamesFromSeriesUIDs()

```
static Directory::FileNamesType gdcm::DirectoryHelper::GetFilenamesFromSeriesUIDs (
    const std::string & inDirectory,
    const std::string & inSeriesUID ) [static]
```

### 10.93.2.3 GetFrameOfReference()

```
static std::string gdcm::DirectoryHelper::GetFrameOfReference (
    const std::vector< DataSet > & inDS ) [static]
```

### 10.93.2.4 GetMRImageSeriesUIDs()

```
static Directory::FileNamesType gdcm::DirectoryHelper::GetMRImageSeriesUIDs (
    const std::string & inDirectory ) [static]
```

### 10.93.2.5 GetRTStructSeriesUIDs()

```
static Directory::FileNamesType gdcm::DirectoryHelper::GetRTStructSeriesUIDs (
    const std::string & inDirectory ) [static]
```

### 10.93.2.6 GetSeriesUIDsBySOPClassUID()

```
static Directory::FileNamesType gdcm::DirectoryHelper::GetSeriesUIDsBySOPClassUID (
    const std::string & inDirectory,
    const std::string & inSOPClassUID ) [static]
```

### 10.93.2.7 GetSOPClassUID()

```
static std::string gdcm::DirectoryHelper::GetSOPClassUID (
    const std::vector< DataSet > & inDS ) [static]
```



### 10.93.2.8 GetStringValueFromTag()

```
static std::string gdcm::DirectoryHelper::GetStringValueFromTag (
    const Tag & t,
    const DataSet & ds ) [static]
```

### 10.93.2.9 LoadImageFromFiles()

```
static std::vector< DataSet > gdcm::DirectoryHelper::LoadImageFromFiles (
    const std::string & inDirectory,
    const std::string & inSeriesUID ) [static]
```

### 10.93.2.10 RetrieveSOPInstanceUIDFromIndex()

```
static std::string gdcm::DirectoryHelper::RetrieveSOPInstanceUIDFromIndex (
    int inIndex,
    const std::vector< DataSet > & inDS ) [static]
```

### 10.93.2.11 RetrieveSOPInstanceUIDFromZPosition()

```
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](#)

## 10.94 gdcm::DPath Class Reference

class to handle a DICOM path While supp 118 did introduced a notion of XPath for XML Native model this convention is too XML-centric. Instead prefer DCMTK style notation <https://groups.google.com/g/comp.protocols.dicom/c/IyIH0IOBMPA>

```
#include <gdcmDPath.h>
```

## Public Member Functions

- [DPath](#) ()
- [~DPath](#) ()
- bool [ConstructFromString](#) (const char \*path)
- bool [Match](#) ([DPath](#) const &other) const  
*Return whether or not 'other' match the template [DPath](#).*
- bool [operator<](#) (const [DPath](#) &rhs) const
- void [Print](#) (std::ostream &) const

## Static Public Member Functions

- static bool [IsValid](#) (const char \*path)  
*Return if path is valid or not.*

## Friends

- std::ostream & [operator<<](#) (std::ostream &\_os, const [DPath](#) &\_val)

### 10.94.1 Detailed Description

class to handle a DICOM path While supp 118 did introduced a notion of XPath for XML Native model this convention is too XML-centric. Instead prefer DCMTK style notation [https://groups.google.com/g/comp.↵protocols.dicom/c/IyIH0IOBMPA](https://groups.google.com/g/comp.protocols.dicom/c/IyIH0IOBMPA)

#### Examples

[Cleaner.cs](#).

### 10.94.2 Constructor & Destructor Documentation

#### 10.94.2.1 DPath()

```
gdcm::DPath::DPath ( )
```

#### 10.94.2.2 ~DPath()

```
gdcm::DPath::~~DPath ( )
```

## 10.94.3 Member Function Documentation

### 10.94.3.1 ConstructFromString()

```
bool gdcm::DPath::ConstructFromString (
    const char * path )
```

#### Examples

[Cleaner.cs](#).

### 10.94.3.2 IsValid()

```
static bool gdcm::DPath::IsValid (
    const char * path ) [static]
```

Return if path is valid or not.

### 10.94.3.3 Match()

```
bool gdcm::DPath::Match (
    DPath const & other ) const
```

Return whether or not 'other' match the template [DPath](#).

### 10.94.3.4 operator<()

```
bool gdcm::DPath::operator< (
    const DPath & rhs ) const
```

### 10.94.3.5 Print()

```
void gdcm::DPath::Print (
    std::ostream & ) const
```

## 10.94.4 Friends And Related Function Documentation

### 10.94.4.1 `operator<<`

```
std::ostream & operator<< (
    std::ostream & _os,
    const DPath & _val ) [friend]
```

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

- [gdcmDPath.h](#)

## 10.95 gdcm::DummyValueGenerator Class Reference

Class for generating dummy value.

```
#include <gdcmDummyValueGenerator.h>
```

### Static Public Member Functions

- static const char \* [Generate](#) (const char \*input)

### 10.95.1 Detailed Description

Class for generating dummy value.

See also

[Anonymizer](#)

### 10.95.2 Member Function Documentation

### 10.95.2.1 Generate()

```
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:

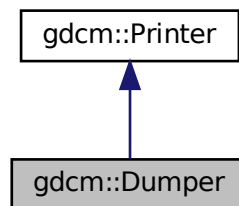
- [gdcmDummyValueGenerator.h](#)

## 10.96 gdcm::Dumper Class Reference

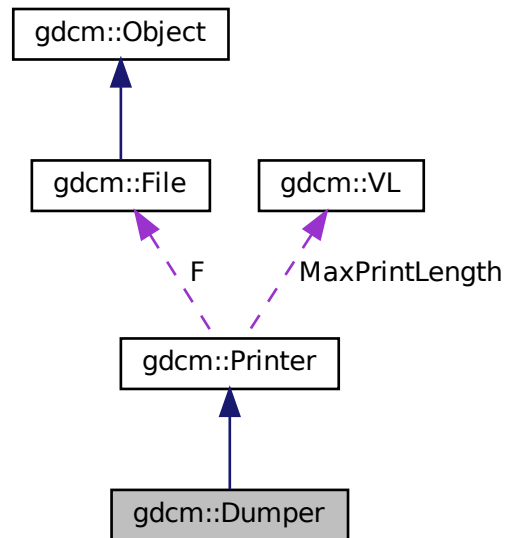
[Codec](#) class.

```
#include <gdcmDumper.h>
```

Inheritance diagram for gdcm::Dumper:



Collaboration diagram for `gdcM::Dumper`:



## Public Member Functions

- [Dumper](#) ()
- [~Dumper](#) ()=default

## Additional Inherited Members

### 10.96.1 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

### 10.96.2 Constructor & Destructor Documentation

### 10.96.2.1 Dumper()

```
gdcmm::Dumper::Dumper ( ) [inline]
```

### 10.96.2.2 ~Dumper()

```
gdcmm::Dumper::~~Dumper ( ) [default]
```

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

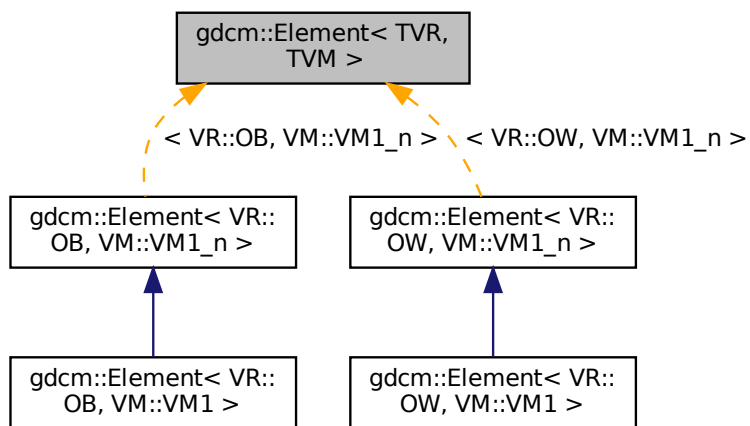
- [gdcmmDumper.h](#)

## 10.97 gdcmm::Element< TVR, TVM > Class Template Reference

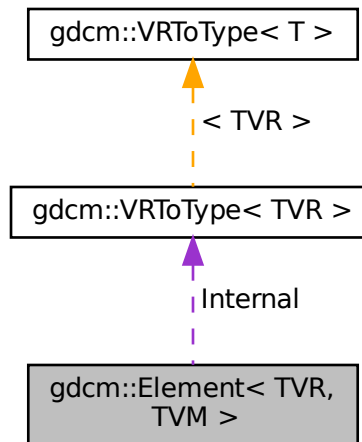
[Element](#) class.

```
#include <gdcmmElement.h>
```

Inheritance diagram for gdcmm::Element< TVR, TVM >:



Collaboration diagram for `gdcm::Element< TVR, TVM >`:



## Public Types

- typedef `VRTToType< TVR >::Type` `Type`

## Public Member Functions

- `DataElement GetAsDataElement ()` const
- unsigned long `GetLength ()` const
- `VRTToType< TVR >::Type & GetValue` (unsigned int idx=0)
- const `VRTToType< TVR >::Type & GetValue` (unsigned int idx=0) const
- const `VRTToType< TVR >::Type * GetValues ()` const
- `VRTToType< 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 `VRTToType< 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)

### 10.97.1 Detailed Description

```
template<long long TVR, int TVM>
class gdcm::Element< TVR, TVM >
```

[Element](#) class.

#### Note

TODO

#### Examples

[DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpPhilipsECHO.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [GetSubSequenceData.cxx](#), [csa2img.cxx](#), and [iU22tomultisc.cxx](#).

### 10.97.2 Member Typedef Documentation

#### 10.97.2.1 Type

```
template<long long TVR, int TVM>
typedef VRToType<TVR>::Type gdcm::Element< TVR, TVM >::Type
```

### 10.97.3 Member Function Documentation

#### 10.97.3.1 GetAsDataElement()

```
template<long long TVR, int TVM>
DataElement gdcm::Element< TVR, TVM >::GetAsDataElement ( ) const [inline]
```

#### Examples

[Extracting\\_All\\_Resolution.cxx](#), and [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#).

References [gdcm::DataElement::GetVR\(\)](#), [gdcm::DataElement::SetByteValue\(\)](#), and [gdcm::DataElement::SetVR\(\)](#).

### 10.97.3.2 GetLength()

```
template<long long TVR, int TVM>
unsigned long gdcm::Element< TVR, TVM >::GetLength ( ) const [inline]
```

#### Examples

[DumpGEMSMovieGroup.cxx](#).

### 10.97.3.3 GetValue() [1/2]

```
template<long long TVR, int TVM>
VRToType< TVR >::Type & gdcm::Element< TVR, TVM >::GetValue (
    unsigned int idx = 0 ) [inline]
```

### 10.97.3.4 GetValue() [2/2]

```
template<long long TVR, int TVM>
const VRToType< TVR >::Type & gdcm::Element< TVR, TVM >::GetValue (
    unsigned int idx = 0 ) const [inline]
```

#### Examples

[DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpPhilipsECHO.cxx](#), [GetSubSequenceData.cxx](#),  
and [csa2img.cxx](#).

### 10.97.3.5 GetValues()

```
template<long long TVR, int TVM>
const VRToType< TVR >::Type * gdcm::Element< TVR, TVM >::GetValues ( ) const [inline]
```

### 10.97.3.6 GetVM()

```
template<long long TVR, int TVM>
static VM gdcm::Element< TVR, TVM >::GetVM ( ) [inline], [static]
```

### 10.97.3.7 GetVR()

```
template<long long TVR, int TVM>
static VR gdcm::Element< TVR, TVM >::GetVR ( ) [inline], [static]
```

### 10.97.3.8 operator[]()

```
template<long long TVR, int TVM>
VRToType< TVR >::Type gdcm::Element< TVR, TVM >::operator[] (
    unsigned int idx ) const [inline]
```

### 10.97.3.9 Print()

```
template<long long TVR, int TVM>
void gdcm::Element< TVR, TVM >::Print (
    std::ostream & _os ) const [inline]
```

#### Examples

[DumpGEMSMovieGroup.cxx](#).

### 10.97.3.10 Read()

```
template<long long TVR, int TVM>
void gdcm::Element< TVR, TVM >::Read (
    std::istream & _is ) [inline]
```

### 10.97.3.11 Set()

```
template<long long TVR, int TVM>
void gdcm::Element< TVR, TVM >::Set (
    Value const & v ) [inline]
```

#### Examples

[csa2img.cxx](#).

References [gdcm::ByteValue::GetLength\(\)](#), and [gdcm::ByteValue::GetPointer\(\)](#).

### 10.97.3.12 SetFromDataElement()

```
template<long long TVR, int TVM>
void gdcm::Element< TVR, TVM >::SetFromDataElement (
    DataElement< TVR, TVM > const & de ) [inline]
```

#### Examples

[DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpPhilipsECHO.cxx](#), [GetSubSequenceData.cxx](#), and [iU22tomultisc.cxx](#).

References [gdcm::DataElement::GetByteValue\(\)](#), [gdcm::DataElement::GetValue\(\)](#), and [gdcm::DataElement::GetVR\(\)](#).

### 10.97.3.13 SetNoSwap()

```
template<long long TVR, int TVM>
void gdcm::Element< TVR, TVM >::SetNoSwap (
    Value const & v ) [inline], [protected]
```

References [gdcm::ByteValue::GetLength\(\)](#), and [gdcm::ByteValue::GetPointer\(\)](#).

### 10.97.3.14 SetValue()

```
template<long long TVR, int TVM>
void gdcm::Element< TVR, TVM >::SetValue (
    typename VRTToType< TVR >::Type v,
    unsigned int idx = 0 ) [inline]
```

#### Examples

[Extracting\\_All\\_Resolution.cxx](#), and [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#).

### 10.97.3.15 Write()

```
template<long long TVR, int TVM>
void gdcm::Element< TVR, TVM >::Write (
    std::ostream & _os ) const [inline]
```

## 10.97.4 Member Data Documentation

### 10.97.4.1 Internal

```
template<long long TVR, int TVM>  
VRToType<TVR>::Type gdcm::Element< TVR, TVM >::Internal[VMToLength< TVM >::Length]
```

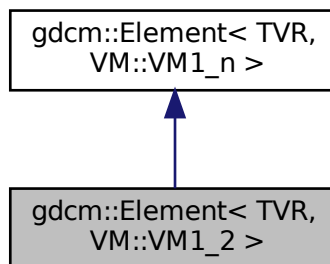
The documentation for this class was generated from the following file:

- [gdcmElement.h](#)

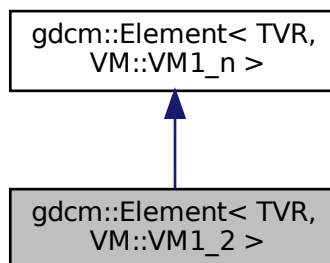
## 10.98 gdcm::Element< TVR, VM::VM1\_2 > Class Template Reference

```
#include <gdcmElement.h>
```

Inheritance diagram for gdcm::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

### 10.98.1 Member Typedef Documentation

#### 10.98.1.1 Parent

```
template<long long TVR>
typedef Element<TVR, VM::VM1\_n> gdcm::Element< TVR, VM::VM1\_2 >::Parent
```

### 10.98.2 Member Function Documentation

#### 10.98.2.1 SetLength()

```
template<long long 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](#)

## 10.99 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
- `VRToType< TVR >::Type` & `GetValue` (unsigned int idx=0)
- const `VRToType< TVR >::Type` & `GetValue` (unsigned int idx=0) const
- `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)

## 10.99.1 Member Typedef Documentation

### 10.99.1.1 Type

```
template<long long TVR>
typedef VRToType<TVR>::Type gdcmm::Element< TVR, VM::VM1\_n >::Type
```

## 10.99.2 Constructor & Destructor Documentation

### 10.99.2.1 [Element\(\)](#) [1/2]

```
template<long long TVR>
gdcmm::Element< TVR, VM::VM1\_n >::Element ( ) [inline], [explicit]
```

### 10.99.2.2 [~Element\(\)](#)

```
template<long long TVR>
gdcmm::Element< TVR, VM::VM1\_n >::~~Element ( ) [inline]
```

### 10.99.2.3 [Element\(\)](#) [2/2]

```
template<long long TVR>
gdcmm::Element< TVR, VM::VM1\_n >::Element (
    const Element< TVR, VM::VM1\_n > &_val ) [inline]
```



## 10.99.3 Member Function Documentation

### 10.99.3.1 GetAsDataElement()

```
template<long long TVR>
DataElement gdcm::Element< TVR, VM::VM1_n >::GetAsDataElement ( ) const [inline]
```

References [gdcm::DataElement::GetVR\(\)](#), [gdcm::DataElement::SetByteValue\(\)](#), and [gdcm::DataElement::SetVR\(\)](#).

### 10.99.3.2 GetLength()

```
template<long long TVR>
unsigned long gdcm::Element< TVR, VM::VM1_n >::GetLength ( ) const [inline]
```

### 10.99.3.3 GetValue() [1/2]

```
template<long long TVR>
VRToType< TVR >::Type & gdcm::Element< TVR, VM::VM1_n >::GetValue (
    unsigned int idx = 0 ) [inline]
```

### 10.99.3.4 GetValue() [2/2]

```
template<long long TVR>
const VRToType< TVR >::Type & gdcm::Element< TVR, VM::VM1_n >::GetValue (
    unsigned int idx = 0 ) const [inline]
```

### 10.99.3.5 GetVM()

```
template<long long TVR>
static VM gdcm::Element< TVR, VM::VM1_n >::GetVM ( ) [inline], [static]
```

**10.99.3.6 GetVR()**

```
template<long long TVR>
static VR gdcM::Element< TVR, VM::VM1_n >::GetVR ( ) [inline], [static]
```

**10.99.3.7 operator=()**

```
template<long long TVR>
Element & gdcM::Element< TVR, VM::VM1_n >::operator= (
    const Element< TVR, VM::VM1_n > & _val ) [inline]
```

**10.99.3.8 operator[]()**

```
template<long long TVR>
VRToType< TVR >::Type gdcM::Element< TVR, VM::VM1_n >::operator[] (
    unsigned int idx ) const [inline]
```

**10.99.3.9 Print()**

```
template<long long TVR>
void gdcM::Element< TVR, VM::VM1_n >::Print (
    std::ostream & _os ) const [inline]
```

**10.99.3.10 Read()**

```
template<long long TVR>
void gdcM::Element< TVR, VM::VM1_n >::Read (
    std::istream & _is ) [inline]
```

**10.99.3.11 Set()**

```
template<long long TVR>
void gdcM::Element< TVR, VM::VM1_n >::Set (
    Value const & v ) [inline]
```

References [gdcM::ByteValue::GetLength\(\)](#), [gdcM::ByteValue::GetPointer\(\)](#), [gdcM::ByteValue::GetVoidPointer\(\)](#), and [gdcM::VRBINARY](#).

**10.99.3.12 SetArray()**

```
template<long long TVR>
void gdcm::Element< TVR, VM::VM1_n >::SetArray (
    const Type * array,
    unsigned long len,
    bool save = false ) [inline]
```

**10.99.3.13 SetFromDataElement()**

```
template<long long TVR>
void gdcm::Element< TVR, VM::VM1_n >::SetFromDataElement (
    DataElement< TVR, VM::VM1_n > const & de ) [inline]
```

References [gdcm::DataElement::GetByteValue\(\)](#), [gdcm::DataElement::GetValue\(\)](#), and [gdcm::DataElement::GetVR\(\)](#).

**10.99.3.14 SetLength()**

```
template<long long TVR>
void gdcm::Element< TVR, VM::VM1_n >::SetLength (
    unsigned long len ) [inline]
```

**10.99.3.15 SetNoSwap()**

```
template<long long TVR>
void gdcm::Element< TVR, VM::VM1_n >::SetNoSwap (
    Value const & v ) [inline], [protected]
```

References [gdcm::ByteValue::GetLength\(\)](#), [gdcm::ByteValue::GetPointer\(\)](#), and [gdcm::VRBINARY](#).

**10.99.3.16 SetValue()**

```
template<long long TVR>
void gdcm::Element< TVR, VM::VM1_n >::SetValue (
    typename VRToType< TVR >::Type v,
    unsigned int idx = 0 ) [inline]
```

**10.99.3.17 Write()**

```
template<long long TVR>
void gdcm::Element< TVR, VM::VM1_n >::Write (
    std::ostream & _os ) const [inline]
```

**10.99.3.18 WriteASCII()**

```
template<long long TVR>
void gdcm::Element< TVR, VM::VM1_n >::WriteASCII (
    std::ostream & os ) const [inline]
```

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

- [gdcmElement.h](#)

**10.100 gdcm::Element< TVR, VM::VM2\_2n > Class Template Reference**

```
#include <gdcmElement.h>
```

Inheritance diagram for gdcm::Element< TVR, VM::VM2\_2n >:



Collaboration diagram for gdcmm::Element< TVR, VM::VM2\_2n >:



## Public Types

- typedef [Element](#)< TVR, [VM::VM2\\_n](#) > [Parent](#)

## Public Member Functions

- void [SetLength](#) (int len)

## Additional Inherited Members

### 10.100.1 Member Typedef Documentation

#### 10.100.1.1 Parent

```
template<long long TVR>
typedef Element<TVR, VM::VM2\_n> gdcmm::Element< TVR, VM::VM2\_2n >::Parent
```

### 10.100.2 Member Function Documentation

### 10.100.2.1 SetLength()

```
template<long long TVR>
void gdcM::Element< TVR, VM::VM2_2n >::SetLength (
    int len ) [inline]
```

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

- [gdcMElement.h](#)

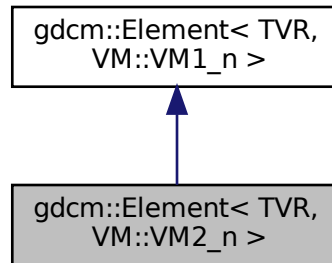
## 10.101 gdcM::Element< TVR, VM::VM2\_n > Class Template Reference

```
#include <gdcMElement.h>
```

Inheritance diagram for gdcM::Element< TVR, VM::VM2\_n >:



Collaboration diagram for gdcm::Element< TVR, VM::VM2\_n >:



## Public Types

- typedef `Element< TVR, VM::VM1_n >` `Parent`

## Public Member Functions

- void `SetLength` (int len)

## Additional Inherited Members

### 10.101.1 Member Typedef Documentation

#### 10.101.1.1 Parent

```
template<long long TVR>
typedef Element<TVR, VM::VM1_n> gdcm::Element< TVR, VM::VM2_n >::Parent
```

### 10.101.2 Member Function Documentation

### 10.101.2.1 SetLength()

```
template<long long TVR>
void gdcM::Element< TVR, VM::VM2_n >::SetLength (
    int len ) [inline]
```

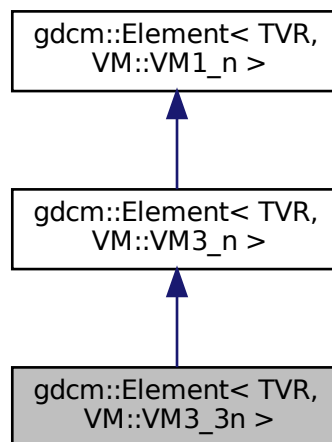
The documentation for this class was generated from the following file:

- [gdcMElement.h](#)

## 10.102 gdcM::Element< TVR, VM::VM3\_3n > Class Template Reference

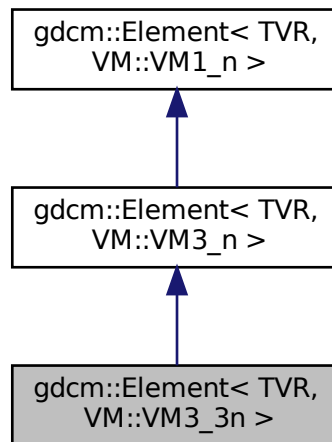
```
#include <gdcMElement.h>
```

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

### 10.102.1 Member Typedef Documentation

#### 10.102.1.1 Parent

```
template<long long TVR>
typedef Element<TVR, VM::VM3\_n> gdcm::Element< TVR, VM::VM3\_3n >::Parent
```

### 10.102.2 Member Function Documentation

### 10.102.2.1 SetLength()

```
template<long long TVR>
void gdcm::Element< TVR, VM::VM3_3n >::SetLength (
    int len ) [inline]
```

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

- [gdcmElement.h](#)

## 10.103 gdcm::Element< TVR, VM::VM3\_4 > Class Template Reference

```
#include <gdcmElement.h>
```

Inheritance diagram for gdcm::Element< TVR, VM::VM3\_4 >:



Collaboration diagram for gdcm::Element< TVR, VM::VM3\_4 >:



## Public Types

- typedef [Element](#)< TVR, [VM::VM1\\_n](#) > [Parent](#)

## Public Member Functions

- void [SetLength](#) (int len)

## Additional Inherited Members

### 10.103.1 Member Typedef Documentation

#### 10.103.1.1 Parent

```
template<long long TVR>
typedef Element<TVR, VM::VM1\_n> gdcm::Element< TVR, VM::VM3\_4 >::Parent
```

### 10.103.2 Member Function Documentation

#### 10.103.2.1 SetLength()

```
template<long long TVR>
void gdcm::Element< TVR, VM::VM3\_4 >::SetLength (
    int len ) [inline]
```

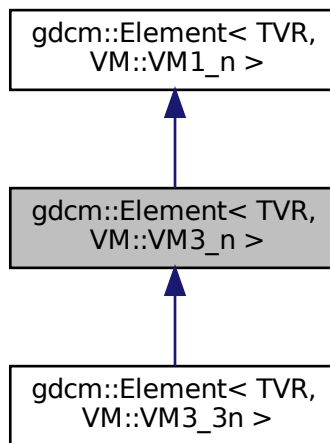
The documentation for this class was generated from the following file:

- [gdcmElement.h](#)

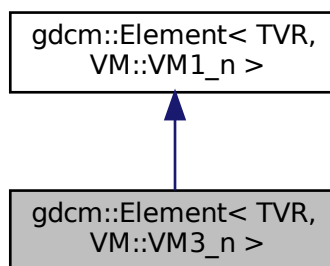
## 10.104 gdcmm::Element< TVR, VM::VM3\_n > Class Template Reference

```
#include <gdcmmElement.h>
```

Inheritance diagram for gdcmm::Element< TVR, VM::VM3\_n >:



Collaboration diagram for gdcmm::Element< TVR, VM::VM3\_n >:



### Public Types

- typedef [Element< TVR, VM::VM1\\_n >](#) [Parent](#)

## Public Member Functions

- void [SetLength](#) (int len)

## Additional Inherited Members

### 10.104.1 Member Typedef Documentation

#### 10.104.1.1 Parent

```
template<long long TVR>
typedef Element<TVR, VM::VM1\_n> gdcm::Element< TVR, VM::VM3\_n >::Parent
```

### 10.104.2 Member Function Documentation

#### 10.104.2.1 SetLength()

```
template<long long TVR>
void gdcm::Element< TVR, VM::VM3\_n >::SetLength (
    int len ) [inline]
```

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

- [gdcmElement.h](#)

## 10.105 gdcm::Element< VR::AS, VM::VM5 > Class 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)]

## 10.105.1 Member Function Documentation

### 10.105.1.1 GetLength()

```
unsigned long gdcM::Element< VR::AS, VM::VM5 >::GetLength ( ) const [inline]
```

### 10.105.1.2 Print()

```
void gdcM::Element< VR::AS, VM::VM5 >::Print (
    std::ostream & _os ) const [inline]
```

## 10.105.2 Member Data Documentation

### 10.105.2.1 Internal

```
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](#)

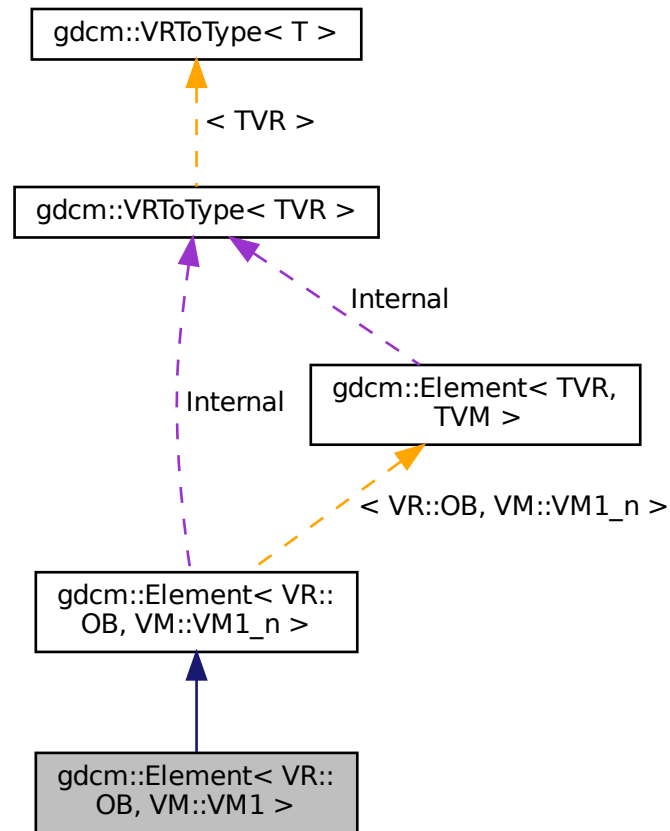
## 10.106 gdcM::Element< VR::OB, VM::VM1 > Class Reference

```
#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:

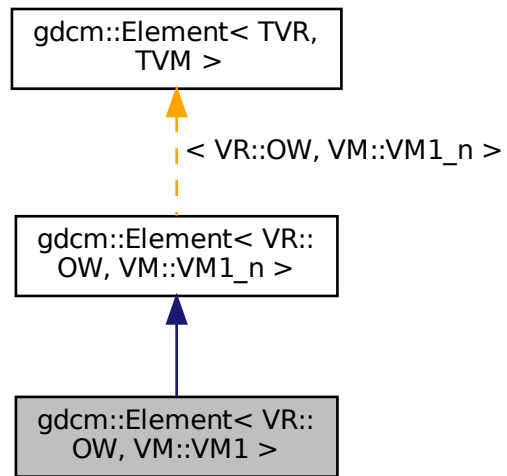
- [gdcmElement.h](#)

## 10.107 `gdcm::Element< VR::OW, VM::VM1 >` Class Reference

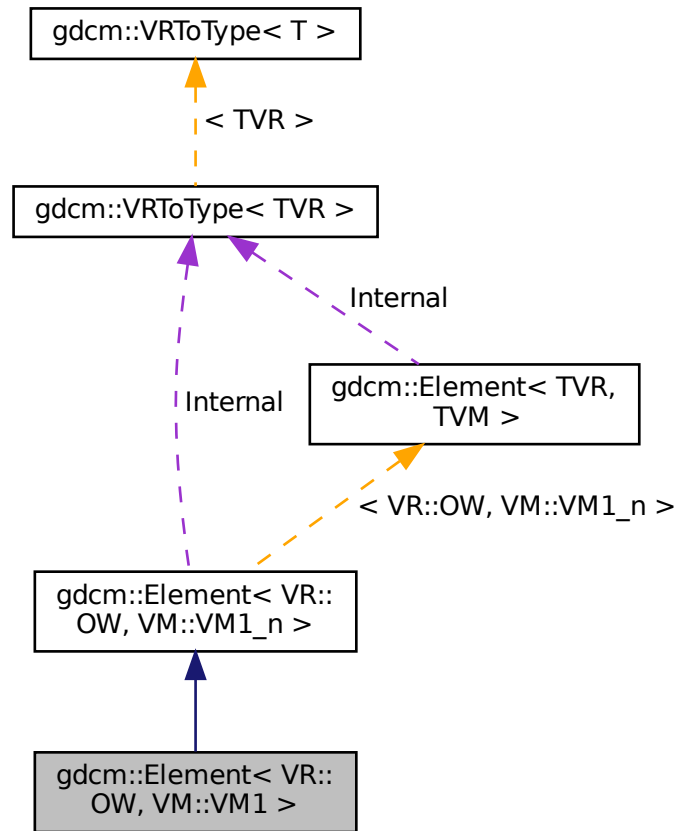
```
#include <gdcmElement.h>
```



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](#)

## 10.108 `gdcm::ElementDisableCombinations< TVR, TVM >` Class Template Reference

A class which is used to produce compile errors for an invalid combination of template parameters.

```
#include <gdcmElement.h>
```

### 10.108.1 Detailed Description

```
template<long long TVR, int TVM>
class gdcm::ElementDisableCombinations< TVR, TVM >
```

A class which is used to produce compile errors for an invalid combination of template parameters.

Invalid combinations have specialized declarations with no definition.

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

- [gdcmElement.h](#)

## 10.109 gdcm::ElementDisableCombinations< VR::OB, VM::VM1\_n > Class Reference

```
#include <gdcmElement.h>
```

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

- [gdcmElement.h](#)

## 10.110 gdcm::ElementDisableCombinations< VR::OW, VM::VM1\_n > Class Reference

```
#include <gdcmElement.h>
```

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

- [gdcmElement.h](#)

## 10.111 gdcm::EmptyMaskGenerator Class Reference

[EmptyMaskGenerator](#) Main class to generate a Empty Mask [Series](#) from an input [Series](#). This class takes an input folder and generates a series of DICOM files in the specified output directory. This class handles multiples DICOM [Series](#) within the same input directory.

```
#include <gdcmEmptyMaskGenerator.h>
```

## Public Types

- enum [SOPClassUIDMode](#) {  
     [UseOriginalSOPClassUID](#) = 0 ,  
     [UseGrayscaleSecondaryImageStorage](#) }

## Public Member Functions

- [EmptyMaskGenerator](#) ()
- [~EmptyMaskGenerator](#) ()
- bool [Execute](#) ()  
     *Main loop.*
- void [SetInputDirectory](#) (const char \*dirname)  
     *Specify input directory.*
- void [SetOutputDirectory](#) (const char \*dirname)  
     *Specify output directory.*
- void [SetSOPClassUIDMode](#) ([SOPClassUIDMode](#) mode)

### 10.111.1 Detailed Description

[EmptyMaskGenerator](#) Main class to generate a Empty Mask [Series](#) from an input [Series](#). This class takes an input folder and generates a series of DICOM files in the specified output directory. This class handles multiples DICOM [Series](#) within the same input directory.

The class allow two mode of operations:

- [UseOriginalSOPClassUID](#)
- [UseGrayscaleSecondaryImageStorage](#)

[UseOriginalSOPClassUID](#) is the mode where original attributes are copied from the original DICOM instance.

[UseGrayscaleSecondaryImageStorage](#) is the mode where attributes are generated so as to create a Multiframe↔GrayscaleByteSecondaryCaptureImageStorage (MultiframeGrayscaleWordSecondaryCaptureImageStorage) instance.

In both mode:

- the [Study](#) references (StudyInstanceUID and StudyID) are preserved.
- the PatientID reference is preserved.
- the [Image Type](#) attribute will be setup so that the fourth element is set to 'MASK'.
- a new [Series](#) Instance UID is generated. It is thus required to run the process over all files using the same input [Series](#) Instance UID so that a proper mapping from the old [Series](#) UID is done to the new one. Since a new [Series](#) Instance UID is generated, there is no sense to preserve the original Frame of Reference UID, although it would have made sense here.

## Examples

[EmptyMask.cxx](#).

## 10.111.2 Member Enumeration Documentation

### 10.111.2.1 SOPClassUIDMode

```
enum gdcm::EmptyMaskGenerator::SOPClassUIDMode
```

Enumerator

UseOriginalSOPClassUID	
UseGrayscaleSecondaryImageStorage	

## 10.111.3 Constructor & Destructor Documentation

### 10.111.3.1 EmptyMaskGenerator()

```
gdcm::EmptyMaskGenerator::EmptyMaskGenerator ( )
```

### 10.111.3.2 ~EmptyMaskGenerator()

```
gdcm::EmptyMaskGenerator::~~EmptyMaskGenerator ( )
```

## 10.111.4 Member Function Documentation

### 10.111.4.1 Execute()

```
bool gdcm::EmptyMaskGenerator::Execute ( )
```

Main loop.

Examples

[EmptyMask.cxx](#).

#### 10.111.4.2 SetInputDirectory()

```
void gdcM::EmptyMaskGenerator::SetInputDirectory (
    const char * dirname )
```

Specify input directory.

##### Examples

[EmptyMask.cxx](#).

#### 10.111.4.3 SetOutputDirectory()

```
void gdcM::EmptyMaskGenerator::SetOutputDirectory (
    const char * dirname )
```

Specify output directory.

##### Examples

[EmptyMask.cxx](#).

#### 10.111.4.4 SetSOPClassUIDMode()

```
void gdcM::EmptyMaskGenerator::SetSOPClassUIDMode (
    SOPClassUIDMode mode )
```

Select generation of SOP Class UID method: Default is UseOriginalSOPClassUID

##### Examples

[EmptyMask.cxx](#).

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

- [gdcMEmptyMaskGenerator.h](#)

## 10.112 gdcM::EncapsulatedDocument Class Reference

[EncapsulatedDocument](#).

```
#include <gdcMEncapsulatedDocument.h>
```

## Public Member Functions

- [EncapsulatedDocument](#) ()=default

### 10.112.1 Detailed Description

[EncapsulatedDocument](#).

### 10.112.2 Constructor & Destructor Documentation

#### 10.112.2.1 EncapsulatedDocument()

```
gdcm::EncapsulatedDocument::EncapsulatedDocument ( ) [default]
```

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

- [gdcmEncapsulatedDocument.h](#)

## 10.113 gdcm::EncodingImplementation< T > Class Template Reference

[EncodingImplementation](#).

### 10.113.1 Detailed Description

```
template<long long T>
class gdcm::EncodingImplementation< T >
```

[EncodingImplementation](#).

Note

TODO

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

- [gdcmElement.h](#)

## 10.114 gdcm::EncodingImplementation< VR::VRASCII > Class Reference

```
#include <gdcmElement.h>
```

### Public Member Functions

- 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)

### 10.114.1 Member Function Documentation

#### 10.114.1.1 Read()

```
template<typename T >  
static void gdcm::EncodingImplementation< VR::VRASCII >::Read (  
    T * data,  
    unsigned long length,  
    std::istream & _is ) [inline], [static]
```

#### 10.114.1.2 ReadComputeLength()

```
template<typename T >  
static void gdcm::EncodingImplementation< VR::VRASCII >::ReadComputeLength (  
    T * data,  
    unsigned int & length,  
    std::istream & _is ) [inline], [static]
```

References [gdcm::backslash\(\)](#).



### 10.114.1.3 ReadNoSwap()

```
template<typename T >
static void gdcm::EncodingImplementation< VR::VRASCII >::ReadNoSwap (
    T * data,
    unsigned long length,
    std::istream & _is ) [inline], [static]
```

### 10.114.1.4 Write() [1/2]

```
template<>
void gdcm::EncodingImplementation< VR::VRASCII >::Write (
    const double * data,
    unsigned long length,
    std::ostream & _os ) [inline]
```

References [gdcm::x16printf\(\)](#).

### 10.114.1.5 Write() [2/2]

```
template<typename T >
static void gdcm::EncodingImplementation< VR::VRASCII >::Write (
    const T * data,
    unsigned long length,
    std::ostream & _os ) [inline], [static]
```

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

- [gdcmElement.h](#)

## 10.115 gdcm::EncodingImplementation< VR::VRBINARY > Class 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)

## 10.115.1 Member Function Documentation

### 10.115.1.1 Read()

```
template<typename T >
static void gdcm::EncodingImplementation< VR::VRBINARY >::Read (
    T * data,
    unsigned long length,
    std::istream & _is ) [inline], [static]
```

### 10.115.1.2 ReadComputeLength()

```
template<typename T >
static void gdcm::EncodingImplementation< VR::VRBINARY >::ReadComputeLength (
    T * data,
    unsigned int & length,
    std::istream & _is ) [inline], [static]
```

### 10.115.1.3 ReadNoSwap()

```
template<typename T >
static void gdcm::EncodingImplementation< VR::VRBINARY >::ReadNoSwap (
    T * data,
    unsigned long length,
    std::istream & _is ) [inline], [static]
```

### 10.115.1.4 Write()

```
template<typename T >
static void gdcm::EncodingImplementation< VR::VRBINARY >::Write (
    const T * data,
    unsigned long length,
    std::ostream & _os ) [inline], [static]
```

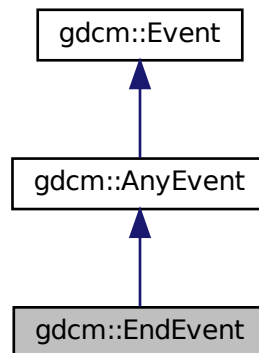
The documentation for this class was generated from the following file:

- [gdcmElement.h](#)

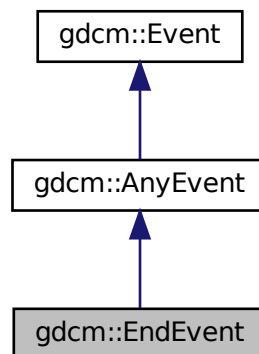
## 10.116 gdcm::EndEvent Class Reference

```
#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](#)

## 10.117 gdcm::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 <gdcmEnumeratedValues.h>
```

### Public Member Functions

- [EnumeratedValues](#) ()=default

#### 10.117.1 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](#).

#### 10.117.2 Constructor & Destructor Documentation

##### 10.117.2.1 EnumeratedValues()

```
gdcm::EnumeratedValues::EnumeratedValues ( ) [default]
```

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

- [gdcmEnumeratedValues.h](#)

## 10.118 gdcm::EquipmentManufacturer Class Reference

```
#include <gdcmEquipmentManufacturer.h>
```

## Public Types

- enum [Type](#) {  
    [UNKNOWN](#) = 0 ,  
    [FUJI](#) ,  
    [GEMS](#) ,  
    [HITACHI](#) ,  
    [KODAK](#) ,  
    [MARCONI](#) ,  
    [PMS](#) ,  
    [SIEMENS](#) ,  
    [TOSHIBA](#) }

## Static Public Member Functions

- static [Type](#) [Compute](#) ([DataSet](#) const &ds)
- static const char \* [TypeToString](#) ([Type](#) type)

### 10.118.1 Detailed Description

The intent is for private tags handling. This class is not meant to handle all possible vendors in the world, simply those well known where we intend to read private tags afterwards (typically SIEMENS+CSA, GEMS+PDB ...)

### 10.118.2 Member Enumeration Documentation

#### 10.118.2.1 Type

```
enum gdcm::EquipmentManufacturer::Type
```

Enumerator

UNKNOWN	
FUJI	
GEMS	
HITACHI	
KODAK	
MARCONI	
PMS	
SIEMENS	
TOSHIBA	

### 10.118.3 Member Function Documentation

#### 10.118.3.1 Compute()

```
static Type gdcM::EquipmentManufacturer::Compute (  
    DataSet const & ds ) [static]
```

#### 10.118.3.2 TypeToString()

```
static const char * gdcM::EquipmentManufacturer::TypeToString (  
    Type type ) [static]
```

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

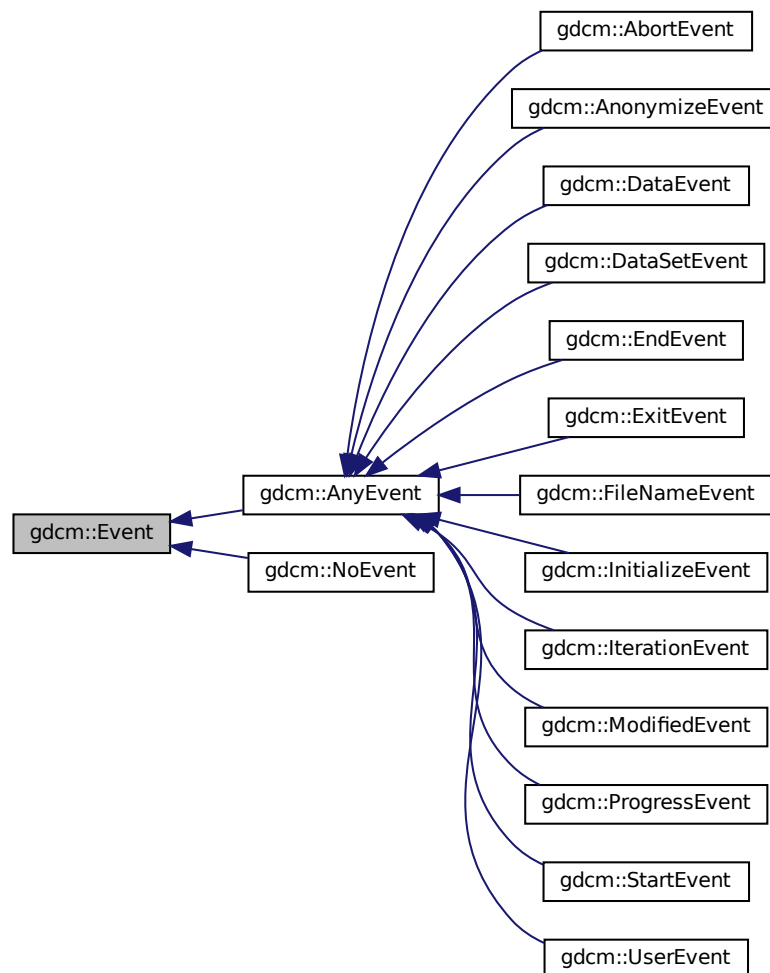
- [gdcMEquipmentManufacturer.h](#)

## 10.119 gdcM::Event Class Reference

superclass for callback/observer methods

```
#include <gdcMEvent.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](#) () const =0
- virtual [Event](#) \* [MakeObject](#) () const =0
- void [operator=](#) (const [Event](#) &)=delete
- virtual void [Print](#) (std::ostream &os) const

### 10.119.1 Detailed Description

superclass for callback/observer methods

See also

[Command Subject](#)

Examples

[BasicAnonymizer.cs](#), [Cleaner.cs](#), [ClinicalTrialIdentificationWorkflow.cs](#), [ScanDirectory.cs](#), and [SimpleScanner.cxx](#).

### 10.119.2 Constructor & Destructor Documentation

#### 10.119.2.1 Event() [1/2]

```
gdcm::Event::Event ( )
```

#### 10.119.2.2 ~Event()

```
virtual gdcm::Event::~~Event ( ) [virtual]
```

#### 10.119.2.3 Event() [2/2]

```
gdcm::Event::Event (
    const Event & )
```

### 10.119.3 Member Function Documentation

#### 10.119.3.1 CheckEvent()

```
virtual bool gdcm::Event::CheckEvent (
    const Event * ) const [pure virtual]
```

Check if given event matches or derives from this event.



### 10.119.3.2 GetEventName()

```
virtual const char * gdcm::Event::GetEventName ( ) const [pure virtual]
```

Return the StringName associated with the event.

Implemented in [gdcm::DataEvent](#), [gdcm::FileNameEvent](#), [gdcm::ProgressEvent](#), [gdcm::DataSetEvent](#), and [gdcm::AnonymizeEvent](#).

#### Examples

[BasicAnonymizer.cs](#), [Cleaner.cs](#), [ClinicalTrialIdentificationWorkflow.cs](#), and [ScanDirectory.cs](#).

### 10.119.3.3 MakeObject()

```
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::DataEvent](#), [gdcm::FileNameEvent](#), [gdcm::ProgressEvent](#), [gdcm::DataSetEvent](#), and [gdcm::AnonymizeEvent](#).

### 10.119.3.4 operator=()

```
void gdcm::Event::operator= (
    const Event & ) [delete]
```

### 10.119.3.5 Print()

```
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:

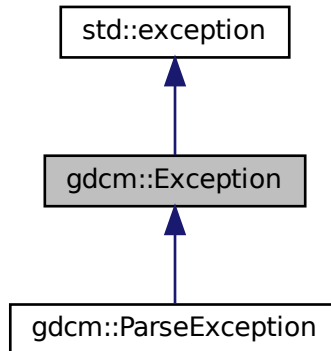
- [gdcmEvent.h](#)

## 10.120 gdcm::Exception Class Reference

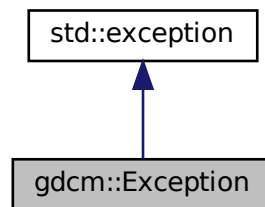
[Exception](#).

```
#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="")
- [~Exception](#) () override throw ()
- const char \* [GetDescription](#) () const  
*Return the Description.*
- const char \* [what](#) () const override throw ()  
*what implementation*

## 10.120.1 Detailed Description

[Exception](#).

Standard exception handling object.

### Note

Its copy-constructor and assignment operator are generated by the compiler.

### Examples

[ExtractImageRegion.cs](#), [ExtractImageRegionWithLUT.cs](#), [ExtractOneFrame.cs](#), [FileChangeTS.cs](#), and [FileChangeTSLossy.cs](#).

## 10.120.2 Constructor & Destructor Documentation

### 10.120.2.1 Exception()

```
gdcmm::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.

### 10.120.2.2 ~Exception()

```
gdcmm::Exception::~~Exception ( ) throw ( ) [inline], [override]
```

## 10.120.3 Member Function Documentation

### 10.120.3.1 GetDescription()

```
const char * gdcm::Exception::GetDescription ( ) const [inline]
```

Return the Description.

Referenced by [gdcm::SequenceOfItems::Read\(\)](#).

### 10.120.3.2 what()

```
const char * gdcm::Exception::what ( ) const throw ( ) [inline], [override]
```

what implementation

Referenced by [gdcm::SequenceOfFragments::ReadValue\(\)](#).

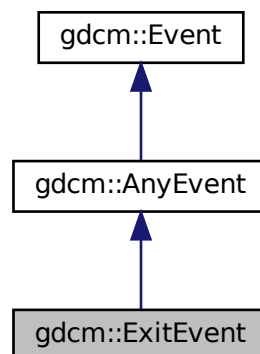
The documentation for this class was generated from the following file:

- [gdcmException.h](#)

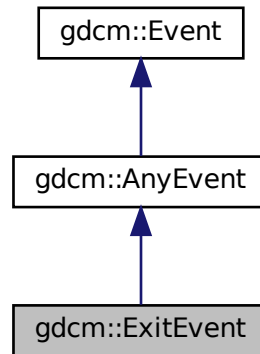
## 10.121 gdcm::ExitEvent Class Reference

```
#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:

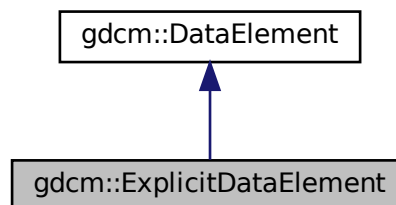
- [gdcmEvent.h](#)

## 10.122 gdcm::ExplicitDataElement Class Reference

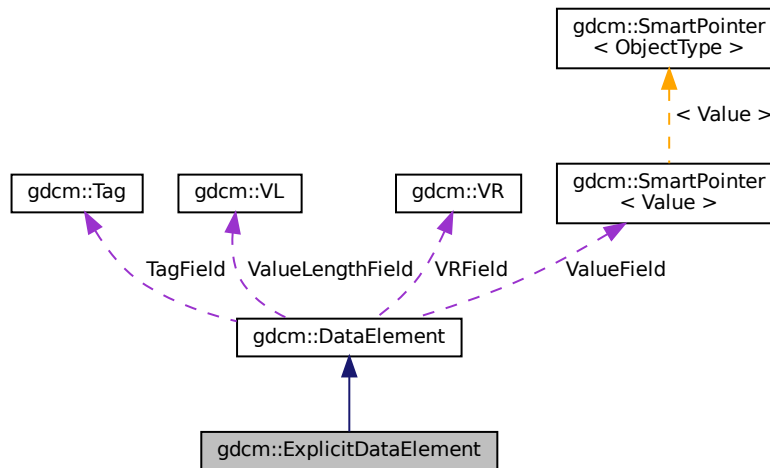
Class to read/write a [DataElement](#) as Explicit Data [Element](#).

```
#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, bool readvalues=true)
- 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

### 10.122.1 Detailed Description

Class to read/write a [DataElement](#) as Explicit Data [Element](#).

#### Note

bla

#### Examples

[DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), and [ReadAndDumpDICOMDIR2.cxx](#).

## 10.122.2 Member Function Documentation

### 10.122.2.1 GetLength()

```
VL gdcm::ExplicitDataElement::GetLength ( ) const
```

### 10.122.2.2 Read()

```
template<typename TSwap >  
std::istream & gdcm::ExplicitDataElement::Read (  
    std::istream & is )
```

### 10.122.2.3 ReadPreValue()

```
template<typename TSwap >  
std::istream & gdcm::ExplicitDataElement::ReadPreValue (  
    std::istream & is )
```

### 10.122.2.4 ReadValue()

```
template<typename TSwap >  
std::istream & gdcm::ExplicitDataElement::ReadValue (  
    std::istream & is,  
    bool readvalues = true )
```

### 10.122.2.5 ReadWithLength()

```
template<typename TSwap >  
std::istream & gdcm::ExplicitDataElement::ReadWithLength (  
    std::istream & is,  
    VL & length )
```

### 10.122.2.6 Write()

```
template<typename TSwap >
const std::ostream & gdcm::ExplicitDataElement::Write (
    std::ostream & os ) const
```

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

- [gdcmExplicitDataElement.h](#)

## 10.123 gdcm::ExplicitImplicitDataElement Class Reference

Class to read/write a [DataElement](#) as ExplicitImplicit Data [Element](#).

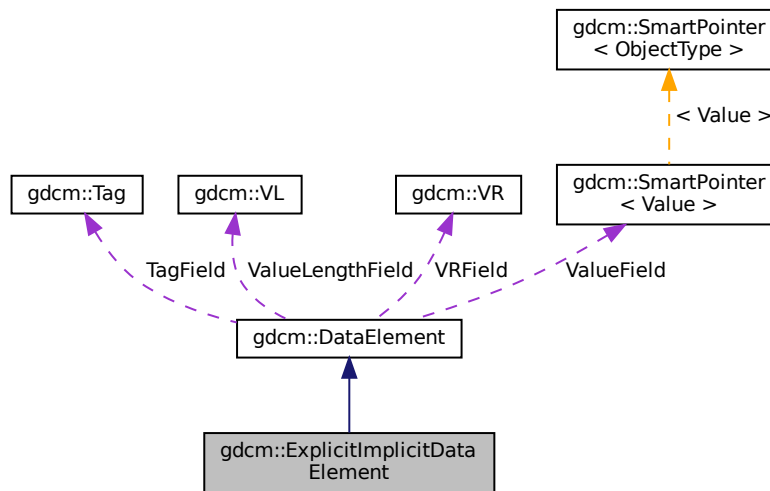
```
#include <gdcmExplicitImplicitDataElement.h>
```

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, bool readvalues=true)
- template<typename TSwap >  
std::istream & [ReadWithLength](#) (std::istream &is, [VL](#) &length)

## Additional Inherited Members

### 10.123.1 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.

## 10.123.2 Member Function Documentation

### 10.123.2.1 GetLength()

```
VL gdcm::ExplicitImplicitDataElement::GetLength ( ) const
```

### 10.123.2.2 Read()

```
template<typename TSwap >  
std::istream & gdcm::ExplicitImplicitDataElement::Read (   
    std::istream & is )
```

### 10.123.2.3 ReadPreValue()

```
template<typename TSwap >  
std::istream & gdcm::ExplicitImplicitDataElement::ReadPreValue (   
    std::istream & is )
```

### 10.123.2.4 ReadValue()

```
template<typename TSwap >  
std::istream & gdcm::ExplicitImplicitDataElement::ReadValue (   
    std::istream & is,   
    bool readvalues = true )
```

### 10.123.2.5 ReadWithLength()

```
template<typename TSwap >  
std::istream & gdcm::ExplicitImplicitDataElement::ReadWithLength (   
    std::istream & is,   
    VL & length ) [inline]
```

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

- [gdcmExplicitImplicitDataElement.h](#)

## 10.124 gdcm::Fiducials Class Reference

[Fiducials.](#)

```
#include <gdcmFiducials.h>
```

### Public Member Functions

- [Fiducials](#) ()=default

#### 10.124.1 Detailed Description

[Fiducials.](#)

#### 10.124.2 Constructor & Destructor Documentation

##### 10.124.2.1 Fiducials()

```
gdcm::Fiducials::Fiducials ( ) [default]
```

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

- [gdcmFiducials.h](#)

## 10.125 gdcm::File Class Reference

a DICOM [File](#)

```
#include <gdcmFile.h>
```

Inheritance diagram for `gdcm::File`:



Collaboration diagram for `gdcm::File`:



## Public Member Functions

- [File](#) ()
- [~File](#) () override
- [DataSet](#) & [GetDataSet](#) ()  
*Get Data Set.*
- const [DataSet](#) & [GetDataSet](#) () const  
*Get Data Set.*
- [FileMetaInformation](#) & [GetHeader](#) ()  
*Get File Meta Information.*
- const [FileMetaInformation](#) & [GetHeader](#) () const  
*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

### 10.125.1 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

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [CompressLossyJPEG.cs](#), [CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [DeriveSeries.cxx](#), [DiffFile.cxx](#), [DumpCSA.cs](#), [DumpGEMSMovieGroup.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [EncapsulateFileInRawData.cxx](#), [ExtractEncapsulatedFile.cs](#), [ExtractEncryptedContent.cxx](#), [ExtractImageRegion.cs](#), [ExtractImageRegionWithLUT.cs](#), [ExtractOneFrame.cs](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [FixBrokenJ2K.cxx](#), [FixOrientation.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenFakeImage.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetJPEGSamplePrecision.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [MpegVideoInfo.cs](#), [NewSequence.cs](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndPrintAttributes.cxx](#), [ReadGEMSSDO.cxx](#), [SimplePrint.cs](#), [SimplePrintPatientName.cs](#), [StreamImageReaderTest.cxx](#), [TemplateEmptyImage.cxx](#), and [iU22tomultisc.cxx](#).

### 10.125.2 Constructor & Destructor Documentation

**10.125.2.1 File()**

```
gdcm::File::File ( )
```

**10.125.2.2 ~File()**

```
gdcm::File::~~File ( ) [override]
```

**10.125.3 Member Function Documentation****10.125.3.1 GetDataSet() [1/2]**

```
DataSet & gdcm::File::GetDataSet ( ) [inline]
```

Get Data Set.

**10.125.3.2 GetDataSet() [2/2]**

```
const DataSet & gdcm::File::GetDataSet ( ) const [inline]
```

Get Data Set.

**Examples**

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [CompressLossyJPEG.cs](#), [CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [DecompressImage.cs](#), [DeriveSeries.cxx](#), [DiffFile.cxx](#), [DumpADAC.cxx](#), [DumpCSA.cs](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncapsulatedFile.cs](#), [ExtractEncryptedContent.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [FixOrientation.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetJPEGSamplePrecision.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MergeTwoFiles.cxx](#), [MrProtocol.cxx](#), [NewSequence.cs](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [ReadAndPrintAttributes.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [ReadGEMSSDO.cxx](#), [SimplePrint.cs](#), [StreamImageReaderTest.cxx](#), [TemplateEmptyImage.cxx](#), [csa2img.cxx](#), [gdcmrtionplan.cxx](#), [gdcmrtplan.cxx](#), [iU22tomultisc.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

### 10.125.3.3 GetHeader() [1/2]

```
FileMetaInformation & gdcm::File::GetHeader ( ) [inline]
```

Get [File](#) Meta Information.

### 10.125.3.4 GetHeader() [2/2]

```
const FileMetaInformation & gdcm::File::GetHeader ( ) const [inline]
```

Get [File](#) Meta Information.

#### Examples

[CreateJPIPDataSet.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [EncapsulateFileInRawData.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GetJPEGSamplePrecision.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [MergeTwoFiles.cxx](#), [MpegVideoInfo.cs](#), [QIDO-RS.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReformatFile.cs](#), [StandardizeFiles.cs](#), [StreamImageReaderTest.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

### 10.125.3.5 Read()

```
std::istream & gdcm::File::Read (
    std::istream & is )
```

Read.

### 10.125.3.6 SetDataSet()

```
void gdcm::File::SetDataSet (
    const DataSet & ds ) [inline]
```

Set Data Set.

### 10.125.3.7 SetHeader()

```
void gdcm::File::SetHeader (
    const FileMetaInformation & fmi ) [inline]
```

Set [File](#) Meta Information.

### 10.125.3.8 Write()

```
std::ostream const & gdcM::File::Write (  
    std::ostream & os ) const
```

Write.

## 10.125.4 Friends And Related Function Documentation

### 10.125.4.1 operator<<

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

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

- [gdcMFile.h](#)

## 10.126 gdcM::FileAnonymizer Class Reference

[FileAnonymizer](#).

```
#include <gdcMFileAnonymizer.h>
```

Inheritance diagram for gdcM::FileAnonymizer:





Collaboration diagram for gdcm::FileAnonymizer:



## Public Member Functions

- [FileAnonymizer](#) ()
- [~FileAnonymizer](#) () override
- void [Empty](#) ([Tag](#) const &t)
- void [Remove](#) ([Tag](#) const &t)  
*remove a tag (even a SQ can be removed)*
- void [Replace](#) ([Tag](#) const &t, const char \*value\_data, [VL](#) const &vl)
- void [Replace](#) ([Tag](#) const &t, const char \*value\_str)
- void [SetInputFileName](#) (const char \*filename\_native)  
*Set input filename.*
- void [SetOutputFileName](#) (const char \*filename\_native)  
*Set output filename.*
- bool [Write](#) ()  
*Write the output file.*

## Additional Inherited Members

### 10.126.1 Detailed Description

[FileAnonymizer](#).

This [Anonymizer](#) is a file-based [Anonymizer](#). It requires a valid DICOM file and will use the [Value](#) Length to skip over any information.

It will not load the DICOM dataset taken from [SetInputFileName\(\)](#) into memory and should consume much less memory than [Anonymizer](#).

### Warning

: Each time you call [Replace\(\)](#) with a value. This value will be copied, and stored in memory. The behavior is not ideal for extremely large data (larger than memory size). This class is really meant to take a large DICOM input file and then only change some small attribute.

### caveats:

- This class will NOT work with unordered attributes in a DICOM [File](#),
- This class does neither recompute nor update the Group Length element,
- This class currently does not update the [File](#) Meta Information header.
- Only strict inplace Replace operation is supported when input and output file are the same.

### Examples

[FileAnonymize.cs](#), and [MakeTemplate.cxx](#).

## 10.126.2 Constructor & Destructor Documentation

### 10.126.2.1 FileAnonymizer()

```
gdcm::FileAnonymizer::FileAnonymizer ( )
```

### 10.126.2.2 ~FileAnonymizer()

```
gdcm::FileAnonymizer::~FileAnonymizer ( ) [override]
```

## 10.126.3 Member Function Documentation

### 10.126.3.1 Empty()

```
void gdcm::FileAnonymizer::Empty (
    Tag const & t )
```

Make [Tag](#) t empty Warning: does not handle SQ element

### Examples

[FileAnonymize.cs](#), and [MakeTemplate.cxx](#).

### 10.126.3.2 Remove()

```
void gdcm::FileAnonymizer::Remove (
    Tag const & t )
```

remove a tag (even a SQ can be removed)

#### Examples

[FileAnonymize.cs](#).

### 10.126.3.3 Replace() [1/2]

```
void gdcm::FileAnonymizer::Replace (
    Tag const & t,
    const char * value_data,
    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

### 10.126.3.4 Replace() [2/2]

```
void gdcm::FileAnonymizer::Replace (
    Tag const & t,
    const char * value_str )
```

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 WARNING: Do not ever try to write a value in a SQ Data [Element](#) !

#### Examples

[FileAnonymize.cs](#).

### 10.126.3.5 SetInputFileName()

```
void gdcm::FileAnonymizer::SetInputFileName (
    const char * filename_native )
```

Set input filename.

#### Examples

[FileAnonymize.cs](#), and [MakeTemplate.cxx](#).

### 10.126.3.6 SetOutputFileName()

```
void gdcM::FileAnonymizer::SetOutputFileName (
    const char * filename_native )
```

Set output filename.

#### Examples

[FileAnonymize.cs](#), and [MakeTemplate.cxx](#).

### 10.126.3.7 Write()

```
bool gdcM::FileAnonymizer::Write ( )
```

Write the output file.

#### Examples

[FileAnonymize.cs](#), and [MakeTemplate.cxx](#).

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

- [gdcMFileAnonymizer.h](#)

## 10.127 gdcM::FileChangeTransferSyntax Class Reference

[FileChangeTransferSyntax](#).

```
#include <gdcMFileChangeTransferSyntax.h>
```

Inheritance diagram for gdcM::FileChangeTransferSyntax:



Collaboration diagram for gdcm::FileChangeTransferSyntax:



## Public Member Functions

- [FileChangeTransferSyntax](#) ()
- [~FileChangeTransferSyntax](#) () override
- bool [Change](#) ()  
*Change the transfer syntax.*
- [ImageCodec](#) \* [GetCodec](#) ()
- void [SetInputFileName](#) (const char \*filename\_native)  
*Set input filename (raw DICOM)*
- void [SetOutputFileName](#) (const char \*filename\_native)  
*Set output filename (target compressed DICOM)*
- void [SetTransferSyntax](#) ([TransferSyntax](#) const &ts)  
*Specify the Target Transfer Syntax.*

## Static Public Member Functions

- static [SmartPointer](#)< [FileChangeTransferSyntax](#) > [New](#) ()  
*for wrapped language: instantiate a reference counted object*

## Additional Inherited Members

### 10.127.1 Detailed Description

[FileChangeTransferSyntax](#).

This class is a file-based (limited) replacement of the in-memory [ImageChangeTransferSyntax](#).

This class provide a file-based compression-only mechanism. It will take in an uncompressed DICOM image file (Pixel Data element). Then produced as output a compressed DICOM file (Transfer Syntax will be updated).

Currently it supports the following transfer syntax:

- JPEGLosslessProcess14\_1

#### Examples

[FileChangeTS.cs](#), and [FileChangeTSLossy.cs](#).

## 10.127.2 Constructor & Destructor Documentation

### 10.127.2.1 FileChangeTransferSyntax()

```
gdcm::FileChangeTransferSyntax::FileChangeTransferSyntax ( )
```

### 10.127.2.2 ~FileChangeTransferSyntax()

```
gdcm::FileChangeTransferSyntax::~~FileChangeTransferSyntax ( ) [override]
```

## 10.127.3 Member Function Documentation

### 10.127.3.1 Change()

```
bool gdcm::FileChangeTransferSyntax::Change ( )
```

Change the transfer syntax.

#### Examples

[FileChangeTS.cs](#), and [FileChangeTSLossy.cs](#).

### 10.127.3.2 GetCodec()

```
ImageCodec * gdcm::FileChangeTransferSyntax::GetCodec ( )
```

Retrieve the actual codec (valid after calling SetTransferSyntax) Only advanced users should call this function.

#### Examples

[FileChangeTSLossy.cs](#).

### 10.127.3.3 New()

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

for wrapped language: instantiate a reference counted object

#### Examples

[FileChangeTS.cs](#), and [FileChangeTSLossy.cs](#).

### 10.127.3.4 SetInputFileName()

```
void gdcm::FileChangeTransferSyntax::SetInputFileName (   
    const char * filename_native )
```

Set input filename (raw DICOM)

#### Examples

[FileChangeTS.cs](#), and [FileChangeTSLossy.cs](#).

### 10.127.3.5 SetOutputFileName()

```
void gdcm::FileChangeTransferSyntax::SetOutputFileName (   
    const char * filename_native )
```

Set output filename (target compressed DICOM)

#### Examples

[FileChangeTS.cs](#), and [FileChangeTSLossy.cs](#).

### 10.127.3.6 SetTransferSyntax()

```
void gdcM::FileChangeTransferSyntax::SetTransferSyntax (
    TransferSyntax const & ts )
```

Specify the Target Transfer Syntax.

#### Examples

[FileChangeTS.cs](#), and [FileChangeTSLossy.cs](#).

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

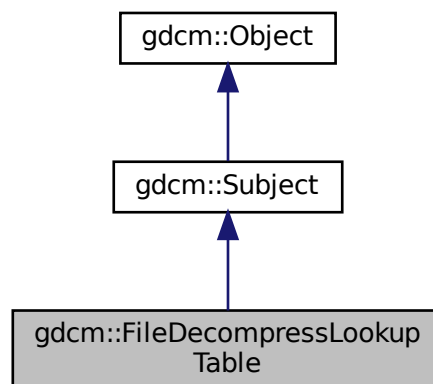
- [gdcMFileChangeTransferSyntax.h](#)

## 10.128 gdcM::FileDecompressLookupTable Class Reference

[FileDecompressLookupTable](#) class.

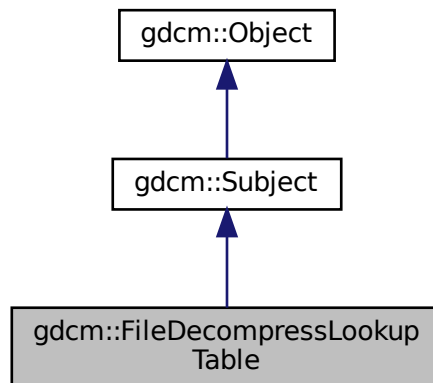
```
#include <gdcMFileDecompressLookupTable.h>
```

Inheritance diagram for gdcM::FileDecompressLookupTable:





Collaboration diagram for gdcm::FileDecompressLookupTable:



## Public Member Functions

- [FileDecompressLookupTable](#) ()=default
- [~FileDecompressLookupTable](#) () override=default
- bool [Change](#) ()  
*Decompress.*
- [File](#) & [GetFile](#) ()
- [Pixmap](#) & [GetPixmap](#) ()
- const [Pixmap](#) & [GetPixmap](#) () const
- void [SetFile](#) (const [File](#) &f)  
*Set/Get File.*
- void [SetPixmap](#) ([Pixmap](#) const &img)

## Additional Inherited Members

### 10.128.1 Detailed Description

[FileDecompressLookupTable](#) class.

It decompress the segmented LUT into linearized one (only PALETTE\_COLOR images) Output will be a [PhotometricInterpretation=RGB](#) image

### 10.128.2 Constructor & Destructor Documentation

### 10.128.2.1 FileDecompressLookupTable()

```
gdcM::FileDecompressLookupTable::FileDecompressLookupTable ( ) [default]
```

### 10.128.2.2 ~FileDecompressLookupTable()

```
gdcM::FileDecompressLookupTable::~~FileDecompressLookupTable ( ) [override], [default]
```

## 10.128.3 Member Function Documentation

### 10.128.3.1 Change()

```
bool gdcM::FileDecompressLookupTable::Change ( )
```

Decompress.

### 10.128.3.2 GetFile()

```
File & gdcM::FileDecompressLookupTable::GetFile ( ) [inline]
```

### 10.128.3.3 GetPixmap() [1/2]

```
Pixmap & gdcM::FileDecompressLookupTable::GetPixmap ( ) [inline]
```

### 10.128.3.4 GetPixmap() [2/2]

```
const Pixmap & gdcM::FileDecompressLookupTable::GetPixmap ( ) const [inline]
```

### 10.128.3.5 SetFile()

```
void gdcm::FileDecompressLookupTable::SetFile (
    const File & f ) [inline]
```

Set/Get [File](#).

### 10.128.3.6 SetPixmap()

```
void gdcm::FileDecompressLookupTable::SetPixmap (
    Pixmap const & img ) [inline]
```

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

- [gdcmFileDecompressLookupTable.h](#)

## 10.129 gdcm::FileDerivation Class Reference

[FileDerivation](#) class.

```
#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 [SetAppendDerivationHistory](#) (bool b)
- 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](#) ()

### 10.129.1 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

[DeriveSeries.cxx](#), [GenFakelImage.cxx](#), and [ReformatFile.cs](#).

### 10.129.2 Constructor & Destructor Documentation

#### 10.129.2.1 FileDerivation()

```
gdcm::FileDerivation::FileDerivation ( )
```

#### 10.129.2.2 ~FileDerivation()

```
gdcm::FileDerivation::~~FileDerivation ( )
```

### 10.129.3 Member Function Documentation

### 10.129.3.1 AddDerivationDescription()

```
bool gdcm::FileDerivation::AddDerivationDescription ( ) [protected]
```

### 10.129.3.2 AddPurposeOfReferenceCodeSequence()

```
bool gdcm::FileDerivation::AddPurposeOfReferenceCodeSequence (
    DataSet & ds ) [protected]
```

### 10.129.3.3 AddReference()

```
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

[DeriveSeries.cxx](#), [GenFakelImage.cxx](#), and [ReformatFile.cs](#).

### 10.129.3.4 AddSourceImageSequence()

```
bool gdcm::FileDerivation::AddSourceImageSequence ( ) [protected]
```

### 10.129.3.5 Derive()

```
bool gdcm::FileDerivation::Derive ( )
```

Change.

#### Examples

[DeriveSeries.cxx](#), [GenFakelImage.cxx](#), and [ReformatFile.cs](#).

### 10.129.3.6 GetFile() [1/2]

```
File & gdcmm::FileDerivation::GetFile ( ) [inline]
```

#### Examples

[GenFakelImage.cxx](#), and [ReformatFile.cs](#).

### 10.129.3.7 GetFile() [2/2]

```
const File & gdcmm::FileDerivation::GetFile ( ) const [inline]
```

### 10.129.3.8 SetAppendDerivationHistory()

```
void gdcmm::FileDerivation::SetAppendDerivationHistory (
    bool b )
```

Specify if Derivation history should be appended (default false) When false, this is an error if input already has a derivation history When true, both Purpose of Reference Code [Value](#) and Derivation Code Sequence Code [Value](#) can have their history appended.

### 10.129.3.9 SetDerivationCodeSequenceCodeValue()

```
void gdcmm::FileDerivation::SetDerivationCodeSequenceCodeValue (
    unsigned int codevalue )
```

Specify the Derivation Code Sequence Code [Value](#). Eg 113040.

#### Examples

[DeriveSeries.cxx](#), [GenFakelImage.cxx](#), and [ReformatFile.cs](#).

### 10.129.3.10 SetDerivationDescription()

```
void gdcmm::FileDerivation::SetDerivationDescription (
    const char * dd )
```

Specify the Derivation Description. Eg "lossy conversion".

### 10.129.3.11 SetFile()

```
void gdcm::FileDerivation::SetFile (
    const File & f ) [inline]
```

Set/Get [File](#).

#### Examples

[DeriveSeries.cxx](#), [GenFakelImage.cxx](#), and [ReformatFile.cs](#).

### 10.129.3.12 SetPurposeOfReferenceCodeSequenceCodeValue()

```
void gdcm::FileDerivation::SetPurposeOfReferenceCodeSequenceCodeValue (
    unsigned int codevalue )
```

Specify the Purpose Of Reference Code [Value](#). Eg. 121320.

#### Examples

[DeriveSeries.cxx](#), [GenFakelImage.cxx](#), and [ReformatFile.cs](#).

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

- [gdcmFileDerivation.h](#)

## 10.130 gdcm::FileExplicitFilter Class Reference

[FileExplicitFilter](#) class.

```
#include <gdcmFileExplicitFilter.h>
```

### Public Member Functions

- [FileExplicitFilter](#) ()
- [~FileExplicitFilter](#) ()=default
- 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)

### 10.130.1 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](#).

### 10.130.2 Constructor & Destructor Documentation

#### 10.130.2.1 FileExplicitFilter()

```
gdcm::FileExplicitFilter::FileExplicitFilter ( ) [inline]
```

#### 10.130.2.2 ~FileExplicitFilter()

```
gdcm::FileExplicitFilter::~~FileExplicitFilter ( ) [default]
```

### 10.130.3 Member Function Documentation



### 10.130.3.1 Change()

```
bool gdcm::FileExplicitFilter::Change ( )
```

Set FMI Transfer Syntax.

Change

Examples

[GenAllVR.cxx](#), and [LargeVRDSExplicit.cxx](#).

### 10.130.3.2 ChangeFMI()

```
bool gdcm::FileExplicitFilter::ChangeFMI ( ) [protected]
```

### 10.130.3.3 GetFile()

```
File & gdcm::FileExplicitFilter::GetFile ( ) [inline]
```

### 10.130.3.4 ProcessDataSet()

```
bool gdcm::FileExplicitFilter::ProcessDataSet (
    DataSet & ds,
    Dicts const & dicts ) [protected]
```

### 10.130.3.5 SetChangePrivateTags()

```
void gdcm::FileExplicitFilter::SetChangePrivateTags (
    bool b ) [inline]
```

Decide whether or not to [VR](#)ify private tags.

### 10.130.3.6 SetFile()

```
void gdcm::FileExplicitFilter::SetFile (
    const File & f ) [inline]
```

Set/Get [File](#).

#### Examples

[GenAllVR.cxx](#), and [LargeVRDSExplicit.cxx](#).

### 10.130.3.7 SetRecomputeItemLength()

```
void gdcm::FileExplicitFilter::SetRecomputeItemLength (
    bool b )
```

By default set Sequence & [Item](#) length to Undefined to avoid recomputing length:

### 10.130.3.8 SetRecomputeSequenceLength()

```
void gdcm::FileExplicitFilter::SetRecomputeSequenceLength (
    bool b )
```

### 10.130.3.9 SetUseVRUN()

```
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:

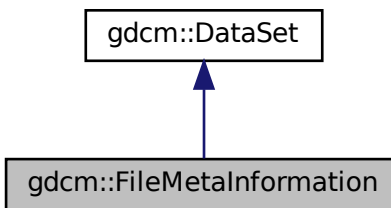
- [gdcmFileExplicitFilter.h](#)

## 10.131 gdcm::FileMetaInformation Class Reference

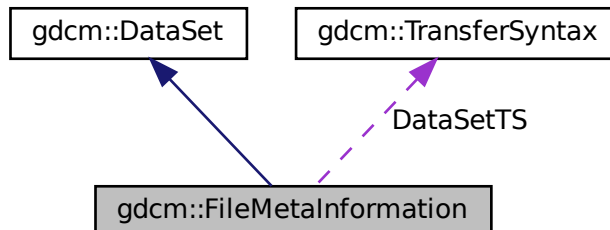
Class to represent a [File](#) Meta Information.

```
#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
- [std::string GetMediaStorageAsString](#) () const
- [TransferSyntax::NegociatedType GetMetaInformationTS](#) () const
- [Preamble](#) & [GetPreamble](#) ()
- const [Preamble](#) & [GetPreamble](#) () const
- *Get [Preamble](#).*
- void [Insert](#) (const [DataElement](#) &de)
- bool [IsValid](#) () const
- [FileMetaInformation](#) & [operator=](#) (const [FileMetaInformation](#) &fmi)
- [std::istream](#) & [Read](#) ([std::istream](#) &is)
- *Read.*
- [std::istream](#) & [ReadCompat](#) ([std::istream](#) &is)
- void [Replace](#) (const [DataElement](#) &de)
- 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

### 10.131.1 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

[ClinicalTrialIdentificationWorkflow.cs](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReformatFile.cs](#), and [StandardizeFiles.cs](#).

### 10.131.2 Constructor & Destructor Documentation

#### 10.131.2.1 FileMetaInformation() [1/2]

```
gdcm::FileMetaInformation::FileMetaInformation ( )
```

### 10.131.2.2 ~FileMetaInformation()

```
gdcm::FileMetaInformation::~~FileMetaInformation ( )
```

### 10.131.2.3 FileMetaInformation() [2/2]

```
gdcm::FileMetaInformation::FileMetaInformation (
    FileMetaInformation const & fmi ) [inline]
```

References [DataSetMS](#), [DataSetTS](#), and [MetaInformationTS](#).

## 10.131.3 Member Function Documentation

### 10.131.3.1 AppendImplementationClassUID()

```
static void gdcm::FileMetaInformation::AppendImplementationClassUID (
    const char * imp ) [static]
```

### 10.131.3.2 ComputeDataSetMediaStorageSOPClass()

```
void gdcm::FileMetaInformation::ComputeDataSetMediaStorageSOPClass ( ) [protected]
```

### 10.131.3.3 ComputeDataSetTransferSyntax()

```
void gdcm::FileMetaInformation::ComputeDataSetTransferSyntax ( ) [protected]
```

### 10.131.3.4 Default()

```
void gdcm::FileMetaInformation::Default ( ) [protected]
```

### 10.131.3.5 FillFromDataSet()

```
void gdcm::FileMetaInformation::FillFromDataSet (
    DataSet const & ds )
```

Construct a [FileMetaInformation](#) from an already existing [DataSet](#):

### 10.131.3.6 GetDataSetTransferSyntax()

```
const TransferSyntax & gdcm::FileMetaInformation::GetDataSetTransferSyntax ( ) const [inline]
```

#### Examples

[GetJPEGSamplePrecision.cxx](#), and [MergeTwoFiles.cxx](#).

### 10.131.3.7 GetFileMetaInformationVersion()

```
static const char * gdcm::FileMetaInformation::GetFileMetaInformationVersion ( ) [static], [protected]
```

### 10.131.3.8 GetFullLength()

```
VL gdcm::FileMetaInformation::GetFullLength ( ) const [inline]
```

References [gdcm::VL::GetLength\(\)](#).

### 10.131.3.9 GetGDCMImplementationClassUID()

```
static const char * gdcm::FileMetaInformation::GetGDCMImplementationClassUID ( ) [static], [protected]
```

### 10.131.3.10 GetGDCMImplementationVersionName()

```
static const char * gdcm::FileMetaInformation::GetGDCMImplementationVersionName ( ) [static],
[protected]
```

**10.131.3.11 GetGDCMSourceApplicationEntityTitle()**

```
static const char * gdcM::FileMetaInformation::GetGDCMSourceApplicationEntityTitle ( ) [static],  
[protected]
```

**10.131.3.12 GetImplementationClassUID()**

```
static const char * gdcM::FileMetaInformation::GetImplementationClassUID ( ) [static]
```

**10.131.3.13 GetImplementationVersionName()**

```
static const char * gdcM::FileMetaInformation::GetImplementationVersionName ( ) [static]
```

**10.131.3.14 GetMediaStorage()**

```
MediaStorage gdcM::FileMetaInformation::GetMediaStorage ( ) const
```

**10.131.3.15 GetMediaStorageAsString()**

```
std::string gdcM::FileMetaInformation::GetMediaStorageAsString ( ) const
```

**10.131.3.16 GetMetaInformationTS()**

```
TransferSyntax::NegociatedType gdcM::FileMetaInformation::GetMetaInformationTS ( ) const [inline]
```

**10.131.3.17 GetPreamble() [1/2]**

```
Preamble & gdcM::FileMetaInformation::GetPreamble ( ) [inline]
```



### 10.131.3.18 GetPreamble() [2/2]

```
const Preamble & gdcm::FileMetaInformation::GetPreamble ( ) const [inline]
```

Get [Preamble](#).

### 10.131.3.19 GetSourceApplicationEntityTitle()

```
static const char * gdcm::FileMetaInformation::GetSourceApplicationEntityTitle ( ) [static]
```

### 10.131.3.20 Insert()

```
void gdcm::FileMetaInformation::Insert (
    const DataElement & de ) [inline]
```

References [gdcmErrorMacro](#), [gdcm::Tag::GetGroup\(\)](#), and [gdcm::DataElement::GetTag\(\)](#).

### 10.131.3.21 IsValid()

```
bool gdcm::FileMetaInformation::IsValid ( ) const [inline]
```

### 10.131.3.22 operator=()

```
FileMetaInformation & gdcm::FileMetaInformation::operator= (
    const FileMetaInformation & fmi ) [inline]
```

References [DataSetMS](#), [DataSetTS](#), and [MetaInformationTS](#).

### 10.131.3.23 Read()

```
std::istream & gdcm::FileMetaInformation::Read (
    std::istream & is )
```

Read.

#### 10.131.3.24 ReadCompat()

```
std::istream & gdcM::FileMetaInformation::ReadCompat (
    std::istream & is )
```

#### 10.131.3.25 ReadCompatInternal()

```
template<typename TSwap >
std::istream & gdcM::FileMetaInformation::ReadCompatInternal (
    std::istream & is ) [protected]
```

#### 10.131.3.26 Replace()

```
void gdcM::FileMetaInformation::Replace (
    const DataElement & de ) [inline]
```

##### Examples

[LargeVRDSExplicit.cxx](#).

References [gdcM::DataElement::GetTag\(\)](#).

#### 10.131.3.27 SetDataSetTransferSyntax()

```
void gdcM::FileMetaInformation::SetDataSetTransferSyntax (
    const TransferSyntax & ts )
```

##### Examples

[CreateJPIPDataSet.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [EncapsulateFileInRawData.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [MpegVideoInfo.cs](#), [QIDO-RS.cxx](#), [StreamImageReaderTest.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

### 10.131.3.28 SetImplementationClassUID()

```
static void gdcm::FileMetaInformation::SetImplementationClassUID (
    const char * imp ) [static]
```

Override the GDCM default values:

### 10.131.3.29 SetImplementationVersionName()

```
static void gdcm::FileMetaInformation::SetImplementationVersionName (
    const char * version ) [static]
```

### 10.131.3.30 SetPreamble()

```
void gdcm::FileMetaInformation::SetPreamble (
    const Preamble & p ) [inline]
```

### 10.131.3.31 SetSourceApplicationEntityTitle()

```
static void gdcm::FileMetaInformation::SetSourceApplicationEntityTitle (
    const char * title ) [static]
```

#### Examples

[ClinicalTrialIdentificationWorkflow.cs](#), [FixJAIBugJPEGLS.cxx](#), [GenerateDICOMDIR.cs](#), [ReformatFile.cs](#), and [StandardizeFiles.cs](#).

### 10.131.3.32 Write()

```
std::ostream & gdcm::FileMetaInformation::Write (
    std::ostream & os ) const
```

Write.

## 10.131.4 Friends And Related Function Documentation

#### 10.131.4.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const FileMetaInformation & _val ) [friend]
```

### 10.131.5 Member Data Documentation

#### 10.131.5.1 DataSetMS

[MediaStorage::MSType](#) `gdcm::FileMetaInformation::DataSetMS` [protected]

Referenced by [FileMetaInformation\(\)](#), and [operator=\(\)](#).

#### 10.131.5.2 DataSetTS

[TransferSyntax](#) `gdcm::FileMetaInformation::DataSetTS` [protected]

Referenced by [FileMetaInformation\(\)](#), and [operator=\(\)](#).

#### 10.131.5.3 MetaInformationTS

[TransferSyntax::NegociatedType](#) `gdcm::FileMetaInformation::MetaInformationTS` [protected]

Referenced by [FileMetaInformation\(\)](#), and [operator=\(\)](#).

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

- [gdcmFileMetaInformation.h](#)

## 10.132 gdcm::Filename Class Reference

Class to manipulate file name's.

```
#include <gdcmFilename.h>
```

## Public Member Functions

- [Filename](#) (const char \*filename="")
- bool [EndWith](#) (const char ending[]) const  
*Does the filename ends with a particular string ?*
- 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 forward slash (UNIX style) to windows style slash.*

## Static Public Member Functions

- static const char \* [Join](#) (const char \*path, const char \*filename)

### 10.132.1 Detailed Description

Class to manipulate file name's.

#### Note

OS independent representation of a filename (to query path, name and extension from a filename)

#### Examples

[ClinicalTrialIdentificationWorkflow.cs](#).

### 10.132.2 Constructor & Destructor Documentation

#### 10.132.2.1 Filename()

```
gdcm::Filename::Filename (
    const char * filename = "" ) [inline]
```

### 10.132.3 Member Function Documentation

#### 10.132.3.1 EndWith()

```
bool gdcm::Filename::EndWith (
    const char ending[] ) const
```

Does the filename ends with a particular string ?

#### 10.132.3.2 GetExtension()

```
const char * gdcm::Filename::GetExtension ( )
```

return only the extension part of a filename

#### 10.132.3.3 GetFileName()

```
const char * gdcm::Filename::GetFileName ( ) const [inline]
```

Return the full filename.

#### 10.132.3.4 GetName()

```
const char * gdcm::Filename::GetName ( )
```

return only the name part of a filename

#### 10.132.3.5 GetPath()

```
const char * gdcm::Filename::GetPath ( )
```

Return only the path component of a filename.

#### Examples

[ClinicalTrialIdentificationWorkflow.cs](#).

### 10.132.3.6 IsEmpty()

```
bool gdcm::Filename::IsEmpty ( ) const [inline]
```

return whether the filename is empty

### 10.132.3.7 IsIdentical()

```
bool gdcm::Filename::IsIdentical (
    Filename const & fn ) const
```

### 10.132.3.8 Join()

```
static const char * gdcm::Filename::Join (
    const char * path,
    const char * filename ) [static]
```

Join two paths NOT THREAD SAFE

#### Examples

[BasicAnonymizer.cs](#), and [ClinicalTrialIdentificationWorkflow.cs](#).

### 10.132.3.9 operator const char \*()

```
gdcm::Filename::operator const char * ( ) const [inline]
```

Simple operator to allow `Filename myfilename( "...")`; `const char * s = myfilename`;

### 10.132.3.10 ToUnixSlashes()

```
const char * gdcm::Filename::ToUnixSlashes ( )
```

Convert backslash (windows style) to UNIX style slash.

### 10.132.3.11 ToWindowsSlashes()

```
const char * gdcM::Filename::ToWindowsSlashes ( )
```

Convert forward slash (UNIX style) to windows style slash.

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

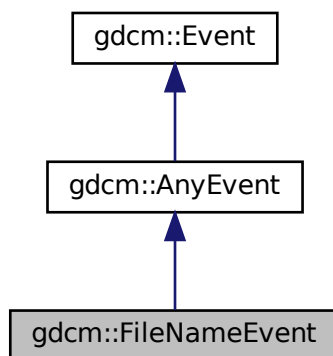
- [gdcMFilename.h](#)

## 10.133 gdcM::FileNameEvent Class Reference

[FileNameEvent](#).

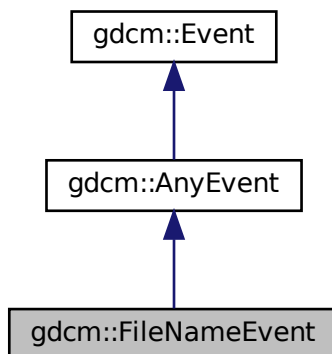
```
#include <gdcMFileNameEvent.h>
```

Inheritance diagram for gdcM::FileNameEvent:





Collaboration diagram for gdcm::FileNameEvent:



## Public Types

- typedef [FileNameEvent](#) [Self](#)
- typedef [AnyEvent](#) [Superclass](#)

## Public Member Functions

- [FileNameEvent](#) (const char \*s="")
- [FileNameEvent](#) (const [Self](#) &s)
- [~FileNameEvent](#) () override=default
- bool [CheckEvent](#) (const [::gdcm::Event](#) \*e) const override
- const char \* [GetEventName](#) () const override
- const char \* [GetFileName](#) () const
- [::gdcm::Event](#) \* [MakeObject](#) () const override
- void [operator=](#) (const [Self](#) &)=delete
- void [SetFileName](#) (const char \*f)

### 10.133.1 Detailed Description

[FileNameEvent](#).

Special type of event triggered during processing of [FileSet](#)

See also

[AnyEvent](#)

Examples

[ScanDirectory.cs](#), and [SimpleScanner.cxx](#).

## 10.133.2 Member Typedef Documentation

### 10.133.2.1 Self

```
typedef FileNameEvent gdcm::FileNameEvent::Self
```

### 10.133.2.2 Superclass

```
typedef AnyEvent gdcm::FileNameEvent::Superclass
```

## 10.133.3 Constructor & Destructor Documentation

### 10.133.3.1 FileNameEvent() [1/2]

```
gdcm::FileNameEvent::FileNameEvent (
    const char * s = "" ) [inline]
```

### 10.133.3.2 ~FileNameEvent()

```
gdcm::FileNameEvent::~~FileNameEvent ( ) [override], [default]
```

### 10.133.3.3 FileNameEvent() [2/2]

```
gdcm::FileNameEvent::FileNameEvent (
    const Self & s ) [inline]
```

## 10.133.4 Member Function Documentation

#### 10.133.4.1 CheckEvent()

```
bool gdcm::FileNameEvent::CheckEvent (
    const ::gdcm::Event * e ) const [inline], [override]
```

#### 10.133.4.2 GetEventName()

```
const char * gdcm::FileNameEvent::GetEventName ( ) const [inline], [override], [virtual]
```

Return the StringName associated with the event.

Implements [gdcm::Event](#).

#### 10.133.4.3 GetFileName()

```
const char * gdcm::FileNameEvent::GetFileName ( ) const [inline]
```

#### Examples

[ScanDirectory.cs](#), and [SimpleScanner.cxx](#).

#### 10.133.4.4 MakeObject()

```
::gdcm::Event * gdcm::FileNameEvent::MakeObject ( ) const [inline], [override], [virtual]
```

Create an [Event](#) of this type This method work as a Factory for creating events of each particular type.

Implements [gdcm::Event](#).

#### 10.133.4.5 operator=()

```
void gdcm::FileNameEvent::operator= (
    const Self & ) [delete]
```

#### 10.133.4.6 SetFileName()

```
void gdcmm::FileNameEvent::SetFileName (
    const char * f ) [inline]
```

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

- [gdcmmFileNameEvent.h](#)

### 10.134 gdcmm::FilenameGenerator Class Reference

[FilenameGenerator](#).

```
#include <gdcmmFilenameGenerator.h>
```

#### Public Types

- typedef std::vector< [FilenameType](#) > [FilenamesType](#)
- typedef std::string [FilenameType](#)
- typedef [FilenamesType](#)::size\_type [SizeType](#)

#### Public Member Functions

- [FilenameGenerator](#) ()
- [~FilenameGenerator](#) ()=default
- 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.*

### 10.134.1 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](#), and [CreateFakePET.cxx](#).

### 10.134.2 Member Typedef Documentation

#### 10.134.2.1 FilenamesType

```
typedef std::vector<FilenameType> gdcm::FilenameGenerator::FilenamesType
```

#### 10.134.2.2 FilenameType

```
typedef std::string gdcm::FilenameGenerator::FilenameType
```

#### 10.134.2.3 SizeType

```
typedef FilenamesType::size\_type gdcm::FilenameGenerator::SizeType
```

### 10.134.3 Constructor & Destructor Documentation

### 10.134.3.1 FilenameGenerator()

```
gdcM::FilenameGenerator::FilenameGenerator ( ) [inline]
```

### 10.134.3.2 ~FilenameGenerator()

```
gdcM::FilenameGenerator::~~FilenameGenerator ( ) [default]
```

## 10.134.4 Member Function Documentation

### 10.134.4.1 Generate()

```
bool gdcM::FilenameGenerator::Generate ( )
```

Generate (return success)

#### Examples

[ConvertMultiFrameToSingleFrame.cxx](#), and [CreateFakePET.cxx](#).

### 10.134.4.2 GetFilename()

```
const char * gdcM::FilenameGenerator::GetFilename (
    SizeType n ) const
```

Get a particular filename (call after Generate)

#### Examples

[ConvertMultiFrameToSingleFrame.cxx](#), and [CreateFakePET.cxx](#).

### 10.134.4.3 GetFileNames()

```
FilenameType const & gdcM::FilenameGenerator::GetFileNames ( ) const [inline]
```

Return all filenames.

#### 10.134.4.4 GetNumberOfFileNames()

```
SizeType gdcm::FilenameGenerator::GetNumberOfFileNames ( ) const
```

##### Examples

[ConvertMultiFrameToSingleFrame.cxx](#), and [CreateFakePET.cxx](#).

#### 10.134.4.5 GetPattern()

```
const char * gdcm::FilenameGenerator::GetPattern ( ) const [inline]
```

#### 10.134.4.6 GetPrefix()

```
const char * gdcm::FilenameGenerator::GetPrefix ( ) const [inline]
```

#### 10.134.4.7 SetNumberOfFileNames()

```
void gdcm::FilenameGenerator::SetNumberOfFileNames (
    SizeType nfiles )
```

Set/Get the number of filenames to generate.

##### Examples

[ConvertMultiFrameToSingleFrame.cxx](#), and [CreateFakePET.cxx](#).

#### 10.134.4.8 SetPattern()

```
void gdcm::FilenameGenerator::SetPattern (
    const char * pattern ) [inline]
```

Set/Get pattern.

##### Examples

[ConvertMultiFrameToSingleFrame.cxx](#), and [CreateFakePET.cxx](#).

#### 10.134.4.9 SetPrefix()

```
void gdcM::FilenameGenerator::SetPrefix (
    const char * prefix ) [inline]
```

Set/Get prefix.

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

- [gdcMFilenameGenerator.h](#)

### 10.135 gdcM::FileSet Class Reference

```
#include <gdcMFileSet.h>
```

#### Public Types

- typedef std::vector< [FileType](#) > [FilesType](#)
- typedef std::string [FileType](#)

#### Public Member Functions

- [FileSet](#) ()
- bool [AddFile](#) (const char \*filename)
- void [AddFile](#) ([File](#) const &)
- [FilesType](#) const & [GetFiles](#) () const
- void [SetFiles](#) ([FilesType](#) const &files)

#### Friends

- std::ostream & [operator<<](#) (std::ostream &\_os, const [FileSet](#) &d)

#### 10.135.1 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.

#### 10.135.2 Member Typedef Documentation



### 10.135.2.1 FileType

```
typedef std::vector<FileType> gdcm::FileSet::FileType
```

### 10.135.2.2 FileType

```
typedef std::string gdcm::FileSet::FileType
```

## 10.135.3 Constructor & Destructor Documentation

### 10.135.3.1 FileSet()

```
gdcm::FileSet::FileSet ( ) [inline]
```

## 10.135.4 Member Function Documentation

### 10.135.4.1 AddFile() [1/2]

```
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.

### 10.135.4.2 AddFile() [2/2]

```
void gdcm::FileSet::AddFile (
    File const & ) [inline]
```

**Deprecated** . Does nothing

#### 10.135.4.3 GetFiles()

```
FileType const & gdcM::FileSet::GetFiles ( ) const [inline]
```

#### 10.135.4.4 SetFiles()

```
void gdcM::FileSet::SetFiles (
    FileType const & files )
```

### 10.135.5 Friends And Related Function Documentation

#### 10.135.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const FileSet & d ) [friend]
```

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

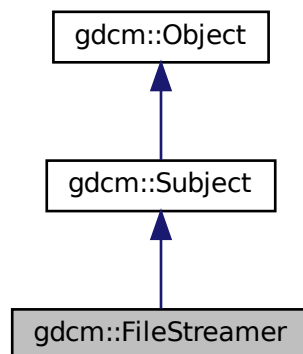
- [gdcMFileSet.h](#)

## 10.136 gdcM::FileStreamer Class Reference

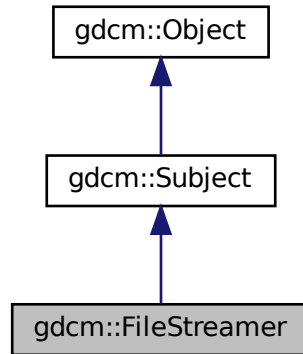
[FileStreamer](#).

```
#include <gdcMFileStreamer.h>
```

Inheritance diagram for gdcM::FileStreamer:



Collaboration diagram for gdcm::FileStreamer:



## Public Member Functions

- [FileStreamer](#) ()
- [~FileStreamer](#) () override
- bool [AppendToDataElement](#) (const [Tag](#) &t, const char \*array, size\_t len)  
*Append to previously started [Tag](#) t.*
- bool [AppendToGroupDataElement](#) (const [PrivateTag](#) &pt, const char \*array, size\_t len)  
*Append to previously started private creator.*
- bool [CheckDataElement](#) (const [Tag](#) &t)
- void [CheckTemplateFileName](#) (bool check)
- bool [ReserveDataElement](#) (size\_t len)
- bool [ReserveGroupDataElement](#) (unsigned short ndataelement)
- void [SetOutputFileName](#) (const char \*filename\_native)  
*Set output filename (target file)*
- void [SetTemplateFileName](#) (const char \*filename\_native)  
*Set input DICOM template filename.*
- bool [StartDataElement](#) (const [Tag](#) &t)
- bool [StartGroupDataElement](#) (const [PrivateTag](#) &pt, size\_t maxsize=0, uint8\_t startoffset=0)
- bool [StopDataElement](#) (const [Tag](#) &t)  
*Stop appending to tag t. This will compute the proper attribute length.*
- bool [StopGroupDataElement](#) (const [PrivateTag](#) &pt)  
*Stop appending to private creator.*

## Static Public Member Functions

- static [SmartPointer](#)< [FileStreamer](#) > [New](#) ()  
*for wrapped language: instantiate a reference counted object*

## Additional Inherited Members

### 10.136.1 Detailed Description

[FileStreamer](#).

This class let a user create a massive DICOM [DataSet](#) from a template DICOM file, by appending chunks of data.

This class support two mode of operation:

1. Creating a single [DataElement](#) by appending chunk after chunk of data.
2. Creating a set of [DataElement](#) within the same group, using a private creator for start. New [DataElement](#) are added any time the user defined maximum size for data element is reached.

#### Warning

any existing [DataElement](#) is removed, pick carefully which [DataElement](#) to add.

#### Examples

[FileStreaming.cs](#).

### 10.136.2 Constructor & Destructor Documentation

#### 10.136.2.1 FileStreamer()

```
gdcm::FileStreamer::FileStreamer ( )
```

#### 10.136.2.2 ~FileStreamer()

```
gdcm::FileStreamer::~~FileStreamer ( ) [override]
```

### 10.136.3 Member Function Documentation

### 10.136.3.1 AppendToDataElement()

```
bool gdcm::FileStreamer::AppendToDataElement (
    const Tag & t,
    const char * array,
    size_t len )
```

Append to previously started [Tag](#) t.

### 10.136.3.2 AppendToGroupDataElement()

```
bool gdcm::FileStreamer::AppendToGroupDataElement (
    const PrivateTag & pt,
    const char * array,
    size_t len )
```

Append to previously started private creator.

#### Examples

[FileStreaming.cs](#).

### 10.136.3.3 CheckDataElement()

```
bool gdcm::FileStreamer::CheckDataElement (
    const Tag & t )
```

Decide to check the Data [Element](#) to be written (default: off) The implementation has default strategy for checking validity of [DataElement](#). Currently it only support checking for the following tags:

- (7fe0,0010) Pixel Data

### 10.136.3.4 CheckTemplateFileName()

```
void gdcm::FileStreamer::CheckTemplateFileName (
    bool check )
```

Instead of simply blindly copying the input DICOM Template file, GDCM will be used to check the input file, and correct any issues recognized within the file. Only use if you do not have control over the input template file.

### 10.136.3.5 New()

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

for wrapped language: instantiate a reference counted object

### 10.136.3.6 ReserveDataElement()

```
bool gdcm::FileStreamer::ReserveDataElement (
    size_t len )
```

Add a hint on the final size of the dataelement. When optimally chosen, this reduce the number of file in-place copying. Should be called before StartDataElement

### 10.136.3.7 ReserveGroupDataElement()

```
bool gdcm::FileStreamer::ReserveGroupDataElement (
    unsigned short ndataelement )
```

Optimisation: pre-allocate the number of dataelement within the private group (ndataelement <= 256). Should be called before StartGroupDataElement

### 10.136.3.8 SetOutputFileName()

```
void gdcm::FileStreamer::SetOutputFileName (
    const char * filename_native )
```

Set output filename (target file)

#### Examples

[FileStreaming.cs](#).

### 10.136.3.9 SetTemplateFileName()

```
void gdcm::FileStreamer::SetTemplateFileName (
    const char * filename_native )
```

Set input DICOM template filename.

#### Examples

[FileStreaming.cs](#).

### 10.136.3.10 StartDataElement()

```
bool gdcm::FileStreamer::StartDataElement (
    const Tag & t )
```

Start Single Data [Element](#) Operation This will delete any existing [Tag](#) t. Need to call it only once.

### 10.136.3.11 StartGroupDataElement()

```
bool gdcm::FileStreamer::StartGroupDataElement (
    const PrivateTag & pt,
    size_t maxsize = 0,
    uint8_t startoffset = 0 )
```

Start Private Group (multiple [DataElement](#)) Operation. Each newly added [DataElement](#) will have a length lower than

#### Parameters

<i>maxsize</i>	. When not specified, maxsize is set to maximum size allowed by DICOM ( $= 2^{32}$ ). startoffset can be used to specify the very first element you want to start with (instead of the first possible). <a href="#">Value</a> should be in [0x0, 0xff] This will find the first available private creator.
----------------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

**Bug** maxsize should be a value lower than the actual total size of the buffer to be copied

#### Examples

[FileStreaming.cs](#).

### 10.136.3.12 StopDataElement()

```
bool gdcm::FileStreamer::StopDataElement (
    const Tag & t )
```

Stop appending to tag t. This will compute the proper attribute length.

### 10.136.3.13 StopGroupDataElement()

```
bool gdcm::FileStreamer::StopGroupDataElement (
    const PrivateTag & pt )
```

Stop appending to private creator.

#### Examples

[FileStreaming.cs](#).

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

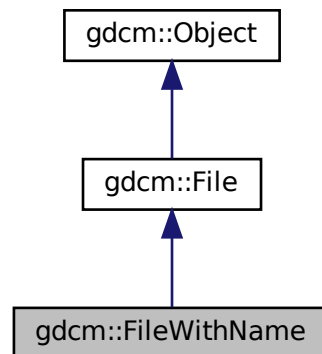
- [gdcmFileStreamer.h](#)

## 10.137 gdcm::FileWithName Class Reference

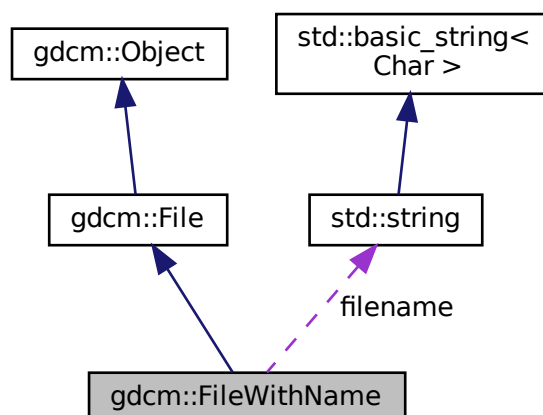
[FileWithName.](#)

```
#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

### 10.137.1 Detailed Description

[FileWithName](#).

Backward only class do not use in newer code

### 10.137.2 Constructor & Destructor Documentation

#### 10.137.2.1 FileWithName()

```
gdcm::FileWithName::FileWithName (
    File & f ) [inline]
```

### 10.137.3 Member Data Documentation

#### 10.137.3.1 filename

```
std::string gdcm::FileWithName::filename
```

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

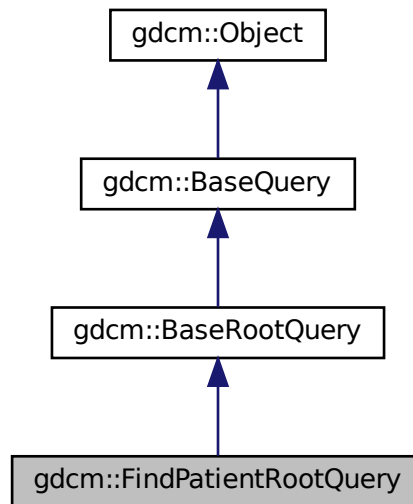
- [gdcmSerieHelper.h](#)

## 10.138 gdcm::FindPatientRootQuery Class Reference

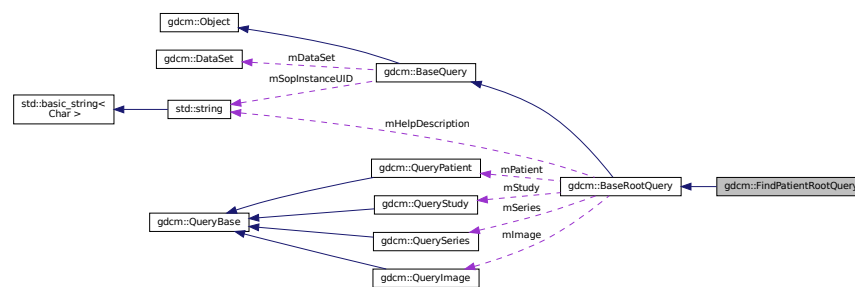
PatientRootQuery.

```
#include <gdcmFindPatientRootQuery.h>
```

Inheritance diagram for gdcm::FindPatientRootQuery:



Collaboration diagram for gdcm::FindPatientRootQuery:



### Public Member Functions

- [FindPatientRootQuery](#) ()
- [UIDs::TSName GetAbstractSyntaxUID](#) () const override
- `std::vector< Tag >` [GetTagListByLevel](#) (const [EQueryLevel](#) &inQueryLevel) override
- void [InitializeDataSet](#) (const [EQueryLevel](#) &inQueryLevel) override
- bool [ValidateQuery](#) (bool inStrict=true) const override

## Friends

- class [QueryFactory](#)

## Additional Inherited Members

### 10.138.1 Detailed Description

PatientRootQuery.

contains: the class which will produce a dataset for c-find with patient root

### 10.138.2 Constructor & Destructor Documentation

#### 10.138.2.1 FindPatientRootQuery()

```
gdcm::FindPatientRootQuery::FindPatientRootQuery ( )
```

### 10.138.3 Member Function Documentation

#### 10.138.3.1 GetAbstractSyntaxUID()

```
UIDs::TSName gdcm::FindPatientRootQuery::GetAbstractSyntaxUID ( ) const [override], [virtual]
```

Implements [gdcm::BaseQuery](#).

#### 10.138.3.2 GetTagListByLevel()

```
std::vector< Tag > gdcm::FindPatientRootQuery::GetTagListByLevel (
    const EQueryLevel & inQueryLevel ) [override], [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](#).

### 10.138.3.3 InitializeDataSet()

```
void gdcmm::FindPatientRootQuery::InitializeDataSet (
    const EQueryLevel & inQueryLevel ) [override], [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 [gdcmm::BaseRootQuery](#).

### 10.138.3.4 ValidateQuery()

```
bool gdcmm::FindPatientRootQuery::ValidateQuery (
    bool inStrict = true ) const [override], [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](#).

## 10.138.4 Friends And Related Function Documentation

### 10.138.4.1 QueryFactory

```
friend class QueryFactory [friend]
```

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

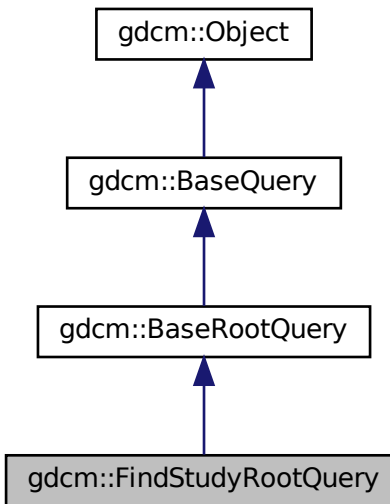
- [gdcmmFindPatientRootQuery.h](#)

## 10.139 gdcm::FindStudyRootQuery Class Reference

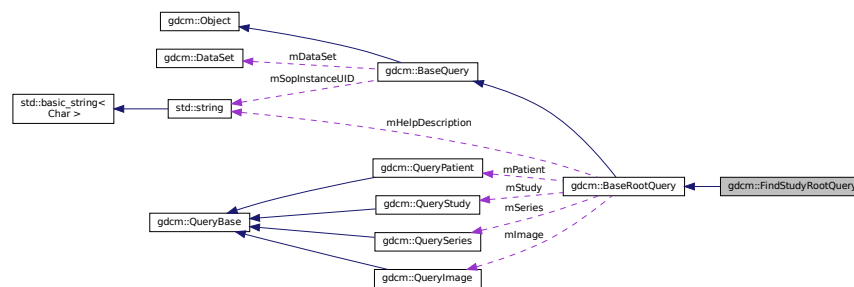
[FindStudyRootQuery](#).

```
#include <gdcmFindStudyRootQuery.h>
```

Inheritance diagram for gdcm::FindStudyRootQuery:



Collaboration diagram for gdcm::FindStudyRootQuery:



### Public Member Functions

- [FindStudyRootQuery](#) ()
- `UIDs::TSName GetAbstractSyntaxUID` () const override
- `std::vector< Tag > GetTagListByLevel` (const [EQueryLevel](#) &inQueryLevel) override
- void [InitializeDataSet](#) (const [EQueryLevel](#) &inQueryLevel) override
- bool [ValidateQuery](#) (bool inStrict=true) const override

## Friends

- class [QueryFactory](#)

## Additional Inherited Members

### 10.139.1 Detailed Description

[FindStudyRootQuery](#).

contains: the class which will produce a dataset for C-FIND with study root

### 10.139.2 Constructor & Destructor Documentation

#### 10.139.2.1 FindStudyRootQuery()

```
gdcm::FindStudyRootQuery::FindStudyRootQuery ( )
```

### 10.139.3 Member Function Documentation

#### 10.139.3.1 GetAbstractSyntaxUID()

```
UIDs::TSName gdcm::FindStudyRootQuery::GetAbstractSyntaxUID ( ) const [override], [virtual]
```

Implements [gdcm::BaseQuery](#).

#### 10.139.3.2 GetTagListByLevel()

```
std::vector< Tag > gdcm::FindStudyRootQuery::GetTagListByLevel (
    const EQueryLevel & inQueryLevel ) [override], [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](#).

### 10.139.3.3 InitializeDataSet()

```
void gdcm::FindStudyRootQuery::InitializeDataSet (
    const EQueryLevel & inQueryLevel ) [override], [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](#).

### 10.139.3.4 ValidateQuery()

```
bool gdcm::FindStudyRootQuery::ValidateQuery (
    bool inStrict = true ) const [override], [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](#).

## 10.139.4 Friends And Related Function Documentation

### 10.139.4.1 QueryFactory

```
friend class QueryFactory [friend]
```

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

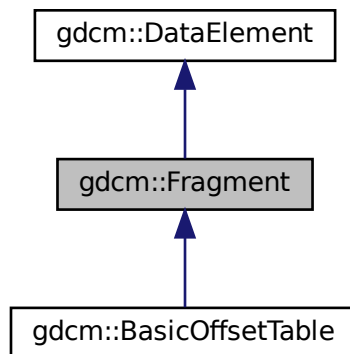
- [gdcmFindStudyRootQuery.h](#)

## 10.140 gdcm::Fragment Class Reference

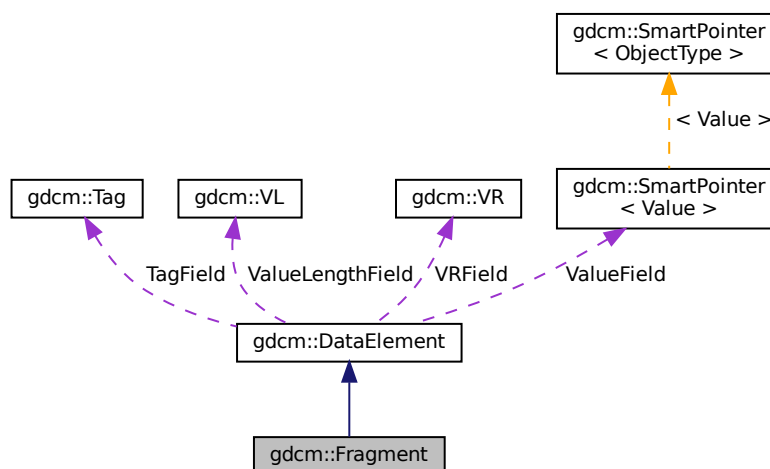
Class to represent a [Fragment](#).

```
#include <gdcmFragment.h>
```

Inheritance diagram for gdcm::Fragment:



Collaboration diagram for gdcm::Fragment:





## Public Member Functions

- [Fragment](#) ()
- [VL ComputeLength](#) () const
- [VL GetLength](#) () const
- template<typename TSwap >  
std::istream & [Read](#) (std::istream &is)
- template<typename TSwap >  
std::istream & [ReadBacktrack](#) (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::ostream & [Write](#) (std::ostream &os) const

## Friends

- std::ostream & [operator<<](#) (std::ostream &os, const [Fragment](#) &val)

## Additional Inherited Members

### 10.140.1 Detailed Description

Class to represent a [Fragment](#).

#### Examples

[DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), and [MpegVideoInfo.cs](#).

### 10.140.2 Constructor & Destructor Documentation

#### 10.140.2.1 [Fragment\(\)](#)

```
gdcm::Fragment::Fragment ( ) [inline]
```

### 10.140.3 Member Function Documentation

#### 10.140.3.1 ComputeLength()

```
VL gdcmm::Fragment::ComputeLength ( ) const
```

#### 10.140.3.2 GetLength()

```
VL gdcmm::Fragment::GetLength ( ) const
```

#### 10.140.3.3 Read()

```
template<typename TSwap >  
std::istream & gdcmm::Fragment::Read (  
    std::istream & is ) [inline]
```

Referenced by [gdcmm::SequenceOfFragments::ReadValue\(\)](#).

#### 10.140.3.4 ReadBacktrack()

```
template<typename TSwap >  
std::istream & gdcmm::Fragment::ReadBacktrack (  
    std::istream & is ) [inline]
```

References [gdcmmErrorMacro](#), [gdcmmWarningMacro](#), and [gdcmm::ParseException::SetLastElement\(\)](#).

Referenced by [gdcmm::SequenceOfFragments::ReadValue\(\)](#).

#### 10.140.3.5 ReadPreValue()

```
template<typename TSwap >  
std::istream & gdcmm::Fragment::ReadPreValue (  
    std::istream & is ) [inline]
```

### 10.140.3.6 ReadValue()

```
template<typename TSwap >
std::istream & gdcm::Fragment::ReadValue (
    std::istream & is ) [inline]
```

References [gdcmWarningMacro](#), and [gdcm::ParseException::SetLastElement\(\)](#).

### 10.140.3.7 Write()

```
template<typename TSwap >
std::ostream & gdcm::Fragment::Write (
    std::ostream & os ) const [inline]
```

References [gdcm::ByteValue::ComputeLength\(\)](#), [gdcm::ByteValue::GetLength\(\)](#), [gdcm::ByteValue::Write\(\)](#), and [gdcm::VL::Write\(\)](#).

## 10.140.4 Friends And Related Function Documentation

### 10.140.4.1 operator<<

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

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

- [gdcmFragment.h](#)

## 10.141 gdcm::Global Class Reference

[Global](#).

```
#include <gdcmGlobal.h>
```

## Public Member Functions

- [Global](#) ()
- [Global](#) (const [Global](#) &\_val)=delete
- [~Global](#) ()
- bool [Append](#) (const char \*path)
- [Defs](#) const & [GetDefs](#) () const
- [Dicts](#) & [GetDicts](#) ()
- [Dicts](#) const & [GetDicts](#) () const
- bool [LoadResourcesFiles](#) ()
- [Global](#) & [operator=](#) (const [Global](#) &\_val)=delete
- 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 resource file.*

## Friends

- std::ostream & [operator<<](#) (std::ostream &\_os, const [Global](#) &g)

### 10.141.1 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

[BasicAnonymizer.cs](#), [Cleaner.cs](#), [ClinicalTrialIdentificationWorkflow.cs](#), [GenAIIVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenerateStandardSOPClasses.cxx](#), [PublicDict.cxx](#), [ReadAndPrintAttributes.cxx](#), and [TraverseModules.cxx](#).

### 10.141.2 Constructor & Destructor Documentation

### 10.141.2.1 Global() [1/2]

```
gdcm::Global::Global ( )
```

### 10.141.2.2 ~Global()

```
gdcm::Global::~~Global ( )
```

### 10.141.2.3 Global() [2/2]

```
gdcm::Global::Global (
    const Global & _val ) [delete]
```

## 10.141.3 Member Function Documentation

### 10.141.3.1 Append()

```
bool gdcm::Global::Append (
    const char * path )
```

Append path at the end of the path list

#### Warning

not thread safe !

### 10.141.3.2 GetDefs()

```
Defs const & gdcm::Global::GetDefs ( ) const
```

retrieve the default/internal (Part 3) You need to explicitly call LoadResourcesFiles before

#### Examples

[GenerateStandardSOPClasses.cxx](#), and [TraverseModules.cxx](#).

### 10.141.3.3 GetDicts() [1/2]

```
Dicts & gdcM::Global::GetDicts ( )
```

### 10.141.3.4 GetDicts() [2/2]

```
Dicts const & gdcM::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](#), [ReadAndPrintAttributes.cxx](#), and [TraverseModules.cxx](#).

### 10.141.3.5 GetInstance()

```
static Global & gdcM::Global::GetInstance ( ) [static]
```

return the singleton instance

#### Examples

[BasicAnonymizer.cs](#), [Cleaner.cs](#), [ClinicalTrialIdentificationWorkflow.cs](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenerateStandardSOPClasses.cxx](#), [MrProtocol.cxx](#), [PublicDict.cxx](#), and [ReadAndPrintAttributes.cxx](#).

### 10.141.3.6 LoadResourcesFiles()

```
bool gdcM::Global::LoadResourcesFiles ( )
```

Load all internal XML files, resource path need to have been set before calling this member function (see [Append/↔](#) Prepend members func)

#### Warning

not thread safe !

#### Examples

[BasicAnonymizer.cs](#), [Cleaner.cs](#), [ClinicalTrialIdentificationWorkflow.cs](#), [GenerateStandardSOPClasses.cxx](#), and [TraverseModules.cxx](#).

### 10.141.3.7 Locate()

```
const char * gdcm::Global::Locate (
    const char * resfile ) const [protected]
```

Locate a resource file.

### 10.141.3.8 operator=()

```
Global & gdcm::Global::operator= (
    const Global & _val ) [delete]
```

### 10.141.3.9 Prepend()

```
bool gdcm::Global::Prepend (
    const char * path )
```

Prepend path at the beginning of the path list

Warning

not thread safe !

## 10.141.4 Friends And Related Function Documentation

### 10.141.4.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const Global & g ) [friend]
```

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

- [gdcmGlobal.h](#)

## 10.142 gdcm::GroupDict Class Reference

Class to represent the mapping from group number to its abbreviation and name.

```
#include <gdcmGroupDict.h>
```

## Public Types

- typedef std::vector< std::string > [GroupStringVector](#)

## Public Member Functions

- [GroupDict](#) ()
- [~GroupDict](#) ()=default
- 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)

### 10.142.1 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 ?

### 10.142.2 Member Typedef Documentation

#### 10.142.2.1 GroupStringVector

```
typedef std::vector<std::string> gdc::GroupDict::GroupStringVector
```

### 10.142.3 Constructor & Destructor Documentation



### 10.142.3.1 GroupDict()

```
gdcmm::GroupDict::GroupDict ( ) [inline]
```

### 10.142.3.2 ~GroupDict()

```
gdcmm::GroupDict::~~GroupDict ( ) [default]
```

## 10.142.4 Member Function Documentation

### 10.142.4.1 Add()

```
void gdcmm::GroupDict::Add (
    std::string const & abbreviation,
    std::string const & name ) [protected]
```

### 10.142.4.2 GetAbbreviation()

```
std::string const & gdcmm::GroupDict::GetAbbreviation (
    uint16_t num ) const
```

### 10.142.4.3 GetName()

```
std::string const & gdcmm::GroupDict::GetName (
    uint16_t num ) const
```

### 10.142.4.4 Insert()

```
void gdcmm::GroupDict::Insert (
    uint16_t num,
    std::string const & abbreviation,
    std::string const & name ) [protected]
```

#### 10.142.4.5 Size()

```
size_t gdcM::GroupDict::Size ( ) const [inline]
```

### 10.142.5 Friends And Related Function Documentation

#### 10.142.5.1 operator<<

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

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

- [gdcMGroupDict.h](#)

## 10.143 gdcM::IconImageFilter Class Reference

[IconImageFilter](#).

```
#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](#) ()

### 10.143.1 Detailed Description

[IconImageFilter](#).

This filter will extract icons from a [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](#).

### 10.143.2 Constructor & Destructor Documentation

#### 10.143.2.1 IconImageFilter()

```
gdcm::IconImageFilter::IconImageFilter ( )
```

#### 10.143.2.2 ~IconImageFilter()

```
gdcm::IconImageFilter::~~IconImageFilter ( )
```

### 10.143.3 Member Function Documentation

#### 10.143.3.1 Extract()

```
bool gdcM::IconImageFilter::Extract ( )
```

Extract all Icon found in [File](#).

##### Examples

[ExtractIconFromFile.cxx](#).

#### 10.143.3.2 ExtractIconImages()

```
void gdcM::IconImageFilter::ExtractIconImages ( ) [protected]
```

#### 10.143.3.3 ExtractVeprolconImages()

```
void gdcM::IconImageFilter::ExtractVeproIconImages ( ) [protected]
```

#### 10.143.3.4 GetFile() [1/2]

```
File & gdcM::IconImageFilter::GetFile ( ) [inline]
```

#### 10.143.3.5 GetFile() [2/2]

```
const File & gdcM::IconImageFilter::GetFile ( ) const [inline]
```

### 10.143.3.6 GetIconImage()

```
IconImage & gdcm::IconImageFilter::GetIconImage (
    unsigned int i ) const
```

#### Examples

[ExtractIconFromFile.cxx](#).

### 10.143.3.7 GetNumberOfIconImages()

```
unsigned int gdcm::IconImageFilter::GetNumberOfIconImages ( ) const
```

Retrieve extract IconImage (need to call Extract first)

#### Examples

[ExtractIconFromFile.cxx](#).

### 10.143.3.8 SetFile()

```
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](#)

## 10.144 gdcm::IconImageGenerator Class Reference

[IconImageGenerator](#).

```
#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.*

### 10.144.1 Detailed Description

[IconImageGenerator](#).

This filter will generate a valid Icon from the Pixel Data element (an instance of [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](#).

### 10.144.2 Constructor & Destructor Documentation

### 10.144.2.1 IconImageGenerator()

```
gdcm::IconImageGenerator::IconImageGenerator ( )
```

### 10.144.2.2 ~IconImageGenerator()

```
gdcm::IconImageGenerator::~~IconImageGenerator ( )
```

## 10.144.3 Member Function Documentation

### 10.144.3.1 AutoPixelMinMax()

```
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](#).

### 10.144.3.2 ConvertRGBToPaletteColor()

```
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. default value is true, false generates invalid Icon [Image](#) Sequence

### 10.144.3.3 Generate()

```
bool gdcm::IconImageGenerator::Generate ( )
```

Generate Icon.

#### Examples

[ExtractIconFromFile.cxx](#).

#### 10.144.3.4 GetIconImage()

```
const IconImage & gdcm::IconImageGenerator::GetIconImage ( ) const [inline]
```

Retrieve generated Icon.

##### Examples

[ExtractIconFromFile.cxx](#).

#### 10.144.3.5 GetPixmap() [1/2]

```
Pixmap & gdcm::IconImageGenerator::GetPixmap ( ) [inline]
```

#### 10.144.3.6 GetPixmap() [2/2]

```
const Pixmap & gdcm::IconImageGenerator::GetPixmap ( ) const [inline]
```

#### 10.144.3.7 SetOutputDimensions()

```
void gdcm::IconImageGenerator::SetOutputDimensions (
    const unsigned int dims[2] )
```

Set Target dimension of output Icon.

##### Examples

[ExtractIconFromFile.cxx](#).

#### 10.144.3.8 SetOutsideValuePixel()

```
void gdcm::IconImageGenerator::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)`



### 10.144.3.9 SetPixelMinMax()

```
void gdcm::IconImageGenerator::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.

### 10.144.3.10 SetPixmap()

```
void gdcm::IconImageGenerator::SetPixmap (
    const Pixmap & p ) [inline]
```

Set/Get [File](#).

#### Examples

[ExtractIconFromFile.cxx](#).

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

- [gdcmIconImageGenerator.h](#)

## 10.145 gdcm::ignore\_char Struct Reference

```
#include <gdcmElement.h>
```

### Public Member Functions

- [ignore\\_char](#) (char *c*)

### Public Attributes

- char [m\\_char](#)

### 10.145.1 Constructor & Destructor Documentation

### 10.145.1.1 ignore\_char()

```
gdcmm::ignore_char::ignore_char (  
    char c ) [inline]
```

## 10.145.2 Member Data Documentation

### 10.145.2.1 m\_char

```
char gdcmm::ignore_char::m_char
```

Referenced by [gdcmm::operator>>\(\)](#).

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

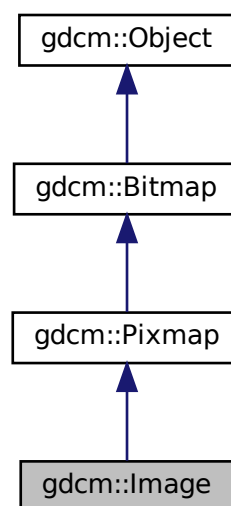
- [gdcmmElement.h](#)

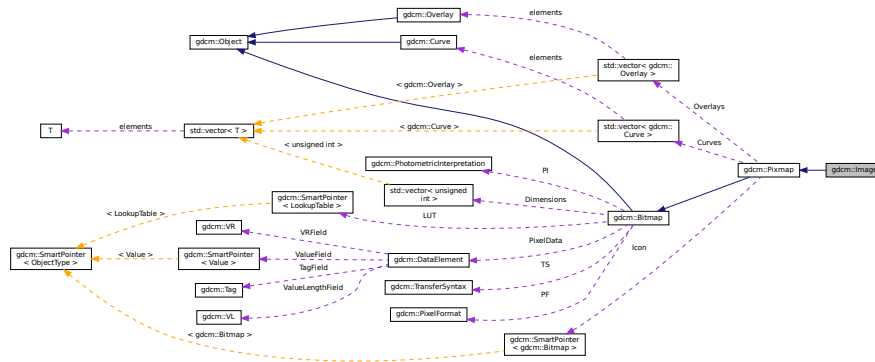
## 10.146 gdcmm::Image Class Reference

[Image](#).

```
#include <gdcmmImage.h>
```

Inheritance diagram for gdcmm::Image:





- `Image ()`
- `~Image ()` override=default
- `const double * GetDirectionCosines ()` const
- `double GetDirectionCosines (unsigned int idx)` const
- `double GetIntercept ()` const
- `const double * GetOrigin ()` const
- `double GetOrigin (unsigned int idx)` const
- `double GetSlope ()` const
- `const double * GetSpacing ()` const
- `double GetSpacing (unsigned int idx)` const
- `void Print (std::ostream &os)` const override

*print*

- `void SetDirectionCosines (const double dircos[6])`
- `void SetDirectionCosines (const float dircos[6])`
- `void SetDirectionCosines (unsigned int idx, double dircos)`
- `void SetIntercept (double intercept)`

*intercept*

- `void SetOrigin (const double origin[3])`
- `void SetOrigin (const float origin[3])`
- `void SetOrigin (unsigned int idx, double ori)`
- `void SetSlope (double slope)`

*slope*

- `void SetSpacing (const double spacing[3])`
- `void SetSpacing (unsigned int idx, double spacing)`

## Additional Inherited Members

### 10.146.1 Detailed Description

[Image](#).

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 seems redundant. One way to solve that would be to subclass [Image](#) with [JPEGImage](#) which would from the stream extract the header info and fill it to please [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

[BasicImageAnonymizer.cs](#), [CompressImage.cxx](#), [CompressLossyJPEG.cs](#), [ConvertToQImage.cxx](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [DecompressImage.cs](#), [DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [ExtractIconFromFile.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GenFakeImage.cxx](#), [GetArray.cs](#), [GetJPEGSamplePrecision.cxx](#), [GetSubSequenceData.cxx](#), [HelloVizWorld.cxx](#), [MpegVideoInfo.cs](#), [PatchFile.cxx](#), [PrintLUT.cxx](#), [ReadMultiTimesException.cxx](#), [RescaleImage.cs](#), [TemplateEmptyImage.cxx](#), [csa2img.cxx](#), [iU22tomultisc.cxx](#), and [threadgdcm.cxx](#).

### 10.146.2 Constructor & Destructor Documentation

#### 10.146.2.1 Image()

```
gdcm::Image::Image ( ) [inline]
```

### 10.146.2.2 ~Image()

```
gdcm::Image::~Image ( ) [override], [default]
```

## 10.146.3 Member Function Documentation

### 10.146.3.1 GetDirectionCosines() [1/2]

```
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.

### 10.146.3.2 GetDirectionCosines() [2/2]

```
double gdcm::Image::GetDirectionCosines (
    unsigned int idx ) const
```

### 10.146.3.3 GetIntercept()

```
double gdcm::Image::GetIntercept ( ) const [inline]
```

### 10.146.3.4 GetOrigin() [1/2]

```
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](#).

#### 10.146.3.5 GetOrigin() [2/2]

```
double gdcM::Image::GetOrigin (
    unsigned int idx ) const
```

#### 10.146.3.6 GetSlope()

```
double gdcM::Image::GetSlope ( ) const [inline]
```

#### 10.146.3.7 GetSpacing() [1/2]

```
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

#### 10.146.3.8 GetSpacing() [2/2]

```
double gdcM::Image::GetSpacing (
    unsigned int idx ) const
```

#### 10.146.3.9 Print()

```
void gdcM::Image::Print (
    std::ostream & os ) const [override], [virtual]
```

print

Reimplemented from [gdcM::Bitmap](#).

#### Examples

[CompressImage.cxx](#), and [PatchFile.cxx](#).

**10.146.3.10 SetDirectionCosines()** [1/3]

```
void gdcm::Image::SetDirectionCosines (
    const double dircos[6] )
```

**10.146.3.11 SetDirectionCosines()** [2/3]

```
void gdcm::Image::SetDirectionCosines (
    const float dircos[6] )
```

**10.146.3.12 SetDirectionCosines()** [3/3]

```
void gdcm::Image::SetDirectionCosines (
    unsigned int idx,
    double dircos )
```

**10.146.3.13 SetIntercept()**

```
void gdcm::Image::SetIntercept (
    double intercept ) [inline]
```

*intercept*

**Examples**

[TemplateEmptyImage.cxx](#).

**10.146.3.14 SetOrigin()** [1/3]

```
void gdcm::Image::SetOrigin (
    const double origin[3] )
```

**10.146.3.15 SetOrigin() [2/3]**

```
void gdcM::Image::SetOrigin (
    const float origin[3] )
```

**10.146.3.16 SetOrigin() [3/3]**

```
void gdcM::Image::SetOrigin (
    unsigned int idx,
    double ori )
```

**10.146.3.17 SetSlope()**

```
void gdcM::Image::SetSlope (
    double slope ) [inline]
```

*slope*

**Examples**

[TemplateEmptyImage.cxx](#).

**10.146.3.18 SetSpacing() [1/2]**

```
void gdcM::Image::SetSpacing (
    const double spacing[3] )
```

**Examples**

[csa2img.cxx](#), and [iU22tomultisc.cxx](#).

**10.146.3.19 SetSpacing() [2/2]**

```
void gdcM::Image::SetSpacing (
    unsigned int idx,
    double spacing )
```

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

- [gdcMImage.h](#)

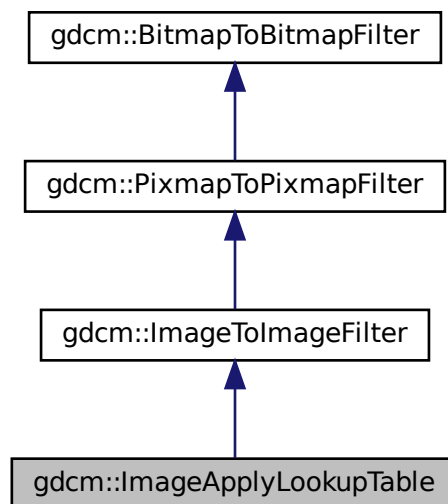


## 10.147 gdcm::ImageApplyLookupTable Class Reference

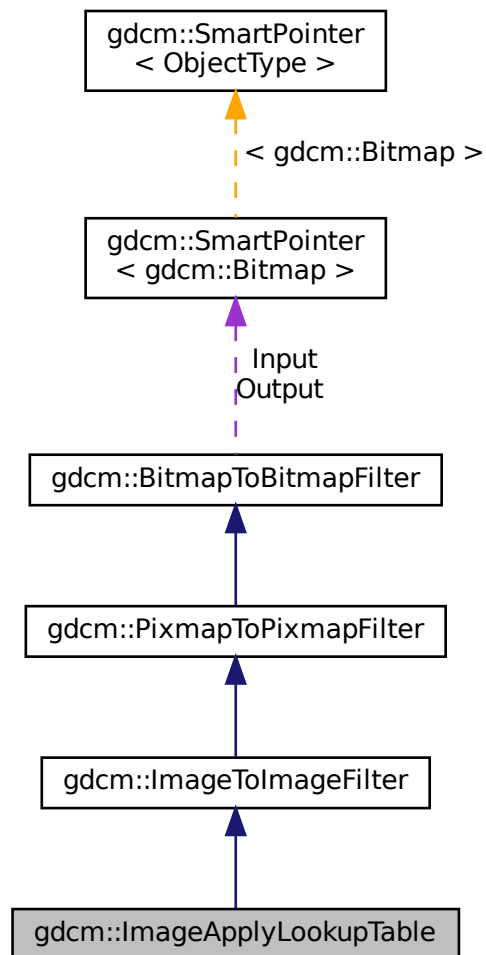
[ImageApplyLookupTable](#) class.

```
#include <gdcmImageApplyLookupTable.h>
```

Inheritance diagram for gdcm::ImageApplyLookupTable:



Collaboration diagram for `gdcm::ImageApplyLookupTable`:



## Public Member Functions

- [ImageApplyLookupTable](#) ()
- [~ImageApplyLookupTable](#) ()
- bool [Apply](#) ()  
*Apply.*
- void [SetRGB8](#) (bool b)  
*RGB8 ?*

## Additional Inherited Members

### 10.147.1 Detailed Description

[ImageApplyLookupTable](#) class.

It applies the LUT the PixelData (only PALETTE\_COLOR images) Output will be a [PhotometricInterpretation=RGB](#) image

### 10.147.2 Constructor & Destructor Documentation

#### 10.147.2.1 ImageApplyLookupTable()

```
gdcm::ImageApplyLookupTable::ImageApplyLookupTable ( )
```

#### 10.147.2.2 ~ImageApplyLookupTable()

```
gdcm::ImageApplyLookupTable::~~ImageApplyLookupTable ( )
```

### 10.147.3 Member Function Documentation

#### 10.147.3.1 Apply()

```
bool gdcm::ImageApplyLookupTable::Apply ( )
```

Apply.

#### 10.147.3.2 SetRGB8()

```
void gdcm::ImageApplyLookupTable::SetRGB8 (
    bool b )
```

RGB8 ?

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

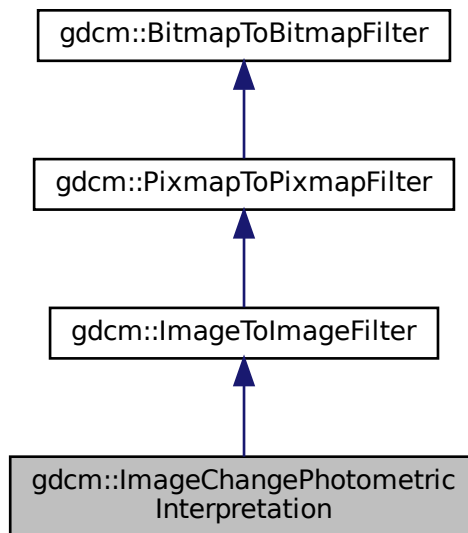
- [gdcmImageApplyLookupTable.h](#)

## 10.148 gdcm::ImageChangePhotometricInterpretation Class Reference

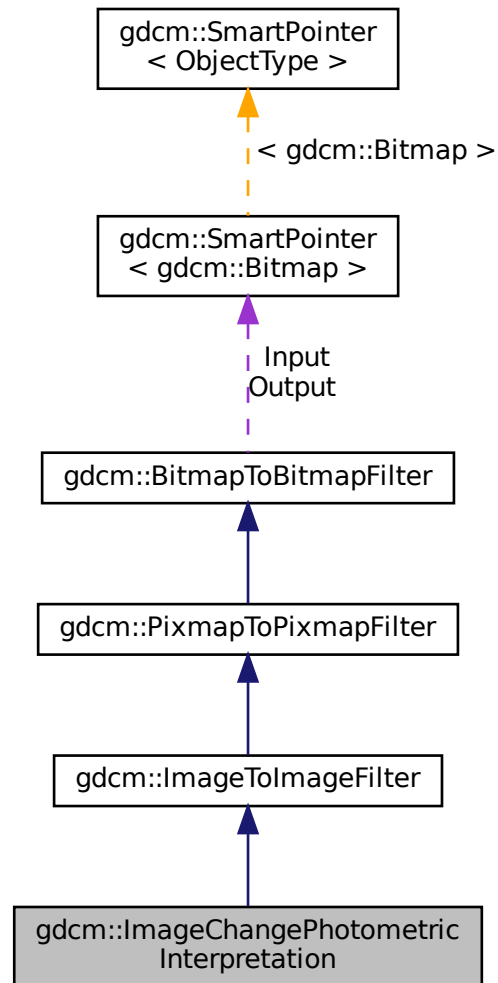
[ImageChangePhotometricInterpretation](#) class.

```
#include <gdcmImageChangePhotometricInterpretation.h>
```

Inheritance diagram for gdcm::ImageChangePhotometricInterpretation:



Collaboration diagram for gdcm::ImageChangePhotometricInterpretation:



## Public Member Functions

- [ImageChangePhotometricInterpretation](#) ()
- [~ImageChangePhotometricInterpretation](#) ()=default
- 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], unsigned short storedbits=8)`
- `template<typename T >`  
`static void YBR2RGB (T rgb[3], const T ybr[3], unsigned short storedbits=8)`

## Protected Member Functions

- `bool ChangeMonochrome ()`
- `bool ChangeRGB2YBR ()`
- `bool ChangeYBR2RGB ()`

## Additional Inherited Members

### 10.148.1 Detailed Description

[ImageChangePhotometricInterpretation](#) class.

Class to change the Photometric Interpretation of an input DICOM

### 10.148.2 Constructor & Destructor Documentation

#### 10.148.2.1 ImageChangePhotometricInterpretation()

```
gdcm::ImageChangePhotometricInterpretation::ImageChangePhotometricInterpretation ( ) [inline]
```

#### 10.148.2.2 ~ImageChangePhotometricInterpretation()

```
gdcm::ImageChangePhotometricInterpretation::~ImageChangePhotometricInterpretation ( ) [default]
```

### 10.148.3 Member Function Documentation

### 10.148.3.1 Change()

```
bool gdcm::ImageChangePhotometricInterpretation::Change ( )
```

Change.

### 10.148.3.2 ChangeMonochrome()

```
bool gdcm::ImageChangePhotometricInterpretation::ChangeMonochrome ( ) [protected]
```

### 10.148.3.3 ChangeRGB2YBR()

```
bool gdcm::ImageChangePhotometricInterpretation::ChangeRGB2YBR ( ) [protected]
```

### 10.148.3.4 ChangeYBR2RGB()

```
bool gdcm::ImageChangePhotometricInterpretation::ChangeYBR2RGB ( ) [protected]
```

### 10.148.3.5 GetPhotometricInterpretation()

```
const PhotometricInterpretation & gdcm::ImageChangePhotometricInterpretation::GetPhotometric↵  
Interpretation ( ) const [inline]
```

### 10.148.3.6 RGB2YBR()

```
template<typename T >  
void gdcm::ImageChangePhotometricInterpretation::RGB2YBR (   
    T ybr[3],  
    const T rgb[3],  
    unsigned short storedbits = 8 ) [static]
```

colorspace conversion (based on CCIR Recommendation 601-2) -> T.871

References [gdcm::Round\(\)](#).

### 10.148.3.7 SetPhotometricInterpretation()

```
void gdcm::ImageChangePhotometricInterpretation::SetPhotometricInterpretation (
    PhotometricInterpretation const & pi ) [inline]
```

Set/Get requested [PhotometricInterpretation](#).

### 10.148.3.8 YBR2RGB()

```
template<typename T >
void gdcm::ImageChangePhotometricInterpretation::YBR2RGB (
    T rgb[3],
    const T ybr[3],
    unsigned short storedbits = 8 ) [static]
```

References [gdcm::Round\(\)](#).

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

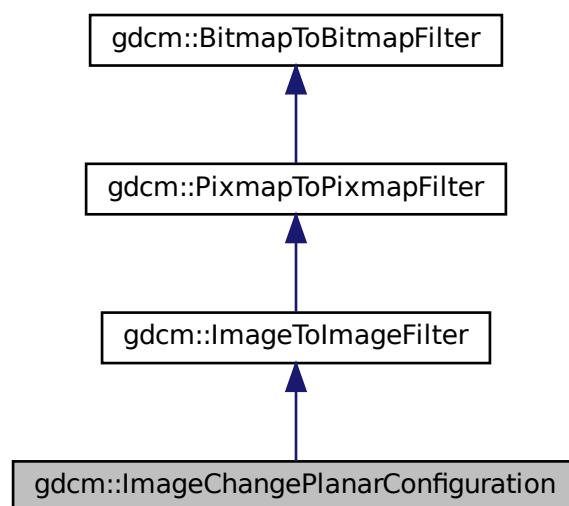
- [gdcmImageChangePhotometricInterpretation.h](#)

## 10.149 gdcm::ImageChangePlanarConfiguration Class Reference

[ImageChangePlanarConfiguration](#) class.

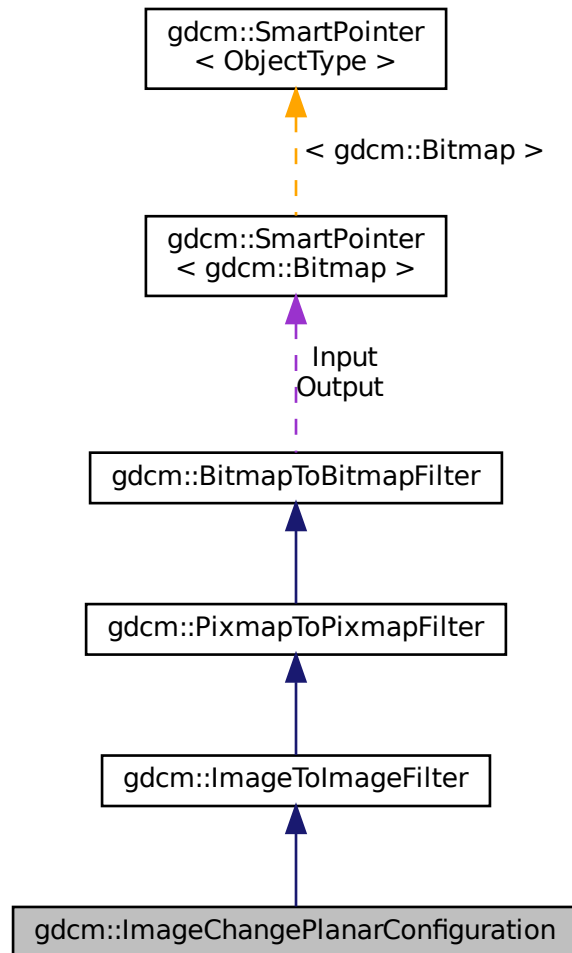
```
#include <gdcmImageChangePlanarConfiguration.h>
```

Inheritance diagram for `gdcm::ImageChangePlanarConfiguration`:





Collaboration diagram for gdcm::ImageChangePlanarConfiguration:



## Public Member Functions

- [ImageChangePlanarConfiguration](#) ()
- [~ImageChangePlanarConfiguration](#) ()=default
- 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

### 10.149.1 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

### 10.149.2 Constructor & Destructor Documentation

#### 10.149.2.1 ImageChangePlanarConfiguration()

```
gdcm::ImageChangePlanarConfiguration::ImageChangePlanarConfiguration ( ) [inline]
```

#### 10.149.2.2 ~ImageChangePlanarConfiguration()

```
gdcm::ImageChangePlanarConfiguration::~~ImageChangePlanarConfiguration ( ) [default]
```

### 10.149.3 Member Function Documentation

#### 10.149.3.1 Change()

```
bool gdcm::ImageChangePlanarConfiguration::Change ( )
```

Change.

### 10.149.3.2 GetPlanarConfiguration()

```
unsigned int gdcm::ImageChangePlanarConfiguration::GetPlanarConfiguration ( ) const [inline]
```

### 10.149.3.3 RGBPixelsToRGBPlanes()

```
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

### 10.149.3.4 RGBPlanesToRGBPixels()

```
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

### 10.149.3.5 SetPlanarConfiguration()

```
void gdcm::ImageChangePlanarConfiguration::SetPlanarConfiguration (
    unsigned int pc ) [inline]
```

Set/Get requested PlanarConfiguration.

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

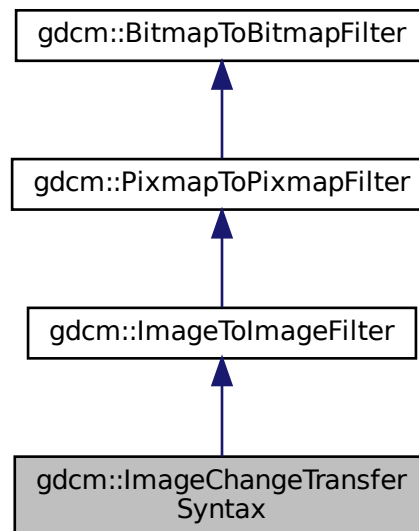
- [gdcmImageChangePlanarConfiguration.h](#)

## 10.150 gdcm::ImageChangeTransferSyntax Class Reference

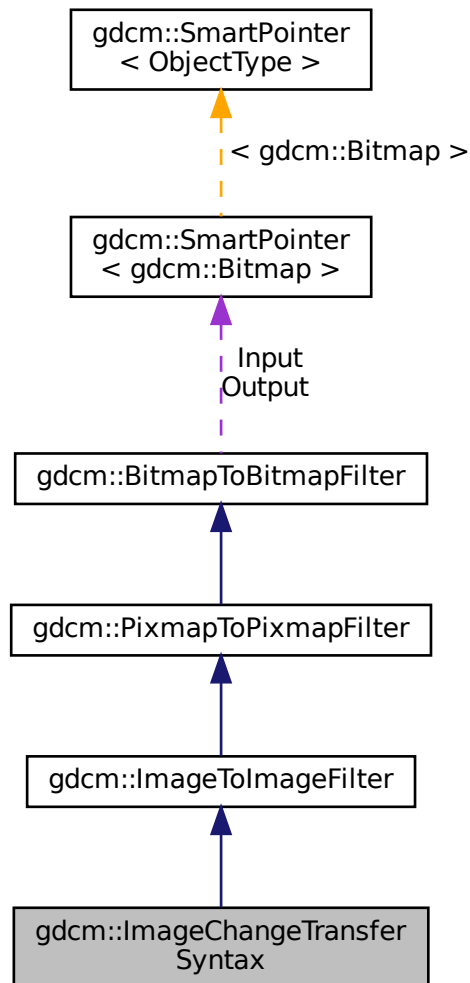
[ImageChangeTransferSyntax](#) class.

```
#include <gdcmImageChangeTransferSyntax.h>
```

Inheritance diagram for `gdcm::ImageChangeTransferSyntax`:



Collaboration diagram for gdcm::ImageChangeTransferSyntax:



## Public Member Functions

- `ImageChangeTransferSyntax ()`
- `~ImageChangeTransferSyntax ()=default`
- `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

### 10.150.1 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

[BasicImageAnonymizer.cs](#), [CompressImage.cxx](#), [CompressLossyJPEG.cs](#), and [StandardizeFiles.cs](#).

### 10.150.2 Constructor & Destructor Documentation

#### 10.150.2.1 ImageChangeTransferSyntax()

```
gdcm::ImageChangeTransferSyntax::ImageChangeTransferSyntax ( ) [inline]
```

#### 10.150.2.2 ~ImageChangeTransferSyntax()

```
gdcm::ImageChangeTransferSyntax::~~ImageChangeTransferSyntax ( ) [default]
```

### 10.150.3 Member Function Documentation

#### 10.150.3.1 Change()

```
bool gdcm::ImageChangeTransferSyntax::Change ( )
```

Change.

##### Examples

[BasicImageAnonymizer.cs](#), [CompressImage.cxx](#), [CompressLossyJPEG.cs](#), and [StandardizeFiles.cs](#).

#### 10.150.3.2 GetTransferSyntax()

```
const TransferSyntax & gdcm::ImageChangeTransferSyntax::GetTransferSyntax ( ) const [inline]
```

Get Transfer Syntax.

#### 10.150.3.3 SetCompressIconImage()

```
void gdcm::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

##### Examples

[StandardizeFiles.cs](#).

#### 10.150.3.4 SetForce()

```
void gdcm::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 re-compress using GDCM internal implementation a JPEG (for example) image

##### Examples

[StandardizeFiles.cs](#).

### 10.150.3.5 SetTransferSyntax()

```
void gdcm::ImageChangeTransferSyntax::SetTransferSyntax (
    const TransferSyntax & ts ) [inline]
```

Set target Transfer Syntax.

#### Examples

[BasicImageAnonymizer.cs](#), [CompressImage.cxx](#), [CompressLossyJPEG.cs](#), and [StandardizeFiles.cs](#).

### 10.150.3.6 SetUserCodec()

```
void gdcm::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

if 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 )`

#### Examples

[CompressLossyJPEG.cs](#).

### 10.150.3.7 TryJPEG2000Codec()

```
bool gdcm::ImageChangeTransferSyntax::TryJPEG2000Codec (
    const DataElement & pixelde,
    Bitmap const & input,
    Bitmap & output ) [protected]
```

### 10.150.3.8 TryJPEGCodec()

```
bool gdcm::ImageChangeTransferSyntax::TryJPEGCodec (
    const DataElement & pixelde,
    Bitmap const & input,
    Bitmap & output ) [protected]
```



### 10.150.3.9 TryJPEGLSCodec()

```
bool gdcm::ImageChangeTransferSyntax::TryJPEGLSCodec (
    const DataElement & pixelde,
    Bitmap const & input,
    Bitmap & output ) [protected]
```

### 10.150.3.10 TryRAWCodec()

```
bool gdcm::ImageChangeTransferSyntax::TryRAWCodec (
    const DataElement & pixelde,
    Bitmap const & input,
    Bitmap & output ) [protected]
```

### 10.150.3.11 TryRLECodec()

```
bool gdcm::ImageChangeTransferSyntax::TryRLECodec (
    const DataElement & pixelde,
    Bitmap const & input,
    Bitmap & output ) [protected]
```

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

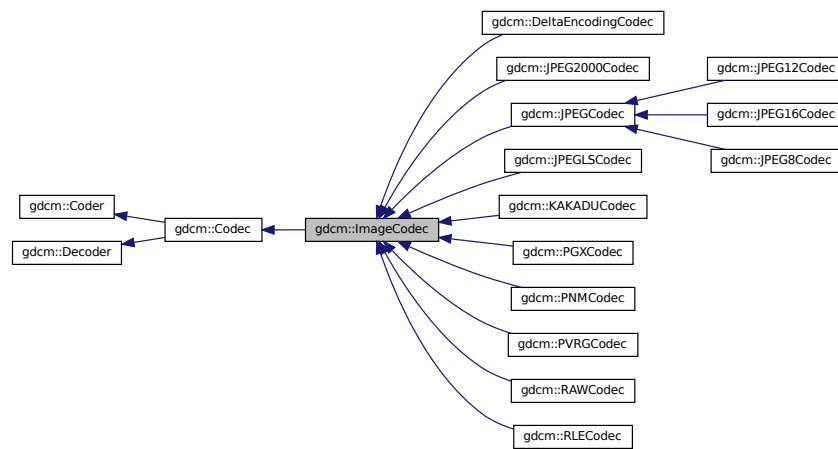
- [gdcmImageChangeTransferSyntax.h](#)

## 10.151 gdcm::ImageCodec Class Reference

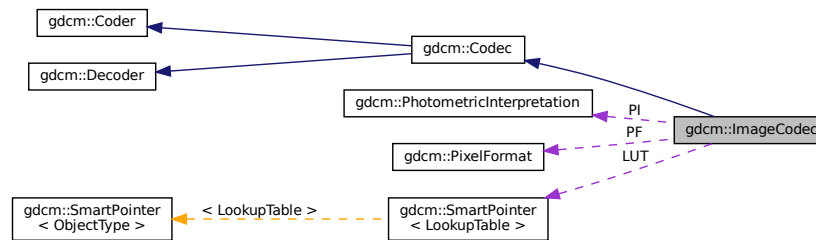
[ImageCodec](#).

```
#include <gdcmImageCodec.h>
```

Inheritance diagram for gdcm::ImageCodec:



Collaboration diagram for `gdcm::ImageCodec`:



## Public Member Functions

- `ImageCodec ()`
- `~ImageCodec ()` override
- `bool CanCode (TransferSyntax const &) const` override  
*Return whether this coder support this transfer syntax (can code it)*
- `bool CanDecode (TransferSyntax const &) const` override  
*Return whether this decoder support this transfer syntax (can decode it)*
- `bool CleanupUnusedBits (char *data, size_t datalen)`
- `virtual ImageCodec * Clone () const =0`
- `bool Decode (DataElement const &is_, DataElement &os)` override  
*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 std::vector< unsigned int > &d)`
- `void SetDimensions (const unsigned int d[3])`
- `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

- virtual bool [AppendFrameEncode](#) (std::ostream &out, const char \*data, size\_t datalen)
- virtual bool [AppendRowEncode](#) (std::ostream &out, const char \*data, size\_t datalen)
- bool [DecodeByStreams](#) (std::istream &is\_, std::ostream &os) override
- 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)
- bool [DoYBRFull422](#) (std::istream &is\_, std::ostream &os)
- virtual bool [IsFrameEncoder](#) ()
- virtual bool [IsRowEncoder](#) ()
- virtual bool [IsValid](#) ([PhotometricInterpretation](#) const &pi)
- virtual bool [StartEncode](#) (std::ostream &os)
- virtual bool [StopEncode](#) (std::ostream &os)

## 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 [FileChangeTransferSyntax](#)
- class [ImageChangePhotometricInterpretation](#)

### 10.151.1 Detailed Description

[ImageCodec.](#)

#### Note

Main codec, this is a central place for all implementation

#### Examples

[FileChangeTSLossy.cs.](#)

### 10.151.2 Member Typedef Documentation

#### 10.151.2.1 LUTPtr

```
typedef SmartPointer<LookupTable> gdcm::ImageCodec::LUTPtr [protected]
```

### 10.151.3 Constructor & Destructor Documentation

#### 10.151.3.1 ImageCodec()

```
gdcm::ImageCodec::ImageCodec ( )
```

#### 10.151.3.2 ~ImageCodec()

```
gdcm::ImageCodec::~~ImageCodec ( ) [override]
```

### 10.151.4 Member Function Documentation

#### 10.151.4.1 AppendFrameEncode()

```
virtual bool gdcm::ImageCodec::AppendFrameEncode (
    std::ostream & out,
    const char * data,
    size_t datalen ) [protected], [virtual]
```

Reimplemented in [gdcm::JPEG2000Codec](#), [gdcm::JPEGCodec](#), [gdcm::JPEGLSCodec](#), and [gdcm::RLECodec](#).

#### 10.151.4.2 AppendRowEncode()

```
virtual bool gdcm::ImageCodec::AppendRowEncode (
    std::ostream & out,
    const char * data,
    size_t datalen ) [protected], [virtual]
```

Reimplemented in [gdcm::JPEG2000Codec](#), [gdcm::JPEGCodec](#), [gdcm::JPEGLSCodec](#), and [gdcm::RLECodec](#).

#### 10.151.4.3 CanCode()

```
bool gdcm::ImageCodec::CanCode (
    TransferSyntax const & ) const [inline], [override], [virtual]
```

Return whether this coder support this transfer syntax (can code it)

Implements [gdcm::Coder](#).

Reimplemented in [gdcm::JPEG2000Codec](#), [gdcm::JPEGCodec](#), [gdcm::JPEGLSCodec](#), [gdcm::KAKADUCodec](#), [gdcm::PGXCodec](#), [gdcm::PNMCodec](#), [gdcm::PVRGCodec](#), [gdcm::RAWCodec](#), and [gdcm::RLECodec](#).

#### 10.151.4.4 CanDecode()

```
bool gdcm::ImageCodec::CanDecode (
    TransferSyntax const & ) const [inline], [override], [virtual]
```

Return whether this decoder support this transfer syntax (can decode it)

Implements [gdcm::Decoder](#).

Reimplemented in [gdcm::JPEG2000Codec](#), [gdcm::JPEGCodec](#), [gdcm::JPEGLSCodec](#), [gdcm::KAKADUCodec](#), [gdcm::PGXCodec](#), [gdcm::PNMCodec](#), [gdcm::PVRGCodec](#), [gdcm::RAWCodec](#), and [gdcm::RLECodec](#).

#### 10.151.4.5 CleanupUnusedBits()

```
bool gdcM::ImageCodec::CleanupUnusedBits (
    char * data,
    size_t datalen )
```

#### 10.151.4.6 Clone()

```
virtual ImageCodec * gdcM::ImageCodec::Clone ( ) const [pure virtual]
```

Implemented in [gdcM::JPEG2000Codec](#), [gdcM::JPEGCodec](#), [gdcM::JPEGLSCodec](#), [gdcM::KAKADUCodec](#), [gdcM::PGXCodec](#), [gdcM::PNMCodec](#), [gdcM::PVRGCodec](#), [gdcM::RAWCodec](#), and [gdcM::RLECodec](#).

#### 10.151.4.7 Decode()

```
bool gdcM::ImageCodec::Decode (
    DataElement const & ,
    DataElement & ) [override], [virtual]
```

Decode.

Reimplemented from [gdcM::Decoder](#).

Reimplemented in [gdcM::JPEG2000Codec](#), [gdcM::JPEGCodec](#), [gdcM::JPEGLSCodec](#), [gdcM::KAKADUCodec](#), [gdcM::PVRGCodec](#), [gdcM::RAWCodec](#), and [gdcM::RLECodec](#).

#### 10.151.4.8 DecodeByStreams()

```
bool gdcM::ImageCodec::DecodeByStreams (
    std::istream & is_,
    std::ostream & os ) [override], [protected], [virtual]
```

Reimplemented from [gdcM::Decoder](#).

Reimplemented in [gdcM::JPEG12Codec](#), [gdcM::JPEG16Codec](#), [gdcM::JPEG2000Codec](#), [gdcM::JPEG8Codec](#), [gdcM::JPEGCodec](#), [gdcM::RAWCodec](#), and [gdcM::RLECodec](#).

#### 10.151.4.9 DoByteSwap()

```
bool gdcm::ImageCodec::DoByteSwap (
    std::istream & is_,
    std::ostream & os ) [protected]
```

#### 10.151.4.10 DoInvertMonochrome()

```
bool gdcm::ImageCodec::DoInvertMonochrome (
    std::istream & is_,
    std::ostream & os ) [protected]
```

#### 10.151.4.11 DoOverlayCleanup()

```
bool gdcm::ImageCodec::DoOverlayCleanup (
    std::istream & is_,
    std::ostream & os ) [protected]
```

#### 10.151.4.12 DoPaddedCompositePixelCode()

```
bool gdcm::ImageCodec::DoPaddedCompositePixelCode (
    std::istream & is_,
    std::ostream & os ) [protected]
```

#### 10.151.4.13 DoPlanarConfiguration()

```
bool gdcm::ImageCodec::DoPlanarConfiguration (
    std::istream & is_,
    std::ostream & os ) [protected]
```

#### 10.151.4.14 DoSimpleCopy()

```
bool gdcm::ImageCodec::DoSimpleCopy (
    std::istream & is_,
    std::ostream & os ) [protected]
```

#### 10.151.4.15 DoYBR()

```
bool gdcM::ImageCodec::DoYBR (
    std::istream & is_,
    std::ostream & os ) [protected]
```

#### 10.151.4.16 DoYBRFull422()

```
bool gdcM::ImageCodec::DoYBRFull422 (
    std::istream & is_,
    std::ostream & os ) [protected]
```

#### 10.151.4.17 GetDimensions()

```
const unsigned int * gdcM::ImageCodec::GetDimensions ( ) const [inline]
```

#### 10.151.4.18 GetHeaderInfo()

```
virtual bool gdcM::ImageCodec::GetHeaderInfo (
    std::istream & is_,
    TransferSyntax & ts ) [virtual]
```

Reimplemented in [gdcM::JPEG12Codec](#), [gdcM::JPEG16Codec](#), [gdcM::JPEG2000Codec](#), [gdcM::JPEG8Codec](#), [gdcM::JPEGCodec](#), [gdcM::JPEGLSCodec](#), [gdcM::PGXCodec](#), [gdcM::PNMCodec](#), [gdcM::RAWCodec](#), and [gdcM::RLECodec](#).

#### 10.151.4.19 GetLossyFlag()

```
bool gdcM::ImageCodec::GetLossyFlag ( ) const
```

#### 10.151.4.20 GetLUT()

```
const LookupTable & gdcM::ImageCodec::GetLUT ( ) const [inline]
```



#### 10.151.4.21 GetNeedByteSwap()

```
bool gdcm::ImageCodec::GetNeedByteSwap ( ) const [inline]
```

#### 10.151.4.22 GetNumberOfDimensions()

```
unsigned int gdcm::ImageCodec::GetNumberOfDimensions ( ) const
```

#### 10.151.4.23 GetPhotometricInterpretation()

```
const PhotometricInterpretation & gdcm::ImageCodec::GetPhotometricInterpretation ( ) const
```

#### 10.151.4.24 GetPixelFormat() [1/2]

```
PixelFormat & gdcm::ImageCodec::GetPixelFormat ( ) [inline]
```

#### Examples

[GetJPEGSamplePrecision.cxx](#).

#### 10.151.4.25 GetPixelFormat() [2/2]

```
const PixelFormat & gdcm::ImageCodec::GetPixelFormat ( ) const [inline]
```

#### 10.151.4.26 GetPlanarConfiguration()

```
unsigned int gdcm::ImageCodec::GetPlanarConfiguration ( ) const [inline]
```

#### 10.151.4.27 IsFrameEncoder()

```
virtual bool gdcm::ImageCodec::IsFrameEncoder ( ) [protected], [virtual]
```

Reimplemented in [gdcm::JPEG2000Codec](#), [gdcm::JPEGCodec](#), [gdcm::JPEGLSCodec](#), and [gdcm::RLECodec](#).

#### 10.151.4.28 IsLossy()

```
bool gdcm::ImageCodec::IsLossy ( ) const
```

#### 10.151.4.29 IsRowEncoder()

```
virtual bool gdcm::ImageCodec::IsRowEncoder ( ) [protected], [virtual]
```

Reimplemented in [gdcm::JPEG2000Codec](#), [gdcm::JPEGCodec](#), [gdcm::JPEGLSCodec](#), and [gdcm::RLECodec](#).

#### 10.151.4.30 IsValid()

```
virtual bool gdcm::ImageCodec::IsValid (
    PhotometricInterpretation const & pi ) [protected], [virtual]
```

Reimplemented in [gdcm::JPEGCodec](#).

#### 10.151.4.31 SetDimensions() [1/2]

```
void gdcm::ImageCodec::SetDimensions (
    const std::vector< unsigned int > & d )
```

#### 10.151.4.32 SetDimensions() [2/2]

```
void gdcm::ImageCodec::SetDimensions (
    const unsigned int d[3] )
```

#### Examples

[ExtractIconFromFile.cxx](#).

#### 10.151.4.33 SetLossyFlag()

```
void gdcm::ImageCodec::SetLossyFlag (
    bool l )
```

#### 10.151.4.34 SetLUT()

```
void gdcm::ImageCodec::SetLUT (
    LookupTable const & lut ) [inline]
```

##### Examples

[ExtractIconFromFile.cxx](#).

#### 10.151.4.35 SetNeedByteSwap()

```
void gdcm::ImageCodec::SetNeedByteSwap (
    bool b ) [inline]
```

#### 10.151.4.36 SetNeedOverlayCleanup()

```
void gdcm::ImageCodec::SetNeedOverlayCleanup (
    bool b ) [inline]
```

#### 10.151.4.37 SetNumberOfDimensions()

```
void gdcm::ImageCodec::SetNumberOfDimensions (
    unsigned int dim )
```

#### 10.151.4.38 SetPhotometricInterpretation()

```
void gdcm::ImageCodec::SetPhotometricInterpretation (
    PhotometricInterpretation const & pi )
```

##### Examples

[ExtractIconFromFile.cxx](#).

#### 10.151.4.39 SetPixelFormat()

```
virtual void gdcm::ImageCodec::SetPixelFormat (
    PixelFormat const & pf ) [inline], [virtual]
```

Reimplemented in [gdcm::JPEGCodec](#).

##### Examples

[ExtractIconFromFile.cxx](#).

#### 10.151.4.40 SetPlanarConfiguration()

```
void gdcm::ImageCodec::SetPlanarConfiguration (
    unsigned int pc ) [inline]
```

#### 10.151.4.41 StartEncode()

```
virtual bool gdcm::ImageCodec::StartEncode (
    std::ostream & os ) [protected], [virtual]
```

Reimplemented in [gdcm::JPEG2000Codec](#), [gdcm::JPEGCodec](#), [gdcm::JPEGLSCodec](#), and [gdcm::RLECodec](#).

#### 10.151.4.42 StopEncode()

```
virtual bool gdcm::ImageCodec::StopEncode (
    std::ostream & os ) [protected], [virtual]
```

Reimplemented in [gdcm::JPEG2000Codec](#), [gdcm::JPEGCodec](#), [gdcm::JPEGLSCodec](#), and [gdcm::RLECodec](#).

## 10.151.5 Friends And Related Function Documentation

### 10.151.5.1 FileChangeTransferSyntax

```
friend class FileChangeTransferSyntax [friend]
```

This is a high level API to encode in a streaming fashion. Each plugin will handle differently the caching mechanism so that a limited memory is used when compressing dataset. [Codec](#) will fall into two categories:

- Full row encoder: only a single scanline (row) of data is needed to be loaded at a time;
- Full frame encoder (default): a complete frame (row x col) is needed to be loaded at a time

### 10.151.5.2 ImageChangePhotometricInterpretation

```
friend class ImageChangePhotometricInterpretation [friend]
```

## 10.151.6 Member Data Documentation

### 10.151.6.1 Dimensions

```
unsigned int gdcm::ImageCodec::Dimensions[3] [protected]
```

### 10.151.6.2 LossyFlag

```
bool gdcm::ImageCodec::LossyFlag [protected]
```

### 10.151.6.3 LUT

```
LUTPtr gdcm::ImageCodec::LUT [protected]
```

#### 10.151.6.4 NeedByteSwap

```
bool gdcm::ImageCodec::NeedByteSwap [protected]
```

#### 10.151.6.5 NeedOverlayCleanup

```
bool gdcm::ImageCodec::NeedOverlayCleanup [protected]
```

#### 10.151.6.6 NumberOfDimensions

```
unsigned int gdcm::ImageCodec::NumberOfDimensions [protected]
```

#### 10.151.6.7 PF

```
PixelFormat gdcm::ImageCodec::PF [protected]
```

#### 10.151.6.8 PI

```
PhotometricInterpretation gdcm::ImageCodec::PI [protected]
```

#### 10.151.6.9 PlanarConfiguration

```
unsigned int gdcm::ImageCodec::PlanarConfiguration [protected]
```

#### 10.151.6.10 RequestPaddedCompositePixelCode

```
bool gdcm::ImageCodec::RequestPaddedCompositePixelCode [protected]
```

### 10.151.6.11 RequestPlanarConfiguration

```
bool gdcm::ImageCodec::RequestPlanarConfiguration [protected]
```

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

- [gdcmImageCodec.h](#)

## 10.152 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)

### 10.152.1 Detailed Description

[Image](#) Converter.

#### Note

This is the class used to convert from on [Image](#) to another This is typically used to convert let say YBR JPEG compressed [Image](#) to a RAW RGB [Image](#). So that the buffer can be directly pass to third party application. This filter is application level and not integrated directly in GDCM

### 10.152.2 Constructor & Destructor Documentation

#### 10.152.2.1 ImageConverter()

```
gdcm::ImageConverter::ImageConverter ( )
```

#### 10.152.2.2 ~ImageConverter()

```
gdcm::ImageConverter::~ImageConverter ( )
```

### 10.152.3 Member Function Documentation

#### 10.152.3.1 Convert()

```
void gdcm::ImageConverter::Convert ( )
```

#### 10.152.3.2 GetOutput()

```
const Image & gdcm::ImageConverter::GetOutput ( ) const
```

#### 10.152.3.3 SetInput()

```
void gdcm::ImageConverter::SetInput (
    Image const & input )
```

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

- [gdcmImageConverter.h](#)

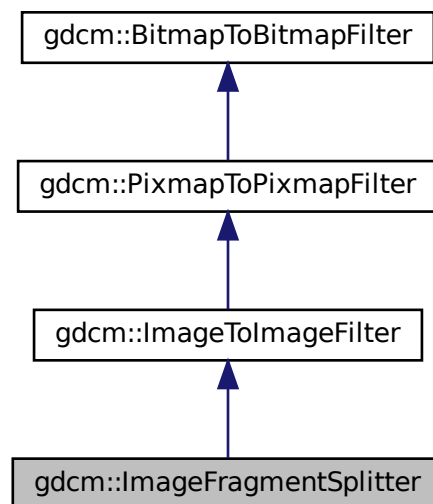


## 10.153 gdcm::ImageFragmentSplitter Class Reference

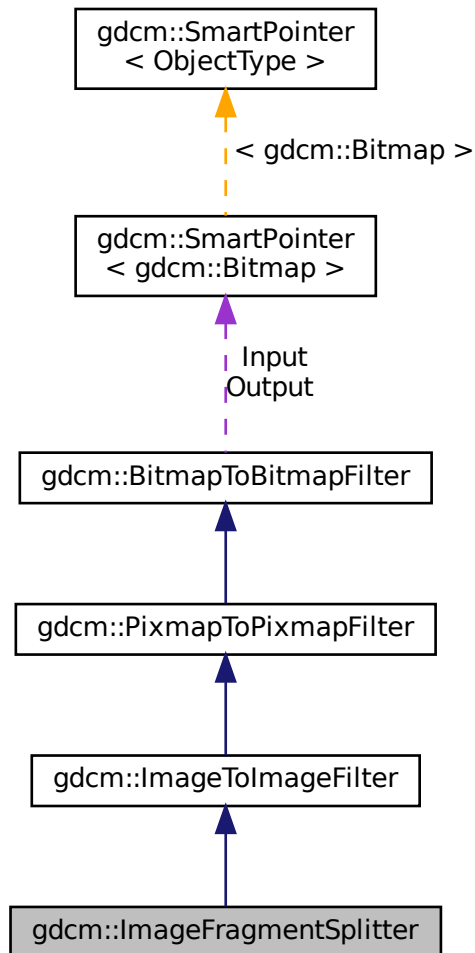
[ImageFragmentSplitter](#) class.

```
#include <gdcmImageFragmentSplitter.h>
```

Inheritance diagram for gdcm::ImageFragmentSplitter:



Collaboration diagram for `gdcm::ImageFragmentSplitter`:



## Public Member Functions

- [ImageFragmentSplitter](#) ()
- [~ImageFragmentSplitter](#) ()=default
- 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

### 10.153.1 Detailed Description

[ImageFragmentSplitter](#) class.

For single frame image, DICOM standard allow splitting the frame into multiple fragments

### 10.153.2 Constructor & Destructor Documentation

#### 10.153.2.1 ImageFragmentSplitter()

```
gdcm::ImageFragmentSplitter::ImageFragmentSplitter ( ) [inline]
```

#### 10.153.2.2 ~ImageFragmentSplitter()

```
gdcm::ImageFragmentSplitter::~~ImageFragmentSplitter ( ) [default]
```

### 10.153.3 Member Function Documentation

#### 10.153.3.1 GetFragmentSizeMax()

```
unsigned int gdcm::ImageFragmentSplitter::GetFragmentSizeMax ( ) const [inline]
```

#### 10.153.3.2 SetForce()

```
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 !

### 10.153.3.3 SetFragmentSizeMax()

```
void gdcmm::ImageFragmentSplitter::SetFragmentSizeMax (
    unsigned int fragsize )
```

FragmentSizeMax needs to be an even number.

### 10.153.3.4 Split()

```
bool gdcmm::ImageFragmentSplitter::Split ( )
```

Split.

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

- [gdcmmImageFragmentSplitter.h](#)

## 10.154 gdcmm::ImageHelper Class Reference

[ImageHelper](#) (internal class, not intended for user level)

```
#include <gdcmmImageHelper.h>
```

### Static Public Member Functions

- static [MediaStorage](#) [ComputeMediaStorageFromModality](#) (const char \*modality, unsigned int dimension=2, [PixelFormat](#) const &pf=[PixelFormat](#)(), [PhotometricInterpretation](#) const &pi=[PhotometricInterpretation](#)(), double rescaleintercept=0, double rescaleslope=1)  
*Moved from [MediaStorage](#) here, since we need extra info stored in [PixelFormat](#) & [PhotometricInterpretation](#).*
- 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)  
*returns the lookup table of an image file*
- 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 bool [GetPMSRescaleInterceptSlope](#) ()
- static const [ByteValue](#) \* [GetPointerFromElement](#) ([Tag](#) const &tag, [File](#) const &f)
- static bool [GetRealWorldValueMappingContent](#) ([File](#) const &f, [RealWorldValueMappingContent](#) &rwvmc)
- 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 [Pixmap](#) &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 [SetPMSRescaleInterceptSlope](#) (bool)
- 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)

### 10.154.1 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.

#### Examples

[ExtractImageRegion.cs](#), [ExtractImageRegionWithLUT.cs](#), and [ExtractOneFrame.cs](#).

### 10.154.2 Member Function Documentation

### 10.154.2.1 ComputeMediaStorageFromModality()

```
static MediaStorage gdcm::ImageHelper::ComputeMediaStorageFromModality (
    const char * modality,
    unsigned int dimension = 2,
    PixelFormat const & pf = PixelFormat (),
    PhotometricInterpretation const & pi = PhotometricInterpretation (),
    double rescaleintercept = 0,
    double rescaleslope = 1 ) [static]
```

Moved from [MediaStorage](#) here, since we need extra info stored in [PixelFormat](#) & [PhotometricInterpretation](#).

### 10.154.2.2 ComputeSpacingFromImagePositionPatient()

```
static bool gdcm::ImageHelper::ComputeSpacingFromImagePositionPatient (
    const std::vector< double > & imageposition,
    std::vector< double > & spacing ) [static]
```

DO NOT USE.

### 10.154.2.3 GetDimensionsValue()

```
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

[ExtractImageRegion.cs](#), [ExtractImageRegionWithLUT.cs](#), [ExtractOneFrame.cs](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), and [StreamImageReaderTest.cxx](#).

### 10.154.2.4 GetDirectionCosinesFromDataSet()

```
static bool gdcm::ImageHelper::GetDirectionCosinesFromDataSet (
    DataSet const & ds,
    std::vector< double > & dircos ) [static]
```

#### 10.154.2.5 GetDirectionCosinesValue()

```
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

#### 10.154.2.6 GetForcePixelSpacing()

```
static bool gdcm::ImageHelper::GetForcePixelSpacing ( ) [static]
```

#### 10.154.2.7 GetForceRescaleInterceptSlope()

```
static bool gdcm::ImageHelper::GetForceRescaleInterceptSlope ( ) [static]
```

#### 10.154.2.8 GetLUT()

```
static SmartPointer< LookupTable > gdcm::ImageHelper::GetLUT (
    File const & f ) [static]
```

returns the lookup table of an image file

#### 10.154.2.9 GetOriginValue()

```
static std::vector< double > gdcm::ImageHelper::GetOriginValue (
    File const & f ) [static]
```

Set/Get Origin (IPP) from/to a file.

#### 10.154.2.10 GetPhotometricInterpretationValue()

```
static PhotometricInterpretation gdcm::ImageHelper::GetPhotometricInterpretationValue (
    File const & f ) [static]
```

#### Examples

[ExtractImageRegion.cs](#).

#### 10.154.2.11 GetPixelFormatValue()

```
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)

#### 10.154.2.12 GetPlanarConfigurationValue()

```
static unsigned int gdcm::ImageHelper::GetPlanarConfigurationValue (
    const File & f ) [static]
```

#### 10.154.2.13 GetPMSRescaleInterceptSlope()

```
static bool gdcm::ImageHelper::GetPMSRescaleInterceptSlope ( ) [static]
```

#### 10.154.2.14 GetPointerFromElement()

```
static const ByteValue * gdcm::ImageHelper::GetPointerFromElement (
    Tag const & tag,
    File const & f ) [static]
```

#### 10.154.2.15 GetRealWorldValueMappingContent()

```
static bool gdcm::ImageHelper::GetRealWorldValueMappingContent (
    File const & f,
    RealWorldValueMappingContent & rwvmc ) [static]
```

#### 10.154.2.16 GetRescaleInterceptSlopeValue()

```
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



#### 10.154.2.17 GetSpacingTagFromMediaStorage()

```
static Tag gdcm::ImageHelper::GetSpacingTagFromMediaStorage (
    MediaStorage const & ms ) [static], [protected]
```

#### 10.154.2.18 GetSpacingValue()

```
static std::vector< double > gdcm::ImageHelper::GetSpacingValue (
    File const & f ) [static]
```

Set/Get [Spacing](#) from/to a [File](#).

#### 10.154.2.19 GetZSpacingTagFromMediaStorage()

```
static Tag gdcm::ImageHelper::GetZSpacingTagFromMediaStorage (
    MediaStorage const & ms ) [static], [protected]
```

#### 10.154.2.20 SetDimensionsValue()

```
static void gdcm::ImageHelper::SetDimensionsValue (
    File & f,
    const Pixmap & img ) [static]
```

#### 10.154.2.21 SetDirectionCosinesValue()

```
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.

#### 10.154.2.22 SetForcePixelSpacing()

```
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](#)

#### 10.154.2.23 SetForceRescaleInterceptSlope()

```
static void gdcm::ImageHelper::SetForceRescaleInterceptSlope (
    bool ) [static]
```

GDCM 1.x compatibility issue: Do not use anymore. This hack was used for some MR [Image](#) Storage generated by Philips Modality. When "Combine MR Rescaling" is set to TRUE, rescaling is removed. But when set to FALSE, the Modality LUT was exported. Internally GDCM now handles this gracefully.

#### 10.154.2.24 SetOriginValue()

```
static void gdcm::ImageHelper::SetOriginValue (
    DataSet & ds,
    const Image & img ) [static]
```

#### 10.154.2.25 SetPMSRescaleInterceptSlope()

```
static void gdcm::ImageHelper::SetPMSRescaleInterceptSlope (
    bool ) [static]
```

Since GDCM 2.6.1 Philips Medical [System](#) are read using the Private Field For Rescale Slope/Intercept by default. This mechanism can be deactivated using the following API: This option has no effect when ForceRescaleInterceptSlope is set to true GDCM will only read those private attribute but never write them out.

#### 10.154.2.26 SetRescaleInterceptSlopeValue()

```
static void gdcm::ImageHelper::SetRescaleInterceptSlopeValue (
    File & f,
    const Image & img ) [static]
```

### 10.154.2.27 SetSpacingValue()

```
static void gdcm::ImageHelper::SetSpacingValue (
    DataSet & ds,
    const std::vector< double > & spacing ) [static]
```

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

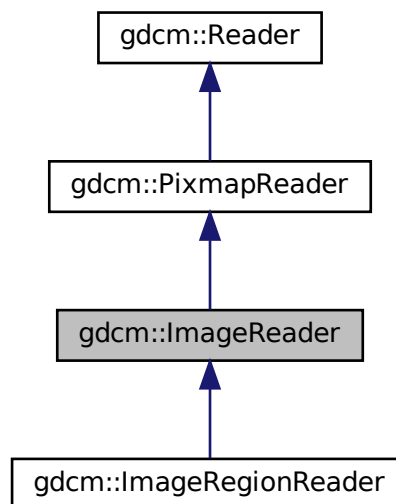
- [gdcmImageHelper.h](#)

## 10.155 gdcm::ImageReader Class Reference

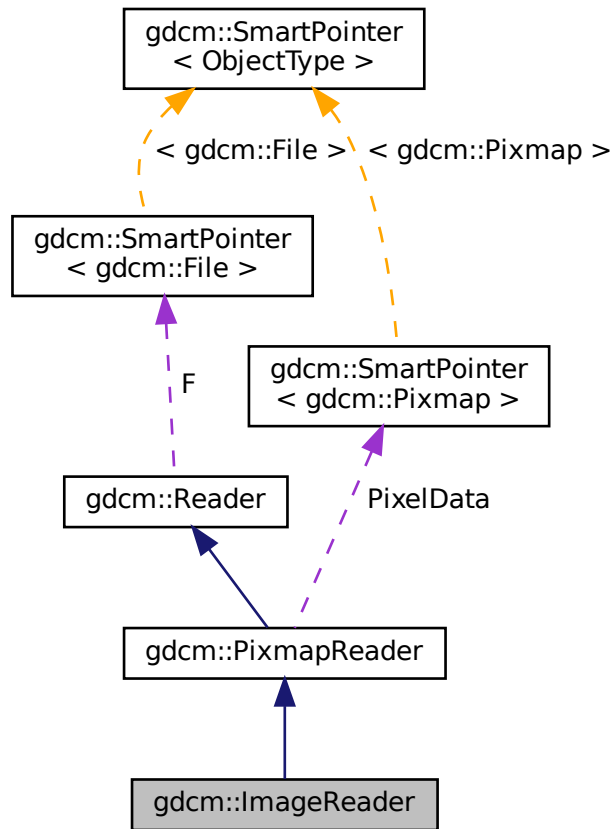
[ImageReader](#).

```
#include <gdcmImageReader.h>
```

Inheritance diagram for gdcm::ImageReader:



Collaboration diagram for `gdcm::ImageReader`:



## Public Member Functions

- `ImageReader ()`
- `~ImageReader ()` override
- `Image & GetImage ()`
- `const Image & GetImage () const`  
*Return the read image.*
- `bool Read ()` override

## Protected Member Functions

- `bool ReadACRNEMAIImage ()` override
- `bool ReadImage (MediaStorage const &ms)` override

## Additional Inherited Members

### 10.155.1 Detailed Description

[ImageReader](#).

#### Note

its role is to convert the DICOM [DataSet](#) into a [Image](#) representation [Image](#) is different from [Pixmap](#) has it has a position and a direction in Space.

#### See also

[Image](#)

#### Examples

[BasicImageAnonymizer.cs](#), [CheckBigEndianBug.cxx](#), [CompressImage.cxx](#), [CompressLossyJPEG.cs](#), [ConvertToQImage.cxx](#), [DecompressImage.cs](#), [ExtractIconFromFile.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GetArray.cs](#), [GetJPEGSamplePrecision.cxx](#), [HelloVizWorld.cxx](#), [MergeTwoFiles.cxx](#), [MpegVideoInfo.cs](#), [MrProtocol.cxx](#), [PatchFile.cxx](#), [PrintLUT.cxx](#), [ReadMultiTimesException.cxx](#), [RescaleImage.cs](#), and [threadgdcm.cxx](#).

### 10.155.2 Constructor & Destructor Documentation

#### 10.155.2.1 ImageReader()

```
gdcm::ImageReader::ImageReader ( )
```

#### 10.155.2.2 ~ImageReader()

```
gdcm::ImageReader::~ImageReader ( ) [override]
```

### 10.155.3 Member Function Documentation

#### 10.155.3.1 GetImage() [1/2]

[Image](#) & `gdcm::ImageReader::GetImage ( )`

### 10.155.3.2 GetImage() [2/2]

```
const Image & gdcm::ImageReader::GetImage ( ) const
```

Return the read image.

#### Examples

[BasicImageAnonymizer.cs](#), [CompressImage.cxx](#), [CompressLossyJPEG.cs](#), [ConvertToQImage.cxx](#), [DecompressImage.cs](#), [ExtractIconFromFile.cxx](#), [ExtractImageRegionWithLUT.cs](#), [FixJAIBugJPEGLS.cxx](#), [GetArray.cs](#), [GetJPEGSamplePrecision.cxx](#), [HelloVizWorld.cxx](#), [MergeTwoFiles.cxx](#), [MpegVideoInfo.cs](#), [PatchFile.cxx](#), [PrintLUT.cxx](#), [ReadMultiTimesException.cxx](#), [RescaleImage.cs](#), [TemplateEmptyImage.cxx](#), and [threadgdcm.cxx](#).

### 10.155.3.3 Read()

```
bool gdcm::ImageReader::Read ( ) [override], [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::Reader](#).

Reimplemented in [gdcm::ImageRegionReader](#).

#### Examples

[BasicImageAnonymizer.cs](#), [CheckBigEndianBug.cxx](#), [CompressImage.cxx](#), [CompressLossyJPEG.cs](#), [ConvertToQImage.cxx](#), [DecompressImage.cs](#), [ExtractIconFromFile.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GetArray.cs](#), [GetJPEGSamplePrecision.cxx](#), [HelloVizWorld.cxx](#), [MergeTwoFiles.cxx](#), [MrProtocol.cxx](#), [PatchFile.cxx](#), [PrintLUT.cxx](#), [ReadMultiTimesException.cxx](#), [RescaleImage.cs](#), and [threadgdcm.cxx](#).

### 10.155.3.4 ReadACRNEMAIImage()

```
bool gdcm::ImageReader::ReadACRNEMAIImage ( ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::PixmapReader](#).

### 10.155.3.5 ReadImage()

```
bool gdcm::ImageReader::ReadImage (
    MediaStorage const & ms ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::PixmapReader](#).

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

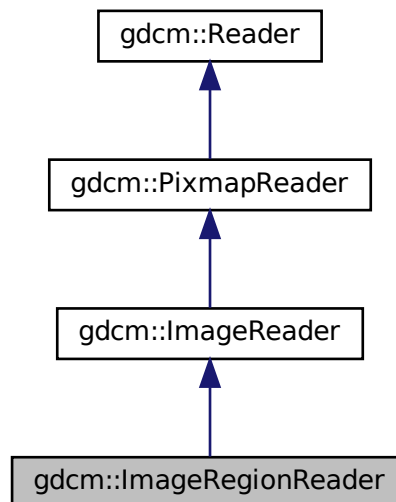
- [gdcmImageReader.h](#)

## 10.156 gdcm::ImageRegionReader Class Reference

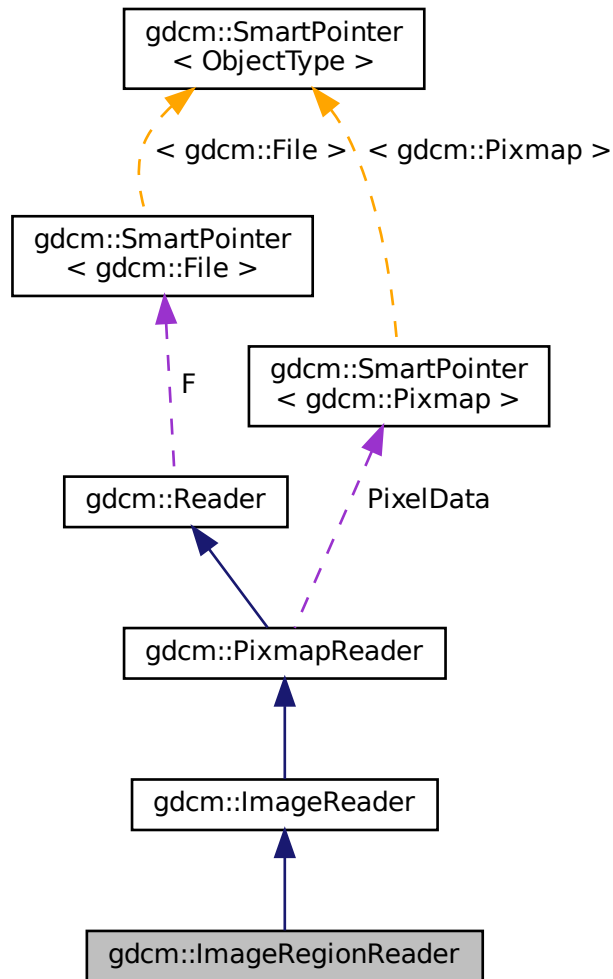
[ImageRegionReader](#).

```
#include <gdcmImageRegionReader.h>
```

Inheritance diagram for gdcm::ImageRegionReader:



Collaboration diagram for `gdcm::ImageRegionReader`:



## Public Member Functions

- [ImageRegionReader](#) ()
- [~ImageRegionReader](#) () override
- [size\\_t ComputeBufferLength](#) () const
- [Region](#) const & [GetRegion](#) () const
- [bool ReadInformation](#) ()
- [bool ReadIntoBuffer](#) (char \*inreadbuffer, size\_t buflen)
- [void SetRegion](#) ([Region](#) const &region)

*Set/Get [Region](#) to be read.*



## Protected Member Functions

- bool [Read](#) () override

*To prevent user from calling super class [Read\(\)](#) function.*

## Additional Inherited Members

### 10.156.1 Detailed Description

[ImageRegionReader](#).

This class is able to read a region from a DICOM file containing an image. This implementation requires that the information stored in the DICOM header are consistent with what is in the encapsulated Pixel Data. This is technically not required by DICOM standard, which makes this implementation illegal with regards to the famous JPEG note: [http://dicom.nema.org/medical/dicom/current/output/chtml/part05/sect\\_8.2.html#para\\_4bcb841e-c6bf-4e26-82a5-3fad3c942da0](http://dicom.nema.org/medical/dicom/current/output/chtml/part05/sect_8.2.html#para_4bcb841e-c6bf-4e26-82a5-3fad3c942da0)

See also

[ImageReader](#)

Examples

[ExtractImageRegion.cs](#), [ExtractImageRegionWithLUT.cs](#), and [TemplateEmptyImage.cxx](#).

### 10.156.2 Constructor & Destructor Documentation

#### 10.156.2.1 ImageRegionReader()

```
gdcm::ImageRegionReader::ImageRegionReader ( )
```

#### 10.156.2.2 ~ImageRegionReader()

```
gdcm::ImageRegionReader::~~ImageRegionReader ( ) [override]
```

### 10.156.3 Member Function Documentation

### 10.156.3.1 ComputeBufferLength()

```
size_t gdcm::ImageRegionReader::ComputeBufferLength ( ) const
```

Explicit call which will compute the minimal buffer length that can hold the whole uncompressed image as defined by [Region](#) region.

#### Returns

0 upon error

### 10.156.3.2 GetRegion()

```
Region const & gdcm::ImageRegionReader::GetRegion ( ) const
```

### 10.156.3.3 Read()

```
bool gdcm::ImageRegionReader::Read ( ) [override], [protected], [virtual]
```

To prevent user from calling super class [Read\(\)](#) function.

Reimplemented from [gdcm::ImageReader](#).

### 10.156.3.4 ReadInformation()

```
bool gdcm::ImageRegionReader::ReadInformation ( )
```

Read meta information (not Pixel Data) from the DICOM file.

#### Returns

false upon error

#### Examples

[ExtractImageRegion.cs](#), [ExtractImageRegionWithLUT.cs](#), and [TemplateEmptyImage.cxx](#).

### 10.156.3.5 ReadIntoBuffer()

```
bool gdcm::ImageRegionReader::ReadIntoBuffer (
    char * inreadbuffer,
    size_t buflen )
```

Read into buffer: For Python, the `buflen` param is deduced directly from the input bytearray passed as parameter (function only takes one param).

#### Returns

false upon error

#### Examples

[ExtractImageRegion.cs](#), and [ExtractImageRegionWithLUT.cs](#).

### 10.156.3.6 SetRegion()

```
void gdcm::ImageRegionReader::SetRegion (
    Region const & region )
```

Set/Get [Region](#) to be read.

#### Examples

[ExtractImageRegion.cs](#), and [ExtractImageRegionWithLUT.cs](#).

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

- [gdcmImageRegionReader.h](#)

## 10.157 gdcm::ImageToImageFilter Class Reference

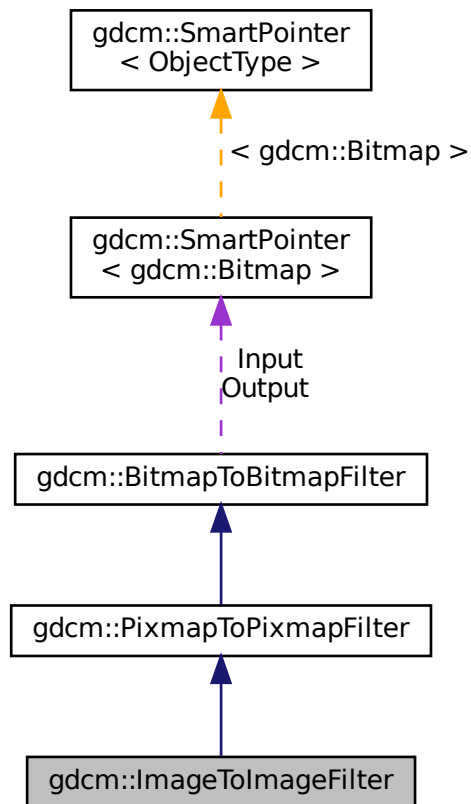
[ImageToImageFilter](#) class.

```
#include <gdcmImageToImageFilter.h>
```

Inheritance diagram for `gdcm::ImageToImageFilter`:



Collaboration diagram for `gdcm::ImageToImageFilter`:



## Public Member Functions

- [ImageToImageFilter](#) ()

- [~ImageToImageFilter](#) ()=default
- [Image](#) & [GetInput](#) ()
- const [Image](#) & [GetOutput](#) () const  
*Get Output image.*

## Additional Inherited Members

### 10.157.1 Detailed Description

[ImageToImageFilter](#) class.

Super class for all filter taking an image and producing an output image

### 10.157.2 Constructor & Destructor Documentation

#### 10.157.2.1 ImageToImageFilter()

```
gdcm::ImageToImageFilter::ImageToImageFilter ( )
```

#### 10.157.2.2 ~ImageToImageFilter()

```
gdcm::ImageToImageFilter::~~ImageToImageFilter ( ) [default]
```

### 10.157.3 Member Function Documentation

#### 10.157.3.1 GetInput()

```
Image & gdcm::ImageToImageFilter::GetInput ( )
```

### 10.157.3.2 GetOutput()

```
const Image & gdcM::ImageToImageFilter::GetOutput ( ) const
```

Get Output image.

#### Examples

[BasicImageAnonymizer.cs](#), [CompressImage.cxx](#), and [CompressLossyJPEG.cs](#).

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

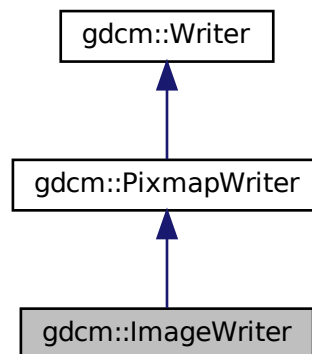
- [gdcMImageToImageFilter.h](#)

## 10.158 gdcM::ImageWriter Class Reference

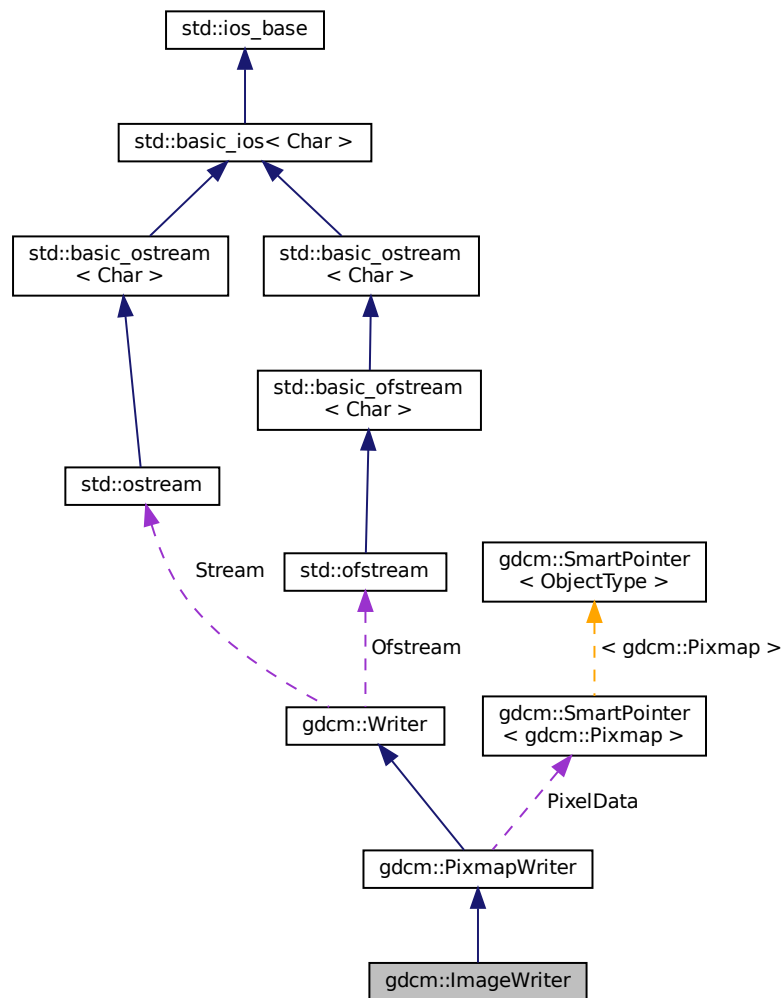
[ImageWriter](#).

```
#include <gdcMImageWriter.h>
```

Inheritance diagram for gdcM::ImageWriter:



Collaboration diagram for gdcm::ImageWriter:



## Public Member Functions

- [ImageWriter](#) ()
- [~ImageWriter](#) () override
- [MediaStorage ComputeTargetMediaStorage](#) ()
- const [Image](#) & [GetImage](#) () const override
- [Image](#) & [GetImage](#) () override
- bool [Write](#) () override

*Write.*

## Additional Inherited Members

### 10.158.1 Detailed Description

[ImageWriter](#).

This is an extended version of the [PixmapWriter](#). Pay attention that:

1. It will populate missing attribute for Secondary Capture [Image](#) Storage instances,
2. It may also change an input MR [Image](#) Storage instance into a pseudo Enhanced MR [Image](#) Storage instance whenever Modality LUT is required.
3. Some [DataElement](#) related to [gdcm::Image](#) may be slightly altered.

#### Examples

[BasicImageAnonymizer.cs](#), [CompressImage.cxx](#), [CompressLossyJPEG.cs](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [DecompressImage.cs](#), [GenFakeImage.cxx](#), [GetSubSequenceData.cxx](#), [HelloVizWorld.cxx](#), [MergeTwoFiles.cxx](#), [MpegVideoInfo.cs](#), [TemplateEmptyImage.cxx](#), [csa2img.cxx](#), and [iU22tomultisc.cxx](#).

### 10.158.2 Constructor & Destructor Documentation

#### 10.158.2.1 ImageWriter()

```
gdcm::ImageWriter::ImageWriter ( )
```

#### 10.158.2.2 ~ImageWriter()

```
gdcm::ImageWriter::~ImageWriter ( ) [override]
```

### 10.158.3 Member Function Documentation



### 10.158.3.1 ComputeTargetMediaStorage()

[MediaStorage](#) gdcm::ImageWriter::ComputeTargetMediaStorage ( )

internal function used to compute a target [MediaStorage](#) the most appropriate User may want to call this function ahead of time (before Write)

#### Examples

[TemplateEmptyImage.cxx](#).

### 10.158.3.2 GetImage() [1/2]

const [Image](#) & gdcm::ImageWriter::GetImage ( ) const [inline], [override], [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](#).

### 10.158.3.3 GetImage() [2/2]

[Image](#) & gdcm::ImageWriter::GetImage ( ) [inline], [override], [virtual]

Reimplemented from [gdcm::PixmapWriter](#).

### 10.158.3.4 Write()

bool gdcm::ImageWriter::Write ( ) [override], [virtual]

Write.

Reimplemented from [gdcm::Writer](#).

#### Examples

[BasicImageAnonymizer.cs](#), [CompressImage.cxx](#), [CompressLossyJPEG.cs](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [DecompressImage.cs](#), [GenFakeImage.cxx](#), [GetSubSequenceData.cxx](#), [HelloVizWorld.cxx](#), [MergeTwoFiles.cxx](#), [MpegVideoInfo.cs](#), [TemplateEmptyImage.cxx](#), [csa2img.cxx](#), and [iU22tomultisc.cxx](#).

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

- [gdcmImageWriter.h](#)

## 10.159 gdcm::network::ImplementationClassUIDSub Class Reference

[ImplementationClassUIDSub](#).

```
#include <gdcmImplementationClassUIDSub.h>
```

### Public Member Functions

- [ImplementationClassUIDSub](#) ()
- void [Print](#) (std::ostream &os) const
- std::istream & [Read](#) (std::istream &is)
- size\_t [Size](#) () const
- const std::ostream & [Write](#) (std::ostream &os) const

### 10.159.1 Detailed Description

[ImplementationClassUIDSub](#).

PS 3.7 [Table](#) D.3-1 IMPLEMENTATION CLASS UID SUB-ITEM FIELDS (A-ASSOCIATE-RQ)

### 10.159.2 Constructor & Destructor Documentation

#### 10.159.2.1 ImplementationClassUIDSub()

```
gdcm::network::ImplementationClassUIDSub::ImplementationClassUIDSub ( )
```

### 10.159.3 Member Function Documentation

#### 10.159.3.1 Print()

```
void gdcm::network::ImplementationClassUIDSub::Print (
    std::ostream & os ) const
```

### 10.159.3.2 Read()

```
std::istream & gdcm::network::ImplementationClassUIDSub::Read (
    std::istream & is )
```

### 10.159.3.3 Size()

```
size_t gdcm::network::ImplementationClassUIDSub::Size ( ) const
```

### 10.159.3.4 Write()

```
const std::ostream & gdcm::network::ImplementationClassUIDSub::Write (
    std::ostream & os ) const
```

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

- [gdcmImplementationClassUIDSub.h](#)

## 10.160 gdcm::network::ImplementationUIDSub Class Reference

[ImplementationUIDSub](#).

```
#include <gdcmImplementationUIDSub.h>
```

### Public Member Functions

- [ImplementationUIDSub](#) ()
- const std::ostream & [Write](#) (std::ostream &os) const

### 10.160.1 Detailed Description

[ImplementationUIDSub](#).

[Table D.3-2](#) IMPLEMENTATION UID SUB-ITEM FIELDS (A-ASSOCIATE-AC)

### 10.160.2 Constructor & Destructor Documentation

### 10.160.2.1 ImplementationUIDSub()

```
gdcmm::network::ImplementationUIDSub::ImplementationUIDSub ( )
```

## 10.160.3 Member Function Documentation

### 10.160.3.1 Write()

```
const std::ostream & gdcmm::network::ImplementationUIDSub::Write (
    std::ostream & os ) const
```

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

- [gdcmmImplementationUIDSub.h](#)

## 10.161 gdcmm::network::ImplementationVersionNameSub Class Reference

[ImplementationVersionNameSub.](#)

```
#include <gdcmmImplementationVersionNameSub.h>
```

### Public Member Functions

- [ImplementationVersionNameSub](#) ()
- void [Print](#) (std::ostream &os) const
- std::istream & [Read](#) (std::istream &is)
- size\_t [Size](#) () const
- const std::ostream & [Write](#) (std::ostream &os) const

### 10.161.1 Detailed Description

[ImplementationVersionNameSub.](#)

[Table D.3-3](#) IMPLEMENTATION VERSION NAME SUB-ITEM FIELDS (A-ASSOCIATE-RQ)

### 10.161.2 Constructor & Destructor Documentation

### 10.161.2.1 ImplementationVersionNameSub()

```
gdcm::network::ImplementationVersionNameSub::ImplementationVersionNameSub ( )
```

## 10.161.3 Member Function Documentation

### 10.161.3.1 Print()

```
void gdcm::network::ImplementationVersionNameSub::Print (
    std::ostream & os ) const
```

### 10.161.3.2 Read()

```
std::istream & gdcm::network::ImplementationVersionNameSub::Read (
    std::istream & is )
```

### 10.161.3.3 Size()

```
size_t gdcm::network::ImplementationVersionNameSub::Size ( ) const
```

### 10.161.3.4 Write()

```
const std::ostream & gdcm::network::ImplementationVersionNameSub::Write (
    std::ostream & os ) const
```

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

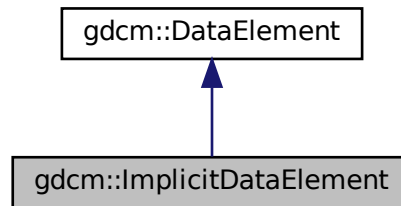
- [gdcmImplementationVersionNameSub.h](#)

## 10.162 gdcm::ImplicitDataElement Class Reference

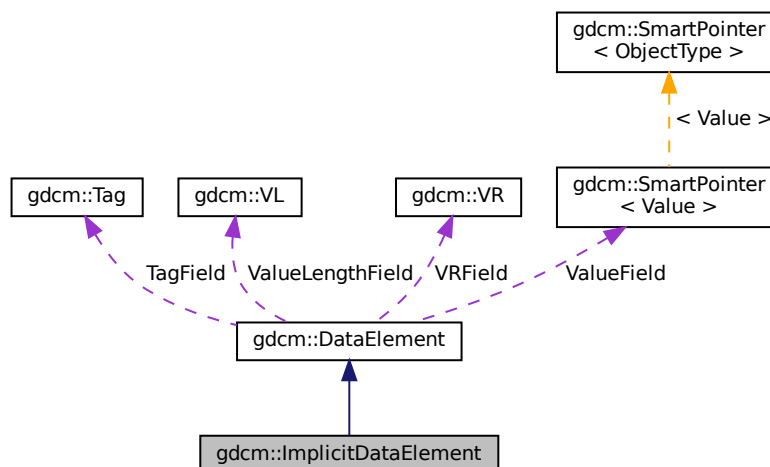
Class to represent an *Implicit VR Data Element*.

```
#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, bool readvalues=true)`
- `template<typename TSwap >`  
`std::istream & ReadValueWithLength (std::istream &is, VL &length, bool readvalues=true)`
- `template<typename TSwap >`  
`std::istream & ReadWithLength (std::istream &is, VL &length, bool readvalues=true)`
- `template<typename TSwap >`  
`const std::ostream & Write (std::ostream &os) const`

## Additional Inherited Members

### 10.162.1 Detailed Description

Class to represent an *Implicit VR Data Element*.

#### Note

bla

#### Examples

[ReadExplicitLengthSQIVR.cxx](#).

### 10.162.2 Member Function Documentation

#### 10.162.2.1 GetLength()

```
VL gdcm::ImplicitDataElement::GetLength ( ) const
```

#### 10.162.2.2 Read()

```
template<typename TSwap >  
std::istream & gdcm::ImplicitDataElement::Read (  
    std::istream & is )
```

### 10.162.2.3 ReadPreValue()

```
template<typename TSwap >
std::istream & gdcmm::ImplicitDataElement::ReadPreValue (
    std::istream & is )
```

### 10.162.2.4 ReadValue()

```
template<typename TSwap >
std::istream & gdcmm::ImplicitDataElement::ReadValue (
    std::istream & is,
    bool readvalues = true )
```

### 10.162.2.5 ReadValueWithLength()

```
template<typename TSwap >
std::istream & gdcmm::ImplicitDataElement::ReadValueWithLength (
    std::istream & is,
    VL & length,
    bool readvalues = true )
```

### 10.162.2.6 ReadWithLength()

```
template<typename TSwap >
std::istream & gdcmm::ImplicitDataElement::ReadWithLength (
    std::istream & is,
    VL & length,
    bool readvalues = true )
```

### 10.162.2.7 Write()

```
template<typename TSwap >
const std::ostream & gdcmm::ImplicitDataElement::Write (
    std::ostream & os ) const
```

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

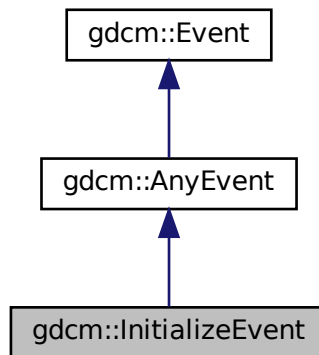
- [gdcmmImplicitDataElement.h](#)



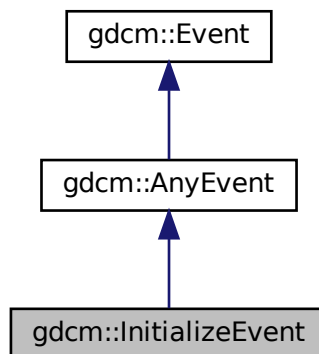
## 10.163 gdcm::InitializeEvent Class Reference

```
#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](#)

## 10.164 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](#) ()=default
- 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)

#### 10.164.1 Detailed Description

Class for representing a [IOD](#).

Note

bla

See also

[Dict](#)

Examples

[TraverseModules.cxx](#).

#### 10.164.2 Member Typedef Documentation

### 10.164.2.1 MapIODEntry

```
typedef std::vector<IODEntry> gdcm::IOD::MapIODEntry
```

### 10.164.2.2 SizeType

```
typedef MapIODEntry::size_type gdcm::IOD::SizeType
```

## 10.164.3 Constructor & Destructor Documentation

### 10.164.3.1 IOD()

```
gdcm::IOD::IOD ( ) [default]
```

## 10.164.4 Member Function Documentation

### 10.164.4.1 AddIODEntry()

```
void gdcm::IOD::AddIODEntry (
    const IODEntry & iode ) [inline]
```

### 10.164.4.2 Clear()

```
void gdcm::IOD::Clear ( ) [inline]
```

### 10.164.4.3 GetIODEntry()

```
const IODEntry & gdcm::IOD::GetIODEntry (
    SizeType idx ) const [inline]
```

#### Examples

[TraverseModules.cxx](#).

#### 10.164.4.4 GetNumberOfIODs()

```
SizeType gdcm::IOD::GetNumberOfIODs ( ) const [inline]
```

##### Examples

[TraverseModules.cxx](#).

#### 10.164.4.5 GetTypeFromTag()

```
Type gdcm::IOD::GetTypeFromTag (
    const Defs & defs,
    const Tag & tag ) const
```

### 10.164.5 Friends And Related Function Documentation

#### 10.164.5.1 operator<<

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

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

- [gdcmIOD.h](#)

## 10.165 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)`

### 10.165.1 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](#).

### 10.165.2 Constructor & Destructor Documentation

#### 10.165.2.1 IODEntry()

```
gdcmm::IODEntry::IODEntry (
    const char * name = "",
    const char * ref = "",
    const char * usag = "" ) [inline]
```

### 10.165.3 Member Function Documentation

#### 10.165.3.1 GetIE()

```
const char * gdcm::IODEntry::GetIE ( ) const [inline]
```

#### 10.165.3.2 GetName()

```
const char * gdcm::IODEntry::GetName ( ) const [inline]
```

#### 10.165.3.3 GetRef()

```
const char * gdcm::IODEntry::GetRef ( ) const [inline]
```

#### Examples

[TraverseModules.cxx](#).

#### 10.165.3.4 GetUsage()

```
const char * gdcm::IODEntry::GetUsage ( ) const [inline]
```

#### 10.165.3.5 GetUsageType()

```
Usage::UsageType gdcm::IODEntry::GetUsageType ( ) const
```

#### 10.165.3.6 SetIE()

```
void gdcm::IODEntry::SetIE (
    const char * ie ) [inline]
```

### 10.165.3.7 SetName()

```
void gdcm::IODEntry::SetName (
    const char * name ) [inline]
```

### 10.165.3.8 SetRef()

```
void gdcm::IODEntry::SetRef (
    const char * ref ) [inline]
```

### 10.165.3.9 SetUsage()

```
void gdcm::IODEntry::SetUsage (
    const char * usag ) [inline]
```

## 10.165.4 Friends And Related Function Documentation

### 10.165.4.1 operator<<

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

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

- [gdcmIODEntry.h](#)

## 10.166 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](#) ()=default
- 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)

### 10.166.1 Detailed Description

Class for representing a [IODs](#).

#### Note

bla

#### See also

[IOD](#)

#### Examples

[TraverseModules.cxx](#).

### 10.166.2 Member Typedef Documentation

#### 10.166.2.1 IODMapType

```
typedef std::map<IODName, IOD> gdcm::IODs::IODMapType
```



### 10.166.2.2 IODMapTypeConstIterator

```
typedef IODMapType::const_iterator gdcm::IODs::IODMapTypeConstIterator
```

### 10.166.2.3 IODName

```
typedef std::string gdcm::IODs::IODName
```

## 10.166.3 Constructor & Destructor Documentation

### 10.166.3.1 IODs()

```
gdcm::IODs::IODs ( ) [default]
```

## 10.166.4 Member Function Documentation

### 10.166.4.1 AddIOD()

```
void gdcm::IODs::AddIOD (
    const char * name,
    const IOD & module ) [inline]
```

### 10.166.4.2 Begin()

```
IODMapTypeConstIterator gdcm::IODs::Begin ( ) const [inline]
```

#### Examples

[TraverseModules.cxx](#).

#### 10.166.4.3 Clear()

```
void gdcM::IODs::Clear ( ) [inline]
```

#### 10.166.4.4 End()

```
IODMapTypeConstIterator gdcM::IODs::End ( ) const [inline]
```

#### Examples

[TraverseModules.cxx](#).

#### 10.166.4.5 GetIOD()

```
const IOD & gdcM::IODs::GetIOD (
    const char * name ) const [inline]
```

### 10.166.5 Friends And Related Function Documentation

#### 10.166.5.1 operator<<

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

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

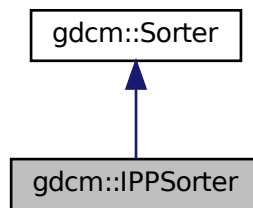
- [gdcMIODs.h](#)

## 10.167 gdcm::IPPSorter Class Reference

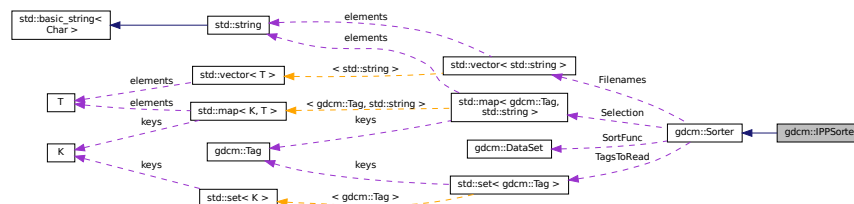
[IPPSorter](#).

```
#include <gdcmIPPSorter.h>
```

Inheritance diagram for gdcm::IPPSorter:



Collaboration diagram for gdcm::IPPSorter:



### Public Member Functions

- [IPPSorter](#) ()
- double [GetDirectionCosinesTolerance](#) () const
- double [GetZSpacing](#) () const
- double [GetZSpacingTolerance](#) () const
- void [SetComputeZSpacing](#) (bool b)
- void [SetDirectionCosinesTolerance](#) (double tol)
- void [SetDropDuplicatePositions](#) (bool b)
- void [SetZSpacingTolerance](#) (double tol)
- bool [Sort](#) (std::vector< std::string > const &filenames) override

## Protected Attributes

- bool [ComputeZSpacing](#)
- double [DirCosTolerance](#)
- bool [DropDuplicatePositions](#)
- double [ZSpacing](#)
- double [ZTolerance](#)

## Additional Inherited Members

### 10.167.1 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 consistent spacing is: 1e-6mm)

For more information on [Spacing](#), and how it is defined in DICOM, advanced users may refers to:

[http://gdcm.sourceforge.net/wiki/index.php/Imager\\_Pixel\\_Spacing](http://gdcm.sourceforge.net/wiki/index.php/Imager_Pixel_Spacing)

**Bug** There are currently a couple of bugs in this implementation:

- Gantry Tilt is not considered (always an error)
- Application programmer should only sort valid [DataSet](#) (eg. [MRIImageStorage](#), [CTImageStorage](#), [PETImageStorage](#))

#### Examples

[Compute3DSpacing.cxx](#), [VolumeSorter.cxx](#), [gdcmothoplanes.cxx](#), and [reslicesphere.cxx](#).

### 10.167.2 Constructor & Destructor Documentation

#### 10.167.2.1 IPPSorter()

```
gdcm::IPPSorter::IPPSorter ( )
```

### 10.167.3 Member Function Documentation

#### 10.167.3.1 GetDirectionCosinesTolerance()

```
double gdcm::IPPSorter::GetDirectionCosinesTolerance ( ) const [inline]
```

#### 10.167.3.2 GetZSpacing()

```
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

[Compute3DSpacing.cxx](#), [gdcmorthoplanes.cxx](#), and [reslicesphere.cxx](#).

#### 10.167.3.3 GetZSpacingTolerance()

```
double gdcm::IPPSorter::GetZSpacingTolerance ( ) const [inline]
```

#### 10.167.3.4 SetComputeZSpacing()

```
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

[Compute3DSpacing.cxx](#), [VolumeSorter.cxx](#), [gdcmorthoplanes.cxx](#), and [reslicesphere.cxx](#).

### 10.167.3.5 SetDirectionCosinesTolerance()

```
void gdc::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 distance in between 1.0 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).

### 10.167.3.6 SetDropDuplicatePositions()

```
void gdc::IPPSorter::SetDropDuplicatePositions (
    bool b ) [inline]
```

Makes the [IPPSorter](#) ignore multiple images located at the same position. Only the first occurrence will be kept. DropDuplicatePositions defaults to false.

### 10.167.3.7 SetZSpacingTolerance()

```
void gdc::IPPSorter::SetZSpacingTolerance (
    double tol ) [inline]
```

1. Another reason for failure is that that Z-Spacing is only slightly changing (eg 1e-3) along the series, a human can determine that this is ok and change the tolerance from its default value: 1e-6

#### Examples

[Compute3DSpacing.cxx](#), [gdcmorphoplanes.cxx](#), and [reslicesphere.cxx](#).

### 10.167.3.8 Sort()

```
bool gdc::IPPSorter::Sort (
    std::vector< std::string > const & filenames ) [override], [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 consistent, 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 [gdc::Sorter](#).

#### Examples

[Compute3DSpacing.cxx](#), [VolumeSorter.cxx](#), [gdcmorphoplanes.cxx](#), and [reslicesphere.cxx](#).

## 10.167.4 Member Data Documentation

### 10.167.4.1 ComputeZSpacing

`bool gdcm::IPPSorter::ComputeZSpacing [protected]`

### 10.167.4.2 DirCosTolerance

`double gdcm::IPPSorter::DirCosTolerance [protected]`

### 10.167.4.3 DropDuplicatePositions

`bool gdcm::IPPSorter::DropDuplicatePositions [protected]`

### 10.167.4.4 ZSpacing

`double gdcm::IPPSorter::ZSpacing [protected]`

### 10.167.4.5 ZTolerance

`double gdcm::IPPSorter::ZTolerance [protected]`

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

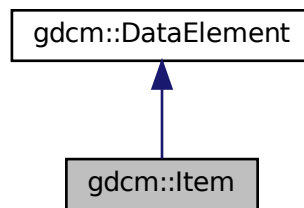
- [gdcmIPPSorter.h](#)

## 10.168 gdcM::Item Class Reference

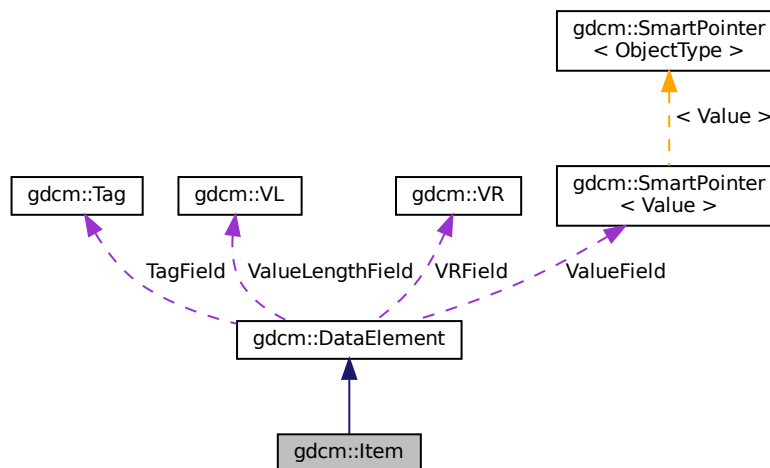
Class to represent an [Item](#).

```
#include <gdcMItem.h>
```

Inheritance diagram for gdcM::Item:



Collaboration diagram for gdcM::Item:



### Public Member Functions

- [Item](#) ()
- [Item](#) ([Item](#) const &val)



- void [Clear](#) ()
- bool [FindDataElement](#) (const [Tag](#) &t) const
- const [DataElement](#) & [GetDataElement](#) (const [Tag](#) &t) const
- template<typename TDE >  
  [VL GetLength](#) () const
- [DataSet](#) & [GetNestedDataSet](#) ()
- const [DataSet](#) & [GetNestedDataSet](#) () const
- 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

### 10.168.1 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 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

#### 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](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [ExtractEncryptedContent.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [LargeVRDSExplicit.cxx](#), [NewSequence.cs](#), [SimplePrint.cs](#), [gdcmrtionplan.cxx](#), and [gdcmrtplan.cxx](#).

### 10.168.2 Constructor & Destructor Documentation

#### 10.168.2.1 Item() [1/2]

```
gdcm::Item::Item ( ) [inline]
```

#### 10.168.2.2 Item() [2/2]

```
gdcm::Item::Item (
    Item const & val ) [inline]
```

### 10.168.3 Member Function Documentation

#### 10.168.3.1 Clear()

```
void gdcm::Item::Clear ( ) [inline]
```

Referenced by [gdcm::SequenceOfItems::Read\(\)](#).

#### 10.168.3.2 FindDataElement()

```
bool gdcm::Item::FindDataElement (
    const Tag & t ) const [inline]
```

#### 10.168.3.3 GetDataElement()

```
const DataElement & gdcm::Item::GetDataElement (
    const Tag & t ) const [inline]
```

#### 10.168.3.4 GetLength()

```
template<typename TDE >
VL gdcm::Item::GetLength ( ) const
```

### 10.168.3.5 GetNestedDataSet() [1/2]

```
DataSet & gdcm::Item::GetNestedDataSet ( ) [inline]
```

### 10.168.3.6 GetNestedDataSet() [2/2]

```
const DataSet & gdcm::Item::GetNestedDataSet ( ) const [inline]
```

#### Examples

[ChangeSequenceUltrasound.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [ExtractEncryptedContent.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenSeqs.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [LargeVRDSExplicit.cxx](#), [NewSequence.cs](#), [SimplePrint.cs](#), [gdcmrtionplan.cxx](#), and [gdcmrtplan.cxx](#).

Referenced by [gdcm::SequenceOfItems::Read\(\)](#).

### 10.168.3.7 InsertDataElement()

```
void gdcm::Item::InsertDataElement (
    const DataElement & de ) [inline]
```

### 10.168.3.8 Read()

```
template<typename TDE , typename TSwap >
std::istream & gdcm::Item::Read (
    std::istream & is ) [inline]
```

References [gdcm::ByteSwapFilter::ByteSwap\(\)](#), [gdcm::DataSet::Clear\(\)](#), [gdcmDebugMacro](#), [gdcmErrorMacro](#), [gdcmWarningMacro](#), [gdcm::DataSet::IsEmpty\(\)](#), and [gdcm::ByteSwapFilter::SetByteSwapTag\(\)](#).

Referenced by [gdcm::SequenceOfItems::Read\(\)](#).

### 10.168.3.9 SetNestedDataSet()

```
void gdcm::Item::SetNestedDataSet (
    const DataSet & nested ) [inline]
```

### 10.168.3.10 Write()

```
template<typename TDE , typename TSwap >
const std::ostream & gdcM::Item::Write (
    std::ostream & os ) const [inline]
```

References [gdcMWarningMacro](#), [gdcM::VL::GetLength\(\)](#), [gdcM::Tag::Write\(\)](#), and [gdcM::VL::Write\(\)](#).

## 10.168.4 Friends And Related Function Documentation

### 10.168.4.1 operator<<

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

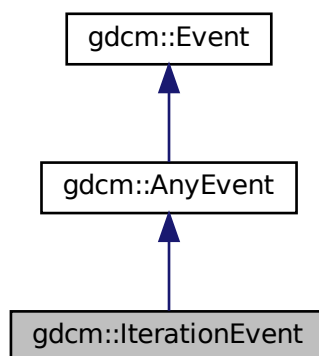
The documentation for this class was generated from the following file:

- [gdcMItem.h](#)

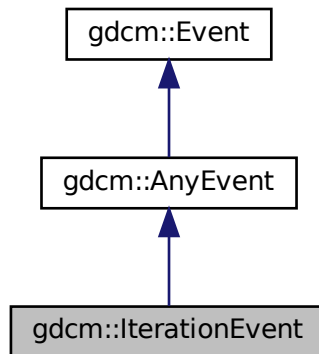
## 10.169 gdcM::IterationEvent Class Reference

```
#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:

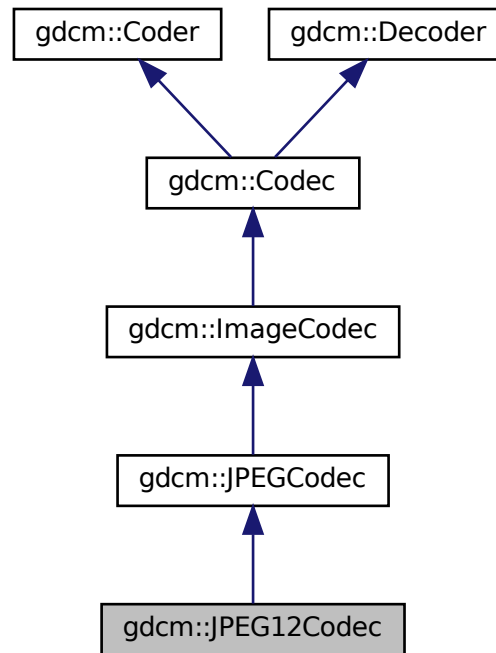
- [gdcmEvent.h](#)

## 10.170 gdcm::JPEG12Codec Class Reference

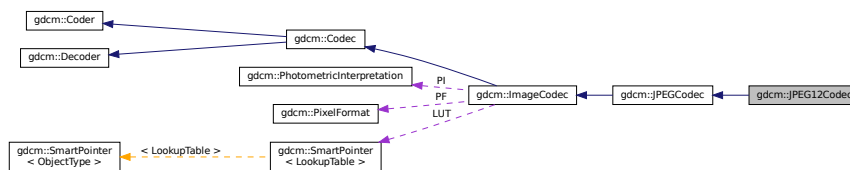
Class to do JPEG 12bits (lossy & lossless)

```
#include <gdcmJPEG12Codec.h>
```

Inheritance diagram for `gdcm::JPEG12Codec`:



Collaboration diagram for `gdcm::JPEG12Codec`:



## Public Member Functions

- [JPEG12Codec](#) ()
- [~JPEG12Codec](#) () override
- bool [DecodeByStreams](#) (std::istream &is, std::ostream &os) override
- bool [GetHeaderInfo](#) (std::istream &is, [TransferSyntax](#) &ts) override
- bool [InternalCode](#) (const char \*input, unsigned long len, std::ostream &os) override

## Protected Member Functions

- bool [EncodeBuffer](#) (std::ostream &os, const char \*data, size\_t datalen) override
- bool [IsStateSuspension](#) () const override

## Additional Inherited Members

### 10.170.1 Detailed Description

Class to do JPEG 12bits (lossy & lossless)

#### Note

internal class

### 10.170.2 Constructor & Destructor Documentation

#### 10.170.2.1 JPEG12Codec()

```
gdcm::JPEG12Codec::JPEG12Codec ( )
```

#### 10.170.2.2 ~JPEG12Codec()

```
gdcm::JPEG12Codec::~~JPEG12Codec ( ) [override]
```

### 10.170.3 Member Function Documentation

#### 10.170.3.1 DecodeByStreams()

```
bool gdcm::JPEG12Codec::DecodeByStreams (
    std::istream & is,
    std::ostream & os ) [override], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.170.3.2 EncodeBuffer()

```
bool gdcm::JPEG12Codec::EncodeBuffer (
    std::ostream & os,
    const char * data,
    size_t datalen ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::JPEGCodec](#).

### 10.170.3.3 GetHeaderInfo()

```
bool gdcm::JPEG12Codec::GetHeaderInfo (
    std::istream & is,
    TransferSyntax & ts ) [override], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.170.3.4 InternalCode()

```
bool gdcm::JPEG12Codec::InternalCode (
    const char * input,
    unsigned long len,
    std::ostream & os ) [override], [virtual]
```

Reimplemented from [gdcm::Coder](#).

### 10.170.3.5 IsStateSuspension()

```
bool gdcm::JPEG12Codec::IsStateSuspension ( ) const [override], [protected], [virtual]
```

Reimplemented from [gdcm::JPEGCodec](#).

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

- [gdcmJPEG12Codec.h](#)

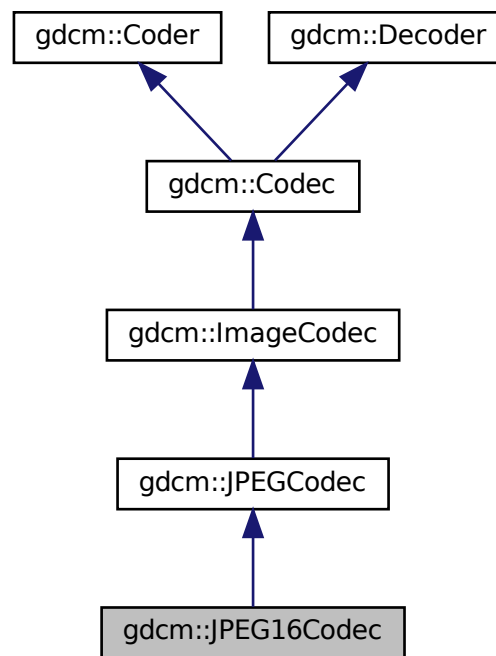


## 10.171 gdcm::JPEG16Codec Class Reference

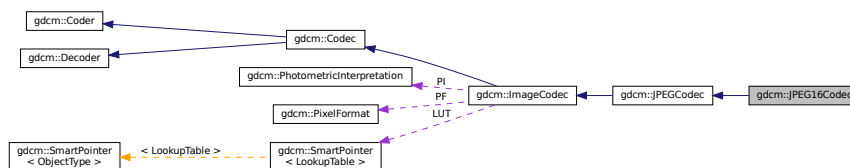
Class to do JPEG 16bits (lossless)

```
#include <gdcmJPEG16Codec.h>
```

Inheritance diagram for gdcm::JPEG16Codec:



Collaboration diagram for gdcm::JPEG16Codec:



## Public Member Functions

- [JPEG16Codec](#) ()
- [~JPEG16Codec](#) () override
- bool [DecodeByStreams](#) (std::istream &is, std::ostream &os) override
- bool [GetHeaderInfo](#) (std::istream &is, [TransferSyntax](#) &ts) override
- bool [InternalCode](#) (const char \*input, unsigned long len, std::ostream &os) override

## Protected Member Functions

- bool [EncodeBuffer](#) (std::ostream &os, const char \*data, size\_t datalen) override
- bool [IsStateSuspension](#) () const override

## Additional Inherited Members

### 10.171.1 Detailed Description

Class to do JPEG 16bits (lossless)

#### Note

internal class

### 10.171.2 Constructor & Destructor Documentation

#### 10.171.2.1 JPEG16Codec()

```
gdcm::JPEG16Codec::JPEG16Codec ( )
```

#### 10.171.2.2 ~JPEG16Codec()

```
gdcm::JPEG16Codec::~~JPEG16Codec ( ) [override]
```

### 10.171.3 Member Function Documentation

### 10.171.3.1 DecodeByStreams()

```
bool gdcmm::JPEG16Codec::DecodeByStreams (
    std::istream & is,
    std::ostream & os ) [override], [virtual]
```

Reimplemented from [gdcmm::ImageCodec](#).

### 10.171.3.2 EncodeBuffer()

```
bool gdcmm::JPEG16Codec::EncodeBuffer (
    std::ostream & os,
    const char * data,
    size_t datalen ) [override], [protected], [virtual]
```

Reimplemented from [gdcmm::JPEGCodec](#).

### 10.171.3.3 GetHeaderInfo()

```
bool gdcmm::JPEG16Codec::GetHeaderInfo (
    std::istream & is,
    TransferSyntax & ts ) [override], [virtual]
```

Reimplemented from [gdcmm::ImageCodec](#).

### 10.171.3.4 InternalCode()

```
bool gdcmm::JPEG16Codec::InternalCode (
    const char * input,
    unsigned long len,
    std::ostream & os ) [override], [virtual]
```

Reimplemented from [gdcmm::Coder](#).

### 10.171.3.5 IsStateSuspension()

```
bool gdcmm::JPEG16Codec::IsStateSuspension ( ) const [override], [protected], [virtual]
```

Reimplemented from [gdcmm::JPEGCodec](#).

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

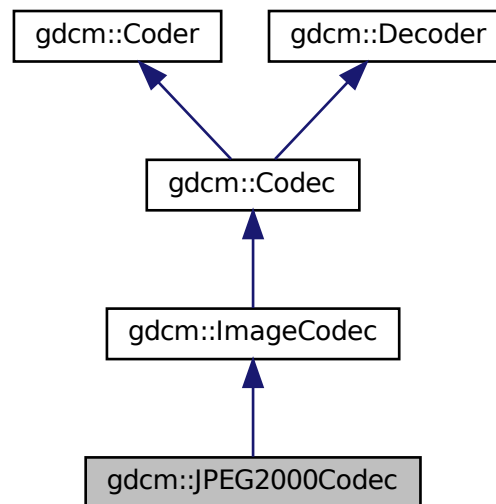
- [gdcmmJPEG16Codec.h](#)

## 10.172 gdcm::JPEG2000Codec Class Reference

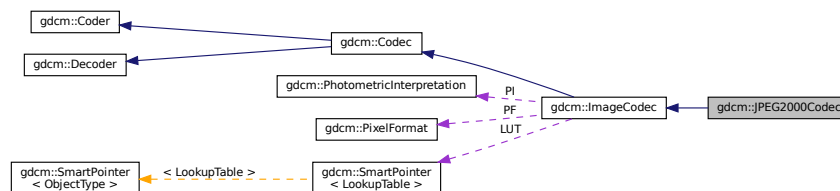
Class to do JPEG 2000.

```
#include <gdcmJPEG2000Codec.h>
```

Inheritance diagram for gdcm::JPEG2000Codec:



Collaboration diagram for gdcm::JPEG2000Codec:



### Public Member Functions

- [JPEG2000Codec](#) ()
- [~JPEG2000Codec](#) () override
- bool [CanCode](#) ([TransferSyntax](#) const &ts) const override  
*Return whether this coder support this transfer syntax (can code it)*

- bool [CanDecode](#) ([TransferSyntax](#) const &ts) const override  
*Return whether this decoder support this transfer syntax (can decode it)*
- [ImageCodec](#) \* [Clone](#) () const override
- bool [Code](#) ([DataElement](#) const &in, [DataElement](#) &out) override  
*Code.*
- bool [Decode](#) ([DataElement](#) const &is, [DataElement](#) &os) override  
*Decode.*
- bool [GetHeaderInfo](#) (std::istream &is, [TransferSyntax](#) &ts) override
- double [GetQuality](#) (unsigned int idx=0) const
- double [GetRate](#) (unsigned int idx=0) const
- void [SetMCT](#) (unsigned int mct)
- void [SetNumberOfResolutions](#) (unsigned int nres)
- void [SetNumberOfThreadsForDecompression](#) (int nThreads)
- 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 [AppendFrameEncode](#) (std::ostream &out, const char \*data, size\_t datalen) override
- bool [AppendRowEncode](#) (std::ostream &out, const char \*data, size\_t datalen) override
- bool [DecodeByStreams](#) (std::istream &is, std::ostream &os) override
- bool [DecodeExtent](#) (char \*buffer, unsigned int xmin, unsigned int xmax, unsigned int ymin, unsigned int ymax, unsigned int zmin, unsigned int zmax, std::istream &is)
- bool [IsFrameEncoder](#) () override
- bool [IsRowEncoder](#) () override
- bool [StartEncode](#) (std::ostream &) override
- bool [StopEncode](#) (std::ostream &) override

## Friends

- class [Bitmap](#)
- class [ImageRegionReader](#)

## Additional Inherited Members

### 10.172.1 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](#)

## 10.172.2 Constructor & Destructor Documentation

### 10.172.2.1 JPEG2000Codec()

```
gdcm::JPEG2000Codec::JPEG2000Codec ( )
```

### 10.172.2.2 ~JPEG2000Codec()

```
gdcm::JPEG2000Codec::~~JPEG2000Codec ( ) [override]
```

## 10.172.3 Member Function Documentation

### 10.172.3.1 AppendFrameEncode()

```
bool gdcm::JPEG2000Codec::AppendFrameEncode (
    std::ostream & out,
    const char * data,
    size_t datalen ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.172.3.2 AppendRowEncode()

```
bool gdcm::JPEG2000Codec::AppendRowEncode (
    std::ostream & out,
    const char * data,
    size_t datalen ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.172.3.3 CanCode()

```
bool gdcm::JPEG2000Codec::CanCode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this coder support this transfer syntax (can code it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.172.3.4 CanDecode()

```
bool gdcm::JPEG2000Codec::CanDecode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.172.3.5 Clone()

```
ImageCodec * gdcm::JPEG2000Codec::Clone ( ) const [override], [virtual]
```

Implements [gdcm::ImageCodec](#).

### 10.172.3.6 Code()

```
bool gdcm::JPEG2000Codec::Code (
    DataElement const & in_,
    DataElement & out_ ) [override], [virtual]
```

Code.

Reimplemented from [gdcm::Coder](#).

### 10.172.3.7 Decode()

```
bool gdcm::JPEG2000Codec::Decode (
    DataElement const & ,
    DataElement & ) [override], [virtual]
```

Decode.

Reimplemented from [gdcm::ImageCodec](#).

### 10.172.3.8 DecodeByStreams()

```
bool gdcm::JPEG2000Codec::DecodeByStreams (
    std::istream & is,
    std::ostream & os ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.172.3.9 DecodeExtent()

```
bool gdcm::JPEG2000Codec::DecodeExtent (
    char * buffer,
    unsigned int xmin,
    unsigned int xmax,
    unsigned int ymin,
    unsigned int ymax,
    unsigned int zmin,
    unsigned int zmax,
    std::istream & is ) [protected]
```

### 10.172.3.10 GetHeaderInfo()

```
bool gdcm::JPEG2000Codec::GetHeaderInfo (
    std::istream & is,
    TransferSyntax & ts ) [override], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).



### 10.172.3.11 GetQuality()

```
double gdcm::JPEG2000Codec::GetQuality (
    unsigned int idx = 0 ) const
```

### 10.172.3.12 GetRate()

```
double gdcm::JPEG2000Codec::GetRate (
    unsigned int idx = 0 ) const
```

### 10.172.3.13 IsFrameEncoder()

```
bool gdcm::JPEG2000Codec::IsFrameEncoder ( ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.172.3.14 IsRowEncoder()

```
bool gdcm::JPEG2000Codec::IsRowEncoder ( ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.172.3.15 SetMCT()

```
void gdcm::JPEG2000Codec::SetMCT (
    unsigned int mct )
```

### 10.172.3.16 SetNumberOfResolutions()

```
void gdcm::JPEG2000Codec::SetNumberOfResolutions (
    unsigned int nres )
```

### 10.172.3.17 SetNumberOfThreadsForDecompression()

```
void gdcm::JPEG2000Codec::SetNumberOfThreadsForDecompression (
    int nThreads )
```

Set Number of threads

## Parameters

<i>nThreads</i>	: number of threads for decompression codec, if 0 or 1 decompression is done in current thread, if negative value is set determine how many virtual threads are available
-----------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------

**10.172.3.18 SetQuality()**

```
void gdcM::JPEG2000Codec::SetQuality (
    unsigned int idx,
    double q )
```

**10.172.3.19 SetRate()**

```
void gdcM::JPEG2000Codec::SetRate (
    unsigned int idx,
    double rate )
```

**10.172.3.20 SetReversible()**

```
void gdcM::JPEG2000Codec::SetReversible (
    bool res )
```

**10.172.3.21 SetTileSize()**

```
void gdcM::JPEG2000Codec::SetTileSize (
    unsigned int tx,
    unsigned int ty )
```

**10.172.3.22 StartEncode()**

```
bool gdcM::JPEG2000Codec::StartEncode (
    std::ostream & ) [override], [protected], [virtual]
```

Reimplemented from [gdcM::ImageCodec](#).

### 10.172.3.23 StopEncode()

```
bool gdcm::JPEG2000Codec::StopEncode (
    std::ostream & ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

## 10.172.4 Friends And Related Function Documentation

### 10.172.4.1 Bitmap

```
friend class Bitmap [friend]
```

### 10.172.4.2 ImageRegionReader

```
friend class ImageRegionReader [friend]
```

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

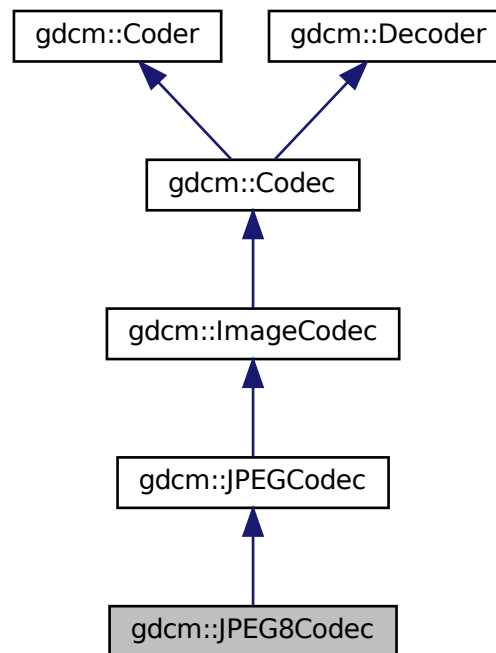
- [gdcmJPEG2000Codec.h](#)

## 10.173 gdcm::JPEG8Codec Class Reference

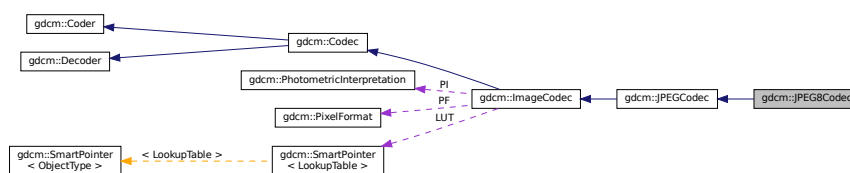
Class to do JPEG 8bits (lossy & lossless)

```
#include <gdcmJPEG8Codec.h>
```

Inheritance diagram for `gdcm::JPEG8Codec`:



Collaboration diagram for `gdcm::JPEG8Codec`:



## Public Member Functions

- [JPEG8Codec](#) ()
- [~JPEG8Codec](#) () override
- [DecodeByStreams](#) (std::istream &is, std::ostream &os) override
- [GetHeaderInfo](#) (std::istream &is, [TransferSyntax](#) &ts) override
- [InternalCode](#) (const char \*input, unsigned long len, std::ostream &os) override

## Protected Member Functions

- bool [EncodeBuffer](#) (std::ostream &os, const char \*data, size\_t datalen) override
- bool [IsStateSuspension](#) () const override

## Additional Inherited Members

### 10.173.1 Detailed Description

Class to do JPEG 8bits (lossy & lossless)

#### Note

internal class

### 10.173.2 Constructor & Destructor Documentation

#### 10.173.2.1 JPEG8Codec()

```
gdcm::JPEG8Codec::JPEG8Codec ( )
```

#### 10.173.2.2 ~JPEG8Codec()

```
gdcm::JPEG8Codec::~~JPEG8Codec ( ) [override]
```

### 10.173.3 Member Function Documentation

#### 10.173.3.1 DecodeByStreams()

```
bool gdcm::JPEG8Codec::DecodeByStreams (
    std::istream & is,
    std::ostream & os ) [override], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.173.3.2 EncodeBuffer()

```
bool gdcm::JPEG8Codec::EncodeBuffer (
    std::ostream & os,
    const char * data,
    size_t datalen ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::JPEGCodec](#).

### 10.173.3.3 GetHeaderInfo()

```
bool gdcm::JPEG8Codec::GetHeaderInfo (
    std::istream & is,
    TransferSyntax & ts ) [override], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.173.3.4 InternalCode()

```
bool gdcm::JPEG8Codec::InternalCode (
    const char * input,
    unsigned long len,
    std::ostream & os ) [override], [virtual]
```

Reimplemented from [gdcm::Coder](#).

### 10.173.3.5 IsStateSuspension()

```
bool gdcm::JPEG8Codec::IsStateSuspension ( ) const [override], [protected], [virtual]
```

Reimplemented from [gdcm::JPEGCodec](#).

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

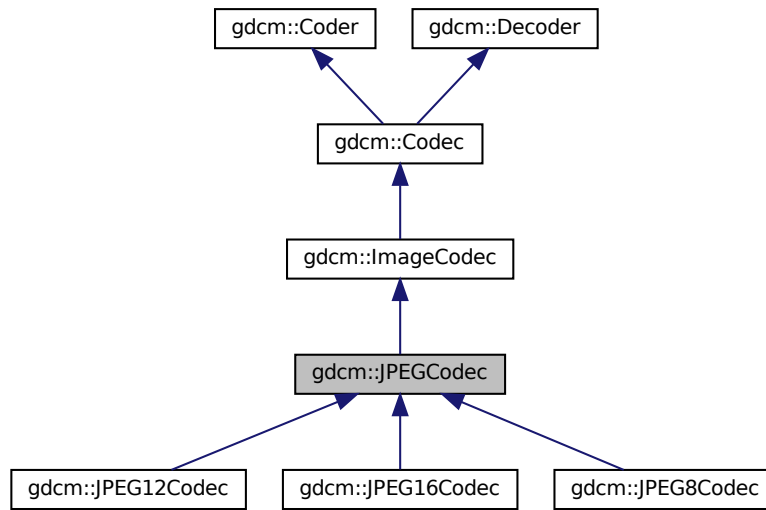
- [gdcmJPEG8Codec.h](#)

## 10.174 gdcm::JPEGCodec Class Reference

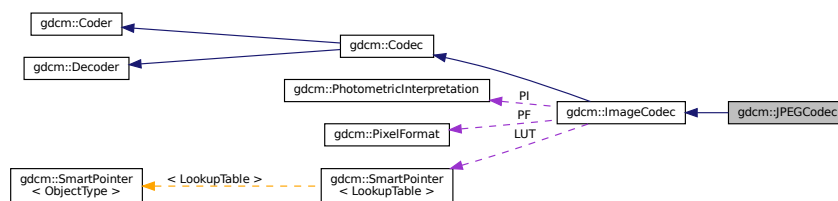
JPEG codec.

```
#include <gdcmJPEGCodec.h>
```

Inheritance diagram for gdcm::JPEGCodec:



Collaboration diagram for gdcm::JPEGCodec:



### Public Member Functions

- [JPEGCodec](#) ()
- [~JPEGCodec](#) () override
- bool [CanCode](#) ([TransferSyntax](#) const &ts) const override  
Return whether this coder support this transfer syntax (can code it)
- bool [CanDecode](#) ([TransferSyntax](#) const &ts) const override

*Return whether this decoder support this transfer syntax (can decode it)*

- [ImageCodec](#) \* [Clone](#) () const override
- bool [Code](#) ([DataElement](#) const &in, [DataElement](#) &out) override

*Compress into JPEG.*

- void [ComputeOffsetTable](#) (bool b)

*Compute the offset table:*

- bool [Decode](#) ([DataElement](#) const &is, [DataElement](#) &os) override

*Decode.*

- virtual bool [EncodeBuffer](#) (std::ostream &out, const char \*inbuffer, size\_t inlen)
- bool [GetHeaderInfo](#) (std::istream &is, [TransferSyntax](#) &ts) override
- bool [GetLossless](#) () const
- double [GetQuality](#) () const
- void [SetLossless](#) (bool l)
- void [SetPixelFormat](#) ([PixelFormat](#) const &pf) override
- void [SetQuality](#) (double q)

## Protected Member Functions

- bool [AppendFrameEncode](#) (std::ostream &out, const char \*data, size\_t datalen) override
- bool [AppendRowEncode](#) (std::ostream &out, const char \*data, size\_t datalen) override
- bool [DecodeByStreams](#) (std::istream &is, std::ostream &os) override
- bool [DecodeExtent](#) (char \*buffer, unsigned int xmin, unsigned int xmax, unsigned int ymin, unsigned int ymax, unsigned int zmin, unsigned int zmax, std::istream &is)
- bool [IsFrameEncoder](#) () override
- bool [IsRowEncoder](#) () override
- virtual bool [IsStateSuspension](#) () const
- bool [IsValid](#) ([PhotometricInterpretation](#) const &pi) override
- void [SetBitSample](#) (int bit)
- bool [StartEncode](#) (std::ostream &) override
- bool [StopEncode](#) (std::ostream &) override

## Protected Attributes

- int [BitSample](#)
- int [Quality](#)

## Friends

- class [ImageRegionReader](#)



## Additional Inherited Members

### 10.174.1 Detailed Description

JPEG codec.

Class to do JPEG (8bits, 12bits, 16bits lossy & lossless). It redispach in between the different codec implementation: [JPEG8Codec](#), [JPEG12Codec](#) & [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/2d525ef6a2f08](http://groups.google.com/group/comp.protocols.dicom/browse_thread/thread/2d525ef6a2f08)
- [http://groups.google.com/group/comp.protocols.dicom/browse\\_thread/thread/6b93af410f8c8](http://groups.google.com/group/comp.protocols.dicom/browse_thread/thread/6b93af410f8c8)

#### Examples

[CompressLossyJPEG.cs](#), [FileChangeTSLossy.cs](#), and [GetJPEGSamplePrecision.cxx](#).

### 10.174.2 Constructor & Destructor Documentation

#### 10.174.2.1 JPEGCodec()

```
gdcm::JPEGCodec::JPEGCodec ( )
```

#### 10.174.2.2 ~JPEGCodec()

```
gdcm::JPEGCodec::~~JPEGCodec ( ) [override]
```

### 10.174.3 Member Function Documentation

### 10.174.3.1 AppendFrameEncode()

```
bool gdcm::JPEGCodec::AppendFrameEncode (
    std::ostream & out,
    const char * data,
    size_t datalen ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.174.3.2 AppendRowEncode()

```
bool gdcm::JPEGCodec::AppendRowEncode (
    std::ostream & out,
    const char * data,
    size_t datalen ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.174.3.3 CanCode()

```
bool gdcm::JPEGCodec::CanCode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this coder support this transfer syntax (can code it)

Reimplemented from [gdcm::ImageCodec](#).

#### Examples

[CompressLossyJPEG.cs](#).

### 10.174.3.4 CanDecode()

```
bool gdcm::JPEGCodec::CanDecode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.174.3.5 Clone()

```
ImageCodec * gdcm::JPEGCodec::Clone ( ) const [override], [virtual]
```

Implements [gdcm::ImageCodec](#).

### 10.174.3.6 Code()

```
bool gdcm::JPEGCodec::Code (
    DataElement const & in,
    DataElement & out ) [override], [virtual]
```

Compress into JPEG.

Reimplemented from [gdcm::Coder](#).

### 10.174.3.7 ComputeOffsetTable()

```
void gdcm::JPEGCodec::ComputeOffsetTable (
    bool b )
```

Compute the offset table:

### 10.174.3.8 Decode()

```
bool gdcm::JPEGCodec::Decode (
    DataElement const & ,
    DataElement & ) [override], [virtual]
```

Decode.

Reimplemented from [gdcm::ImageCodec](#).

### 10.174.3.9 DecodeByStreams()

```
bool gdcm::JPEGCodec::DecodeByStreams (
    std::istream & is,
    std::ostream & os ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

#### 10.174.3.10 DecodeExtent()

```
bool gdcm::JPEGCodec::DecodeExtent (
    char * buffer,
    unsigned int xmin,
    unsigned int xmax,
    unsigned int ymin,
    unsigned int ymax,
    unsigned int zmin,
    unsigned int zmax,
    std::istream & is ) [protected]
```

#### 10.174.3.11 EncodeBuffer()

```
virtual bool gdcm::JPEGCodec::EncodeBuffer (
    std::ostream & out,
    const char * inbuffer,
    size_t inlen ) [virtual]
```

Reimplemented in [gdcm::JPEG12Codec](#), [gdcm::JPEG16Codec](#), and [gdcm::JPEG8Codec](#).

#### 10.174.3.12 GetHeaderInfo()

```
bool gdcm::JPEGCodec::GetHeaderInfo (
    std::istream & is,
    TransferSyntax & ts ) [override], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

#### Examples

[GetJPEGSamplePrecision.cxx](#).

#### 10.174.3.13 GetLossless()

```
bool gdcm::JPEGCodec::GetLossless ( ) const
```

#### 10.174.3.14 GetQuality()

```
double gdcm::JPEGCodec::GetQuality ( ) const
```

#### 10.174.3.15 IsFrameEncoder()

```
bool gdcm::JPEGCodec::IsFrameEncoder ( ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

#### 10.174.3.16 IsRowEncoder()

```
bool gdcm::JPEGCodec::IsRowEncoder ( ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

#### 10.174.3.17 IsStateSuspension()

```
virtual bool gdcm::JPEGCodec::IsStateSuspension ( ) const [protected], [virtual]
```

Reimplemented in [gdcm::JPEG12Codec](#), [gdcm::JPEG16Codec](#), and [gdcm::JPEG8Codec](#).

#### 10.174.3.18 IsValid()

```
bool gdcm::JPEGCodec::IsValid (
    PhotometricInterpretation const & pi ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

#### 10.174.3.19 SetBitSample()

```
void gdcm::JPEGCodec::SetBitSample (
    int bit ) [protected]
```

#### 10.174.3.20 SetLossless()

```
void gdcm::JPEGCodec::SetLossless (
    bool l )
```

##### Examples

[CompressLossyJPEG.cs](#), and [FileChangeTSLossy.cs](#).

#### 10.174.3.21 SetPixelFormat()

```
void gdcm::JPEGCodec::SetPixelFormat (
    PixelFormat const & pf ) [override], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

##### Examples

[GetJPEGSamplePrecision.cxx](#).

#### 10.174.3.22 SetQuality()

```
void gdcm::JPEGCodec::SetQuality (
    double q )
```

##### Examples

[CompressLossyJPEG.cs](#), and [FileChangeTSLossy.cs](#).

#### 10.174.3.23 StartEncode()

```
bool gdcm::JPEGCodec::StartEncode (
    std::ostream & ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.174.3.24 StopEncode()

```
bool gdcm::JPEGCodec::StopEncode (
    std::ostream & ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

## 10.174.4 Friends And Related Function Documentation

### 10.174.4.1 ImageRegionReader

```
friend class ImageRegionReader [friend]
```

## 10.174.5 Member Data Documentation

### 10.174.5.1 BitSample

```
int gdcm::JPEGCodec::BitSample [protected]
```

### 10.174.5.2 Quality

```
int gdcm::JPEGCodec::Quality [protected]
```

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

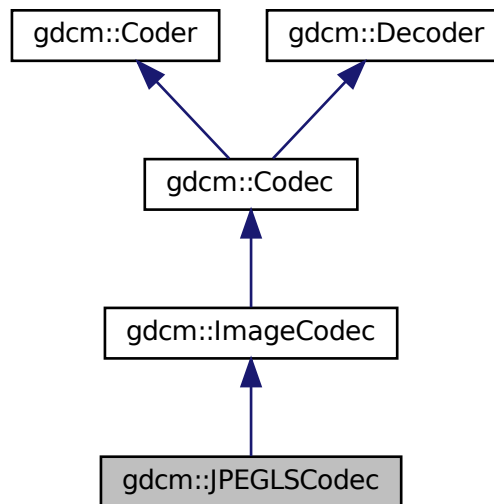
- [gdcmJPEGCodec.h](#)

## 10.175 gdcm::JPEGLSCodec Class Reference

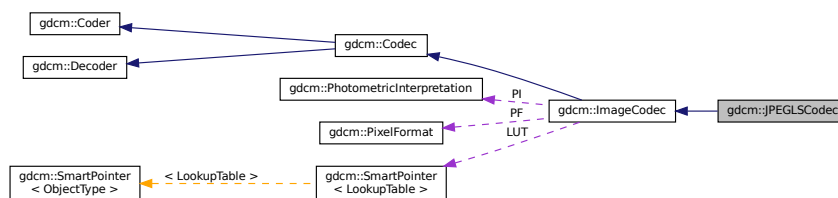
JPEG-LS.

```
#include <gdcmJPEGLSCodec.h>
```

Inheritance diagram for gdcm::JPEGLSCodec:



Collaboration diagram for gdcm::JPEGLSCodec:



### Public Member Functions

- [JPEGLSCodec](#) ()
- [~JPEGLSCodec](#) () override
- bool [CanCode](#) ([TransferSyntax](#) const &ts) const override



*Return whether this coder support this transfer syntax (can code it)*

- bool [CanDecode](#) ([TransferSyntax](#) const &ts) const override

*Return whether this decoder support this transfer syntax (can decode it)*

- [ImageCodec](#) \* [Clone](#) () const override
- bool [Code](#) ([DataElement](#) const &in, [DataElement](#) &out) override

*Code.*

- bool [Decode](#) ([DataElement](#) const &in, char \*outBuffer, size\_t inBufferLength, uint32\_t inXMin, uint32\_t inXMax, uint32\_t inYMin, uint32\_t inYMax, uint32\_t inZMin, uint32\_t inZMax)
- bool [Decode](#) ([DataElement](#) const &is, [DataElement](#) &os) override

*Decode.*

- unsigned long [GetBufferLength](#) () const
- bool [GetHeaderInfo](#) (std::istream &is, [TransferSyntax](#) &ts) override
- bool [GetLossless](#) () const
- void [SetBufferLength](#) (unsigned long l)
- void [SetLossless](#) (bool l)
- void [SetLossyError](#) (int error)

*[0-3] generally*

## Protected Member Functions

- bool [AppendFrameEncode](#) (std::ostream &out, const char \*data, size\_t datalen) override
- bool [AppendRowEncode](#) (std::ostream &out, const char \*data, size\_t datalen) override
- bool [DecodeExtent](#) (char \*buffer, unsigned int xmin, unsigned int xmax, unsigned int ymin, unsigned int ymax, unsigned int zmin, unsigned int zmax, std::istream &is)
- bool [IsFrameEncoder](#) () override
- bool [IsRowEncoder](#) () override
- bool [StartEncode](#) (std::ostream &) override
- bool [StopEncode](#) (std::ostream &) override

## Friends

- class [ImageRegionReader](#)

## Additional Inherited Members

### 10.175.1 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 <https://github.com/team-charls/charls>

## 10.175.2 Constructor & Destructor Documentation

### 10.175.2.1 JPEGLSCodec()

```
gdcm::JPEGLSCodec::JPEGLSCodec ( )
```

### 10.175.2.2 ~JPEGLSCodec()

```
gdcm::JPEGLSCodec::~~JPEGLSCodec ( ) [override]
```

## 10.175.3 Member Function Documentation

### 10.175.3.1 AppendFrameEncode()

```
bool gdcm::JPEGLSCodec::AppendFrameEncode (
    std::ostream & out,
    const char * data,
    size_t datalen ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.175.3.2 AppendRowEncode()

```
bool gdcm::JPEGLSCodec::AppendRowEncode (
    std::ostream & out,
    const char * data,
    size_t datalen ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.175.3.3 CanCode()

```
bool gdcm::JPEGLSCodec::CanCode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this coder support this transfer syntax (can code it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.175.3.4 CanDecode()

```
bool gdcm::JPEGLSCodec::CanDecode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.175.3.5 Clone()

```
ImageCodec * gdcm::JPEGLSCodec::Clone ( ) const [override], [virtual]
```

Implements [gdcm::ImageCodec](#).

### 10.175.3.6 Code()

```
bool gdcm::JPEGLSCodec::Code (
    DataElement const & in_,
    DataElement & out_ ) [override], [virtual]
```

Code.

Reimplemented from [gdcm::Coder](#).

### 10.175.3.7 Decode() [1/2]

```
bool gdcm::JPEGLSCodec::Decode (
    DataElement const & in,
    char * outBuffer,
    size_t inBufferLength,
    uint32_t inXMin,
    uint32_t inXMax,
    uint32_t inYMin,
    uint32_t inYMax,
    uint32_t inZMin,
    uint32_t inZMax )
```

### 10.175.3.8 Decode() [2/2]

```
bool gdcm::JPEGLSCodec::Decode (
    DataElement const & ,
    DataElement & ) [override], [virtual]
```

Decode.

Reimplemented from [gdcm::ImageCodec](#).

### 10.175.3.9 DecodeExtent()

```
bool gdcm::JPEGLSCodec::DecodeExtent (
    char * buffer,
    unsigned int xmin,
    unsigned int xmax,
    unsigned int ymin,
    unsigned int ymax,
    unsigned int zmin,
    unsigned int zmax,
    std::istream & is ) [protected]
```

### 10.175.3.10 GetBufferLength()

```
unsigned long gdcm::JPEGLSCodec::GetBufferLength ( ) const [inline]
```

### 10.175.3.11 GetHeaderInfo()

```
bool gdcm::JPEGLSCodec::GetHeaderInfo (
    std::istream & is,
    TransferSyntax & ts ) [override], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.175.3.12 GetLossless()

```
bool gdcm::JPEGLSCodec::GetLossless ( ) const
```

### 10.175.3.13 IsFrameEncoder()

```
bool gdcm::JPEGLSCodec::IsFrameEncoder ( ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.175.3.14 IsRowEncoder()

```
bool gdcm::JPEGLSCodec::IsRowEncoder ( ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.175.3.15 SetBufferLength()

```
void gdcm::JPEGLSCodec::SetBufferLength (
    unsigned long l ) [inline]
```

### 10.175.3.16 SetLossless()

```
void gdcm::JPEGLSCodec::SetLossless (
    bool l )
```

### 10.175.3.17 SetLossyError()

```
void gdcM::JPEGLSCodec::SetLossyError (
    int error )
```

[0-3] generally

### 10.175.3.18 StartEncode()

```
bool gdcM::JPEGLSCodec::StartEncode (
    std::ostream & ) [override], [protected], [virtual]
```

Reimplemented from [gdcM::ImageCodec](#).

### 10.175.3.19 StopEncode()

```
bool gdcM::JPEGLSCodec::StopEncode (
    std::ostream & ) [override], [protected], [virtual]
```

Reimplemented from [gdcM::ImageCodec](#).

## 10.175.4 Friends And Related Function Documentation

### 10.175.4.1 ImageRegionReader

```
friend class ImageRegionReader [friend]
```

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

- [gdcMJPEGLSCodec.h](#)

## 10.176 gdcM::JSON Class Reference

```
#include <gdcMJSON.h>
```

## Public Member Functions

- [JSON](#) ()
- [~JSON](#) ()
- bool [Code](#) ([DataSet](#) const &in, std::ostream &os)
- bool [Decode](#) (std::istream &is, [DataSet](#) &out)
- bool [GetPrettyPrint](#) () const
- void [PrettyPrintOff](#) ()
- void [PrettyPrintOn](#) ()
- void [SetPrettyPrint](#) (bool onoff)

### 10.176.1 Detailed Description

#### Examples

[QIDO-RS.cxx](#).

### 10.176.2 Constructor & Destructor Documentation

#### 10.176.2.1 JSON()

```
gdcm::JSON::JSON ( )
```

#### 10.176.2.2 ~JSON()

```
gdcm::JSON::~~JSON ( )
```

### 10.176.3 Member Function Documentation

#### 10.176.3.1 Code()

```
bool gdcm::JSON::Code (
    DataSet const & in,
    std::ostream & os )
```

#### Examples

[QIDO-RS.cxx](#).

### 10.176.3.2 Decode()

```
bool gdcM::JSON::Decode (
    std::istream & is,
    DataSet & out )
```

#### Examples

[QIDO-RS.cxx](#).

### 10.176.3.3 GetPrettyPrint()

```
bool gdcM::JSON::GetPrettyPrint ( ) const
```

### 10.176.3.4 PrettyPrintOff()

```
void gdcM::JSON::PrettyPrintOff ( )
```

### 10.176.3.5 PrettyPrintOn()

```
void gdcM::JSON::PrettyPrintOn ( )
```

#### Examples

[QIDO-RS.cxx](#).

### 10.176.3.6 SetPrettyPrint()

```
void gdcM::JSON::SetPrettyPrint (
    bool onoff )
```

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

- [gdcMJSON.h](#)

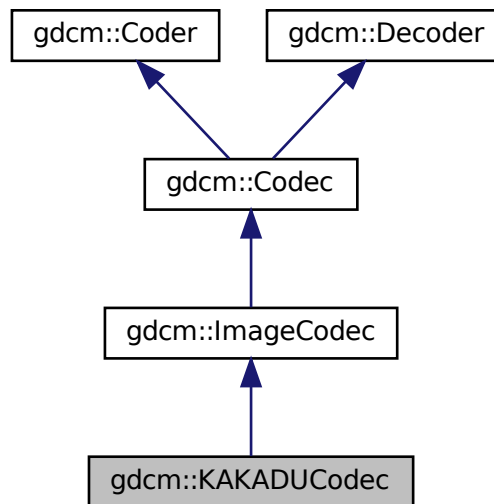


## 10.177 gdcm::KAKADUCodec Class Reference

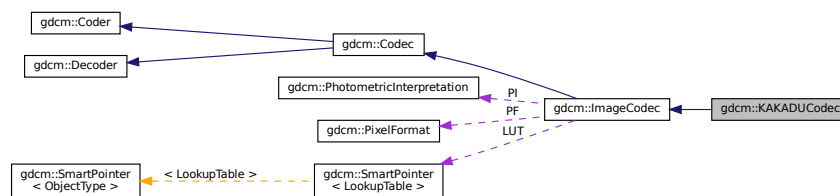
[KAKADUCodec](#).

```
#include <gdcmKAKADUCodec.h>
```

Inheritance diagram for gdcm::KAKADUCodec:



Collaboration diagram for gdcm::KAKADUCodec:



### Public Member Functions

- [KAKADUCodec](#) ()
- [~KAKADUCodec](#) () override
- bool [CanCode](#) ([TransferSyntax](#) const &ts) const override

*Return whether this coder support this transfer syntax (can code it)*

- bool [CanDecode](#) ([TransferSyntax](#) const &ts) const override

*Return whether this decoder support this transfer syntax (can decode it)*

- [ImageCodec](#) \* [Clone](#) () const override
- bool [Code](#) ([DataElement](#) const &in, [DataElement](#) &out) override

*Code.*

- bool [Decode](#) ([DataElement](#) const &is, [DataElement](#) &os) override

*Decode.*

## Additional Inherited Members

### 10.177.1 Detailed Description

[KAKADUCodec](#).

### 10.177.2 Constructor & Destructor Documentation

#### 10.177.2.1 KAKADUCodec()

```
gdcm::KAKADUCodec::KAKADUCodec ( )
```

#### 10.177.2.2 ~KAKADUCodec()

```
gdcm::KAKADUCodec::~~KAKADUCodec ( ) [override]
```

### 10.177.3 Member Function Documentation

#### 10.177.3.1 CanCode()

```
bool gdcm::KAKADUCodec::CanCode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this coder support this transfer syntax (can code it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.177.3.2 CanDecode()

```
bool gdcm::KAKADUCodec::CanDecode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.177.3.3 Clone()

```
ImageCodec * gdcm::KAKADUCodec::Clone ( ) const [override], [virtual]
```

Implements [gdcm::ImageCodec](#).

### 10.177.3.4 Code()

```
bool gdcm::KAKADUCodec::Code (
    DataElement const & in_,
    DataElement & out_ ) [override], [virtual]
```

Code.

Reimplemented from [gdcm::Coder](#).

### 10.177.3.5 Decode()

```
bool gdcm::KAKADUCodec::Decode (
    DataElement const & ,
    DataElement & ) [override], [virtual]
```

Decode.

Reimplemented from [gdcm::ImageCodec](#).

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

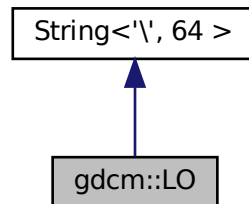
- [gdcmKAKADUCodec.h](#)

## 10.178 gdcm::LO Class Reference

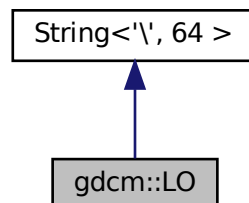
[LO](#).

```
#include <gdcmLO.h>
```

Inheritance diagram for gdcm::LO:



Collaboration diagram for gdcm::LO:



### 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 [Superclass](#) &s, [size\\_type](#) pos=0, [size\\_type](#) n=npos)
- [LO](#) (const [value\\_type](#) \*s)
- [LO](#) (const [value\\_type](#) \*s, [size\\_type](#) n)
- bool [IsValid](#) () const

### 10.178.1 Detailed Description

[LO](#).

Note

TODO

### 10.178.2 Member Typedef Documentation

#### 10.178.2.1 `const_iterator`

```
typedef Superclass::const\_iterator gdcm::LO::const_iterator
```

#### 10.178.2.2 `const_reference`

```
typedef Superclass::const\_reference gdcm::LO::const_reference
```

#### 10.178.2.3 `const_reverse_iterator`

```
typedef Superclass::const\_reverse\_iterator gdcm::LO::const_reverse_iterator
```

#### 10.178.2.4 `difference_type`

```
typedef Superclass::difference\_type gdcm::LO::difference_type
```

#### 10.178.2.5 iterator

```
typedef Superclass::iterator gdcM::LO::iterator
```

#### 10.178.2.6 pointer

```
typedef Superclass::pointer gdcM::LO::pointer
```

#### 10.178.2.7 reference

```
typedef Superclass::reference gdcM::LO::reference
```

#### 10.178.2.8 reverse\_iterator

```
typedef Superclass::reverse_iterator gdcM::LO::reverse_iterator
```

#### 10.178.2.9 size\_type

```
typedef Superclass::size_type gdcM::LO::size_type
```

#### 10.178.2.10 Superclass

```
typedef String<'\\', 64> gdcM::LO::Superclass
```

#### 10.178.2.11 value\_type

```
typedef Superclass::value_type gdcM::LO::value_type
```

## 10.178.3 Constructor & Destructor Documentation

### 10.178.3.1 LO() [1/4]

```
gdcmm::LO::LO ( ) [inline]
```

### 10.178.3.2 LO() [2/4]

```
gdcmm::LO::LO (
    const value\_type * s ) [inline]
```

### 10.178.3.3 LO() [3/4]

```
gdcmm::LO::LO (
    const value\_type * s,
    size\_type n ) [inline]
```

### 10.178.3.4 LO() [4/4]

```
gdcmm::LO::LO (
    const Superclass & s,
    size\_type pos = 0,
    size\_type n = npos ) [inline]
```

## 10.178.4 Member Function Documentation

### 10.178.4.1 IsValid()

```
bool gdcmm::LO::IsValid ( ) const [inline]
```

References [gdcmm::String< TDelimiter, TMaxLength, TPadChar >::IsValid\(\)](#).

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

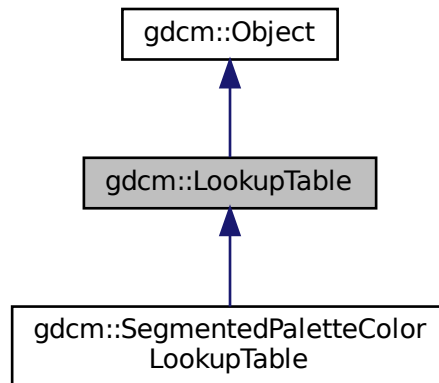
- [gdcmmLO.h](#)

## 10.179 gdcm::LookupTable Class Reference

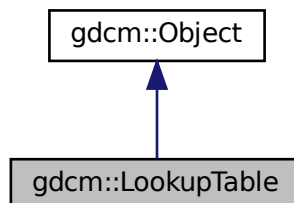
[LookupTable](#) class.

```
#include <gdcmLookupTable.h>
```

Inheritance diagram for gdcm::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](#) () override
- void [Allocate](#) (unsigned short bitsample=8)  
*Allocate the LUT.*
- void [Clear](#) ()  
*Clear the LUT.*
- bool [Decode](#) (char \*outputbuffer, size\_t outlen, const char \*inputbuffer, size\_t inlen) const
- void [Decode](#) (std::istream &is, std::ostream &os) const  
*Decode the LUT.*
- bool [Decode8](#) (char \*outputbuffer, size\_t outlen, const char \*inputbuffer, size\_t inlen) const  
*Decode into RGB 8 bits space.*
- 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:*
- bool [IsRGB8](#) () const  
*Return whether 16 bits LUT is in RGB 8 bits space.*
- void [Print](#) (std::ostream &) const override
- 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

### 10.179.1 Detailed Description

[LookupTable](#) class.

#### Examples

[ExtractImageRegionWithLUT.cs](#), and [PrintLUT.cxx](#).

### 10.179.2 Member Enumeration Documentation

#### 10.179.2.1 LookupTableType

```
enum gdcm::LookupTable::LookupTableType
```

##### Enumerator

RED	
GREEN	
BLUE	
GRAY	
UNKNOWN	

### 10.179.3 Constructor & Destructor Documentation

#### 10.179.3.1 LookupTable() [1/2]

```
gdcm::LookupTable::LookupTable ( )
```

#### 10.179.3.2 ~LookupTable()

```
gdcm::LookupTable::~~LookupTable ( ) [override]
```

### 10.179.3.3 LookupTable() [2/2]

```
gdcm::LookupTable::LookupTable (
    LookupTable const & lut ) [inline]
```

## 10.179.4 Member Function Documentation

### 10.179.4.1 Allocate()

```
void gdcm::LookupTable::Allocate (
    unsigned short bitsample = 8 )
```

Allocate the LUT.

### 10.179.4.2 Clear()

```
void gdcm::LookupTable::Clear ( )
```

Clear the LUT.

### 10.179.4.3 Decode() [1/2]

```
bool gdcm::LookupTable::Decode (
    char * outputbuffer,
    size_t outlen,
    const char * inputbuffer,
    size_t inlen ) const
```

Decode the LUT outputbuffer will contains the RGB decoded PALETTE COLOR input image of size inlen the outputbuffer should be at least 3 times the size of inlen

### 10.179.4.4 Decode() [2/2]

```
void gdcm::LookupTable::Decode (
    std::istream & is,
    std::ostream & os ) const
```

Decode the LUT.

#### Examples

[ExtractImageRegionWithLUT.cs](#).

#### 10.179.4.5 Decode8()

```
bool gdc::LookupTable::Decode8 (
    char * outputbuffer,
    size_t outlen,
    const char * inputbuffer,
    size_t inlen ) const
```

Decode into RGB 8 bits space.

#### 10.179.4.6 GetBitSample()

```
unsigned short gdc::LookupTable::GetBitSample ( ) const [inline]
```

return the bit sample

#### 10.179.4.7 GetBufferAsRGBA()

```
bool gdc::LookupTable::GetBufferAsRGBA (
    unsigned char * rgba ) const
```

return the LUT as RGBA buffer

#### 10.179.4.8 GetLUT()

```
void gdc::LookupTable::GetLUT (
    LookupTableType type,
    unsigned char * array,
    unsigned int & length ) const
```

#### 10.179.4.9 GetLUTDescriptor()

```
void gdc::LookupTable::GetLUTDescriptor (
    LookupTableType type,
    unsigned short & length,
    unsigned short & subscript,
    unsigned short & bitsize ) const
```

#### 10.179.4.10 GetLUTLength()

```
unsigned int gdcm::LookupTable::GetLUTLength (
    LookupTableType type ) const
```

#### 10.179.4.11 GetPointer()

```
const unsigned char * gdcm::LookupTable::GetPointer ( ) const
```

return a raw pointer to the LUT

#### 10.179.4.12 InitializeBlueLUT()

```
void gdcm::LookupTable::InitializeBlueLUT (
    unsigned short length,
    unsigned short subscript,
    unsigned short bitsize )
```

#### 10.179.4.13 Initialized()

```
bool gdcm::LookupTable::Initialized ( ) const
```

return whether the LUT has been initialized

#### 10.179.4.14 InitializeGreenLUT()

```
void gdcm::LookupTable::InitializeGreenLUT (
    unsigned short length,
    unsigned short subscript,
    unsigned short bitsize )
```

#### 10.179.4.15 InitializeLUT()

```
void gdcm::LookupTable::InitializeLUT (
    LookupTableType type,
    unsigned short length,
    unsigned short subscript,
    unsigned short bitsize )
```

Generic interface:

#### 10.179.4.16 InitializeRedLUT()

```
void gdcm::LookupTable::InitializeRedLUT (
    unsigned short length,
    unsigned short subscript,
    unsigned short bitsize )
```

RED / GREEN / BLUE specific:

#### 10.179.4.17 IsRGB8()

```
bool gdcm::LookupTable::IsRGB8 ( ) const
```

Return whether 16 bits LUT is in RGB 8 bits space.

#### 10.179.4.18 Print()

```
void gdcm::LookupTable::Print (
    std::ostream & ) const [override], [virtual]
```

Reimplemented from [gdcm::Object](#).

Reimplemented in [gdcm::SegmentedPaletteColorLookupTable](#).

#### Examples

[PrintLUT.cxx](#).

#### 10.179.4.19 SetBlueLUT()

```
void gdcm::LookupTable::SetBlueLUT (
    const unsigned char * blue,
    unsigned int length )
```

#### 10.179.4.20 SetGreenLUT()

```
void gdcm::LookupTable::SetGreenLUT (
    const unsigned char * green,
    unsigned int length )
```

#### 10.179.4.21 SetLUT()

```
virtual void gdcm::LookupTable::SetLUT (
    LookupTableType type,
    const unsigned char * array,
    unsigned int length ) [virtual]
```

Reimplemented in [gdcm::SegmentedPaletteColorLookupTable](#).

#### 10.179.4.22 SetRedLUT()

```
void gdcm::LookupTable::SetRedLUT (
    const unsigned char * red,
    unsigned int length )
```

#### 10.179.4.23 WriteBufferAsRGBA()

```
bool gdcm::LookupTable::WriteBufferAsRGBA (
    const unsigned char * rgba )
```

Write the LUT as RGBA.

### 10.179.5 Member Data Documentation

### 10.179.5.1 BitSample

```
unsigned short gdcm::LookupTable::BitSample [protected]
```

### 10.179.5.2 IncompleteLUT

```
bool gdcm::LookupTable::IncompleteLUT [protected]
```

### 10.179.5.3 Internal

```
LookupTableInternal* gdcm::LookupTable::Internal [protected]
```

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

- [gdcmLookupTable.h](#)

## 10.180 gdcm::Scanner2::ltstr Struct Reference

```
#include <gdcmScanner2.h>
```

### Public Member Functions

- bool [operator\(\)](#) (const char \*s1, const char \*s2) const

### 10.180.1 Member Function Documentation

#### 10.180.1.1 operator()()

```
bool gdcm::Scanner2::ltstr::operator() (
    const char * s1,
    const char * s2 ) const [inline]
```

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

- [gdcmScanner2.h](#)



## 10.181 gdcm::Scanner::ltstr Struct Reference

```
#include <gdcmScanner.h>
```

### Public Member Functions

- bool [operator\(\)](#) (const char \*s1, const char \*s2) const

### 10.181.1 Member Function Documentation

#### 10.181.1.1 operator()

```
bool gdcm::Scanner::ltstr::operator() (
    const char * s1,
    const char * s2 ) const [inline]
```

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

- [gdcmScanner.h](#)

## 10.182 gdcm::StrictScanner2::ltstr Struct Reference

```
#include <gdcmStrictScanner2.h>
```

### Public Member Functions

- bool [operator\(\)](#) (const char \*s1, const char \*s2) const

### 10.182.1 Member Function Documentation

#### 10.182.1.1 operator()

```
bool gdcm::StrictScanner2::ltstr::operator() (
    const char * s1,
    const char * s2 ) const [inline]
```

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

- [gdcmStrictScanner2.h](#)

## 10.183 gdcm::StrictScanner::ltstr Struct Reference

```
#include <gdcmStrictScanner.h>
```

### Public Member Functions

- bool [operator\(\)](#) (const char \*s1, const char \*s2) const

### 10.183.1 Member Function Documentation

#### 10.183.1.1 operator()()

```
bool gdcm::StrictScanner::ltstr::operator() (
    const char * s1,
    const char * s2 ) const [inline]
```

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

- [gdcmStrictScanner.h](#)

## 10.184 gdcm::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](#) ()=default
- 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)`

### 10.184.1 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](#)

### 10.184.2 Member Typedef Documentation

#### 10.184.2.1 ArrayIncludeMacrosType

```
typedef std::vector<std::string> gdcmmacro::Macro::ArrayIncludeMacrosType
```

#### 10.184.2.2 MapModuleEntry

```
typedef std::map<Tag, MacroEntry> gdcmmacro::Macro::MapModuleEntry
```

### 10.184.3 Constructor & Destructor Documentation

#### 10.184.3.1 Macro()

```
gdcmmacro::Macro::Macro ( ) [default]
```

### 10.184.4 Member Function Documentation

#### 10.184.4.1 AddMacroEntry()

```
void gdcmmacro::Macro::AddMacroEntry (
    const Tag & tag,
    const MacroEntry & module ) [inline]
```

Will add a [ModuleEntry](#) directly at root-level. See [Macro](#) for nested-included level.

#### 10.184.4.2 Clear()

```
void gdcmmacro::Macro::Clear ( ) [inline]
```

#### 10.184.4.3 FindMacroEntry()

```
bool gdcmmacro::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.

#### 10.184.4.4 GetMacroEntry()

```
const MacroEntry & gdcmmacro::Macro::GetMacroEntry (
    const Tag & tag ) const
```

#### 10.184.4.5 GetName()

```
const char * gdcmmacro::Macro::GetName ( ) const [inline]
```

#### 10.184.4.6 SetName()

```
void gdcmmacro::Macro::SetName (
    const char * name ) [inline]
```

#### 10.184.4.7 Verify()

```
bool gdcmmacros::Macro::Verify (
    const DataSet & ds,
    Usage const & usage ) const
```

### 10.184.5 Friends And Related Function Documentation

#### 10.184.5.1 operator<<

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

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

- [gdcmmacros.h](#)

## 10.185 gdcmmacros::Macros Class Reference

Class for representing a [Modules](#).

```
#include <gdcmmacros.h>
```

### Public Types

- typedef std::map< std::string, [Macro](#) > [ModuleMapType](#)

### Public Member Functions

- [Macros](#) ()=default
- 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)

### 10.185.1 Detailed Description

Class for representing a [Modules](#).

#### Note

bla

#### See also

[Module](#)

#### Examples

[TraverseModules.cxx](#).

### 10.185.2 Member Typedef Documentation

#### 10.185.2.1 ModuleMapType

```
typedef std::map<std::string, Macro> gdcmm::Macros::ModuleMapType
```

### 10.185.3 Constructor & Destructor Documentation

#### 10.185.3.1 Macros()

```
gdcmm::Macros::Macros ( ) [default]
```

### 10.185.4 Member Function Documentation

#### 10.185.4.1 AddMacro()

```
void gdcmm::Macros::AddMacro (
    const char * ref,
    const Macro & module ) [inline]
```

#### 10.185.4.2 Clear()

```
void gdcm::Macros::Clear ( ) [inline]
```

#### 10.185.4.3 GetMacro()

```
const Macro & gdcm::Macros::GetMacro (
    const char * name ) const [inline]
```

#### 10.185.4.4 IsEmpty()

```
bool gdcm::Macros::IsEmpty ( ) const [inline]
```

### 10.185.5 Friends And Related Function Documentation

#### 10.185.5.1 operator<<

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

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

- [gdcmMacros.h](#)

## 10.186 gdcm::network::MaximumLengthSub Class Reference

[MaximumLengthSub](#).

```
#include <gdcmMaximumLengthSub.h>
```

## Public Member Functions

- [MaximumLengthSub](#) ()
- `uint32_t` [GetMaximumLength](#) () const
- `void` [Print](#) (std::ostream &os) const
- `std::istream &` [Read](#) (std::istream &is)
- `void` [SetMaximumLength](#) (uint32\_t maximumlength)
- `size_t` [Size](#) () const
- `const std::ostream &` [Write](#) (std::ostream &os) const

### 10.186.1 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)

### 10.186.2 Constructor & Destructor Documentation

#### 10.186.2.1 MaximumLengthSub()

```
gdcn::network::MaximumLengthSub::MaximumLengthSub ( )
```

### 10.186.3 Member Function Documentation

#### 10.186.3.1 GetMaximumLength()

```
uint32_t gdcn::network::MaximumLengthSub::GetMaximumLength ( ) const [inline]
```

#### 10.186.3.2 Print()

```
void gdcn::network::MaximumLengthSub::Print (
    std::ostream & os ) const
```



### 10.186.3.3 Read()

```
std::istream & gdcm::network::MaximumLengthSub::Read (
    std::istream & is )
```

### 10.186.3.4 SetMaximumLength()

```
void gdcm::network::MaximumLengthSub::SetMaximumLength (
    uint32_t maximumlength )
```

### 10.186.3.5 Size()

```
size_t gdcm::network::MaximumLengthSub::Size ( ) const
```

### 10.186.3.6 Write()

```
const std::ostream & gdcm::network::MaximumLengthSub::Write (
    std::ostream & os ) const
```

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

- [gdcmMaximumLengthSub.h](#)

## 10.187 gdcm::MD5 Class Reference

Class for [MD5](#).

```
#include <gdcmMD5.h>
```

### Static Public Member Functions

- static bool [Compute](#) (const char \*buffer, size\_t buf\_len, char digest\_str[33])
- static bool [ComputeFile](#) (const char \*filename, char digest\_str[33])  
*Compute md5 from a file filename*

### 10.187.1 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

### 10.187.2 Member Function Documentation

#### 10.187.2.1 Compute()

```
static bool gdcM::MD5::Compute (
    const char * buffer,
    size_t buf_len,
    char digest_str[33] ) [static]
```

#### 10.187.2.2 ComputeFile()

```
static bool gdcM::MD5::ComputeFile (
    const char * filename,
    char digest_str[33] ) [static]
```

Compute md5 from a file *filename*

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

- [gdcMMD5.h](#)

## 10.188 gdcM::MEC\_MR3 Class Reference

Class for [MEC\\_MR3](#).

```
#include <gdcMMEC_MR3.h>
```

## Static Public Member Functions

- static const [PrivateTag](#) & [GetCanonMECMR3Tag](#) ()
- static const [PrivateTag](#) & [GetPMTFInformationDataTag](#) ()
- static const [PrivateTag](#) & [GetToshibaMECMR3Tag](#) ()
- static bool [Print](#) (const char \*src, size\_t srclen)

### 10.188.1 Detailed Description

Class for [MEC\\_MR3](#).

### 10.188.2 Member Function Documentation

#### 10.188.2.1 [GetCanonMECMR3Tag\(\)](#)

```
static const PrivateTag & gdcm::MEC_MR3::GetCanonMECMR3Tag ( ) [static]
```

Return the private tag used by CANON to store the [MEC\\_MR3](#) data This is: [PrivateTag](#)(0x0029,0x90,"CANON\_MEC←\_MR3");

#### 10.188.2.2 [GetPMTFInformationDataTag\(\)](#)

```
static const PrivateTag & gdcm::MEC_MR3::GetPMTFInformationDataTag ( ) [static]
```

Return the private tag used by PMTF to store the [MEC\\_MR3](#) data This is: [PrivateTag](#)(0x0029,0x90,"PMTF INFORMATION DATA");

#### 10.188.2.3 [GetToshibaMECMR3Tag\(\)](#)

```
static const PrivateTag & gdcm::MEC_MR3::GetToshibaMECMR3Tag ( ) [static]
```

Return the private tag used by TOSHIBA to store the [MEC\\_MR3](#) data This is: [PrivateTag](#)(0x0029,0x90,"TOSHIBA\_←MEC\_MR3");

#### 10.188.2.4 [Print\(\)](#)

```
static bool gdcm::MEC_MR3::Print (
    const char * src,
    size_t srclen ) [static]
```

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

- [gdcmMEC\\_MR3.h](#)

## 10.189 gdcm::MediaStorage Class Reference

[MediaStorage](#).

```
#include <gdcmMediaStorage.h>
```

### Public Types

- enum [MSType](#) {
  - [MediaStorageDirectoryStorage](#) = 0 ,
  - [ComputedRadiographyImageStorage](#) ,
  - [DigitalXRayImageStorageForPresentation](#) ,
  - [DigitalXRayImageStorageForProcessing](#) ,
  - [DigitalMammographyImageStorageForPresentation](#) ,
  - [DigitalMammographyImageStorageForProcessing](#) ,
  - [DigitalIntraoralXrayImageStorageForPresentation](#) ,
  - [DigitalIntraoralXRayImageStorageForProcessing](#) ,
  - [CTImageStorage](#) ,
  - [EnhancedCTImageStorage](#) ,
  - [UltrasoundImageStorageRetired](#) ,
  - [UltrasoundImageStorage](#) ,
  - [UltrasoundMultiFrameImageStorageRetired](#) ,
  - [UltrasoundMultiFrameImageStorage](#) ,
  - [MRIImageStorage](#) ,
  - [EnhancedMRIImageStorage](#) ,
  - [MRSpectroscopyStorage](#) ,
  - [NuclearMedicineImageStorageRetired](#) ,
  - [SecondaryCaptureImageStorage](#) ,
  - [MultiframeSingleBitSecondaryCaptureImageStorage](#) ,
  - [MultiframeGrayscaleByteSecondaryCaptureImageStorage](#) ,
  - [MultiframeGrayscaleWordSecondaryCaptureImageStorage](#) ,
  - [MultiframeTrueColorSecondaryCaptureImageStorage](#) ,
  - [StandaloneOverlayStorage](#) ,
  - [StandaloneCurveStorage](#) ,
  - [LeadECGWaveformStorage](#) ,
  - [GeneralECGWaveformStorage](#) ,
  - [AmbulatoryECGWaveformStorage](#) ,
  - [HemodynamicWaveformStorage](#) ,
  - [CardiacElectrophysiologyWaveformStorage](#) ,
  - [BasicVoiceAudioWaveformStorage](#) ,
  - [StandaloneModalityLUTStorage](#) ,
  - [StandaloneVOILUTStorage](#) ,
  - [GrayscaleSoftcopyPresentationStateStorageSOPClass](#) ,
  - [XRayAngiographicImageStorage](#) ,
  - [XRayRadiofluoroscopicImageStorage](#) ,
  - [XRayAngiographicBiPlaneImageStorageRetired](#) ,
  - [NuclearMedicineImageStorage](#) ,
  - [RawDataStorage](#) ,
  - [SpatialRegistrationStorage](#) ,
  - [SpatialFiducialsStorage](#) ,
  - [PETImageStorage](#) ,
  - [RTImageStorage](#) ,

[RTDoseStorage](#) ,  
[RTStructureSetStorage](#) ,  
[RTPlanStorage](#) ,  
[CSANonImageStorage](#) ,  
[Philips3D](#) ,  
[EnhancedSR](#) ,  
[BasicTextSR](#) ,  
[HardcopyGrayscaleImageStorage](#) ,  
[ComprehensiveSR](#) ,  
[DetachedStudyManagementSOPClass](#) ,  
[EncapsulatedPDFStorage](#) ,  
[EncapsulatedCDASStorage](#) ,  
[StudyComponentManagementSOPClass](#) ,  
[DetachedVisitManagementSOPClass](#) ,  
[DetachedPatientManagementSOPClass](#) ,  
[VideoEndoscopicImageStorage](#) ,  
[GeneralElectricMagneticResonanceImageStorage](#) ,  
[GEPrivate3DModelStorage](#) ,  
[ToshibaPrivateDataStorage](#) ,  
[MammographyCADSR](#) ,  
[KeyObjectSelectionDocument](#) ,  
[HangingProtocolStorage](#) ,  
[ModalityPerformedProcedureStepSOPClass](#) ,  
[PhilipsPrivateMRSyntheticImageStorage](#) ,  
[VLPhotographicImageStorage](#) ,  
[SegmentationStorage](#) ,  
[RTIonPlanStorage](#) ,  
[XRay3DAngiographicImageStorage](#) ,  
[EnhancedXAImageStorage](#) ,  
[RTIonBeamsTreatmentRecordStorage](#) ,  
[SurfaceSegmentationStorage](#) ,  
[VLWholeSlideMicroscopyImageStorage](#) ,  
[RTTreatmentSummaryRecordStorage](#) ,  
[EnhancedUSVolumeStorage](#) ,  
[XRayRadiationDoseSR](#) ,  
[VLEndoscopicImageStorage](#) ,  
[BreastTomosynthesisImageStorage](#) ,  
[FujiPrivateCRIImageStorage](#) ,  
[OphthalmicPhotography8BitImageStorage](#) ,  
[OphthalmicTomographyImageStorage](#) ,  
[VLMicroscopicImageStorage](#) ,  
[EnhancedPETImageStorage](#) ,  
[VideoPhotographicImageStorage](#) ,  
[XRay3DCraniofacialImageStorage](#) ,  
[IVOCTForPresentation](#) ,  
[IVOCTForProcessing](#) ,  
[LegacyConvertedEnhancedCTImageStorage](#) ,  
[LegacyConvertedEnhancedMRIImageStorage](#) ,  
[LegacyConvertedEnhancedPETImageStorage](#) ,  
[BreastProjectionXRayImageStorageForPresentation](#) ,  
[BreastProjectionXRayImageStorageForProcessing](#) ,  
[HardcopyColorImageStorage](#) ,  
[EnhancedMRColorImageStorage](#) ,  
[FujiPrivateMammoCRIImageStorage](#) ,

```

    OphthalmicPhotography16BitImageStorage ,
    VideoMicroscopicImageStorage ,
    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)

## 10.189.1 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](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenerateStandardSOPClasses.cxx](#), [GetSubSequenceData.cxx](#), [MpegVideoInfo.cs](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [StreamImageReaderTest.cxx](#), [TemplateEmptyImage.cxx](#), [TestReader.cxx](#), [gdcmrtionplan.cxx](#), [gdcmrtplan.cxx](#), and [iU22tomultisc.cxx](#).

## 10.189.2 Member Enumeration Documentation

### 10.189.2.1 MSType

```
enum gdcm::MediaStorage::MSType
```

#### Enumerator

<a href="#">MediaStorageDirectoryStorage</a>	
<a href="#">ComputedRadiographyImageStorage</a>	
<a href="#">DigitalXRayImageStorageForPresentation</a>	
<a href="#">DigitalXRayImageStorageForProcessing</a>	
<a href="#">DigitalMammographyImageStorageForPresentation</a>	
<a href="#">DigitalMammographyImageStorageForProcessing</a>	
<a href="#">DigitalIntraoralXrayImageStorageForPresentation</a>	
<a href="#">DigitalIntraoralXRayImageStorageForProcessing</a>	
<a href="#">CTImageStorage</a>	
<a href="#">EnhancedCTImageStorage</a>	
<a href="#">UltrasoundImageStorageRetired</a>	
<a href="#">UltrasoundImageStorage</a>	
<a href="#">UltrasoundMultiFrameImageStorageRetired</a>	
<a href="#">UltrasoundMultiFrameImageStorage</a>	
<a href="#">MRImageStorage</a>	

## Enumerator

EnhancedMRIImageStorage	
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	
EncapsulatedCDASStorage	
StudyComponentManagementSOPClass	
DetachedVisitManagementSOPClass	
DetachedPatientManagementSOPClass	



## Enumerator

VideoEndoscopicImageStorage	
GeneralElectricMagneticResonanceImageStorage	
GEPrivate3DModelStorage	
ToshibaPrivateDataStorage	
MammographyCADSR	
KeyObjectSelectionDocument	
HangingProtocolStorage	
ModalityPerformedProcedureStepSOPClass	
PhilipsPrivateMRSyntheticImageStorage	
VLPhotographicImageStorage	
SegmentationStorage	
RTIonPlanStorage	
XRay3DAngiographicImageStorage	
EnhancedXAImageStorage	
RTIonBeamsTreatmentRecordStorage	
SurfaceSegmentationStorage	
VLWholeSlideMicroscopyImageStorage	
RTTreatmentSummaryRecordStorage	
EnhancedUSVolumeStorage	
XRayRadiationDoseSR	
VLEndoscopicImageStorage	
BreastTomosynthesisImageStorage	
FujiPrivateCRImageStorage	
OphthalmicPhotography8BitImageStorage	
OphthalmicTomographyImageStorage	
VLMicroscopicImageStorage	
EnhancedPETImageStorage	
VideoPhotographicImageStorage	
XRay3DCraniofacialImageStorage	
IVOCTForPresentation	
IVOCTForProcessing	
LegacyConvertedEnhancedCTImageStorage	
LegacyConvertedEnhancedMRIImageStorage	
LegacyConvertedEnhancedPETImageStorage	
BreastProjectionXRayImageStorageForPresentation	
BreastProjectionXRayImageStorageForProcessing	
HardcopyColorImageStorage	
EnhancedMRColorImageStorage	
FujiPrivateMammoCRImageStorage	
OphthalmicPhotography16BitImageStorage	
VideoMicroscopicImageStorage	
MS_END	

## Examples

[GenerateStandardSOPClasses.cxx](#), and [MpegVideoInfo.cs](#).

### 10.189.2.2 ObjectType

```
enum gdcm::MediaStorage::ObjectType
```

#### Enumerator

NoObject	
Video	
Waveform	
Audio	
PDF	
URI	
Segmentation	
ObjectEnd	

## 10.189.3 Constructor & Destructor Documentation

### 10.189.3.1 MediaStorage()

```
gdcm::MediaStorage::MediaStorage (
    MSType type = MS_END ) [inline]
```

## 10.189.4 Member Function Documentation

### 10.189.4.1 GetModality()

```
const char * gdcm::MediaStorage::GetModality ( ) const
```

#### 10.189.4.2 GetModalityDimension()

```
unsigned int gdcm::MediaStorage::GetModalityDimension ( ) const
```

#### 10.189.4.3 GetMSString()

```
static const char * gdcm::MediaStorage::GetMSString (
    MSType ts ) [static]
```

Return the Media [String](#) associated. Will return NULL for MS\_END.

##### Examples

[GenerateStandardSOPClasses.cxx](#).

#### 10.189.4.4 GetMSType()

```
static MSType gdcm::MediaStorage::GetMSType (
    const char * str ) [static]
```

##### Examples

[MetaImageMD5Activiz.cs](#), and [TestReader.cxx](#).

#### 10.189.4.5 GetNumberOfModality()

```
static unsigned int gdcm::MediaStorage::GetNumberOfModality ( ) [static]
```

#### 10.189.4.6 GetNumberOfMSString()

```
static unsigned int gdcm::MediaStorage::GetNumberOfMSString ( ) [static]
```

#### 10.189.4.7 GetNumberOfMSType()

```
static unsigned int gdcm::MediaStorage::GetNumberOfMSType ( ) [static]
```

#### 10.189.4.8 GetString()

```
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](#), [GetSubSequenceData.cxx](#), [MpegVideoInfo.cs](#), [StreamImageReaderTest.cxx](#), [TemplateEmptyImage.cxx](#), and [iU22tomultisc.cxx](#).

#### 10.189.4.9 GuessFromModality()

```
void gdcm::MediaStorage::GuessFromModality (
    const char * modality,
    unsigned int dimension = 2 )
```

#### 10.189.4.10 IsImage()

```
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

##### Examples

[MetaImageMD5Activiz.cs](#).

#### 10.189.4.11 IsUndefined()

```
bool gdcm::MediaStorage::IsUndefined ( ) const [inline]
```

##### Examples

[TestReader.cxx](#).

#### 10.189.4.12 operator MType()

```
gdcm::MediaStorage::operator MType ( ) const [inline]
```

#### 10.189.4.13 SetFromDataSet()

```
bool gdcm::MediaStorage::SetFromDataSet (
    DataSet const & ds )
```

Advanced user only (functions should be protected level...) Those function are lower level than SetFromFile

#### 10.189.4.14 SetFromFile()

```
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

[ReadAndDumpDICOMDIR.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [TestReader.cxx](#), [gdcmrtionplan.cxx](#), and [gdcmrtplan.cxx](#).

#### 10.189.4.15 SetFromHeader()

```
bool gdcm::MediaStorage::SetFromHeader (
    FileMetaInformation const & fmi )
```

#### 10.189.4.16 SetFromModality()

```
bool gdcmm::MediaStorage::SetFromModality (
    DataSet const & ds )
```

#### 10.189.4.17 SetFromSourceImageSequence()

```
void gdcmm::MediaStorage::SetFromSourceImageSequence (
    DataSet const & ds ) [protected]
```

### 10.189.5 Friends And Related Function Documentation

#### 10.189.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & os,
    const MediaStorage & ms ) [friend]
```

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

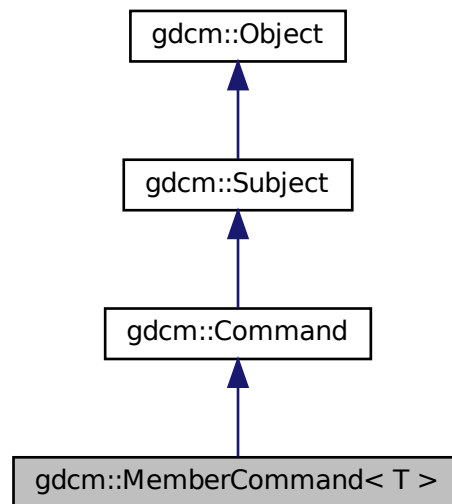
- [gdcmmMediaStorage.h](#)

## 10.190 gdcmm::MemberCommand< T > Class Template Reference

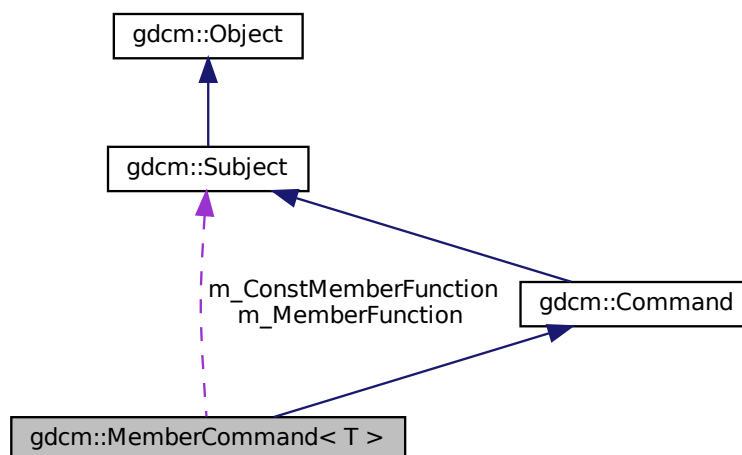
[Command](#) subclass that calls a pointer to a member function.

```
#include <gdcmmCommand.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

- [MemberCommand](#) (const [Self](#) &)=delete
- void [Execute](#) (const [Subject](#) \*caller, const [Event](#) &event) override
- void [Execute](#) ([Subject](#) \*caller, const [Event](#) &event) override
- void [operator=](#) (const [Self](#) &)=delete
- void [SetCallbackFunction](#) (T \*object, [TConstMemberFunctionPointer](#) memberFunction)
- void [SetCallbackFunction](#) (T \*object, [TMemberFunctionPointer](#) memberFunction)

## Static Public Member Functions

- static [SmartPointer](#)< [MemberCommand](#) > [New](#) ()

## Protected Member Functions

- [MemberCommand](#) ()
- [~MemberCommand](#) () override=default

## Protected Attributes

- [TConstMemberFunctionPointer](#) m\_ConstMemberFunction
- [TMemberFunctionPointer](#) m\_MemberFunction
- T \* m\_This

### 10.190.1 Detailed Description

```
template<class T>
class gdcmm::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](#).

### 10.190.2 Member Typedef Documentation



### 10.190.2.1 Self

```
template<class T >
typedef MemberCommand gdcm::MemberCommand< T >::Self
```

Standard class typedefs.

### 10.190.2.2 TConstMemberFunctionPointer

```
template<class T >
typedef void(T::* gdcm::MemberCommand< T >::TConstMemberFunctionPointer) (const Subject *, const
Event &)
```

### 10.190.2.3 TMemberFunctionPointer

```
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

## 10.190.3 Constructor & Destructor Documentation

### 10.190.3.1 MemberCommand() [1/2]

```
template<class T >
gdcm::MemberCommand< T >::MemberCommand (
    const Self & ) [delete]
```

### 10.190.3.2 MemberCommand() [2/2]

```
template<class T >
gdcm::MemberCommand< T >::MemberCommand ( ) [inline], [protected]
```

Referenced by [gdcm::MemberCommand](#)< T >::New().

### 10.190.3.3 ~MemberCommand()

```
template<class T >
gdcmmembercommand< T >::~~MemberCommand ( ) [override], [protected], [default]
```

## 10.190.4 Member Function Documentation

### 10.190.4.1 Execute() [1/2]

```
template<class T >
void gdcmmembercommand< T >::Execute (
    const Subject * caller,
    const Event & event ) [inline], [override], [virtual]
```

Invoke the member function with a const object.

Implements [gdcmmembercommand::Command](#).

References [gdcmmembercommand< T >::m\\_ConstMemberFunction](#).

### 10.190.4.2 Execute() [2/2]

```
template<class T >
void gdcmmembercommand< T >::Execute (
    Subject * caller,
    const Event & event ) [inline], [override], [virtual]
```

Invoke the member function.

Implements [gdcmmembercommand::Command](#).

References [gdcmmembercommand< T >::m\\_MemberFunction](#).

### 10.190.4.3 New()

```
template<class T >
static SmartPointer< MemberCommand > gdcmmembercommand< T >::New ( ) [inline], [static]
```

Method for creation through the object factory.

References [gdcmmembercommand< T >::MemberCommand\(\)](#).

#### 10.190.4.4 operator=()

```
template<class T >
void gdcmmembercommand< T >::operator= (
    const Self & ) [delete]
```

#### 10.190.4.5 SetCallbackFunction() [1/2]

```
template<class T >
void gdcmmembercommand< T >::SetCallbackFunction (
    T * object,
    TConstMemberFunctionPointer memberFunction ) [inline]
```

References [gdcmmembercommand< T >::m\\_ConstMemberFunction](#), and [gdcmmembercommand< T >::m\\_This](#).

#### 10.190.4.6 SetCallbackFunction() [2/2]

```
template<class T >
void gdcmmembercommand< 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 [gdcmmembercommand< T >::m\\_MemberFunction](#), and [gdcmmembercommand< T >::m\\_This](#).

### 10.190.5 Member Data Documentation

#### 10.190.5.1 m\_ConstMemberFunction

```
template<class T >
TConstMemberFunctionPointer gdcmmembercommand< T >::m_ConstMemberFunction [protected]
```

Referenced by [gdcmmembercommand< T >::Execute\(\)](#), and [gdcmmembercommand< T >::SetCallbackFunction\(\)](#).

### 10.190.5.2 m\_MemberFunction

```
template<class T >
TMemberFunctionPointer gdcM::MemberCommand< T >::m_MemberFunction [protected]
```

Referenced by [gdcM::MemberCommand< T >::Execute\(\)](#), and [gdcM::MemberCommand< T >::SetCallbackFunction\(\)](#).

### 10.190.5.3 m\_This

```
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:

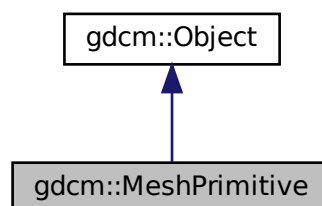
- [gdcMCommand.h](#)

## 10.191 gdcM::MeshPrimitive Class Reference

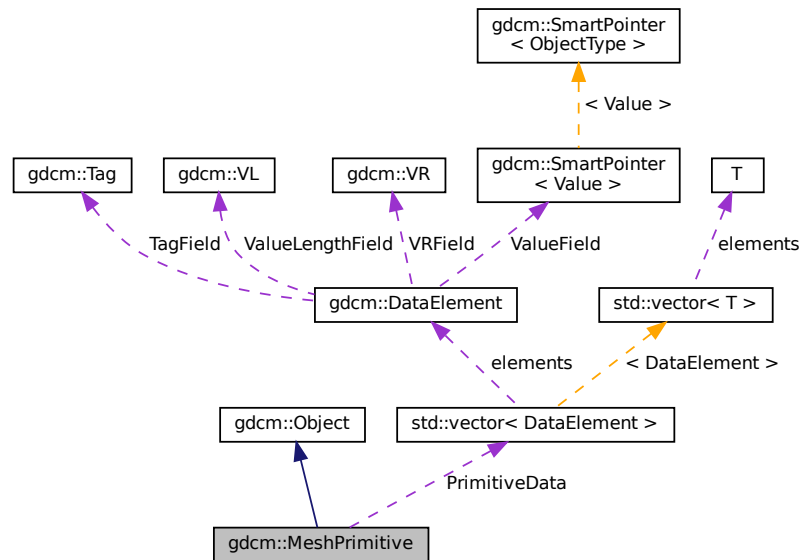
This class defines surface mesh primitives.

```
#include <gdcMMeshPrimitive.h>
```

Inheritance diagram for gdcM::MeshPrimitive:



Collaboration diagram for gdcmmeshprimitive:



## 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` ()
- `~MeshPrimitive` () override
- void `AddPrimitiveData` (`DataElement` const &de)
- unsigned int `GetNumberOfPrimitivesData` () 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](#) () const
- [MPTYPE](#) [GetPrimitiveType](#) () const
- void [SetPrimitiveData](#) (const unsigned int idx, [DataElement](#) const &de)
- void [SetPrimitiveData](#) ([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

#### 10.191.1 Detailed Description

This class defines surface mesh primitives.

It is designed from surface mesh primitives macro.

See also

PS 3.3 C.27.4

#### 10.191.2 Member Typedef Documentation

##### 10.191.2.1 PrimitivesData

```
typedef std::vector< DataElement > gdcm::MeshPrimitive::PrimitivesData
```

#### 10.191.3 Member Enumeration Documentation

##### 10.191.3.1 MPTYPE

```
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	

## 10.191.4 Constructor & Destructor Documentation

### 10.191.4.1 MeshPrimitive()

```
gdcm::MeshPrimitive::MeshPrimitive ( )
```

### 10.191.4.2 ~MeshPrimitive()

```
gdcm::MeshPrimitive::~~MeshPrimitive ( ) [override]
```

## 10.191.5 Member Function Documentation

### 10.191.5.1 AddPrimitiveData()

```
void gdcm::MeshPrimitive::AddPrimitiveData (
    DataElement const & de )
```

### 10.191.5.2 GetMPTYPE()

```
static MPTYPE gdcm::MeshPrimitive::GetMPTYPE (
    const char * type ) [static]
```

### 10.191.5.3 GetMPTypeString()

```
static const char * gdcM::MeshPrimitive::GetMPTypeString (
    const MPType type ) [static]
```

### 10.191.5.4 GetNumberOfPrimitivesData()

```
unsigned int gdcM::MeshPrimitive::GetNumberOfPrimitivesData ( ) const
```

### 10.191.5.5 GetPrimitiveData() [1/4]

```
DataElement & gdcM::MeshPrimitive::GetPrimitiveData ( )
```

### 10.191.5.6 GetPrimitiveData() [2/4]

```
const DataElement & gdcM::MeshPrimitive::GetPrimitiveData ( ) const
```

### 10.191.5.7 GetPrimitiveData() [3/4]

```
DataElement & gdcM::MeshPrimitive::GetPrimitiveData (
    const unsigned int idx )
```

### 10.191.5.8 GetPrimitiveData() [4/4]

```
const DataElement & gdcM::MeshPrimitive::GetPrimitiveData (
    const unsigned int idx ) const
```

### 10.191.5.9 GetPrimitivesData() [1/2]

```
PrimitivesData & gdcM::MeshPrimitive::GetPrimitivesData ( )
```



#### 10.191.5.10 GetPrimitivesData() [2/2]

```
const PrimitivesData & gdcM::MeshPrimitive::GetPrimitivesData ( ) const
```

#### 10.191.5.11 GetPrimitiveType()

```
MPTyp gdcM::MeshPrimitive::GetPrimitiveType ( ) const
```

#### 10.191.5.12 SetPrimitiveData() [1/2]

```
void gdcM::MeshPrimitive::SetPrimitiveData (
    const unsigned int idx,
    DataElement const & de )
```

#### 10.191.5.13 SetPrimitiveData() [2/2]

```
void gdcM::MeshPrimitive::SetPrimitiveData (
    DataElement const & de )
```

#### 10.191.5.14 SetPrimitivesData()

```
void gdcM::MeshPrimitive::SetPrimitivesData (
    PrimitivesData const & DEs )
```

#### 10.191.5.15 SetPrimitiveType()

```
void gdcM::MeshPrimitive::SetPrimitiveType (
    const MPTyp type )
```

### 10.191.6 Member Data Documentation

### 10.191.6.1 PrimitiveData

```
PrimitivesData gdcM::MeshPrimitive::PrimitiveData [protected]
```

### 10.191.6.2 PrimitiveType

```
MPTypE gdcM::MeshPrimitive::PrimitiveType [protected]
```

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

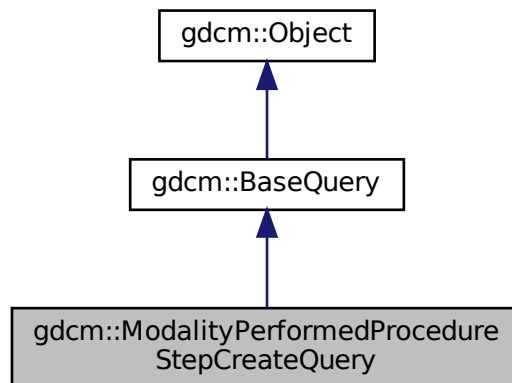
- [gdcMMeshPrimitive.h](#)

## 10.192 gdcM::ModalityPerformedProcedureStepCreateQuery Class Reference

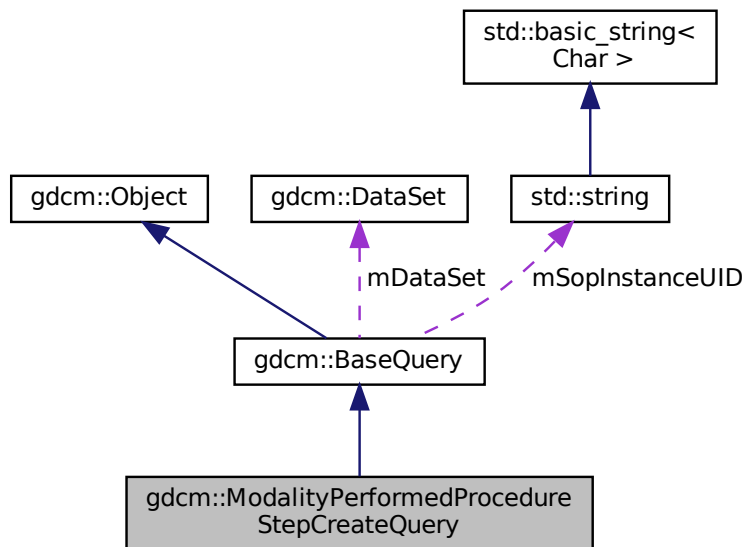
[ModalityPerformedProcedureStepCreateQuery.](#)

```
#include <gdcMModalityPerformedProcedureStepCreateQuery.h>
```

Inheritance diagram for gdcM::ModalityPerformedProcedureStepCreateQuery:



Collaboration diagram for gdcm::ModalityPerformedProcedureStepCreateQuery:



## Public Member Functions

- [ModalityPerformedProcedureStepCreateQuery](#) (const std::string &iSopInstanceUID)
- [UIDs::TSName GetAbstractSyntaxUID](#) () const override
- [gdcm::DataSet GetRequiredDataSet](#) () const
- bool [ValidateQuery](#) (bool inStrict=true) const override

## Friends

- class [QueryFactory](#)

## Additional Inherited Members

### 10.192.1 Detailed Description

[ModalityPerformedProcedureStepCreateQuery](#).

contains: the class which will produce a dataset for n-create for Modality Performed Procedure Step sop class

## 10.192.2 Constructor & Destructor Documentation

### 10.192.2.1 ModalityPerformedProcedureStepCreateQuery()

```
gdcm::ModalityPerformedProcedureStepCreateQuery::ModalityPerformedProcedureStepCreateQuery (
    const std::string & iSopInstanceUID )
```

## 10.192.3 Member Function Documentation

### 10.192.3.1 GetAbstractSyntaxUID()

```
UIDs::TSName gdcm::ModalityPerformedProcedureStepCreateQuery::GetAbstractSyntaxUID ( ) const [override],
[virtual]
```

Implements [gdcm::BaseQuery](#).

### 10.192.3.2 GetRequiredDataSet()

```
gdcm::DataSet gdcm::ModalityPerformedProcedureStepCreateQuery::GetRequiredDataSet ( ) const
```

### 10.192.3.3 ValidateQuery()

```
bool gdcm::ModalityPerformedProcedureStepCreateQuery::ValidateQuery (
    bool inStrict = true ) const [override], [virtual]
```

Implements [gdcm::BaseQuery](#).

## 10.192.4 Friends And Related Function Documentation

#### 10.192.4.1 QueryFactory

```
friend class QueryFactory [friend]
```

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

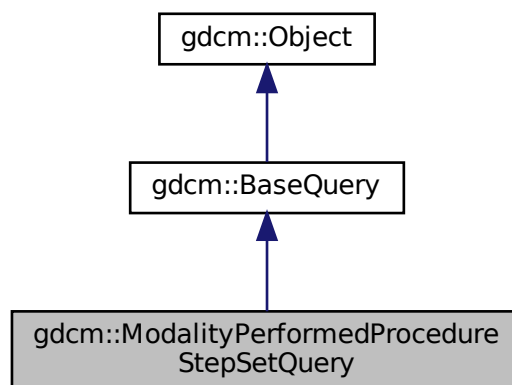
- [gdcmModalityPerformedProcedureStepCreateQuery.h](#)

### 10.193 gdcm::ModalityPerformedProcedureStepSetQuery Class Reference

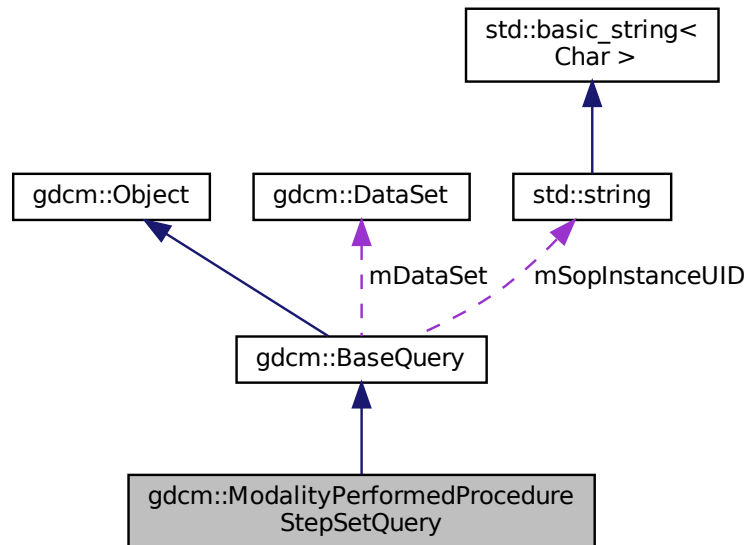
[ModalityPerformedProcedureStepSetQuery](#).

```
#include <gdcmModalityPerformedProcedureStepSetQuery.h>
```

Inheritance diagram for gdcm::ModalityPerformedProcedureStepSetQuery:



Collaboration diagram for `gdcm::ModalityPerformedProcedureStepSetQuery`:



## Public Member Functions

- [ModalityPerformedProcedureStepSetQuery](#) (const std::string &iSopInstanceUID)
- [UIDs::TSName GetAbstractSyntaxUID](#) () const override
- [gdcm::DataSet GetRequiredDataSet](#) () const
- bool [ValidateQuery](#) (bool inStrict=true) const override

## Friends

- class [QueryFactory](#)

## Additional Inherited Members

### 10.193.1 Detailed Description

[ModalityPerformedProcedureStepSetQuery](#).

contains: the class which will produce a dataset for n-set for Modality Performed Procedure Step sop class

## 10.193.2 Constructor & Destructor Documentation

### 10.193.2.1 ModalityPerformedProcedureStepSetQuery()

```
gdcm::ModalityPerformedProcedureStepSetQuery::ModalityPerformedProcedureStepSetQuery (
    const std::string & iSopInstanceUID )
```

## 10.193.3 Member Function Documentation

### 10.193.3.1 GetAbstractSyntaxUID()

```
UIDs::TSName gdcm::ModalityPerformedProcedureStepSetQuery::GetAbstractSyntaxUID ( ) const [override],
[virtual]
```

Implements [gdcm::BaseQuery](#).

### 10.193.3.2 GetRequiredDataSet()

```
gdcm::DataSet gdcm::ModalityPerformedProcedureStepSetQuery::GetRequiredDataSet ( ) const
```

### 10.193.3.3 ValidateQuery()

```
bool gdcm::ModalityPerformedProcedureStepSetQuery::ValidateQuery (
    bool inStrict = true ) const [override], [virtual]
```

Implements [gdcm::BaseQuery](#).

## 10.193.4 Friends And Related Function Documentation

#### 10.193.4.1 QueryFactory

```
friend class QueryFactory [friend]
```

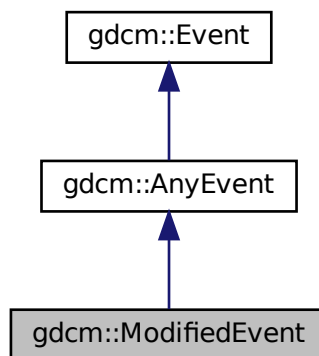
The documentation for this class was generated from the following file:

- [gdcmModalityPerformedProcedureStepSetQuery.h](#)

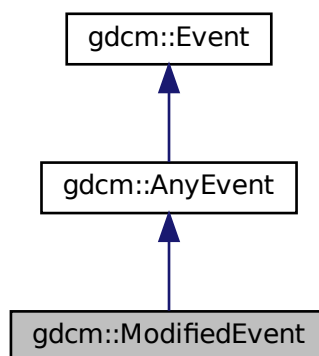
### 10.194 gdcm::ModifiedEvent Class Reference

```
#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](#)

## 10.195 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](#) ()=default
- 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)

### 10.195.1 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](#).

## 10.195.2 Member Typedef Documentation

### 10.195.2.1 ArrayIncludeMacroType

```
typedef std::vector<std::string> gdcmmodule::ArrayIncludeMacroType
```

### 10.195.2.2 MapModuleEntry

```
typedef std::map<Tag, ModuleEntry> gdcmmodule::MapModuleEntry
```

## 10.195.3 Constructor & Destructor Documentation

### 10.195.3.1 Module()

```
gdcmmodule::Module::Module ( ) [default]
```

## 10.195.4 Member Function Documentation

### 10.195.4.1 AddMacro()

```
void gdcmmodule::AddMacro (  
    const char * include ) [inline]
```

### 10.195.4.2 AddModuleEntry()

```
void gdcmmodule::AddModuleEntry (  
    const Tag & tag,  
    const ModuleEntry & module ) [inline]
```

Will add a [ModuleEntry](#) directly at root-level. See [Macro](#) for nested-included level.

#### 10.195.4.3 Clear()

```
void gdcmmodule::Module::Clear ( ) [inline]
```

#### 10.195.4.4 FindModuleEntryInMacros()

```
bool gdcmmodule::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](#).

#### 10.195.4.5 GetModuleEntryInMacros()

```
const ModuleEntry & gdcmmodule::Module::GetModuleEntryInMacros (
    Macros const & macros,
    const Tag & tag ) const
```

##### Examples

[TraverseModules.cxx](#).

#### 10.195.4.6 GetName()

```
const char * gdcmmodule::Module::GetName ( ) const [inline]
```

#### 10.195.4.7 SetName()

```
void gdcmmodule::Module::SetName (
    const char * name ) [inline]
```

#### 10.195.4.8 Verify()

```
bool gdcM::Module::Verify (
    const DataSet & ds,
    Usage const & usage ) const
```

### 10.195.5 Friends And Related Function Documentation

#### 10.195.5.1 operator<<

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

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

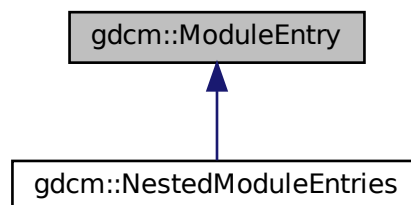
- [gdcMModule.h](#)

## 10.196 gdcM::ModuleEntry Class Reference

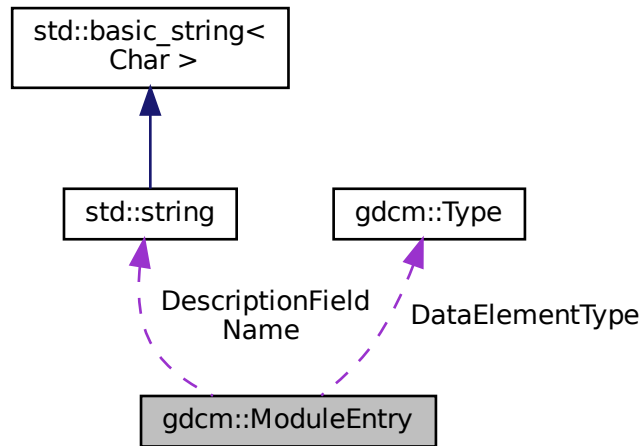
Class for representing a [ModuleEntry](#).

```
#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](#) ()=default
- 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)

### 10.196.1 Detailed Description

Class for representing a [ModuleEntry](#).

#### Note

bla

#### See also

[DictEntry](#)

#### Examples

[TraverseModules.cxx](#).

### 10.196.2 Member Typedef Documentation

#### 10.196.2.1 Description

```
typedef std::string gdcmm::ModuleEntry::Description
```

### 10.196.3 Constructor & Destructor Documentation

#### 10.196.3.1 ModuleEntry()

```
gdcmm::ModuleEntry::ModuleEntry (
    const char * name = "",
    const char * type = "3",
    const char * description = "" ) [inline]
```

References [gdcmm::Type::GetTypeType\(\)](#).

#### 10.196.3.2 ~ModuleEntry()

```
virtual gdcmm::ModuleEntry::~~ModuleEntry ( ) [virtual], [default]
```

## 10.196.4 Member Function Documentation

### 10.196.4.1 GetDescription()

```
const Description & gdcm::ModuleEntry::GetDescription ( ) const [inline]
```

### 10.196.4.2 GetName()

```
const char * gdcm::ModuleEntry::GetName ( ) const [inline]
```

### 10.196.4.3 GetType()

```
const Type & gdcm::ModuleEntry::GetType ( ) const [inline]
```

#### Examples

[TraverseModules.cxx](#).

### 10.196.4.4 SetDescription()

```
void gdcm::ModuleEntry::SetDescription (
    const char * d ) [inline]
```

### 10.196.4.5 SetName()

```
void gdcm::ModuleEntry::SetName (
    const char * name ) [inline]
```

### 10.196.4.6 SetType()

```
void gdcm::ModuleEntry::SetType (
    const Type & type ) [inline]
```

## 10.196.5 Friends And Related Function Documentation

### 10.196.5.1 operator<<

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

## 10.196.6 Member Data Documentation

### 10.196.6.1 DataElementType

```
Type gdcm::ModuleEntry::DataElementType [protected]
```

### 10.196.6.2 DescriptionField

```
Description gdcm::ModuleEntry::DescriptionField [protected]
```

### 10.196.6.3 Name

```
std::string gdcm::ModuleEntry::Name [protected]
```

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

- [gdcmModuleEntry.h](#)

## 10.197 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](#) ()=default
- 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)

### 10.197.1 Detailed Description

Class for representing a [Modules](#).

#### Note

bla

#### See also

[Module](#)

#### Examples

[TraverseModules.cxx](#).

### 10.197.2 Member Typedef Documentation

#### 10.197.2.1 ModuleMapType

```
typedef std::map<std::string, Module> gdcm::Modules::ModuleMapType
```

### 10.197.3 Constructor & Destructor Documentation

### 10.197.3.1 Modules()

```
gdcmm::Modules::Modules ( ) [default]
```

## 10.197.4 Member Function Documentation

### 10.197.4.1 AddModule()

```
void gdcmm::Modules::AddModule (
    const char * ref,
    const Module & module ) [inline]
```

### 10.197.4.2 Clear()

```
void gdcmm::Modules::Clear ( ) [inline]
```

### 10.197.4.3 GetModule()

```
const Module & gdcmm::Modules::GetModule (
    const char * name ) const [inline]
```

#### Examples

[TraverseModules.cxx](#).

### 10.197.4.4 IsEmpty()

```
bool gdcmm::Modules::IsEmpty ( ) const [inline]
```

## 10.197.5 Friends And Related Function Documentation

### 10.197.5.1 operator<<

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

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

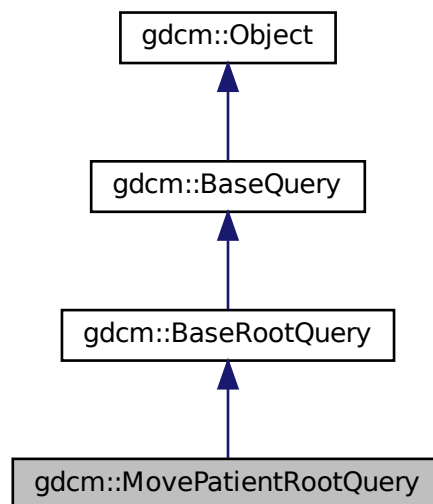
- [gdcmModules.h](#)

## 10.198 gdcm::MovePatientRootQuery Class Reference

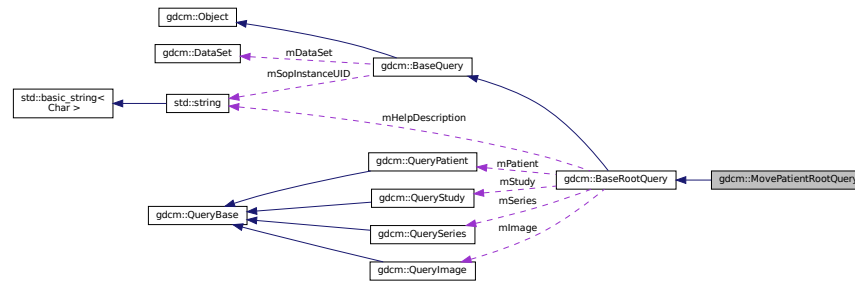
[MovePatientRootQuery](#).

```
#include <gdcmMovePatientRootQuery.h>
```

Inheritance diagram for gdcm::MovePatientRootQuery:



Collaboration diagram for `gdcm::MovePatientRootQuery`:



## Public Member Functions

- [MovePatientRootQuery](#) ()
- [UIDs::TSName GetAbstractSyntaxUID](#) () const override
- `std::vector< Tag > GetTagListByLevel (const EQueryLevel &inQueryLevel)` override
- `void InitializeDataSet (const EQueryLevel &inQueryLevel)` override
- `bool ValidateQuery (bool inStrict=true)` const override

## Friends

- class [QueryFactory](#)

## Additional Inherited Members

### 10.198.1 Detailed Description

[MovePatientRootQuery](#).

contains: the class which will produce a dataset for c-move with patient root

### 10.198.2 Constructor & Destructor Documentation

#### 10.198.2.1 MovePatientRootQuery()

```
gdcm::MovePatientRootQuery::MovePatientRootQuery ( )
```

### 10.198.3 Member Function Documentation

#### 10.198.3.1 GetAbstractSyntaxUID()

```
UIDs::TSName gdcm::MovePatientRootQuery::GetAbstractSyntaxUID ( ) const [override], [virtual]
```

Implements [gdcm::BaseQuery](#).

#### 10.198.3.2 GetTagListByLevel()

```
std::vector< Tag > gdcm::MovePatientRootQuery::GetTagListByLevel (
    const EQueryLevel & inQueryLevel ) [override], [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](#).

#### 10.198.3.3 InitializeDataSet()

```
void gdcm::MovePatientRootQuery::InitializeDataSet (
    const EQueryLevel & inQueryLevel ) [override], [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 dcm4k

Implements [gdcm::BaseRootQuery](#).

#### 10.198.3.4 ValidateQuery()

```
bool gdcm::MovePatientRootQuery::ValidateQuery (
    bool inStrict = true ) const [override], [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](#).

## 10.198.4 Friends And Related Function Documentation

### 10.198.4.1 QueryFactory

```
friend class QueryFactory [friend]
```

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

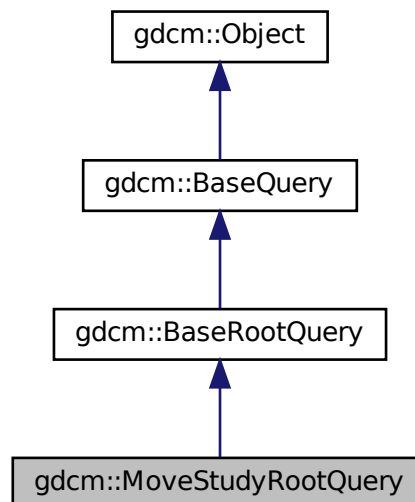
- [gdcmMovePatientRootQuery.h](#)

## 10.199 gdcm::MoveStudyRootQuery Class Reference

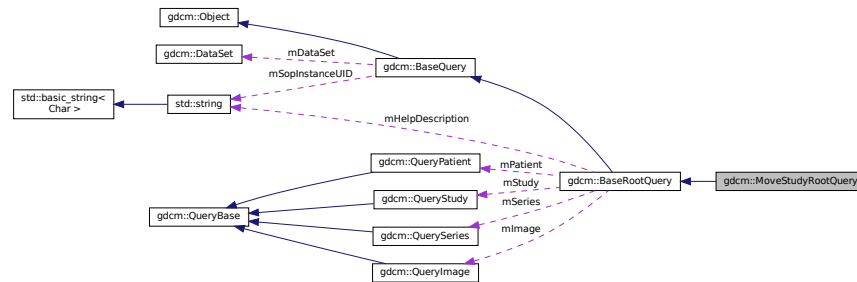
[MoveStudyRootQuery](#).

```
#include <gdcmMoveStudyRootQuery.h>
```

Inheritance diagram for gdcm::MoveStudyRootQuery:



Collaboration diagram for gdcm::MoveStudyRootQuery:



## Public Member Functions

- [MoveStudyRootQuery](#) ()
- [UIDs::TSName GetAbstractSyntaxUID](#) () const override
- [std::vector< Tag > GetTagListByLevel](#) (const [EQueryLevel](#) &inQueryLevel) override
- void [InitializeDataSet](#) (const [EQueryLevel](#) &inQueryLevel) override
- bool [ValidateQuery](#) (bool inStrict=true) const override

## Friends

- class [QueryFactory](#)

## Additional Inherited Members

### 10.199.1 Detailed Description

[MoveStudyRootQuery](#).

contains: the class which will produce a dataset for C-MOVE with study root

### 10.199.2 Constructor & Destructor Documentation

#### 10.199.2.1 MoveStudyRootQuery()

```
gdcm::MoveStudyRootQuery::MoveStudyRootQuery ( )
```

### 10.199.3 Member Function Documentation

#### 10.199.3.1 GetAbstractSyntaxUID()

```
UIDs::TSName gdcM::MoveStudyRootQuery::GetAbstractSyntaxUID ( ) const [override], [virtual]
```

Implements [gdcM::BaseQuery](#).

#### 10.199.3.2 GetTagListByLevel()

```
std::vector< Tag > gdcM::MoveStudyRootQuery::GetTagListByLevel (
    const EQueryLevel & inQueryLevel ) [override], [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](#).

#### 10.199.3.3 InitializeDataSet()

```
void gdcM::MoveStudyRootQuery::InitializeDataSet (
    const EQueryLevel & inQueryLevel ) [override], [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](#).

#### 10.199.3.4 ValidateQuery()

```
bool gdcM::MoveStudyRootQuery::ValidateQuery (
    bool inStrict = true ) const [override], [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](#).



## 10.199.4 Friends And Related Function Documentation

### 10.199.4.1 QueryFactory

```
friend class QueryFactory [friend]
```

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

- [gdcmMoveStudyRootQuery.h](#)

## 10.200 gdcm::MrProtocol Class Reference

Class for [MrProtocol](#).

```
#include <gdcmMrProtocol.h>
```

### Classes

- struct [Slice](#)
- struct [SliceArray](#)
- struct [Vector3](#)

### Public Member Functions

- [MrProtocol](#) ()
- [~MrProtocol](#) ()
- bool [FindMrProtocolByName](#) (const char \*name) const
- const char \* [GetMrProtocolByName](#) (const char \*name) const
- bool [GetSliceArray](#) ([MrProtocol::SliceArray](#) &sa) const
- int [GetVersion](#) () const
- bool [Load](#) (const [ByteValue](#) \*bv, const char \*str, int version)
- void [Print](#) (std::ostream &os) const

### Friends

- std::ostream & [operator<<](#) (std::ostream &\_os, const [MrProtocol](#) &d)

### 10.200.1 Detailed Description

Class for [MrProtocol](#).

Examples

[MrProtocol.cxx](#).

### 10.200.2 Constructor & Destructor Documentation

#### 10.200.2.1 MrProtocol()

```
gdcM::MrProtocol::MrProtocol ( )
```

#### 10.200.2.2 ~MrProtocol()

```
gdcM::MrProtocol::~~MrProtocol ( )
```

### 10.200.3 Member Function Documentation

#### 10.200.3.1 FindMrProtocolByName()

```
bool gdcM::MrProtocol::FindMrProtocolByName (
    const char * name ) const
```

#### 10.200.3.2 GetMrProtocolByName()

```
const char * gdcM::MrProtocol::GetMrProtocolByName (
    const char * name ) const
```

### 10.200.3.3 GetSliceArray()

```
bool gdcm::MrProtocol::GetSliceArray (
    MrProtocol::SliceArray & sa ) const
```

### 10.200.3.4 GetVersion()

```
int gdcm::MrProtocol::GetVersion ( ) const
```

### 10.200.3.5 Load()

```
bool gdcm::MrProtocol::Load (
    const ByteValue * bv,
    const char * str,
    int version )
```

### 10.200.3.6 Print()

```
void gdcm::MrProtocol::Print (
    std::ostream & os ) const
```

## 10.200.4 Friends And Related Function Documentation

### 10.200.4.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const MrProtocol & d ) [friend]
```

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

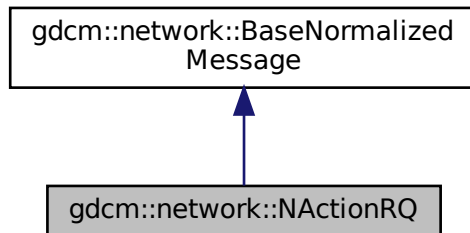
- [gdcmMrProtocol.h](#)

## 10.201 gdcmm::network::NActionRQ Class Reference

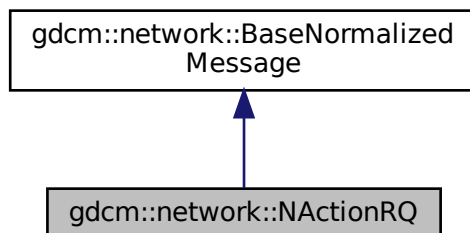
[NActionRQ](#).

```
#include <gdcmmNActionMessages.h>
```

Inheritance diagram for gdcmm::network::NActionRQ:



Collaboration diagram for gdcmm::network::NActionRQ:



### Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV` (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery) override

### 10.201.1 Detailed Description

[NActionRQ](#).

this file defines the messages for the NAction action

## 10.201.2 Member Function Documentation

### 10.201.2.1 ConstructPDV()

```
std::vector< PresentationDataValue > gdcm::network::NActionRQ::ConstructPDV (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [override], [virtual]
```

Implements [gdcm::network::BaseNormalizedMessage](#).

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

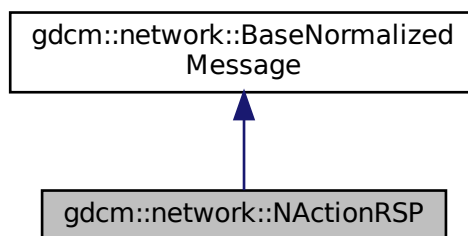
- [gdcmNActionMessages.h](#)

## 10.202 gdcm::network::NActionRSP Class Reference

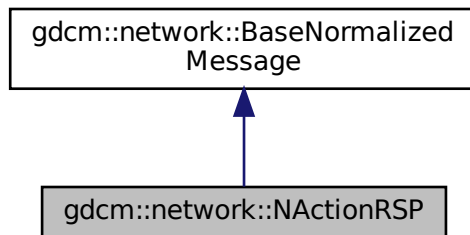
[NActionRSP](#) this file defines the messages for the NAction action.

```
#include <gdcmNActionMessages.h>
```

Inheritance diagram for gdcm::network::NActionRSP:



Collaboration diagram for `gdcm::network::NActionRSP`:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDVByDataSet` (`const DataSet *inDataSet`)

### 10.202.1 Detailed Description

[NActionRSP](#) this file defines the messages for the NAction action.

### 10.202.2 Member Function Documentation

#### 10.202.2.1 ConstructPDVByDataSet()

```
std::vector< PresentationDataValue > gdcm::network::NActionRSP::ConstructPDVByDataSet (  
    const DataSet * inDataSet )
```

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

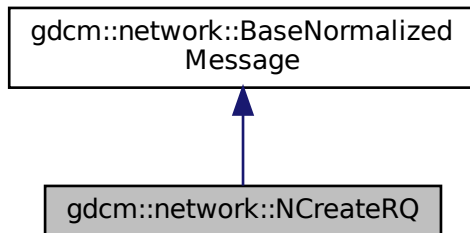
- [gdcmNActionMessages.h](#)

## 10.203 gdcm::network::NCreateRQ Class Reference

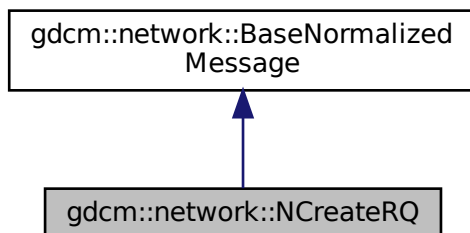
[NCreateRQ](#).

```
#include <gdcmNCreateMessages.h>
```

Inheritance diagram for gdcm::network::NCreateRQ:



Collaboration diagram for gdcm::network::NCreateRQ:



### Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV` (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery) override

### 10.203.1 Detailed Description

[NCreateRQ](#).

this file defines the messages for the ncreate action

## 10.203.2 Member Function Documentation

### 10.203.2.1 ConstructPDV()

```
std::vector< PresentationDataValue > gdcM::network::NCreateRQ::ConstructPDV (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [override], [virtual]
```

Implements [gdcM::network::BaseNormalizedMessage](#).

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

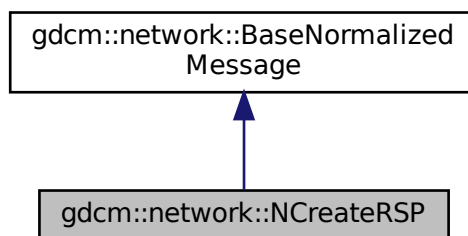
- [gdcMNCreateMessages.h](#)

## 10.204 gdcM::network::NCreateRSP Class Reference

[NCreateRSP](#) this file defines the messages for the ncreate action.

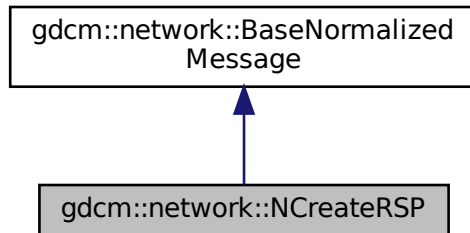
```
#include <gdcMNCreateMessages.h>
```

Inheritance diagram for gdcM::network::NCreateRSP:





Collaboration diagram for gdcm::network::NCreateRSP:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDVByDataSet (const DataSet *inDataSet)`

### 10.204.1 Detailed Description

[NCreateRSP](#) this file defines the messages for the ncreate action.

### 10.204.2 Member Function Documentation

#### 10.204.2.1 ConstructPDVByDataSet()

```
std::vector< PresentationDataValue > gdcm::network::NCreateRSP::ConstructPDVByDataSet (  
    const DataSet * inDataSet )
```

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

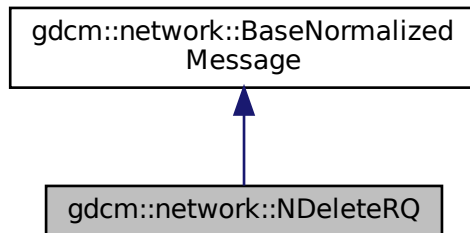
- [gdcmNCreateMessages.h](#)

## 10.205 gdcm::network::NDeleteRQ Class Reference

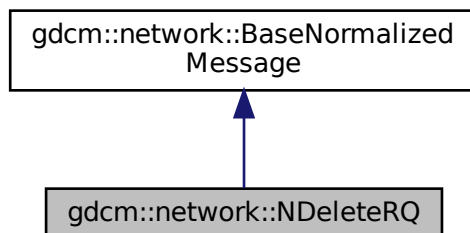
[NDeleteRQ](#).

```
#include <gdcmNDeleteMessages.h>
```

Inheritance diagram for gdcm::network::NDeleteRQ:



Collaboration diagram for gdcm::network::NDeleteRQ:



### Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV` (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery) override

### 10.205.1 Detailed Description

[NDeleteRQ](#).

this file defines the messages for the ndelete action

## 10.205.2 Member Function Documentation

### 10.205.2.1 ConstructPDV()

```
std::vector< PresentationDataValue > gdcm::network::NDeleteRQ::ConstructPDV (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [override], [virtual]
```

Implements [gdcm::network::BaseNormalizedMessage](#).

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

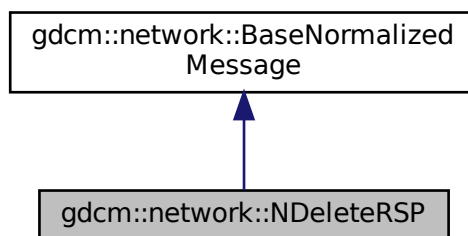
- [gdcmNDeleteMessages.h](#)

## 10.206 gdcm::network::NDeleteRSP Class Reference

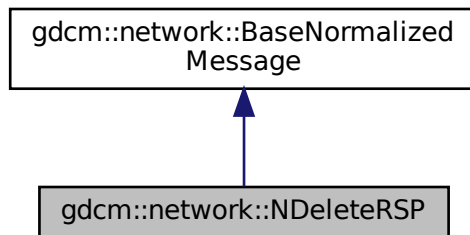
[NDeleteRSP](#) this file defines the messages for the ndelete action.

```
#include <gdcmNDeleteMessages.h>
```

Inheritance diagram for `gdcm::network::NDeleteRSP`:



Collaboration diagram for `gdcm::network::NDeleteRSP`:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDVByDataSet` (`const DataSet *inDataSet`)

### 10.206.1 Detailed Description

[NDeleteRSP](#) this file defines the messages for the ndelete action.

### 10.206.2 Member Function Documentation

#### 10.206.2.1 ConstructPDVByDataSet()

```
std::vector< PresentationDataValue > gdcm::network::NDeleteRSP::ConstructPDVByDataSet (  
    const DataSet * inDataSet )
```

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

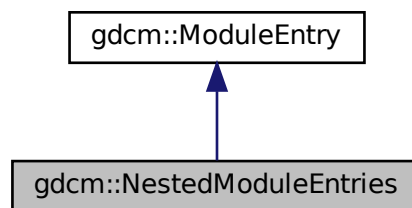
- [gdcmNDeleteMessages.h](#)

## 10.207 gdcm::NestedModuleEntries Class Reference

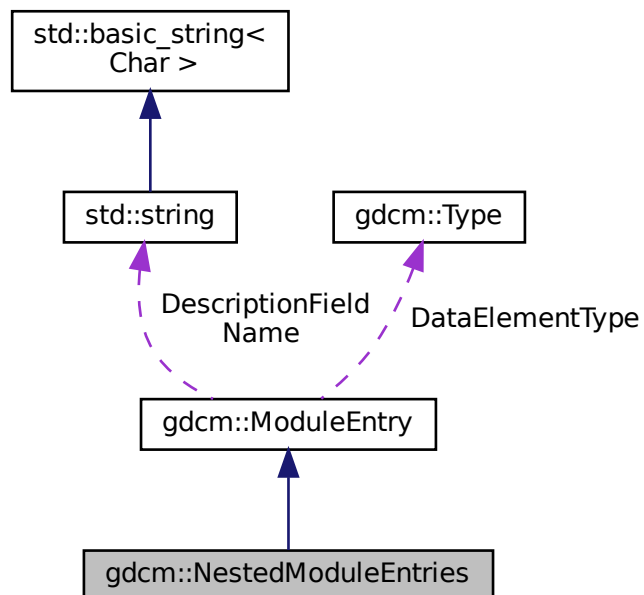
Class for representing a [NestedModuleEntries](#).

```
#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)
- [ModuleEntry](#) & [GetModuleEntry](#) ([SizeType](#) idx)
- const [ModuleEntry](#) & [GetModuleEntry](#) ([SizeType](#) idx) const
- [SizeType](#) [GetNumberOfModuleEntries](#) ()

## Friends

- std::ostream & [operator<<](#) (std::ostream &\_os, const [NestedModuleEntries](#) &\_val)

## Additional Inherited Members

### 10.207.1 Detailed Description

Class for representing a [NestedModuleEntries](#).

#### Note

bla

#### See also

[ModuleEntry](#)

### 10.207.2 Member Typedef Documentation

#### 10.207.2.1 SizeType

```
typedef std::vector<ModuleEntry>::size_type gdcM::NestedModuleEntries::SizeType
```

### 10.207.3 Constructor & Destructor Documentation

### 10.207.3.1 NestedModuleEntries()

```
gdcmm::NestedModuleEntries::NestedModuleEntries (
    const char * name = "",
    const char * type = "3",
    const char * description = "" ) [inline]
```

## 10.207.4 Member Function Documentation

### 10.207.4.1 AddModuleEntry()

```
void gdcmm::NestedModuleEntries::AddModuleEntry (
    const ModuleEntry & me ) [inline]
```

### 10.207.4.2 GetModuleEntry() [1/2]

```
ModuleEntry & gdcmm::NestedModuleEntries::GetModuleEntry (
    SizeType idx ) [inline]
```

### 10.207.4.3 GetModuleEntry() [2/2]

```
const ModuleEntry & gdcmm::NestedModuleEntries::GetModuleEntry (
    SizeType idx ) const [inline]
```

### 10.207.4.4 GetNumberOfModuleEntries()

```
SizeType gdcmm::NestedModuleEntries::GetNumberOfModuleEntries ( ) [inline]
```

## 10.207.5 Friends And Related Function Documentation

### 10.207.5.1 operator<<

```
std::ostream & operator<< (  
    std::ostream & _os,  
    const NestedModuleEntries & _val ) [friend]
```

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

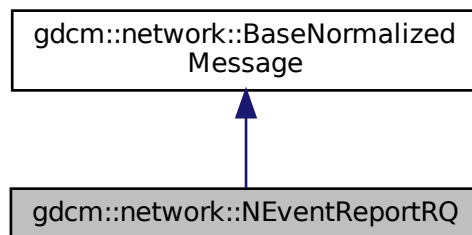
- [gdcmNestedModuleEntries.h](#)

## 10.208 gdcm::network::NEventReportRQ Class Reference

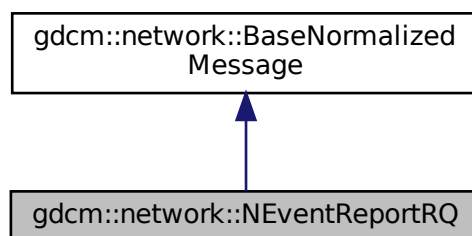
[NEventReportRQ](#).

```
#include <gdcmNEventReportMessages.h>
```

Inheritance diagram for gdcm::network::NEventReportRQ:



Collaboration diagram for gdcm::network::NEventReportRQ:





## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV` (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery) override

### 10.208.1 Detailed Description

[NEventReportRQ](#).

this file defines the messages for the neventreport action

### 10.208.2 Member Function Documentation

#### 10.208.2.1 ConstructPDV()

```
std::vector< PresentationDataValue > gdcm::network::NEventReportRQ::ConstructPDV (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [override], [virtual]
```

Implements [gdcm::network::BaseNormalizedMessage](#).

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

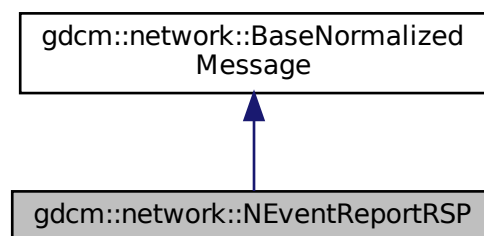
- [gdcmNEventReportMessages.h](#)

## 10.209 gdcm::network::NEventReportRSP Class Reference

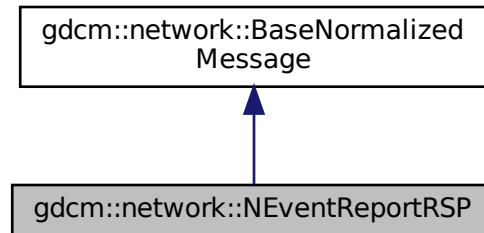
[NEventReportRSP](#) this file defines the messages for the neventreport action.

```
#include <gdcmNEventReportMessages.h>
```

Inheritance diagram for `gdcm::network::NEventReportRSP`:



Collaboration diagram for `gdcm::network::NEventReportRSP`:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDVByDataSet` (`const DataSet *inDataSet`)

### 10.209.1 Detailed Description

[NEventReportRSP](#) this file defines the messages for the neventreport action.

### 10.209.2 Member Function Documentation

#### 10.209.2.1 ConstructPDVByDataSet()

```
std::vector< PresentationDataValue > gdcm::network::NEventReportRSP::ConstructPDVByDataSet (
    const DataSet * inDataSet )
```

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

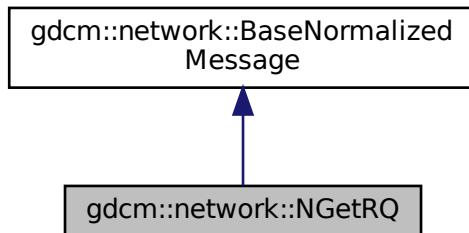
- [gdcmNEventReportMessages.h](#)

## 10.210 gdcm::network::NGetRQ Class Reference

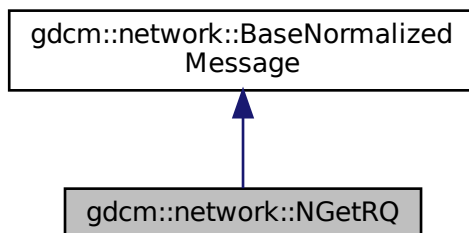
[NGetRQ](#).

```
#include <gdcmNGetMessages.h>
```

Inheritance diagram for gdcm::network::NGetRQ:



Collaboration diagram for gdcm::network::NGetRQ:



### Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV` (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery) override

### 10.210.1 Detailed Description

[NGetRQ](#).

this file defines the messages for the nget action

## 10.210.2 Member Function Documentation

### 10.210.2.1 ConstructPDV()

```
std::vector< PresentationDataValue > gdcM::network::NGetRQ::ConstructPDV (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [override], [virtual]
```

Implements [gdcM::network::BaseNormalizedMessage](#).

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

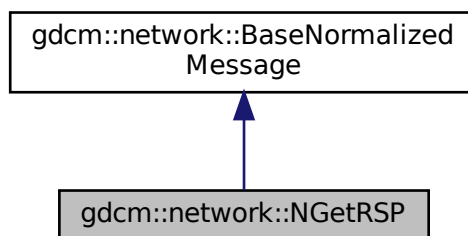
- [gdcMNGetMessages.h](#)

## 10.211 gdcM::network::NGetRSP Class Reference

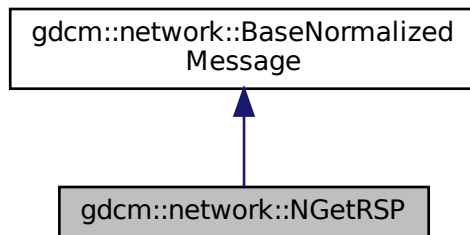
[NGetRSP](#) this file defines the messages for the nget action.

```
#include <gdcMNGetMessages.h>
```

Inheritance diagram for gdcM::network::NGetRSP:



Collaboration diagram for gdcm::network::NGetRSP:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDVByDataSet (const DataSet *inDataSet)`

### 10.211.1 Detailed Description

[NGetRSP](#) this file defines the messages for the nget action.

### 10.211.2 Member Function Documentation

#### 10.211.2.1 ConstructPDVByDataSet()

```
std::vector< PresentationDataValue > gdcm::network::NGetRSP::ConstructPDVByDataSet (
    const DataSet * inDataSet )
```

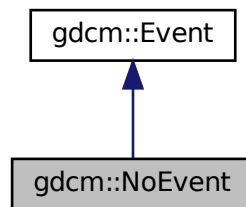
The documentation for this class was generated from the following file:

- [gdcmNGetMessages.h](#)

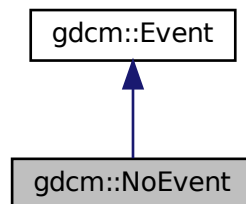
## 10.212 gdcm::NoEvent Class Reference

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

Inheritance diagram for gdcm::NoEvent:



Collaboration diagram for gdcm::NoEvent:



### Additional Inherited Members

#### 10.212.1 Detailed Description

Define some common GDCM events

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

- [gdcmEvent.h](#)

## 10.213 gdcm::network::NormalizedMessageFactory Class Reference

```
#include <gdcmNormalizedMessageFactory.h>
```

### Static Public Member Functions

- static std::vector< [PresentationDataValue](#) > [ConstructNAction](#) (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery)
- static std::vector< [PresentationDataValue](#) > [ConstructNCreate](#) (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery)
- static std::vector< [PresentationDataValue](#) > [ConstructNDelete](#) (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery)
- static std::vector< [PresentationDataValue](#) > [ConstructNEventReport](#) (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery)
- static std::vector< [PresentationDataValue](#) > [ConstructNGet](#) (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery)
- static std::vector< [PresentationDataValue](#) > [ConstructNSet](#) (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery)

### 10.213.1 Member Function Documentation

#### 10.213.1.1 ConstructNAction()

```
static std::vector< PresentationDataValue > gdcm::network::NormalizedMessageFactory::ConstructNAction (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [static]
```

#### 10.213.1.2 ConstructNCreate()

```
static std::vector< PresentationDataValue > gdcm::network::NormalizedMessageFactory::ConstructNCreate (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [static]
```

#### 10.213.1.3 ConstructNDelete()

```
static std::vector< PresentationDataValue > gdcM::network::NormalizedMessageFactory::Construct↵  
NDelete (   
    const ULConnection & inConnection,   
    const BaseQuery * inQuery ) [static]
```

#### 10.213.1.4 ConstructNEventReport()

```
static std::vector< PresentationDataValue > gdcM::network::NormalizedMessageFactory::Construct↵  
NEventReport (   
    const ULConnection & inConnection,   
    const BaseQuery * inQuery ) [static]
```

#### 10.213.1.5 ConstructNGet()

```
static std::vector< PresentationDataValue > gdcM::network::NormalizedMessageFactory::Construct↵  
NGet (   
    const ULConnection & inConnection,   
    const BaseQuery * inQuery ) [static]
```

#### 10.213.1.6 ConstructNSet()

```
static std::vector< PresentationDataValue > gdcM::network::NormalizedMessageFactory::Construct↵  
NSet (   
    const ULConnection & inConnection,   
    const BaseQuery * inQuery ) [static]
```

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

- [gdcMNormalizedMessageFactory.h](#)

## 10.214 gdcM::NormalizedNetworkFunctions Class Reference

Normalized Network Functions.

```
#include <gdcMNormalizedNetworkFunctions.h>
```



## Static Public Member Functions

- static [BaseQuery](#) \* [ConstructQuery](#) (const std::string &sopInstanceUID, const [DataSet](#) &queryds, [ENQueryType](#) queryType=[eCreateMMPS](#))
- static bool [NAction](#) (const char \*remote, uint16\_t portno, const [BaseQuery](#) \*query, std::vector< [DataSet](#) > &retDataSets, const char \*aetitle, const char \*call)
- static bool [NCreate](#) (const char \*remote, uint16\_t portno, [BaseQuery](#) \*query, std::vector< [DataSet](#) > &retDataSets, const char \*aetitle, const char \*call)
- static bool [NDelete](#) (const char \*remote, uint16\_t portno, const [BaseQuery](#) \*query, std::vector< [DataSet](#) > &retDataSets, const char \*aetitle, const char \*call)
- static bool [NEventReport](#) (const char \*remote, uint16\_t portno, const [BaseQuery](#) \*query, std::vector< [DataSet](#) > &retDataSets, const char \*aetitle, const char \*call)
- static bool [NGet](#) (const char \*remote, uint16\_t portno, const [BaseQuery](#) \*query, std::vector< [DataSet](#) > &retDataSets, const char \*aetitle, const char \*call)
- static bool [NSet](#) (const char \*remote, uint16\_t portno, const [BaseQuery](#) \*query, std::vector< [DataSet](#) > &retDataSets, const char \*aetitle, const char \*call)

### 10.214.1 Detailed Description

Normalized 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:

- N-EVENT-REPORT
- N-GET
- N-SET
- N-ACTION
- N-CREATE
- N-DELETE

### 10.214.2 Member Function Documentation

#### 10.214.2.1 ConstructQuery()

```
static BaseQuery * gdcm::NormalizedNetworkFunctions::ConstructQuery (
    const std::string & sopInstanceUID,
    const DataSet & queryds,
    ENQueryType queryType = eCreateMMPS ) [static]
```

#### 10.214.2.2 NAction()

```
static bool gdcm::NormalizedNetworkFunctions::NAction (
    const char * remote,
    uint16_t portno,
    const BaseQuery * query,
    std::vector< DataSet > & retDataSets,
    const char * aetitle,
    const char * call ) [static]
```

#### 10.214.2.3 NCreate()

```
static bool gdcm::NormalizedNetworkFunctions::NCreate (
    const char * remote,
    uint16_t portno,
    BaseQuery * query,
    std::vector< DataSet > & retDataSets,
    const char * aetitle,
    const char * call ) [static]
```

#### 10.214.2.4 NDelete()

```
static bool gdcm::NormalizedNetworkFunctions::NDelete (
    const char * remote,
    uint16_t portno,
    const BaseQuery * query,
    std::vector< DataSet > & retDataSets,
    const char * aetitle,
    const char * call ) [static]
```

#### 10.214.2.5 NEventReport()

```
static bool gdcm::NormalizedNetworkFunctions::NEventReport (
    const char * remote,
    uint16_t portno,
    const BaseQuery * query,
    std::vector< DataSet > & retDataSets,
    const char * aetitle,
    const char * call ) [static]
```

### 10.214.2.6 NGet()

```
static bool gdcm::NormalizedNetworkFunctions::NGet (
    const char * remote,
    uint16_t portno,
    const BaseQuery * query,
    std::vector< DataSet > & retDataSets,
    const char * aetitle,
    const char * call ) [static]
```

### 10.214.2.7 NSet()

```
static bool gdcm::NormalizedNetworkFunctions::NSet (
    const char * remote,
    uint16_t portno,
    const BaseQuery * query,
    std::vector< DataSet > & retDataSets,
    const char * aetitle,
    const char * call ) [static]
```

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

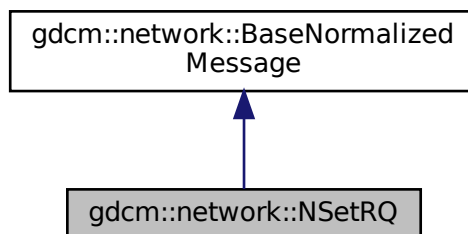
- [gdcmNormalizedNetworkFunctions.h](#)

## 10.215 gdcm::network::NSetRQ Class Reference

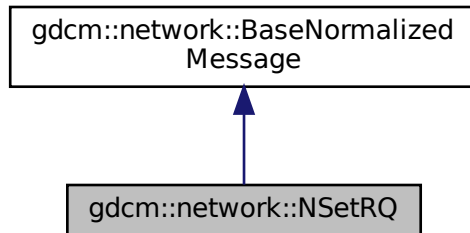
[NSetRQ](#).

```
#include <gdcmNSetMessages.h>
```

Inheritance diagram for gdcm::network::NSetRQ:



Collaboration diagram for `gdcm::network::NSetRQ`:



## Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDV` (const [ULConnection](#) &`inConnection`, const [BaseQuery](#) \*`inQuery`) override

### 10.215.1 Detailed Description

[NSetRQ](#).

this file defines the messages for the nset action

### 10.215.2 Member Function Documentation

#### 10.215.2.1 ConstructPDV()

```
std::vector< PresentationDataValue > gdcm::network::NSetRQ::ConstructPDV (  
    const ULConnection & inConnection,  
    const BaseQuery * inQuery ) [override], [virtual]
```

Implements [gdcm::network::BaseNormalizedMessage](#).

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

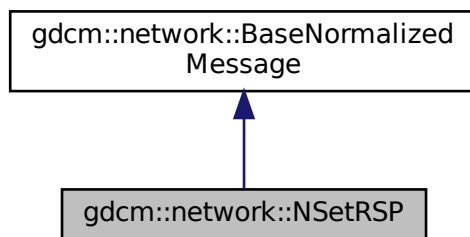
- [gdcmNSetMessages.h](#)

## 10.216 gdcm::network::NSetRSP Class Reference

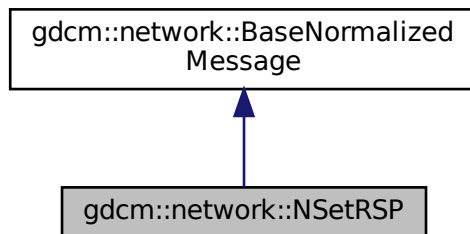
[NSetRSP](#) this file defines the messages for the nset action.

```
#include <gdcmNSetMessages.h>
```

Inheritance diagram for gdcm::network::NSetRSP:



Collaboration diagram for gdcm::network::NSetRSP:



### Public Member Functions

- `std::vector< PresentationDataValue > ConstructPDVByDataSet (const DataSet *inDataSet)`

### 10.216.1 Detailed Description

[NSetRSP](#) this file defines the messages for the nset action.

## 10.216.2 Member Function Documentation

### 10.216.2.1 ConstructPDVByDataSet()

```
std::vector< PresentationDataValue > gdcM::network::NSetRSP::ConstructPDVByDataSet (
    const DataSet * inDataSet )
```

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

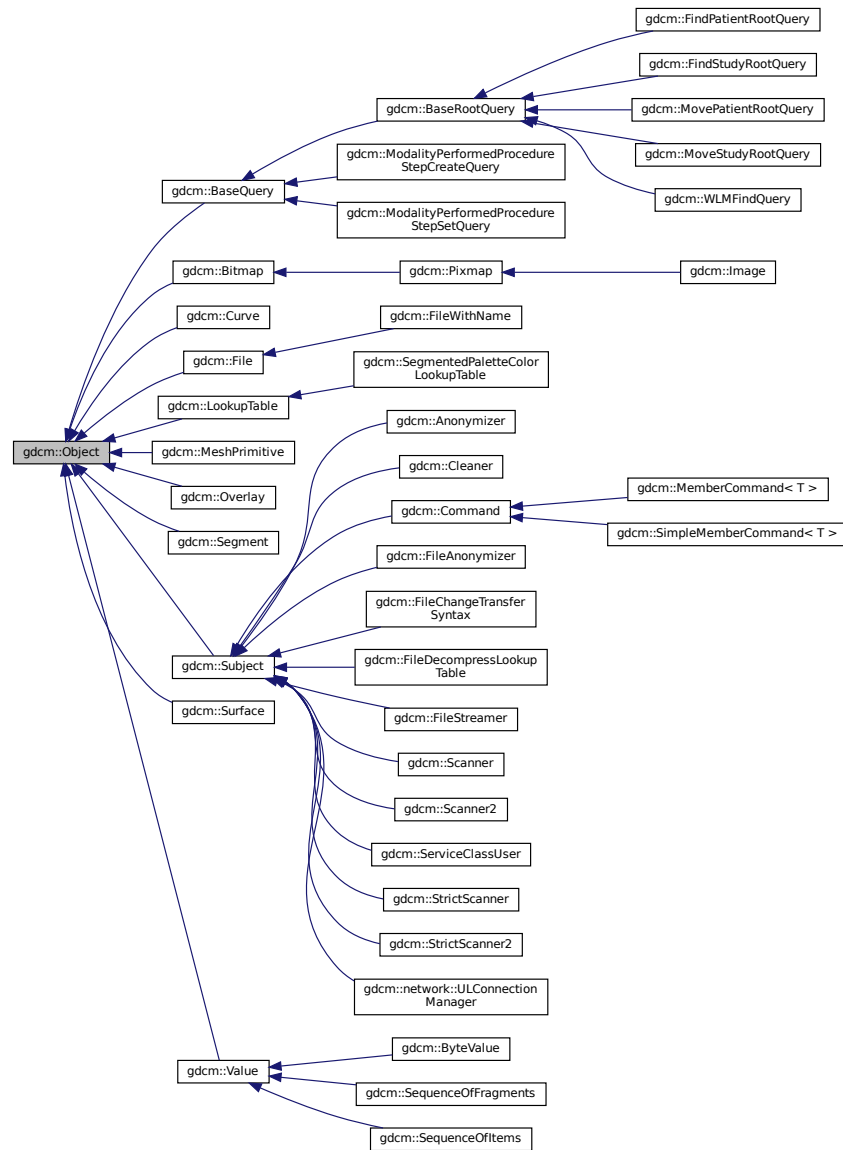
- [gdcMNSetMessages.h](#)

## 10.217 gdcM::Object Class Reference

[Object.](#)

```
#include <gdcMObject.h>
```

Inheritance diagram for gdcm::Object:



## Public Member Functions

- [Object](#) ()
- [Object](#) (const [Object](#) &)
- *Special requirement for copy/cstor, assignment operator.*
- virtual [~Object](#) ()
- void [operator=](#) (const [Object](#) &)
- virtual void [Print](#) (std::ostream &) const

## Protected Member Functions

- void [Register](#) ()
- void [UnRegister](#) ()

## Friends

- std::ostream & [operator<<](#) (std::ostream &os, const [Object](#) &obj)
- template<class ObjectType >  
class [SmartPointer](#)

### 10.217.1 Detailed Description

[Object](#).

#### Note

main superclass for object that want to use [SmartPointer](#) invasive ref counting system

#### See also

[SmartPointer](#)

### 10.217.2 Constructor & Destructor Documentation

#### 10.217.2.1 [Object\(\)](#) [1/2]

```
gdcm::Object::Object ( ) [inline]
```

#### 10.217.2.2 [~Object\(\)](#)

```
virtual gdcm::Object::~~Object ( ) [inline], [virtual]
```

#### 10.217.2.3 [Object\(\)](#) [2/2]

```
gdcm::Object::Object (
    const Object & ) [inline]
```

Special requirement for copy/cstor, assignment operator.



## 10.217.3 Member Function Documentation

### 10.217.3.1 operator=()

```
void gdcm::Object::operator= (
    const Object & ) [inline]
```

### 10.217.3.2 Print()

```
virtual void gdcm::Object::Print (
    std::ostream & ) const [inline], [virtual]
```

Reimplemented in [gdcm::Bitmap](#), [gdcm::Curve](#), [gdcm::LookupTable](#), [gdcm::Overlay](#), [gdcm::Pixmap](#), [gdcm::SegmentedPaletteColorLookupTable](#), [gdcm::ByteValue](#), [gdcm::SequenceOfFragments](#), [gdcm::SequenceOfItems](#), [gdcm::Image](#), [gdcm::Scanner](#), [gdcm::Scanner2](#), [gdcm::StrictScanner](#), [gdcm::StrictScanner2](#), and [gdcm::BaseQuery](#).

#### Examples

[ReadAndDumpDICOMDIR.cxx](#).

### 10.217.3.3 Register()

```
void gdcm::Object::Register ( ) [inline], [protected]
```

### 10.217.3.4 UnRegister()

```
void gdcm::Object::UnRegister ( ) [inline], [protected]
```

## 10.217.4 Friends And Related Function Documentation

#### 10.217.4.1 operator<<

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

#### 10.217.4.2 SmartPointer

```
template<class ObjectType >  
friend class SmartPointer [friend]
```

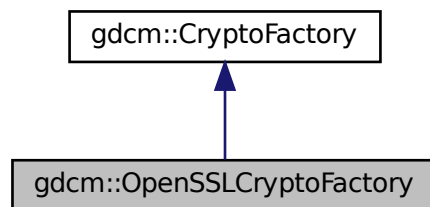
The documentation for this class was generated from the following file:

- [gdcmObject.h](#)

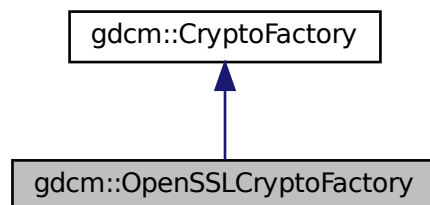
### 10.218 gdcm::OpenSSLCryptoFactory Class Reference

```
#include <gdcmOpenSSLCryptoFactory.h>
```

Inheritance diagram for gdcm::OpenSSLCryptoFactory:



Collaboration diagram for gdcm::OpenSSLCryptoFactory:



## Public Member Functions

- [OpenSSLCryptoFactory](#) ([CryptoLib](#) id)
- [CryptographicMessageSyntax](#) \* [CreateCMSProvider](#) ()

## Protected Member Functions

- void [InitOpenSSL](#) ()

## Additional Inherited Members

### 10.218.1 Constructor & Destructor Documentation

#### 10.218.1.1 OpenSSLCryptoFactory()

```
gdcmm::OpenSSLCryptoFactory::OpenSSLCryptoFactory (
    CryptoLib id ) [inline]
```

References [gdcmmDebugMacro](#).

### 10.218.2 Member Function Documentation

#### 10.218.2.1 CreateCMSProvider()

```
CryptographicMessageSyntax * gdcmm::OpenSSLCryptoFactory::CreateCMSProvider ( ) [inline], [virtual]
```

Implements [gdcmm::CryptoFactory](#).

#### 10.218.2.2 InitOpenSSL()

```
void gdcmm::OpenSSLCryptoFactory::InitOpenSSL ( ) [protected]
```

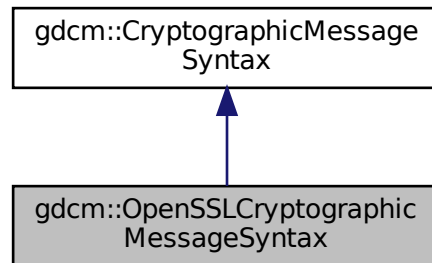
The documentation for this class was generated from the following file:

- [gdcmmOpenSSLCryptoFactory.h](#)

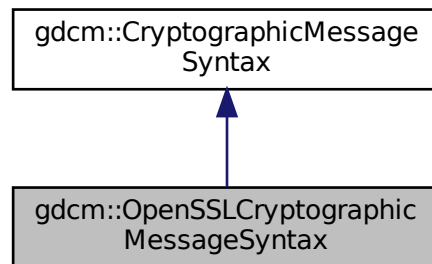
## 10.219 gdcm::OpenSSLCryptographicMessageSyntax Class Reference

```
#include <gdcmOpenSSLCryptographicMessageSyntax.h>
```

Inheritance diagram for gdcm::OpenSSLCryptographicMessageSyntax:



Collaboration diagram for gdcm::OpenSSLCryptographicMessageSyntax:



### Public Member Functions

- [OpenSSLCryptographicMessageSyntax](#) ()
- [~OpenSSLCryptographicMessageSyntax](#) ()
- 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 CMS envelopedData structure*

- [CipherTypes](#) [GetCipherType](#) () const
- bool [ParseCertificateFile](#) (const char \*filename)
- bool [ParseKeyFile](#) (const char \*filename)
- void [SetCipherType](#) ([CipherTypes](#) type)
- bool [SetPassword](#) (const char \*pass, size\_t passLen)

## Additional Inherited Members

### 10.219.1 Constructor & Destructor Documentation

#### 10.219.1.1 OpenSSLCryptographicMessageSyntax()

```
gdcmm::OpenSSLCryptographicMessageSyntax::OpenSSLCryptographicMessageSyntax ( )
```

#### 10.219.1.2 ~OpenSSLCryptographicMessageSyntax()

```
gdcmm::OpenSSLCryptographicMessageSyntax::~~OpenSSLCryptographicMessageSyntax ( )
```

### 10.219.2 Member Function Documentation

#### 10.219.2.1 Decrypt()

```
bool gdcmm::OpenSSLCryptographicMessageSyntax::Decrypt (
    char * output,
    size_t & outlen,
    const char * array,
    size_t len ) const [virtual]
```

decrypt content from a PKCS#7 envelopedData structure

Implements [gdcmm::CryptographicMessageSyntax](#).

### 10.219.2.2 Encrypt()

```
bool gdcM::OpenSSLCryptographicMessageSyntax::Encrypt (
    char * output,
    size_t & outlen,
    const char * array,
    size_t len ) const [virtual]
```

create a CMS envelopedData structure

Implements [gdcM::CryptographicMessageSyntax](#).

### 10.219.2.3 GetCipherType()

```
CipherTypes gdcM::OpenSSLCryptographicMessageSyntax::GetCipherType ( ) const [virtual]
```

Implements [gdcM::CryptographicMessageSyntax](#).

### 10.219.2.4 ParseCertificateFile()

```
bool gdcM::OpenSSLCryptographicMessageSyntax::ParseCertificateFile (
    const char * filename ) [virtual]
```

Implements [gdcM::CryptographicMessageSyntax](#).

### 10.219.2.5 ParseKeyFile()

```
bool gdcM::OpenSSLCryptographicMessageSyntax::ParseKeyFile (
    const char * filename ) [virtual]
```

Implements [gdcM::CryptographicMessageSyntax](#).

### 10.219.2.6 SetCipherType()

```
void gdcM::OpenSSLCryptographicMessageSyntax::SetCipherType (
    CipherTypes type ) [virtual]
```

Set Cipher [Type](#). Default is: AES256\_CIPHER

Implements [gdcM::CryptographicMessageSyntax](#).

### 10.219.2.7 SetPassword()

```
bool gdcm::OpenSSLCryptographicMessageSyntax::SetPassword (
    const char * pass,
    size_t passLen ) [virtual]
```

Implements [gdcm::CryptographicMessageSyntax](#).

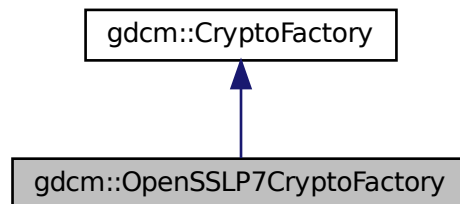
The documentation for this class was generated from the following file:

- [gdcmOpenSSLCryptographicMessageSyntax.h](#)

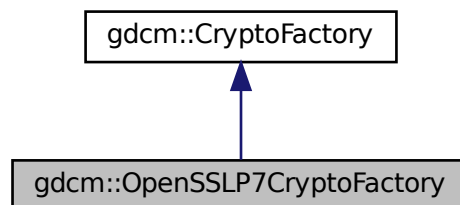
## 10.220 gdcm::OpenSSLP7CryptoFactory Class Reference

```
#include <gdcmOpenSSLP7CryptoFactory.h>
```

Inheritance diagram for gdcm::OpenSSLP7CryptoFactory:



Collaboration diagram for gdcm::OpenSSLP7CryptoFactory:



## Public Member Functions

- [OpenSSLP7CryptoFactory](#) ([CryptoLib](#) id)
- [CryptographicMessageSyntax](#) \* [CreateCMSProvider](#) ()

## Additional Inherited Members

### 10.220.1 Constructor & Destructor Documentation

#### 10.220.1.1 OpenSSLP7CryptoFactory()

```
gdcmm::OpenSSLP7CryptoFactory::OpenSSLP7CryptoFactory (  
    CryptoLib id ) [inline]
```

References [gdcmmDebugMacro](#).

### 10.220.2 Member Function Documentation

#### 10.220.2.1 CreateCMSProvider()

```
CryptographicMessageSyntax * gdcmm::OpenSSLP7CryptoFactory::CreateCMSProvider ( ) [inline], [virtual]
```

Implements [gdcmm::CryptoFactory](#).

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

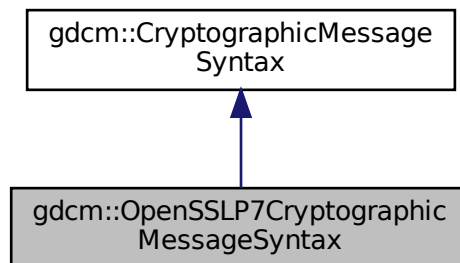
- [gdcmmOpenSSLP7CryptoFactory.h](#)



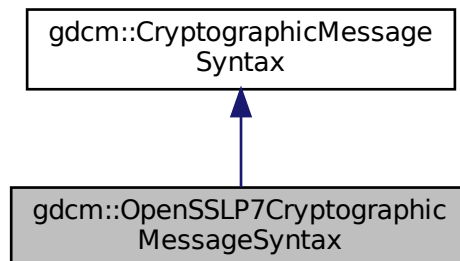
## 10.221 gdcM::OpenSSL7CryptographicMessageSyntax Class Reference

```
#include <gdcMOpenSSL7CryptographicMessageSyntax.h>
```

Inheritance diagram for gdcM::OpenSSL7CryptographicMessageSyntax:



Collaboration diagram for gdcM::OpenSSL7CryptographicMessageSyntax:



### Public Member Functions

- [OpenSSL7CryptographicMessageSyntax](#) ()
- [~OpenSSL7CryptographicMessageSyntax](#) ()
- 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)
- bool [SetPassword](#) (const char \*, size\_t)

## Additional Inherited Members

### 10.221.1 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)

### 10.221.2 Constructor & Destructor Documentation

#### 10.221.2.1 OpenSSLP7CryptographicMessageSyntax()

```
gdcmm::OpenSSLP7CryptographicMessageSyntax::OpenSSLP7CryptographicMessageSyntax ( )
```

#### 10.221.2.2 ~OpenSSLP7CryptographicMessageSyntax()

```
gdcmm::OpenSSLP7CryptographicMessageSyntax::~~OpenSSLP7CryptographicMessageSyntax ( )
```

### 10.221.3 Member Function Documentation

#### 10.221.3.1 Decrypt()

```
bool gdcmm::OpenSSLP7CryptographicMessageSyntax::Decrypt (
    char * output,
    size_t & outlen,
    const char * array,
    size_t len ) const [virtual]
```

decrypt content from a PKCS#7 envelopedData structure

Implements [gdcmm::CryptographicMessageSyntax](#).

### 10.221.3.2 Encrypt()

```
bool gdcmm::OpenSSLP7CryptographicMessageSyntax::Encrypt (
    char * output,
    size_t & outlen,
    const char * array,
    size_t len ) const [virtual]
```

create a PKCS#7 envelopedData structure

Implements [gdcmm::CryptographicMessageSyntax](#).

### 10.221.3.3 GetCipherType()

```
CipherTypes gdcmm::OpenSSLP7CryptographicMessageSyntax::GetCipherType ( ) const [virtual]
```

Implements [gdcmm::CryptographicMessageSyntax](#).

### 10.221.3.4 ParseCertificateFile()

```
bool gdcmm::OpenSSLP7CryptographicMessageSyntax::ParseCertificateFile (
    const char * filename ) [virtual]
```

Implements [gdcmm::CryptographicMessageSyntax](#).

### 10.221.3.5 ParseKeyFile()

```
bool gdcmm::OpenSSLP7CryptographicMessageSyntax::ParseKeyFile (
    const char * filename ) [virtual]
```

Implements [gdcmm::CryptographicMessageSyntax](#).

### 10.221.3.6 SetCipherType()

```
void gdcmm::OpenSSLP7CryptographicMessageSyntax::SetCipherType (
    CipherTypes type ) [virtual]
```

Set Cipher [Type](#). Default is: AES256\_CIPHER

Implements [gdcmm::CryptographicMessageSyntax](#).

### 10.221.3.7 SetPassword()

```
bool gdcmm::OpenSSL7CryptographicMessageSyntax::SetPassword (
    const char * ,
    size_t ) [inline], [virtual]
```

Implements [gdcmm::CryptographicMessageSyntax](#).

References [gdcmmWarningMacro](#).

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

- [gdcmmOpenSSL7CryptographicMessageSyntax.h](#)

## 10.222 gdcmm::Orientation Class Reference

class to handle [Orientation](#)

```
#include <gdcmmOrientation.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)

### 10.222.1 Detailed Description

class to handle [Orientation](#)

### 10.222.2 Member Enumeration Documentation

#### 10.222.2.1 OrientationType

```
enum gdcm::Orientation::OrientationType
```

Enumerator

UNKNOWN	
AXIAL	
CORONAL	
SAGITTAL	
OBLIQUE	

### 10.222.3 Constructor & Destructor Documentation

#### 10.222.3.1 Orientation()

```
gdcm::Orientation::Orientation ( )
```

#### 10.222.3.2 ~Orientation()

```
gdcm::Orientation::~~Orientation ( )
```

## 10.222.4 Member Function Documentation

### 10.222.4.1 GetLabel()

```
static const char * gdcm::Orientation::GetLabel (
    OrientationType type ) [static]
```

Return the label of an [Orientation](#).

#### Examples

[FixOrientation.cxx](#).

### 10.222.4.2 GetMajorAxisFromPatientRelativeDirectionCosine()

```
static char gdcm::Orientation::GetMajorAxisFromPatientRelativeDirectionCosine (
    double x,
    double y,
    double z ) [static], [protected]
```

### 10.222.4.3 GetObliquityThresholdCosineValue()

```
static double gdcm::Orientation::GetObliquityThresholdCosineValue ( ) [static]
```

### 10.222.4.4 GetType()

```
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

#### Examples

[FixOrientation.cxx](#).

#### 10.222.4.5 Print()

```
void gdcm::Orientation::Print (
    std::ostream & ) const
```

Print.

#### 10.222.4.6 SetObliquityThresholdCosineValue()

```
static void gdcm::Orientation::SetObliquityThresholdCosineValue (
    double val ) [static]
```

ObliquityThresholdCosineValue stuff.

### 10.222.5 Friends And Related Function Documentation

#### 10.222.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const Orientation & o ) [friend]
```

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

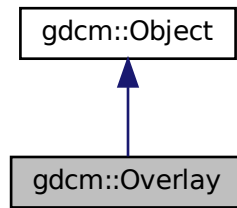
- [gdcmOrientation.h](#)

## 10.223 gdcm::Overlay Class Reference

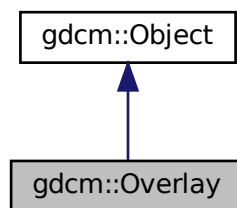
[Overlay](#) class.

```
#include <gdcmOverlay.h>
```

Inheritance diagram for `gdcm::Overlay`:



Collaboration diagram for `gdcm::Overlay`:



## Public Types

- enum `OverlayType` {  
    `Invalid` = 0 ,  
    `Graphics` = 1 ,  
    `ROI` = 2 }

## Public Member Functions

- `Overlay` ()
- `Overlay` (`Overlay` const &ov)
- `~Overlay` () override
- void `Decompress` (std::ostream &os) const  
    *Decode the internal OverlayData (packed bits) into unpacked representation.*
- unsigned short `GetBitPosition` () const  
    *return bit position*



- unsigned short [GetBitsAllocated](#) () const  
*return bits allocated*
- 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*
- [OverlayType](#) [GetTypeAsEnum](#) () const
- bool [GetUnpackBuffer](#) (char \*buffer, size\_t len) const
- size\_t [GetUnpackBufferLength](#) () const
- bool [GrabOverlayFromPixelData](#) ([DataSet](#) const &ds)
- bool [IsEmpty](#) () const  
*Return whether or not the [Overlay](#) is empty:*
- bool [IsInPixelData](#) () const  
*return if the [Overlay](#) is stored in the pixel data or not*
- void [IsInPixelData](#) (bool b)  
*Set whether or no the OverlayData is in the Pixel Data:*
- bool [IsZero](#) () const  
*return true if all bits are set to 0*
- [Overlay](#) & [operator=](#) ([Overlay](#) const &ov)
- void [Print](#) (std::ostream &) const override  
*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[2])  
*set origin*
- void [SetOverlay](#) (const char \*array, size\_t 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:*

## Static Public Member Functions

- static const char \* [GetOverlayTypeAsString](#) ([OverlayType](#) ot)
- static [OverlayType](#) [GetOverlayTypeFromString](#) (const char \*)

## Additional Inherited Members

### 10.223.1 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:

### 10.223.2 Member Enumeration Documentation

#### 10.223.2.1 OverlayType

```
enum gdcm::Overlay::OverlayType
```

#### Enumerator

Invalid	
Graphics	
ROI	

### 10.223.3 Constructor & Destructor Documentation

#### 10.223.3.1 Overlay() [1/2]

```
gdcm::Overlay::Overlay ( )
```

#### 10.223.3.2 ~Overlay()

```
gdcm::Overlay::~~Overlay ( ) [override]
```

#### 10.223.3.3 Overlay() [2/2]

```
gdcm::Overlay::Overlay (
    Overlay const & ov )
```

### 10.223.4 Member Function Documentation

#### 10.223.4.1 Decompress()

```
void gdcm::Overlay::Decompress (
    std::ostream & os ) const
```

Decode the internal OverlayData (packed bits) into unpacked representation.

#### 10.223.4.2 GetBitPosition()

```
unsigned short gdcm::Overlay::GetBitPosition ( ) const
```

return bit position

#### 10.223.4.3 GetBitsAllocated()

```
unsigned short gdcm::Overlay::GetBitsAllocated ( ) const
```

return bits allocated

#### 10.223.4.4 GetColumns()

```
unsigned short gdcm::Overlay::GetColumns ( ) const
```

get columns

#### 10.223.4.5 GetDescription()

```
const char * gdcm::Overlay::GetDescription ( ) const
```

get description

#### 10.223.4.6 GetGroup()

```
unsigned short gdcm::Overlay::GetGroup ( ) const
```

Get Group number.

#### 10.223.4.7 GetOrigin()

```
const signed short * gdcm::Overlay::GetOrigin ( ) const
```

get origin

#### 10.223.4.8 GetOverlayData()

```
const ByteValue & gdcm::Overlay::GetOverlayData ( ) const
```

Return the [Overlay](#) Data as [ByteValue](#): Not thread safe

#### 10.223.4.9 GetOverlayTypeAsString()

```
static const char * gdcm::Overlay::GetOverlayTypeAsString (
    OverlayType ot ) [static]
```

#### 10.223.4.10 GetOverlayTypeFromString()

```
static OverlayType gdcm::Overlay::GetOverlayTypeFromString (
    const char * ) [static]
```

#### 10.223.4.11 GetRows()

```
unsigned short gdcm::Overlay::GetRows ( ) const
```

get rows

#### 10.223.4.12 GetType()

```
const char * gdcm::Overlay::GetType ( ) const
```

get type

#### 10.223.4.13 GetTypeAsEnum()

```
OverlayType gdcm::Overlay::GetTypeAsEnum ( ) const
```

#### 10.223.4.14 GetUnpackBuffer()

```
bool gdcm::Overlay::GetUnpackBuffer (
    char * buffer,
    size_t len ) const
```

Retrieve the unpack buffer for [Overlay](#). This is an error if the size is below [GetUnpackBufferLength\(\)](#)

**10.223.4.15   GetUnpackBufferLength()**

```
size_t gdcm::Overlay::GetUnpackBufferLength ( ) const
```

Retrieve the size of the buffer needed to hold the [Overlay](#) as specified by Col & Row parameters

**10.223.4.16   GrabOverlayFromPixelData()**

```
bool gdcm::Overlay::GrabOverlayFromPixelData (
    DataSet const & ds )
```

**10.223.4.17   IsEmpty()**

```
bool gdcm::Overlay::IsEmpty ( ) const
```

Return whether or not the [Overlay](#) is empty:

**10.223.4.18   IsInPixelData() [1/2]**

```
bool gdcm::Overlay::IsInPixelData ( ) const
```

return if the [Overlay](#) is stored in the pixel data or not

**10.223.4.19   IsInPixelData() [2/2]**

```
void gdcm::Overlay::IsInPixelData (
    bool b )
```

Set whether or no the OverlayData is in the Pixel Data:

**10.223.4.20   IsZero()**

```
bool gdcm::Overlay::IsZero ( ) const
```

return true if all bits are set to 0

#### 10.223.4.21 operator=()

```
Overlay & gdcm::Overlay::operator= (
    Overlay const & ov )
```

#### 10.223.4.22 Print()

```
void gdcm::Overlay::Print (
    std::ostream & ) const [override], [virtual]
```

Print.

Reimplemented from [gdcm::Object](#).

#### 10.223.4.23 SetBitPosition()

```
void gdcm::Overlay::SetBitPosition (
    unsigned short bitposition )
```

set bit position

#### 10.223.4.24 SetBitsAllocated()

```
void gdcm::Overlay::SetBitsAllocated (
    unsigned short bitsallocated )
```

set bits allocated

#### 10.223.4.25 SetColumns()

```
void gdcm::Overlay::SetColumns (
    unsigned short columns )
```

set columns

**10.223.4.26 SetDescription()**

```
void gdcm::Overlay::SetDescription (
    const char * description )
```

set description

**10.223.4.27 SetFrameOrigin()**

```
void gdcm::Overlay::SetFrameOrigin (
    unsigned short frameorigin )
```

set frame origin

**10.223.4.28 SetGroup()**

```
void gdcm::Overlay::SetGroup (
    unsigned short group )
```

Set Group number.

**10.223.4.29 SetNumberOfFrames()**

```
void gdcm::Overlay::SetNumberOfFrames (
    unsigned int numberofframes )
```

set number of frames

**10.223.4.30 SetOrigin()**

```
void gdcm::Overlay::SetOrigin (
    const signed short origin[2] )
```

set origin



#### 10.223.4.31 SetOverlay()

```
void gdcm::Overlay::SetOverlay (
    const char * array,
    size_t length )
```

set overlay from byte array + length

#### 10.223.4.32 SetRows()

```
void gdcm::Overlay::SetRows (
    unsigned short rows )
```

set rows

#### 10.223.4.33 SetType()

```
void gdcm::Overlay::SetType (
    const char * type )
```

set type

#### 10.223.4.34 Update()

```
void gdcm::Overlay::Update (
    const DataElement & de )
```

Update overlay from data element de:

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

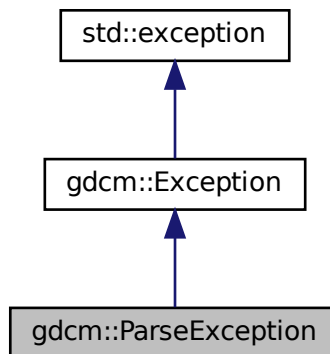
- [gdcmOverlay.h](#)

## 10.224 gdcm::ParseException Class Reference

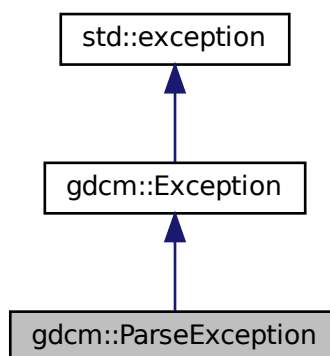
[ParseException](#) Standard exception handling object.

```
#include <gdcmParseException.h>
```

Inheritance diagram for `gdcm::ParseException`:



Collaboration diagram for `gdcm::ParseException`:



## Public Member Functions

- [ParseException](#) ()=default
- [ParseException](#) (const [ParseException](#) &orig)
- [~ParseException](#) () override throw ()
- const [DataElement](#) & [GetLastElement](#) () const
- [ParseException](#) & [operator=](#) (const [ParseException](#) &orig)
- void [SetLastElement](#) ([DataElement](#) &de)

### 10.224.1 Detailed Description

[ParseException](#) Standard exception handling object.

### 10.224.2 Constructor & Destructor Documentation

#### 10.224.2.1 [ParseException\(\)](#) [1/2]

```
gdcm::ParseException::ParseException ( ) [default]
```

#### 10.224.2.2 [~ParseException\(\)](#)

```
gdcm::ParseException::~~ParseException ( ) throw ( ) [inline], [override]
```

#### 10.224.2.3 [ParseException\(\)](#) [2/2]

```
gdcm::ParseException::ParseException (
    const ParseException & orig ) [inline]
```

### 10.224.3 Member Function Documentation

#### 10.224.3.1 [GetLastElement\(\)](#)

```
const DataElement & gdcm::ParseException::GetLastElement ( ) const [inline]
```

### 10.224.3.2 operator=()

```
ParseException & gdcM::ParseException::operator= (
    const ParseException & orig ) [inline]
```

Assignment operator.

### 10.224.3.3 SetLastElement()

```
void gdcM::ParseException::SetLastElement (
    DataElement & de ) [inline]
```

Equivalence operator.

Referenced by [gdcM::BasicOffsetTable::Read\(\)](#), [gdcM::Fragment::ReadBacktrack\(\)](#), and [gdcM::Fragment::ReadValue\(\)](#).

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

- [gdcMParseException.h](#)

## 10.225 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](#) ()

### 10.225.1 Detailed Description

[Parser](#) ala XML\_Parser from expat (SAX)

Detailed description here

#### Note

Simple API for DICOM

### 10.225.2 Member Typedef Documentation

#### 10.225.2.1 EndElementHandler

```
typedef void(* gdcmm::Parser::EndElementHandler) (void *userData, const Tag &name)
```

#### 10.225.2.2 StartElementHandler

```
typedef void(* gdcmm::Parser::StartElementHandler) (void *userData, const Tag &tag, const char *atts[])
```

### 10.225.3 Member Enumeration Documentation

#### 10.225.3.1 `ErrorType`

enum `gdcm::Parser::ErrorType`

**Enumerator**

NoError	
NoMemoryError	
SyntaxError	
NoElementsError	
TagMismatchError	
DuplicateAttributeError	
JunkAfterDocElementError	
UndefinedEntityError	
UnexpectedStateError	

**10.225.4 Constructor & Destructor Documentation****10.225.4.1 Parser()**

```
gdcm::Parser::Parser ( ) [inline]
```

**10.225.4.2 ~Parser()**

```
gdcm::Parser::~~Parser ( ) [inline]
```

**10.225.5 Member Function Documentation****10.225.5.1 GetBuffer()**

```
char * gdcm::Parser::GetBuffer (
    int len ) [protected]
```

**10.225.5.2 GetCurrentByteIndex()**

```
unsigned long gdcm::Parser::GetCurrentByteIndex ( ) const
```

#### 10.225.5.3 GetErrorCode()

```
ErrorType gdcm::Parser::GetErrorCode ( ) const
```

#### 10.225.5.4 GetErrorString()

```
static const char * gdcm::Parser::GetErrorString (
    ErrorType const & err ) [static]
```

#### 10.225.5.5 GetUserData()

```
void * gdcm::Parser::GetUserData ( ) const
```

#### 10.225.5.6 Parse()

```
bool gdcm::Parser::Parse (
    const char * s,
    int len,
    bool isFinal )
```

#### 10.225.5.7 ParseBuffer()

```
bool gdcm::Parser::ParseBuffer (
    int len,
    bool isFinal ) [protected]
```

#### 10.225.5.8 Process()

```
ErrorType gdcm::Parser::Process ( ) [protected]
```



### 10.225.5.9 SetElementHandler()

```
void gdcmm::Parser::SetElementHandler (
    StartElementHandler start,
    EndElementHandler end )
```

### 10.225.5.10 SetUserData()

```
void gdcmm::Parser::SetUserData (
    void * userData )
```

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

- [gdcmmParser.h](#)

## 10.226 gdcmm::Patient Class Reference

See PS 3.3 - 2007 DICOM MODEL OF THE REAL-WORLD, p 54.

```
#include <gdcmmPatient.h>
```

### Public Member Functions

- [Patient](#) ()=default

### 10.226.1 Detailed Description

See PS 3.3 - 2007 DICOM MODEL OF THE REAL-WORLD, p 54.

### 10.226.2 Constructor & Destructor Documentation

#### 10.226.2.1 Patient()

```
gdcmm::Patient::Patient ( ) [default]
```

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

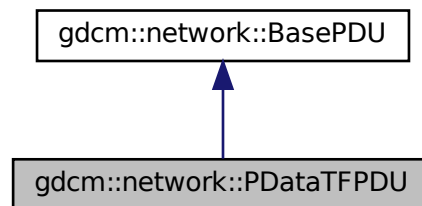
- [gdcmmPatient.h](#)

## 10.227 gdcm::network::PDataTFPDU Class Reference

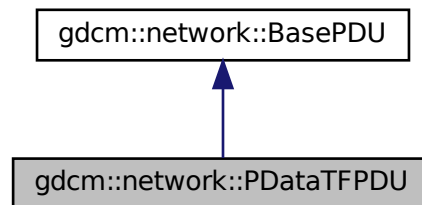
[PDataTFPDU](#).

```
#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 override
- void [Print](#) (std::ostream &os) const override
- std::istream & [Read](#) (std::istream &is) override
- size\_t [Size](#) () const override
- const std::ostream & [Write](#) (std::ostream &os) const override

## Protected Member Functions

- `std::istream & ReadInfo (std::istream &is, std::ostream &os)`

### 10.227.1 Detailed Description

[PDataTFPDU](#).

[Table 9-22](#) P-DATA-TF PDU FIELDS

### 10.227.2 Member Typedef Documentation

#### 10.227.2.1 SizeType

```
typedef std::vector<PresentationDataValue>::size_type gdcm::network::PDataTFPDU::SizeType
```

### 10.227.3 Constructor & Destructor Documentation

#### 10.227.3.1 PDataTFPDU()

```
gdcm::network::PDataTFPDU::PDataTFPDU ( )
```

### 10.227.4 Member Function Documentation

#### 10.227.4.1 AddPresentationDataValue()

```
void gdcm::network::PDataTFPDU::AddPresentationDataValue (  
    PresentationDataValue const & pdv ) [inline]
```

#### 10.227.4.2 GetNumberOfPresentationDataValues()

```
SizeType gdcmm::network::PDataTFPDU::GetNumberOfPresentationDataValues ( ) const [inline]
```

#### 10.227.4.3 GetPresentationDataValue()

```
PresentationDataValue const & gdcmm::network::PDataTFPDU::GetPresentationDataValue (
    SizeType i ) const [inline]
```

#### 10.227.4.4 IsLastFragment()

```
bool gdcmm::network::PDataTFPDU::IsLastFragment ( ) const [override], [virtual]
```

Implements [gdcmm::network::BasePDU](#).

#### 10.227.4.5 Print()

```
void gdcmm::network::PDataTFPDU::Print (
    std::ostream & os ) const [override], [virtual]
```

Implements [gdcmm::network::BasePDU](#).

#### 10.227.4.6 Read()

```
std::istream & gdcmm::network::PDataTFPDU::Read (
    std::istream & is ) [override], [virtual]
```

Implements [gdcmm::network::BasePDU](#).

#### 10.227.4.7 ReadInto()

```
std::istream & gdcmm::network::PDataTFPDU::ReadInto (
    std::istream & is,
    std::ostream & os ) [protected]
```

#### 10.227.4.8 Size()

```
size_t gdcm::network::PDataTFPDU::Size ( ) const [override], [virtual]
```

Implements [gdcm::network::BasePDU](#).

#### 10.227.4.9 Write()

```
const std::ostream & gdcm::network::PDataTFPDU::Write (
    std::ostream & os ) const [override], [virtual]
```

Implements [gdcm::network::BasePDU](#).

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

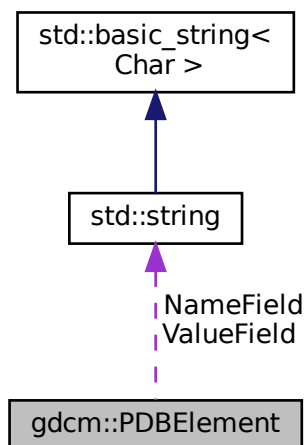
- [gdcmPDataTFPDU.h](#)

## 10.228 gdcm::PDBElement Class Reference

Class to represent a PDB [Element](#).

```
#include <gdcmPDBElement.h>
```

Collaboration diagram for gdcm::PDBElement:



## Public Member Functions

- [PDBElement](#) ()=default
- 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)

### 10.228.1 Detailed Description

Class to represent a PDB [Element](#).

See also

[PDBHeader](#)

### 10.228.2 Constructor & Destructor Documentation

#### 10.228.2.1 PDBElement()

```
gdcm::PDBElement::PDBElement ( ) [default]
```

### 10.228.3 Member Function Documentation

### 10.228.3.1 GetName()

```
const char * gdcm::PDBelement::GetName ( ) const [inline]
```

Set/Get Name.

### 10.228.3.2 GetValue()

```
const char * gdcm::PDBelement::GetValue ( ) const [inline]
```

Set/Get [Value](#).

### 10.228.3.3 operator==( )

```
bool gdcm::PDBelement::operator== (
    const PDBelement & de ) const [inline]
```

References [NameField](#), and [ValueField](#).

### 10.228.3.4 SetName()

```
void gdcm::PDBelement::SetName (
    const char * name ) [inline]
```

### 10.228.3.5 SetValue()

```
void gdcm::PDBelement::SetValue (
    const char * value ) [inline]
```

## 10.228.4 Friends And Related Function Documentation

#### 10.228.4.1 operator<<

```
std::ostream & operator<< (
    std::ostream & os,
    const PDBElement & val ) [friend]
```

### 10.228.5 Member Data Documentation

#### 10.228.5.1 NameField

```
std::string gdcm::PDBElement::NameField [protected]
```

Referenced by [operator==\(\)](#).

#### 10.228.5.2 ValueField

```
std::string gdcm::PDBElement::ValueField [protected]
```

Referenced by [operator==\(\)](#).

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

- [gdcmPDBElement.h](#)

## 10.229 gdcm::PDBHeader Class Reference

Class for [PDBHeader](#).

```
#include <gdcmPDBHeader.h>
```

### Public Member Functions

- [PDBHeader](#) ()=default
- [~PDBHeader](#) ()=default
- 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)

### 10.229.1 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.

: SEDESC is not always pure ASCII it can contains latin1

See also

[CSAHeader](#)

### 10.229.2 Constructor & Destructor Documentation

#### 10.229.2.1 PDBHeader()

```
gdcm::PDBHeader::PDBHeader ( ) [default]
```

### 10.229.2.2 ~PDBHeader()

```
gdcm::PDBHeader::~~PDBHeader ( ) [default]
```

## 10.229.3 Member Function Documentation

### 10.229.3.1 FindPDBElementByName()

```
bool gdcm::PDBHeader::FindPDBElementByName (
    const char * name )
```

Return true if the PDB element matching name is found or not.

### 10.229.3.2 GetPDBEEnd()

```
const PDBElement & gdcm::PDBHeader::GetPDBEEnd ( ) const [protected]
```

### 10.229.3.3 GetPDBElementByName()

```
const PDBElement & gdcm::PDBHeader::GetPDBElementByName (
    const char * name )
```

Lookup in the PDB header if a PDB element match the name 'name':

#### Warning

Case Sensitive

### 10.229.3.4 GetPDBInfoTag()

```
static const PrivateTag & gdcm::PDBHeader::GetPDBInfoTag ( ) [static]
```

Return the Private [Tag](#) where the PDB header is stored within a DICOM [DataSet](#).

### 10.229.3.5 LoadFromDataElement()

```
bool gdcm::PDBHeader::LoadFromDataElement (
    DataElement const & de )
```

Load the PDB Header from a [DataElement](#) of a [DataSet](#).

### 10.229.3.6 Print()

```
void gdcm::PDBHeader::Print (
    std::ostream & os ) const
```

Print.

## 10.229.4 Friends And Related Function Documentation

### 10.229.4.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const PDBHeader & d ) [friend]
```

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

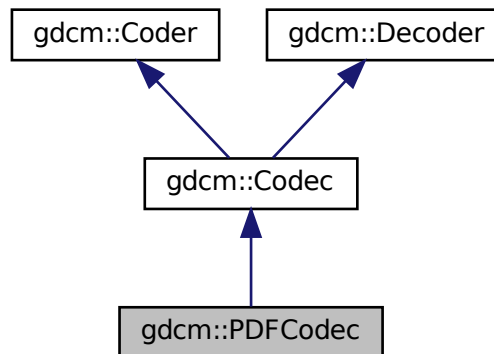
- [gdcmPDBHeader.h](#)

## 10.230 gdcm::PDFCodec Class Reference

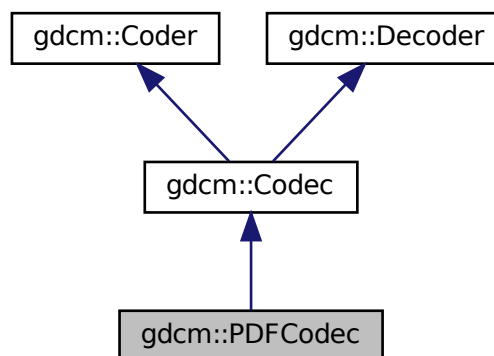
[PDFCodec](#) class.

```
#include <gdcmPDFCodec.h>
```

Inheritance diagram for `gdcm::PDFCodec`:



Collaboration diagram for `gdcm::PDFCodec`:



## Public Member Functions

- [PDFCodec](#) ()
- [~PDFCodec](#) () override
- bool [CanCode](#) ([TransferSyntax](#) const &) const override  
*Return whether this coder support this transfer syntax (can code it)*
- bool [CanDecode](#) ([TransferSyntax](#) const &) const override  
*Return whether this decoder support this transfer syntax (can decode it)*
- bool [Decode](#) ([DataElement](#) const &is, [DataElement](#) &os) override  
*Decode.*

## Additional Inherited Members

### 10.230.1 Detailed Description

[PDFCodec](#) class.

### 10.230.2 Constructor & Destructor Documentation

#### 10.230.2.1 PDFCodec()

```
gdcm::PDFCodec::PDFCodec ( )
```

#### 10.230.2.2 ~PDFCodec()

```
gdcm::PDFCodec::~~PDFCodec ( ) [override]
```

### 10.230.3 Member Function Documentation

#### 10.230.3.1 CanCode()

```
bool gdcm::PDFCodec::CanCode (
    TransferSyntax const & ) const [inline], [override], [virtual]
```

Return whether this coder support this transfer syntax (can code it)

Implements [gdcm::Coder](#).

#### 10.230.3.2 CanDecode()

```
bool gdcm::PDFCodec::CanDecode (
    TransferSyntax const & ) const [inline], [override], [virtual]
```

Return whether this decoder support this transfer syntax (can decode it)

Implements [gdcm::Decoder](#).

### 10.230.3.3 Decode()

```
bool gdcm::PDFCodec::Decode (
    DataElement const & ,
    DataElement & ) [override], [virtual]
```

Decode.

Reimplemented from [gdcm::Decoder](#).

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

- [gdcmPDFCodec.h](#)

## 10.231 gdcm::network::PDUFactory Class Reference

[PDUFactory](#) basically, given an initial byte, construct the.

```
#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, bool writeDataSet=true)
- static std::vector< [BasePDU](#) \* > [CreateCStoreRSPPDU](#) (const [DataSet](#) \*inDataSet, const [BasePDU](#) \*inPC)
- static std::vector< [BasePDU](#) \* > [CreateNActionPDU](#) (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery)
- static std::vector< [BasePDU](#) \* > [CreateNCreatePDU](#) (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery)
- static std::vector< [BasePDU](#) \* > [CreateNDeletePDU](#) (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery)
- static std::vector< [BasePDU](#) \* > [CreateNEventReportPDU](#) (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery)
- static std::vector< [BasePDU](#) \* > [CreateNGetPDU](#) (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery)
- static std::vector< [BasePDU](#) \* > [CreateNSetPDU](#) (const [ULConnection](#) &inConnection, const [BaseQuery](#) \*inQuery)
- static [EEventID](#) [DetermineEventByPDU](#) (const [BasePDU](#) \*inPDU)
- static std::vector< [PresentationDataValue](#) > [GetPDVs](#) (const std::vector< [BasePDU](#) \* > &inDataPDUs)

## 10.231.1 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.

## 10.231.2 Member Function Documentation

### 10.231.2.1 ConstructAbortPDU()

```
static BasePDU * gdcm::network::PDUFactory::ConstructAbortPDU ( ) [static]
```

### 10.231.2.2 ConstructPDU()

```
static BasePDU * gdcm::network::PDUFactory::ConstructPDU (
    uint8_t itemtype ) [static]
```

### 10.231.2.3 ConstructReleasePDU()

```
static BasePDU * gdcm::network::PDUFactory::ConstructReleasePDU ( ) [static]
```

### 10.231.2.4 CreateCEchoPDU()

```
static std::vector< BasePDU * > gdcm::network::PDUFactory::CreateCEchoPDU (
    const ULConnection & inConnection ) [static]
```

### 10.231.2.5 CreateCFindPDU()

```
static std::vector< BasePDU * > gdcm::network::PDUFactory::CreateCFindPDU (
    const ULConnection & inConnection,
    const BaseRootQuery * inRootQuery ) [static]
```

#### 10.231.2.6 CreateCMovePDU()

```
static std::vector< BasePDU * > gdcm::network::PDUFactory::CreateCMovePDU (
    const ULConnection & inConnection,
    const BaseRootQuery * inRootQuery ) [static]
```

#### 10.231.2.7 CreateCStoreRQPDU()

```
static std::vector< BasePDU * > gdcm::network::PDUFactory::CreateCStoreRQPDU (
    const ULConnection & inConnection,
    const File & file,
    bool writeDataSet = true ) [static]
```

#### 10.231.2.8 CreateCStoreRSPPDU()

```
static std::vector< BasePDU * > gdcm::network::PDUFactory::CreateCStoreRSPPDU (
    const DataSet * inDataSet,
    const BasePDU * inPC ) [static]
```

#### 10.231.2.9 CreateNActionPDU()

```
static std::vector< BasePDU * > gdcm::network::PDUFactory::CreateNActionPDU (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [static]
```

#### 10.231.2.10 CreateNCreatePDU()

```
static std::vector< BasePDU * > gdcm::network::PDUFactory::CreateNCreatePDU (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [static]
```

#### 10.231.2.11 CreateNDeletePDU()

```
static std::vector< BasePDU * > gdcm::network::PDUFactory::CreateNDeletePDU (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [static]
```



### 10.231.2.12 CreateNEventReportPDU()

```
static std::vector< BasePDU * > gdcm::network::PDUFactory::CreateNEventReportPDU (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [static]
```

### 10.231.2.13 CreateNGetPDU()

```
static std::vector< BasePDU * > gdcm::network::PDUFactory::CreateNGetPDU (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [static]
```

### 10.231.2.14 CreateNSetPDU()

```
static std::vector< BasePDU * > gdcm::network::PDUFactory::CreateNSetPDU (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [static]
```

### 10.231.2.15 DetermineEventByPDU()

```
static EEventID gdcm::network::PDUFactory::DetermineEventByPDU (
    const BasePDU * inPDU ) [static]
```

### 10.231.2.16 GetPDVs()

```
static std::vector< PresentationDataValue > gdcm::network::PDUFactory::GetPDVs (
    const std::vector< BasePDU * > & inDataPDUs ) [static]
```

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

- [gdcmPDUFactory.h](#)

## 10.232 gdcm::PersonName Class Reference

[PersonName](#) class.

```
#include <gdcmPersonName.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](#) = '^'

### 10.232.1 Detailed Description

[PersonName](#) class.

### 10.232.2 Member Function Documentation

#### 10.232.2.1 GetMaxLength()

```
unsigned int gdcn::PersonName::GetMaxLength ( ) const [inline]
```

#### 10.232.2.2 GetNumberOfComponents()

```
unsigned int gdcn::PersonName::GetNumberOfComponents ( ) const [inline]
```

### 10.232.2.3 Print()

```
void gdcm::PersonName::Print (
    std::ostream & os ) const [inline]
```

### 10.232.2.4 SetBlob()

```
void gdcm::PersonName::SetBlob (
    const std::vector< char > & v ) [inline]
```

### 10.232.2.5 SetComponents() [1/2]

```
void gdcm::PersonName::SetComponents (
    const char * comp1 = "",
    const char * comp2 = "",
    const char * comp3 = "",
    const char * comp4 = "",
    const char * comp5 = "" ) [inline]
```

### 10.232.2.6 SetComponents() [2/2]

```
void gdcm::PersonName::SetComponents (
    const char * components[] ) [inline]
```

## 10.232.3 Member Data Documentation

### 10.232.3.1 Component

```
char gdcm::PersonName::Component [MaxNumberOfComponents] [MaxLength+1]
```

### 10.232.3.2 MaxLength

```
const unsigned int gdcm::PersonName::MaxLength = 64 [static]
```

### 10.232.3.3 MaxNumberOfComponents

```
const unsigned int gdcM::PersonName::MaxNumberOfComponents = 5 [static]
```

### 10.232.3.4 Padding

```
const char gdcM::PersonName::Padding = ' ' [static]
```

### 10.232.3.5 Separator

```
const char gdcM::PersonName::Separator = '^' [static]
```

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

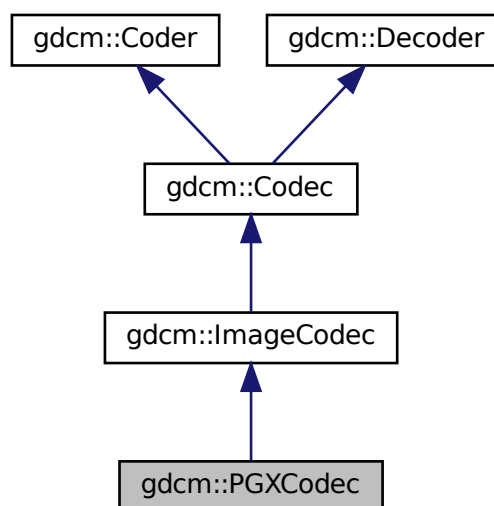
- [gdcMPersonName.h](#)

## 10.233 gdcM::PGXCodec Class Reference

Class to do PGX.

```
#include <gdcMPGXCodec.h>
```

Inheritance diagram for gdcM::PGXCodec:



```

classDiagram
    class gdcm_Coder["gdcm::Coder"]
    class gdcm_Decoder["gdcm::Decoder"]
    class gdcm_Codec["gdcm::Codec"]
    class gdcm_PhotometricInterpretation["gdcm::PhotometricInterpretation"]
    class gdcm_PixelFormat["gdcm::PixelFormat"]
    class gdcm_ImageCodec["gdcm::ImageCodec"]
    class gdcm_PGXCodec["gdcm::PGXCodec"]
    class gdcm_SmartPointer_ObjectType["gdcm::SmartPointer<ObjectType>"]
    class gdcm_SmartPointer_LookupTable["gdcm::SmartPointer<LookupTable>"]

    gdcm_Codec <|-- gdcm_Coder
    gdcm_Codec <|-- gdcm_Decoder
    gdcm_ImageCodec <|-- gdcm_PGXCodec
    gdcm_Codec --> gdcm_PhotometricInterpretation
    gdcm_Codec --> gdcm_PixelFormat
    gdcm_ImageCodec --> gdcm_PhotometricInterpretation : PI
    gdcm_ImageCodec --> gdcm_PixelFormat : PF
    gdcm_ImageCodec --> gdcm_PixelFormat : LUT
    gdcm_SmartPointer_ObjectType -.-> gdcm_SmartPointer_LookupTable : < LookupTable >
  
```

- `PGXCodec ()`
- `~PGXCodec ()` override
- `bool CanCode (TransferSyntax const &ts) const` override  
*Return whether this coder support this transfer syntax (can code it)*
- `bool CanDecode (TransferSyntax const &ts) const` override  
*Return whether this decoder support this transfer syntax (can decode it)*
- `ImageCodec * Clone ()` const override
- `bool GetHeaderInfo (std::istream &is, TransferSyntax &ts)` override
- `bool Read (const char *filename, DataElement &out) const`
- `bool Write (const char *filename, const DataElement &out) const`

### 10.233.1 Detailed Description

See PGX as used in JPEG 2000 implementation and reference images

### 10.233.2.1 PGXCodec()

Generated by Doxygen

### 10.233.2.2 ~PGXCodec()

```
gdcm::PGXCodec::~~PGXCodec ( ) [override]
```

## 10.233.3 Member Function Documentation

### 10.233.3.1 CanCode()

```
bool gdcm::PGXCodec::CanCode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this coder support this transfer syntax (can code it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.233.3.2 CanDecode()

```
bool gdcm::PGXCodec::CanDecode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.233.3.3 Clone()

```
ImageCodec * gdcm::PGXCodec::Clone ( ) const [override], [virtual]
```

Implements [gdcm::ImageCodec](#).

### 10.233.3.4 GetHeaderInfo()

```
bool gdcm::PGXCodec::GetHeaderInfo (
    std::istream & is,
    TransferSyntax & ts ) [override], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.233.3.5 Read()

```
bool gdcm::PGXCodec::Read (
    const char * filename,
    DataElement & out ) const
```

### 10.233.3.6 Write()

```
bool gdcm::PGXCodec::Write (
    const char * filename,
    const DataElement & out ) const
```

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

- [gdcmPGXCodec.h](#)

## 10.234 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](#) ([PIType](#) pi=[UNKNOWN](#))
- unsigned short [GetSamplesPerPixel](#) () const  
*return the value for Sample Per Pixel associated with a particular Photometric Interpretation*
- const char \* [GetString](#) () const
- [PIType](#) [GetType](#) () const
- bool [IsLossless](#) () const
- bool [IsLossy](#) () const
- bool [IsSameColorSpace](#) ([PhotometricInterpretation](#) const &pi) const
- [operator PIType](#) () const

## Static Public Member Functions

- static const char \* [GetPIString](#) ([PIType](#) pi)
- static [PIType](#) [GetPIType](#) (const char \*pi)
- static bool [IsRetired](#) ([PIType](#) pi)

## Friends

- std::ostream & [operator<<](#) (std::ostream &os, const [PhotometricInterpretation](#) &pi)

### 10.234.1 Detailed Description

Class to represent an [PhotometricInterpretation](#).

#### Examples

[CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [DecompressImage.cs](#), [DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [ExtractImageRegion.cs](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [HelloVizWorld.cxx](#), [MpegVideoInfo.cs](#), [csa2img.cxx](#), and [iU22tomultisc.cxx](#).

### 10.234.2 Member Enumeration Documentation



---

## Enumerator

---

### 10.234.2.1 PType

```
enum gdcm::PhotometricInterpretation::PType
```

#### 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	

#### Examples

[DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), and [MpegVideoInfo.cs](#).

## 10.234.3 Constructor & Destructor Documentation

### 10.234.3.1 PhotometricInterpretation()

```
gdcm::PhotometricInterpretation::PhotometricInterpretation (  
    PType pi = UNKNOWN ) [inline]
```

## 10.234.4 Member Function Documentation

#### 10.234.4.1 GetPIString()

```
static const char * gdcm::PhotometricInterpretation::GetPIString (
    PType pi ) [static]
```

#### 10.234.4.2 GetPType()

```
static PType gdcm::PhotometricInterpretation::GetPType (
    const char * pi ) [static]
```

#### 10.234.4.3 GetSamplesPerPixel()

```
unsigned short gdcm::PhotometricInterpretation::GetSamplesPerPixel ( ) const
```

return the value for Sample Per Pixel associated with a particular Photometric Interpretation

#### 10.234.4.4 GetString()

```
const char * gdcm::PhotometricInterpretation::GetString ( ) const
```

#### 10.234.4.5 GetType()

```
PType gdcm::PhotometricInterpretation::GetType ( ) const [inline]
```

#### 10.234.4.6 IsLossless()

```
bool gdcm::PhotometricInterpretation::IsLossless ( ) const
```

#### 10.234.4.7 IsLossy()

```
bool gdcm::PhotometricInterpretation::IsLossy ( ) const
```

#### 10.234.4.8 IsRetired()

```
static bool gdcm::PhotometricInterpretation::IsRetired (
    PType pi ) [static]
```

#### 10.234.4.9 IsSameColorSpace()

```
bool gdcm::PhotometricInterpretation::IsSameColorSpace (
    PhotometricInterpretation const & pi ) const
```

#### 10.234.4.10 operator PType()

```
gdcm::PhotometricInterpretation::operator PType ( ) const [inline]
```

### 10.234.5 Friends And Related Function Documentation

#### 10.234.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & os,
    const PhotometricInterpretation & pi ) [friend]
```

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

- [gdcmPhotometricInterpretation.h](#)

## 10.235 gdcm::PixelFormat Class Reference

[PixelFormat](#).

```
#include <gdcmPixelFormat.h>
```

## Public Types

- enum [ScalarType](#) {  
[UINT8](#) ,  
[INT8](#) ,  
[UINT12](#) ,  
[INT12](#) ,  
[UINT16](#) ,  
[INT16](#) ,  
[UINT32](#) ,  
[INT32](#) ,  
[UINT64](#) ,  
[INT64](#) ,  
[FLOAT16](#) ,  
[FLOAT32](#) ,  
[FLOAT64](#) ,  
[SINGLEBIT](#) ,  
[UNKNOWN](#) }

## Public Member Functions

- [PixelFormat](#) ()
- [PixelFormat](#) ([ScalarType](#) st)
- [PixelFormat](#) (unsigned short samplesperpixel, unsigned short bitsallocated=8, unsigned short bitsstored=8, unsigned short highbit=7, unsigned short pixelrepresentation=0)
- 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 [IsCompatible](#) (const [TransferSyntax](#) &ts) const
- bool [IsValid](#) () const  
*return IsValid*
- [operator ScalarType](#) () const
- bool [operator!=](#) (const [PixelFormat](#) &pf) const
- bool [operator!=](#) ([ScalarType](#) st) const
- bool [operator==](#) (const [PixelFormat](#) &pf) const
- bool [operator==](#) ([ScalarType](#) st) 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)

## 10.235.1 Detailed Description

[PixelFormat](#).

By default the Pixel [Type](#) will be instantiated with the following parameters:

- SamplesPerPixel : 1
- BitsAllocated : 8
- BitsStored : 8
- HighBit : 7
- PixelRepresentation : 0

Fundamentally [PixelFormat](#) is very close to what DICOM allows. It will be very hard to extend this class for the upcoming DICOM standard where Floating 32 and 64bits will be allowed.

It is also very hard for this class to fully support 64bits integer type (see GetMin / GetMax signature restricted to 64bits signed).

### Examples

[CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [DecompressImage.cs](#), [DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [ExtractImageRegion.cs](#), [ExtractImageRegionWithLUT.cs](#), [ExtractOneFrame.cs](#), [FixJAIBugJPEGLS.cxx](#), [GetArray.cs](#), [GetJPEGSamplePrecision.cxx](#), [MpegVideoInfo.cs](#), [RescaleImage.cs](#), [TemplateEmptyImage.cxx](#), [csa2img.cxx](#), [iU22tomultisc.cxx](#), and [threadgdcm.cxx](#).

## 10.235.2 Member Enumeration Documentation

### 10.235.2.1 ScalarType

```
enum gdcm::PixelFormat::ScalarType
```

## Enumerator

UINT8	
INT8	
UINT12	
INT12	
UINT16	
INT16	
UINT32	
INT32	
UINT64	
INT64	
FLOAT16	
FLOAT32	
FLOAT64	
SINGLEBIT	
UNKNOWN	

## Examples

[GetArray.cs](#).

## 10.235.3 Constructor & Destructor Documentation

### 10.235.3.1 PixelFormat() [1/3]

```
gdcm::PixelFormat::PixelFormat ( ) [inline]
```

### 10.235.3.2 PixelFormat() [2/3]

```
gdcm::PixelFormat::PixelFormat (
    unsigned short samplesperpixel,
    unsigned short bitsallocated = 8,
    unsigned short bitsstored = 8,
    unsigned short highbit = 7,
    unsigned short pixelrepresentation = 0 ) [inline], [explicit]
```

### 10.235.3.3 PixelFormat() [3/3]

```
gdcm::PixelFormat::PixelFormat (
    ScalarType st )
```

## 10.235.4 Member Function Documentation

### 10.235.4.1 GetBitsAllocated()

```
unsigned short gdcm::PixelFormat::GetBitsAllocated ( ) const [inline]
```

BitsAllocated see [Tag](#) (0028,0100) US Bits Allocated.

#### Examples

[GetJPEGSamplePrecision.cxx](#).

### 10.235.4.2 GetBitsStored()

```
unsigned short gdcm::PixelFormat::GetBitsStored ( ) const [inline]
```

BitsStored see [Tag](#) (0028,0101) US Bits Stored.

#### Examples

[GetJPEGSamplePrecision.cxx](#).

### 10.235.4.3 GetHighBit()

```
unsigned short gdcm::PixelFormat::GetHighBit ( ) const [inline]
```

HighBit see [Tag](#) (0028,0102) US High Bit.

#### 10.235.4.4 GetMax()

```
int64_t gdcM::PixelFormat::GetMax ( ) const
```

return the max possible of the pixel

#### 10.235.4.5 GetMin()

```
int64_t gdcM::PixelFormat::GetMin ( ) const
```

return the min possible of the pixel

#### 10.235.4.6 GetPixelRepresentation()

```
unsigned short gdcM::PixelFormat::GetPixelRepresentation ( ) const [inline]
```

PixelRepresentation: 0 or 1, see [Tag](#) (0028,0103) US Pixel Representation.

#### 10.235.4.7 GetPixelSize()

```
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

[ExtractImageRegion.cs](#), [ExtractImageRegionWithLUT.cs](#), [ExtractOneFrame.cs](#), and [threadgdcM.cxx](#).



#### 10.235.4.8 GetSamplesPerPixel()

```
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](#).

#### 10.235.4.9 GetScalarType()

```
ScalarType gdcm::PixelFormat::GetScalarType ( ) const
```

ScalarType does not take into account the sample per pixel.

##### Examples

[GetArray.cs](#).

#### 10.235.4.10 GetScalarTypeAsString()

```
const char * gdcm::PixelFormat::GetScalarTypeAsString ( ) const
```

##### Examples

[GetArray.cs](#).

#### 10.235.4.11 IsCompatible()

```
bool gdcm::PixelFormat::IsCompatible (
    const TransferSyntax & ts ) const
```

**10.235.4.12 IsValid()**

```
bool gdcm::PixelFormat::IsValid ( ) const
```

```
return IsValid
```

**10.235.4.13 operator ScalarType()**

```
gdcm::PixelFormat::operator ScalarType ( ) const [inline]
```

**10.235.4.14 operator!=( ) [1/2]**

```
bool gdcm::PixelFormat::operator!= (
    const PixelFormat & pf ) const [inline]
```

**10.235.4.15 operator!=( ) [2/2]**

```
bool gdcm::PixelFormat::operator!= (
    ScalarType st ) const [inline]
```

**10.235.4.16 operator==( ) [1/2]**

```
bool gdcm::PixelFormat::operator== (
    const PixelFormat & pf ) const [inline]
```

**10.235.4.17 operator==( ) [2/2]**

```
bool gdcm::PixelFormat::operator== (
    ScalarType st ) const [inline]
```

#### 10.235.4.18 Print()

```
void gdcm::PixelFormat::Print (
    std::ostream & os ) const
```

Print.

#### 10.235.4.19 SetBitsAllocated()

```
void gdcm::PixelFormat::SetBitsAllocated (
    unsigned short ba ) [inline]
```

#### 10.235.4.20 SetBitsStored()

```
void gdcm::PixelFormat::SetBitsStored (
    unsigned short bs ) [inline]
```

#### 10.235.4.21 SetHighBit()

```
void gdcm::PixelFormat::SetHighBit (
    unsigned short hb ) [inline]
```

#### 10.235.4.22 SetPixelRepresentation()

```
void gdcm::PixelFormat::SetPixelRepresentation (
    unsigned short pr ) [inline]
```

#### Examples

[TemplateEmptyImage.cxx](#).

#### 10.235.4.23 SetSamplesPerPixel()

```
void gdcM::PixelFormat::SetSamplesPerPixel (
    unsigned short spp ) [inline]
```

##### Examples

[CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), and [GenFakeImage.cxx](#).

References [gdcMAssertMacro](#).

#### 10.235.4.24 SetScalarType()

```
void gdcM::PixelFormat::SetScalarType (
    ScalarType st )
```

Set [PixelFormat](#) based only on the [ScalarType](#)

##### Warning

: You need to call [SetScalarType](#) *before* [SetSamplesPerPixel](#)

#### 10.235.4.25 Validate()

```
bool gdcM::PixelFormat::Validate ( ) [protected]
```

When image with 24/24/23 was read, need to validate.

Referenced by [gdcM::Bitmap::SetPixelFormat\(\)](#).

### 10.235.5 Friends And Related Function Documentation

#### 10.235.5.1 Bitmap

```
friend class Bitmap [friend]
```

### 10.235.5.2 operator<<

```
std::ostream & operator<< (  
    std::ostream & _os,  
    const PixelFormat & pf ) [friend]
```

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

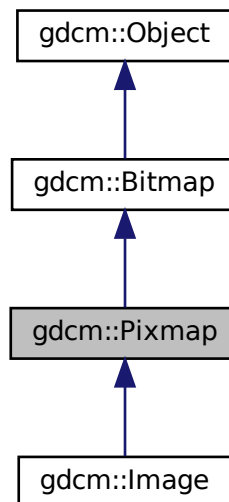
- [gdcmPixelFormat.h](#)

## 10.236 gdcm::Pixmap Class Reference

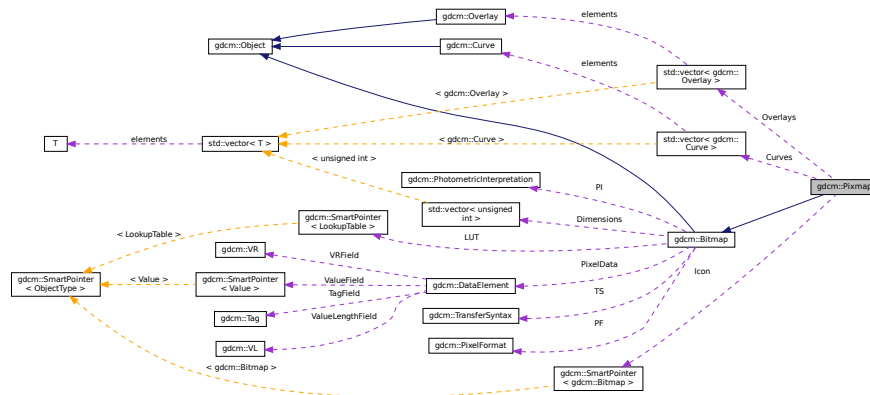
[Pixmap](#) class.

```
#include <gdcmPixmap.h>
```

Inheritance diagram for gdcm::Pixmap:



Collaboration diagram for `gdcm::Pixmap`:



## Public Member Functions

- `Pixmap ()`
- `~Pixmap ()` override
- `bool AreOverlaysInPixelData ()` const override  
returns if Overlays are stored in the unused bit of the pixel data:
- `Curve & GetCurve (size_t i=0)`  
*Curve*: group 50xx.
- `const Curve & GetCurve (size_t i=0)` const
- `IconImage & GetIconImage ()`
- `const IconImage & GetIconImage ()` const  
*Set/Get Icon Image*.
- `size_t GetNumberOfCurves ()` const
- `size_t GetNumberOfOverlays ()` const
- `Overlay & GetOverlay (size_t i=0)`  
*Overlay*: group 60xx.
- `const Overlay & GetOverlay (size_t i=0)` const
- `void Print (std::ostream &) const` override
- `void RemoveOverlay (size_t i)`
- `void SetIconImage (IconImage const &ii)`
- `void SetNumberOfCurves (size_t n)`
- `void SetNumberOfOverlays (size_t n)`
- `bool UnusedBitsPresentInPixelData ()` const override  
returns if there are unused bits in the pixel data

## Protected Attributes

- `std::vector< Curve > Curves`
- `SmartPointer< IconImage > Icon`
- `std::vector< Overlay > Overlays`

## Additional Inherited Members

### 10.236.1 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](#)

Examples

[FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), and [StandardizeFiles.cs](#).

### 10.236.2 Constructor & Destructor Documentation

#### 10.236.2.1 Pixmap()

```
gdcm::Pixmap::Pixmap ( )
```

#### 10.236.2.2 ~Pixmap()

```
gdcm::Pixmap::~Pixmap ( ) [override]
```

### 10.236.3 Member Function Documentation

#### 10.236.3.1 AreOverlaysInPixelData()

```
bool gdcm::Pixmap::AreOverlaysInPixelData ( ) const [override], [virtual]
```

returns if Overlays are stored in the unused bit of the pixel data:

Reimplemented from [gdcm::Bitmap](#).

**10.236.3.2 GetCurve() [1/2]**

```
Curve & gdcm::Pixmap::GetCurve (
    size_t i = 0 ) [inline]
```

Curve: group 50xx.

**10.236.3.3 GetCurve() [2/2]**

```
const Curve & gdcm::Pixmap::GetCurve (
    size_t i = 0 ) const [inline]
```

**10.236.3.4 GetIconImage() [1/2]**

```
IconImage & gdcm::Pixmap::GetIconImage ( ) [inline]
```

**10.236.3.5 GetIconImage() [2/2]**

```
const IconImage & gdcm::Pixmap::GetIconImage ( ) const [inline]
```

Set/Get Icon Image.

**10.236.3.6 GetNumberOfCurves()**

```
size_t gdcm::Pixmap::GetNumberOfCurves ( ) const [inline]
```

**10.236.3.7 GetNumberOfOverlays()**

```
size_t gdcm::Pixmap::GetNumberOfOverlays ( ) const [inline]
```



### 10.236.3.8 GetOverlay() [1/2]

```
Overlay & gdcm::Pixmap::GetOverlay (
    size_t i = 0 ) [inline]
```

Overlay: group 60xx.

### 10.236.3.9 GetOverlay() [2/2]

```
const Overlay & gdcm::Pixmap::GetOverlay (
    size_t i = 0 ) const [inline]
```

### 10.236.3.10 Print()

```
void gdcm::Pixmap::Print (
    std::ostream & ) const [override], [virtual]
```

Reimplemented from [gdcm::Bitmap](#).

### 10.236.3.11 RemoveOverlay()

```
void gdcm::Pixmap::RemoveOverlay (
    size_t i ) [inline]
```

### 10.236.3.12 SetIconImage()

```
void gdcm::Pixmap::SetIconImage (
    IconImage const & ii ) [inline]
```

### 10.236.3.13 SetNumberOfCurves()

```
void gdcm::Pixmap::SetNumberOfCurves (
    size_t n ) [inline]
```

#### 10.236.3.14 SetNumberOfOverlays()

```
void gdcM::Pixmap::SetNumberOfOverlays (
    size_t n ) [inline]
```

#### 10.236.3.15 UnusedBitsPresentInPixelData()

```
bool gdcM::Pixmap::UnusedBitsPresentInPixelData ( ) const [override], [virtual]
```

returns if there are unused bits in the pixel data

Reimplemented from [gdcM::Bitmap](#).

### 10.236.4 Member Data Documentation

#### 10.236.4.1 Curves

```
std::vector<Curve> gdcM::Pixmap::Curves [protected]
```

#### 10.236.4.2 Icon

```
SmartPointer<IconImage> gdcM::Pixmap::Icon [protected]
```

#### 10.236.4.3 Overlays

```
std::vector<Overlay> gdcM::Pixmap::Overlays [protected]
```

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

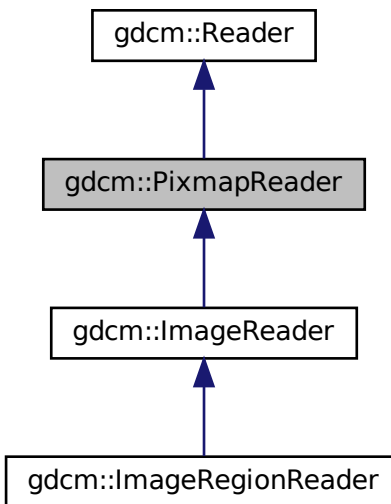
- [gdcMPixmap.h](#)

## 10.237 gdcm::PixmapReader Class Reference

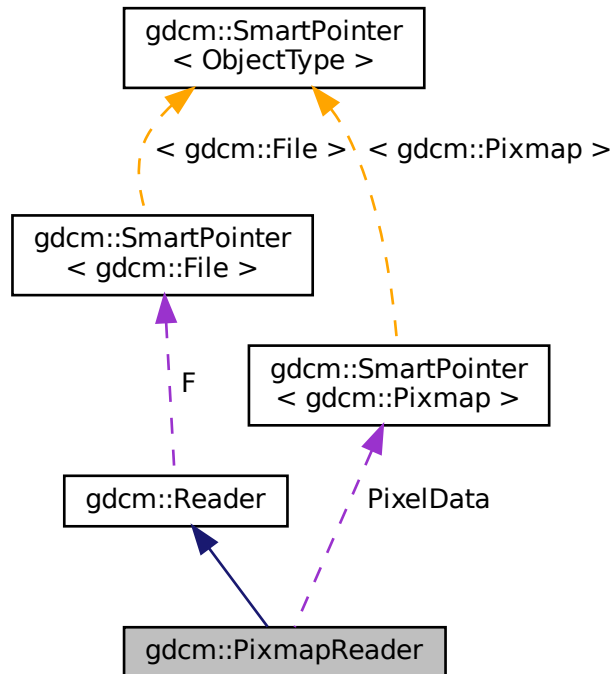
[PixmapReader](#).

```
#include <gdcmPixmapReader.h>
```

Inheritance diagram for gdcm::PixmapReader:



Collaboration diagram for `gdcm::PixmapReader`:



## Public Member Functions

- [PixmapReader](#) ()
- [~PixmapReader](#) () override
- [Pixmap](#) & [GetPixmap](#) ()
- const [Pixmap](#) & [GetPixmap](#) () const  
*Return the read image (need to call [Read\(\)](#) first)*
- bool [Read](#) () override

## Protected Member Functions

- virtual bool [ReadACRNEMAIImage](#) ()
- virtual bool [ReadImage](#) ([MediaStorage](#) const &ms)
- bool [ReadImageInternal](#) ([MediaStorage](#) const &ms, bool handlepixeldata=true)

## Protected Attributes

- [SmartPointer](#)< [Pixmap](#) > [PixelData](#)

## 10.237.1 Detailed Description

[PixmapReader](#).

### Note

its role is to convert the DICOM [DataSet](#) into a [Pixmap](#) representation By default it is also loading the lookup table and overlay when found as they impact the rendering of 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](#)

### Examples

[StandardizeFiles.cs](#).

## 10.237.2 Constructor & Destructor Documentation

### 10.237.2.1 PixmapReader()

```
gdcm::PixmapReader::PixmapReader ( )
```

### 10.237.2.2 ~PixmapReader()

```
gdcm::PixmapReader::~~PixmapReader ( ) [override]
```

## 10.237.3 Member Function Documentation

### 10.237.3.1 GetPixmap() [1/2]

```
Pixmap & gdcm::PixmapReader::GetPixmap ( )
```

### 10.237.3.2 GetPixmap() [2/2]

```
const Pixmap & gdcm::PixmapReader::GetPixmap ( ) const
```

Return the read image (need to call [Read\(\)](#) first)

#### Examples

[StandardizeFiles.cs](#).

### 10.237.3.3 Read()

```
bool gdcm::PixmapReader::Read ( ) [override], [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](#).

#### Examples

[StandardizeFiles.cs](#).

### 10.237.3.4 ReadACRNEMAIImage()

```
virtual bool gdcm::PixmapReader::ReadACRNEMAIImage ( ) [protected], [virtual]
```

Reimplemented in [gdcm::ImageReader](#).

### 10.237.3.5 ReadImage()

```
virtual bool gdcm::PixmapReader::ReadImage (
    MediaStorage const & ms ) [protected], [virtual]
```

Reimplemented in [gdcm::ImageReader](#).

### 10.237.3.6 ReadImageInternal()

```
bool gdcm::PixmapReader::ReadImageInternal (
    MediaStorage const & ms,
    bool handlepixeldata = true ) [protected]
```

## 10.237.4 Member Data Documentation

### 10.237.4.1 PixelData

```
SmartPointer<Pixmap> gdcm::PixmapReader::PixelData [protected]
```

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

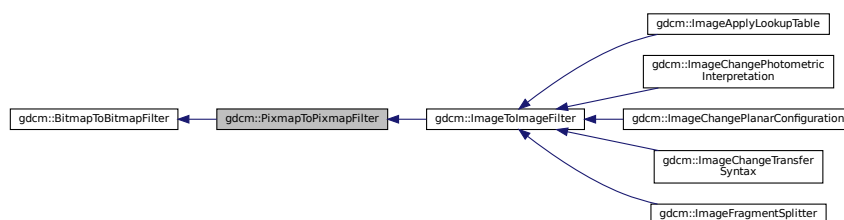
- [gdcmPixmapReader.h](#)

## 10.238 gdcm::PixmapToPixmapFilter Class Reference

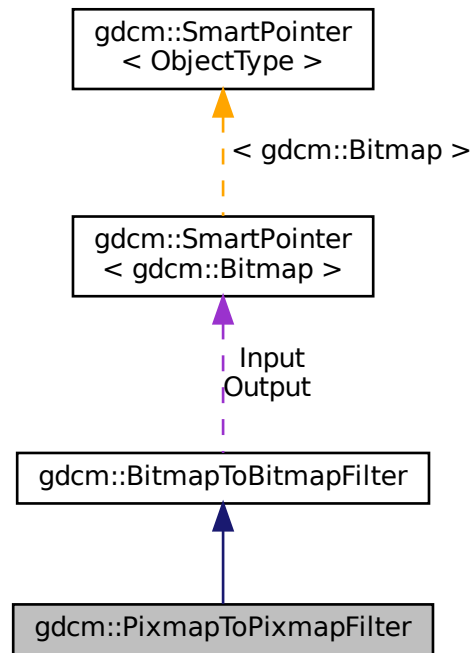
[PixmapToPixmapFilter](#) class.

```
#include <gdcmPixmapToPixmapFilter.h>
```

Inheritance diagram for `gdcm::PixmapToPixmapFilter`:



Collaboration diagram for `gdcm::PixmapToPixmapFilter`:



## Public Member Functions

- [PixmapToPixmapFilter \(\)](#)
- [~PixmapToPixmapFilter \(\)](#)=default
- [Pixmap & GetInput \(\)](#)
- [const Pixmap & GetOutput \(\)](#) const  
*Get Output image.*
- [const Pixmap & GetOutputAsPixmap \(\)](#) const

## Additional Inherited Members

### 10.238.1 Detailed Description

[PixmapToPixmapFilter](#) class.

Super class for all filter taking an image and producing an output image

Examples

[StandardizeFiles.cs](#).



## 10.238.2 Constructor & Destructor Documentation

### 10.238.2.1 PixmapToPixmapFilter()

```
gdcm::PixmapToPixmapFilter::PixmapToPixmapFilter ( )
```

### 10.238.2.2 ~PixmapToPixmapFilter()

```
gdcm::PixmapToPixmapFilter::~~PixmapToPixmapFilter ( ) [default]
```

## 10.238.3 Member Function Documentation

### 10.238.3.1 GetInput()

```
Pixmap & gdcm::PixmapToPixmapFilter::GetInput ( )
```

### 10.238.3.2 GetOutput()

```
const Pixmap & gdcm::PixmapToPixmapFilter::GetOutput ( ) const
```

Get Output image.

### 10.238.3.3 GetOutputAsPixmap()

```
const Pixmap & gdcm::PixmapToPixmapFilter::GetOutputAsPixmap ( ) const
```

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

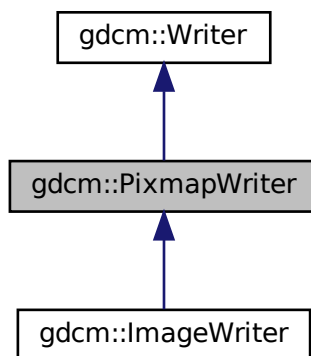
- [gdcmPixmapToPixmapFilter.h](#)

## 10.239 gdcm::PixmapWriter Class Reference

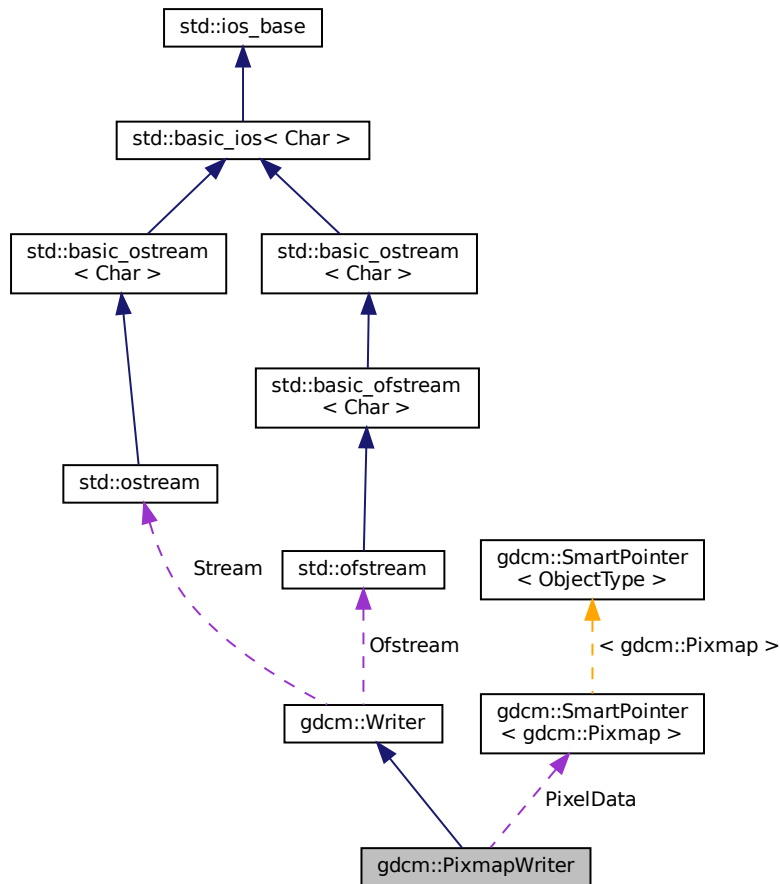
[PixmapWriter](#).

```
#include <gdcmPixmapWriter.h>
```

Inheritance diagram for gdcm::PixmapWriter:



Collaboration diagram for gdcm::PixmapWriter:



## Public Member Functions

- `PixmapWriter()`
- `~PixmapWriter()` override
- virtual `Pixmap & GetImage()`
- virtual const `Pixmap & GetImage()` const
- `Pixmap & GetPixmap()`
- const `Pixmap & GetPixmap()` const
- virtual void `SetImage(Pixmap const &img)`
- void `SetPixmap(Pixmap const &img)`
- bool `Write()` override

*Write.*

## Protected Member Functions

- void `DolconImage(DataSet &ds, Pixmap const &image)`
- bool `PrepareWrite(MediaStorage const &refms)`

## Protected Attributes

- [SmartPointer](#)< [Pixmap](#) > [PixelData](#)

### 10.239.1 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)

#### Examples

[StandardizeFiles.cs](#).

### 10.239.2 Constructor & Destructor Documentation

#### 10.239.2.1 PixmapWriter()

```
gdcm::PixmapWriter::PixmapWriter ( )
```

#### 10.239.2.2 ~PixmapWriter()

```
gdcm::PixmapWriter::~~PixmapWriter ( ) [override]
```

### 10.239.3 Member Function Documentation

### 10.239.3.1 DoIconImage()

```
void gdcm::PixmapWriter::DoIconImage (
    DataSet & ds,
    Pixmap const & image ) [protected]
```

### 10.239.3.2 GetImage() [1/2]

```
virtual Pixmap & gdcm::PixmapWriter::GetImage ( ) [inline], [virtual]
```

Reimplemented in [gdcm::ImageWriter](#).

### 10.239.3.3 GetImage() [2/2]

```
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](#).

### 10.239.3.4 GetPixmap() [1/2]

```
Pixmap & gdcm::PixmapWriter::GetPixmap ( ) [inline]
```

### 10.239.3.5 GetPixmap() [2/2]

```
const Pixmap & gdcm::PixmapWriter::GetPixmap ( ) const [inline]
```

### 10.239.3.6 PrepareWrite()

```
bool gdcm::PixmapWriter::PrepareWrite (
    MediaStorage const & refs ) [protected]
```

### 10.239.3.7 SetImage()

```
virtual void gdcm::PixmapWriter::SetImage (  
    Pixmap const & img ) [virtual]
```

#### Examples

[BasicImageAnonymizer.cs](#), [CompressImage.cxx](#), [CompressLossyJPEG.cs](#), [DecompressImage.cs](#), [GenFakelImage.cxx](#), [GetSubSequenceData.cxx](#), [HelloVizWorld.cxx](#), [MergeTwoFiles.cxx](#), [MpegVideoInfo.cs](#), and [TemplateEmptyImage.cxx](#).

### 10.239.3.8 SetPixmap()

```
void gdcm::PixmapWriter::SetPixmap (  
    Pixmap const & img )
```

#### Examples

[StandardizeFiles.cs](#).

### 10.239.3.9 Write()

```
bool gdcm::PixmapWriter::Write ( ) [override], [virtual]
```

Write.

Reimplemented from [gdcm::Writer](#).

#### Examples

[StandardizeFiles.cs](#).

## 10.239.4 Member Data Documentation

### 10.239.4.1 PixelData

```
SmartPointer<Pixmap> gdcm::PixmapWriter::PixelData [protected]
```

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

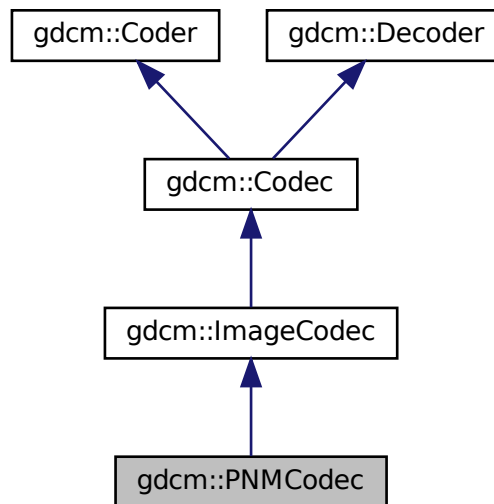
- [gdcmPixmapWriter.h](#)

## 10.240 gdcm::PNMCodec Class Reference

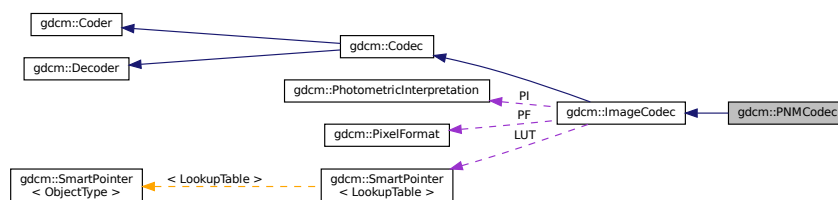
Class to do PNM.

```
#include <gdcmPNMCodec.h>
```

Inheritance diagram for gdcm::PNMCodec:



Collaboration diagram for gdcm::PNMCodec:



### Public Member Functions

- [PNMCodec](#) ()
- [~PNMCodec](#) () override
- bool [CanCode](#) ([TransferSyntax](#) const &ts) const override

*Return whether this coder support this transfer syntax (can code it)*

- bool [CanDecode](#) ([TransferSyntax](#) const &ts) const override

*Return whether this decoder support this transfer syntax (can decode it)*

- [ImageCodec](#) \* [Clone](#) () const override
- unsigned long [GetBufferLength](#) () const
- bool [GetHeaderInfo](#) (std::istream &is, [TransferSyntax](#) &ts) override
- 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

### 10.240.1 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](#).

### 10.240.2 Constructor & Destructor Documentation

#### 10.240.2.1 PNMCodec()

```
gdcm::PNMCodec::PNMCodec ( )
```

#### 10.240.2.2 ~PNMCodec()

```
gdcm::PNMCodec::~~PNMCodec ( ) [override]
```

### 10.240.3 Member Function Documentation



### 10.240.3.1 CanCode()

```
bool gdcm::PNMCodec::CanCode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this coder support this transfer syntax (can code it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.240.3.2 CanDecode()

```
bool gdcm::PNMCodec::CanDecode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.240.3.3 Clone()

```
ImageCodec * gdcm::PNMCodec::Clone ( ) const [override], [virtual]
```

Implements [gdcm::ImageCodec](#).

### 10.240.3.4 GetBufferLength()

```
unsigned long gdcm::PNMCodec::GetBufferLength ( ) const [inline]
```

### 10.240.3.5 GetHeaderInfo()

```
bool gdcm::PNMCodec::GetHeaderInfo (
    std::istream & is,
    TransferSyntax & ts ) [override], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.240.3.6 Read()

```
bool gdcM::PNMCodec::Read (
    const char * filename,
    DataElement & out ) const
```

### 10.240.3.7 SetBufferLength()

```
void gdcM::PNMCodec::SetBufferLength (
    unsigned long l ) [inline]
```

### 10.240.3.8 Write()

```
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](#)

## 10.241 gdcM::Preamble Class Reference

DICOM [Preamble](#) (Part 10)

```
#include <gdcMPreamble.h>
```

## Public Member Functions

- [Preamble](#) ()
- [Preamble](#) ([Preamble](#) const &)
- [~Preamble](#) ()
- void [Clear](#) ()  
*Clear.*
- void [Create](#) ()
- const char \* [GetInternal](#) () const  
*Get internal pointer to preamble.*
- [VL GetLength](#) () const  
*Return size of [Preamble](#).*
- bool [IsEmpty](#) () const  
*Check if [Preamble](#) is empty.*
- [Preamble](#) & [operator=](#) ([Preamble](#) const &)
- void [Print](#) (std::ostream &os) const  
*Print [Preamble](#).*
- std::istream & [Read](#) (std::istream &is)  
*Read [Preamble](#).*
- void [Remove](#) ()
- void [Valid](#) ()  
*Set [Preamble](#) to the default one.*
- std::ostream const & [Write](#) (std::ostream &os) const  
*Write [Preamble](#).*

## Protected Member Functions

- bool [IsValid](#) () const

## Friends

- std::ostream & [operator<<](#) (std::ostream &\_os, const [Preamble](#) &\_val)

### 10.241.1 Detailed Description

DICOM [Preamble](#) (Part 10)

### 10.241.2 Constructor & Destructor Documentation

**10.241.2.1 Preamble()** [1/2]

```
gdcM::Preamble::Preamble ( )
```

**10.241.2.2 ~Preamble()**

```
gdcM::Preamble::~~Preamble ( )
```

**10.241.2.3 Preamble()** [2/2]

```
gdcM::Preamble::Preamble (
    Preamble const & ) [inline]
```

**10.241.3 Member Function Documentation****10.241.3.1 Clear()**

```
void gdcM::Preamble::Clear ( )
```

Clear.

**10.241.3.2 Create()**

```
void gdcM::Preamble::Create ( )
```

**10.241.3.3 GetInternal()**

```
const char * gdcM::Preamble::GetInternal ( ) const [inline]
```

Get internal pointer to preamble.

#### 10.241.3.4 GetLength()

```
VL gdcm::Preamble::GetLength ( ) const [inline]
```

Return size of [Preamble](#).

#### 10.241.3.5 IsEmpty()

```
bool gdcm::Preamble::IsEmpty ( ) const [inline]
```

Check if [Preamble](#) is empty.

#### 10.241.3.6 IsValid()

```
bool gdcm::Preamble::IsValid ( ) const [inline], [protected]
```

#### 10.241.3.7 operator=()

```
Preamble & gdcm::Preamble::operator= (
    Preamble const & ) [inline]
```

#### 10.241.3.8 Print()

```
void gdcm::Preamble::Print (
    std::ostream & os ) const
```

Print [Preamble](#).

#### 10.241.3.9 Read()

```
std::istream & gdcm::Preamble::Read (
    std::istream & is )
```

Read [Preamble](#).

#### 10.241.3.10 Remove()

```
void gdcM::Preamble::Remove ( )
```

#### 10.241.3.11 Valid()

```
void gdcM::Preamble::Valid ( )
```

Set [Preamble](#) to the default one.

#### 10.241.3.12 Write()

```
std::ostream const & gdcM::Preamble::Write (
    std::ostream & os ) const
```

Write [Preamble](#).

### 10.241.4 Friends And Related Function Documentation

#### 10.241.4.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const Preamble & _val ) [friend]
```

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

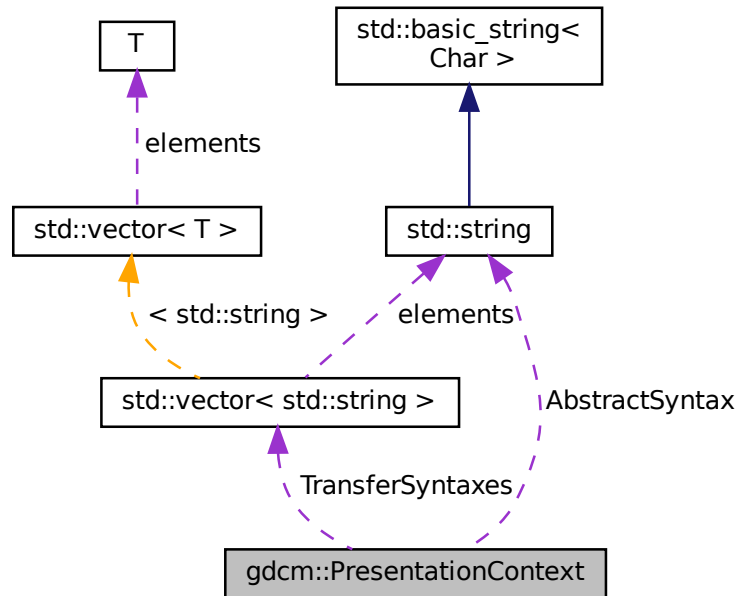
- [gdcMPreamble.h](#)

## 10.242 gdcm::PresentationContext Class Reference

[PresentationContext](#).

```
#include <gdcmPresentationContext.h>
```

Collaboration diagram for gdcm::PresentationContext:



### 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::ImplicitVRLittleEndianDefaultTransferSyntaxforDICOM)
- 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 \*absyn)
- void [SetPresentationContextID](#) (uint8\_t id)

## Protected Attributes

- `std::string` [AbstractSyntax](#)
- `uint8_t` [ID](#)
- `std::vector< std::string >` [TransferSyntaxes](#)

## 10.242.1 Detailed Description

[PresentationContext](#).

See also

[PresentationContextAC](#) [PresentationContextRQ](#)

## 10.242.2 Member Typedef Documentation

### 10.242.2.1 SizeType

```
typedef TransferSyntaxArrayType::size_type gdcm::PresentationContext::SizeType
```

### 10.242.2.2 TransferSyntaxArrayType

```
typedef std::vector<std::string> gdcm::PresentationContext::TransferSyntaxArrayType
```

## 10.242.3 Constructor & Destructor Documentation

### 10.242.3.1 PresentationContext() [1/2]

```
gdcm::PresentationContext::PresentationContext ( )
```



### 10.242.3.2 PresentationContext() [2/2]

```
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 ).

## 10.242.4 Member Function Documentation

### 10.242.4.1 AddTransferSyntax()

```
void gdcm::PresentationContext::AddTransferSyntax (
    const char * tsstr )
```

### 10.242.4.2 GetAbstractSyntax()

```
const char * gdcm::PresentationContext::GetAbstractSyntax ( ) const [inline]
```

### 10.242.4.3 GetNumberOfTransferSyntaxes()

```
SizeType gdcm::PresentationContext::GetNumberOfTransferSyntaxes ( ) const [inline]
```

### 10.242.4.4 GetPresentationContextID()

```
uint8_t gdcm::PresentationContext::GetPresentationContextID ( ) const
```

### 10.242.4.5 GetTransferSyntax()

```
const char * gdcm::PresentationContext::GetTransferSyntax (
    SizeType i ) const [inline]
```

#### 10.242.4.6 operator==(

```
bool gdcmm::PresentationContext::operator== (
    const PresentationContext & pc ) const [inline]
```

References [AbstractSyntax](#), and [TransferSyntaxes](#).

#### 10.242.4.7 Print()

```
void gdcmm::PresentationContext::Print (
    std::ostream & os ) const
```

#### 10.242.4.8 SetAbstractSyntax()

```
void gdcmm::PresentationContext::SetAbstractSyntax (
    const char * absyn ) [inline]
```

#### 10.242.4.9 SetPresentationContextID()

```
void gdcmm::PresentationContext::SetPresentationContextID (
    uint8_t id )
```

### 10.242.5 Member Data Documentation

#### 10.242.5.1 AbstractSyntax

```
std::string gdcmm::PresentationContext::AbstractSyntax [protected]
```

Referenced by [operator==\(](#).

#### 10.242.5.2 ID

```
uint8_t gdcmm::PresentationContext::ID [protected]
```

### 10.242.5.3 TransferSyntaxes

```
std::vector<std::string> gdcm::PresentationContext::TransferSyntaxes [protected]
```

Referenced by [operator==\(\)](#).

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

- [gdcmPresentationContext.h](#)

## 10.243 gdcm::network::PresentationContextAC Class Reference

[PresentationContextAC](#).

```
#include <gdcmPresentationContextAC.h>
```

### Public Member Functions

- [PresentationContextAC](#) ()
- [uint8\\_t GetPresentationContextID](#) () const
- [uint8\\_t GetReason](#) () const
- [TransferSyntaxSub](#) const & [GetTransferSyntax](#) () const
- void [Print](#) (std::ostream &os) const
- std::istream & [Read](#) (std::istream &is)
- void [SetPresentationContextID](#) (uint8\_t id)
- void [SetReason](#) (uint8\_t r)
- void [SetTransferSyntax](#) ([TransferSyntaxSub](#) const &ts)
- [size\\_t Size](#) () const
- const std::ostream & [Write](#) (std::ostream &os) const

### 10.243.1 Detailed Description

[PresentationContextAC](#).

[Table 9-18](#) PRESENTATION CONTEXT ITEM FIELDS

See also

[PresentationContext](#)

### 10.243.2 Constructor & Destructor Documentation

### 10.243.2.1 PresentationContextAC()

```
gdcm::network::PresentationContextAC::PresentationContextAC ( )
```

## 10.243.3 Member Function Documentation

### 10.243.3.1 GetPresentationContextID()

```
uint8_t gdcm::network::PresentationContextAC::GetPresentationContextID ( ) const [inline]
```

### 10.243.3.2 GetReason()

```
uint8_t gdcm::network::PresentationContextAC::GetReason ( ) const [inline]
```

### 10.243.3.3 GetTransferSyntax()

```
TransferSyntaxSub const & gdcm::network::PresentationContextAC::GetTransferSyntax ( ) const [inline]
```

### 10.243.3.4 Print()

```
void gdcm::network::PresentationContextAC::Print (
    std::ostream & os ) const
```

### 10.243.3.5 Read()

```
std::istream & gdcm::network::PresentationContextAC::Read (
    std::istream & is )
```

### 10.243.3.6 SetPresentationContextID()

```
void gdcm::network::PresentationContextAC::SetPresentationContextID (
    uint8_t id )
```

### 10.243.3.7 SetReason()

```
void gdcm::network::PresentationContextAC::SetReason (
    uint8_t r ) [inline]
```

### 10.243.3.8 SetTransferSyntax()

```
void gdcm::network::PresentationContextAC::SetTransferSyntax (
    TransferSyntaxSub const & ts )
```

### 10.243.3.9 Size()

```
size_t gdcm::network::PresentationContextAC::Size ( ) const
```

### 10.243.3.10 Write()

```
const std::ostream & gdcm::network::PresentationContextAC::Write (
    std::ostream & os ) const
```

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

- [gdcmPresentationContextAC.h](#)

## 10.244 gdcm::PresentationContextGenerator Class Reference

[PresentationContextGenerator](#).

```
#include <gdcmPresentationContextGenerator.h>
```

## Public Types

- typedef std::vector< [PresentationContext](#) > [PresentationContextArrayType](#)
- typedef [PresentationContextArrayType](#)::size\_type [SizeType](#)

## Public Member Functions

- [PresentationContextGenerator](#) ()
- bool [AddFromFile](#) (const [File](#) &file)
- 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 \*absyn, const char \*ts)
- const char \* [GetDefaultTransferSyntax](#) () const

### 10.244.1 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](#).

## 10.244.2 Member Typedef Documentation

### 10.244.2.1 PresentationContextArrayType

```
typedef std::vector<PresentationContext> gdcmm::PresentationContextGenerator::PresentationContextArrayType
```

### 10.244.2.2 SizeType

```
typedef PresentationContextArrayType::size_type gdcmm::PresentationContextGenerator::SizeType
```

## 10.244.3 Constructor & Destructor Documentation

### 10.244.3.1 PresentationContextGenerator()

```
gdcmm::PresentationContextGenerator::PresentationContextGenerator ( )
```

## 10.244.4 Member Function Documentation

### 10.244.4.1 AddFromFile()

```
bool gdcmm::PresentationContextGenerator::AddFromFile (
    const File & file )
```

Add a single [PresentationContext](#) from a single [File](#). Call multiple times when dealing with multiple files.

### 10.244.4.2 AddPresentationContext()

```
bool gdcmm::PresentationContextGenerator::AddPresentationContext (
    const char * absyn,
    const char * ts ) [protected]
```

#### 10.244.4.3 GenerateFromFileNames()

```
bool gdcm::PresentationContextGenerator::GenerateFromFileNames (
    const Directory::FilenameType & 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](#).

#### 10.244.4.4 GenerateFromUID()

```
bool gdcm::PresentationContextGenerator::GenerateFromUID (
    UIDs::TSName asname )
```

Generate the [PresentationContext](#) array from a UID (eg. VerificationSOPClass)

#### 10.244.4.5 GetDefaultTransferSyntax()

```
const char * gdcm::PresentationContextGenerator::GetDefaultTransferSyntax ( ) const [protected]
```

#### 10.244.4.6 GetPresentationContexts()

```
PresentationContextArrayType const & gdcm::PresentationContextGenerator::GetPresentationContexts (
) [inline]
```

##### Examples

[CStoreQtProgress.cxx](#).

#### 10.244.4.7 SetDefaultTransferSyntax()

```
void gdcm::PresentationContextGenerator::SetDefaultTransferSyntax (
    const TransferSyntax & ts )
```

Not implemented for now. GDCM internally uses Implicit Little Endian.



#### 10.244.4.8 SetMergeModeToAbstractSyntax()

```
void gdcm::PresentationContextGenerator::SetMergeModeToAbstractSyntax ( )
```

#### 10.244.4.9 SetMergeModeToTransferSyntax()

```
void gdcm::PresentationContextGenerator::SetMergeModeToTransferSyntax ( )
```

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

- [gdcmPresentationContextGenerator.h](#)

## 10.245 gdcm::network::PresentationContextRQ Class Reference

[PresentationContextRQ.](#)

```
#include <gdcmPresentationContextRQ.h>
```

### Public Types

- typedef std::vector< [TransferSyntaxSub](#) >::size\_type [SizeType](#)

### Public Member Functions

- [PresentationContextRQ](#) ()
- [PresentationContextRQ](#) (const [PresentationContext](#) &pc)
- [PresentationContextRQ](#) (UIDs::TSName asname, UIDs::TSName tsname=UIDs::ImplicitVRLittleEndianDefaultTransferSyntaxforDICOM)
- void [AddTransferSyntax](#) ([TransferSyntaxSub](#) const &ts)
- [AbstractSyntax](#) & [GetAbstractSyntax](#) ()
- [AbstractSyntax](#) const & [GetAbstractSyntax](#) () const
- [SizeType](#) [GetNumberOfTransferSyntaxes](#) () const
- uint8\_t [GetPresentationContextID](#) () const
- [TransferSyntaxSub](#) & [GetTransferSyntax](#) ([SizeType](#) i)
- [TransferSyntaxSub](#) const & [GetTransferSyntax](#) ([SizeType](#) i) const
- 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 &absyn)
- void [SetPresentationContextID](#) (uint8\_t id)
- size\_t [Size](#) () const
- const std::ostream & [Write](#) (std::ostream &os) const

## 10.245.1 Detailed Description

[PresentationContextRQ](#).

[Table 9-13 PRESENTATION CONTEXT ITEM FIELDS](#)

See also

[PresentationContextAC](#)

## 10.245.2 Member Typedef Documentation

### 10.245.2.1 SizeType

```
typedef std::vector<TransferSyntaxSub>::size_type gdcm::network::PresentationContextRQ::SizeType
```

## 10.245.3 Constructor & Destructor Documentation

### 10.245.3.1 PresentationContextRQ() [1/3]

```
gdcm::network::PresentationContextRQ::PresentationContextRQ ( )
```

### 10.245.3.2 PresentationContextRQ() [2/3]

```
gdcm::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 ).

### 10.245.3.3 PresentationContextRQ() [3/3]

```
gdcm::network::PresentationContextRQ::PresentationContextRQ (
    const PresentationContext & pc )
```

## 10.245.4 Member Function Documentation

### 10.245.4.1 AddTransferSyntax()

```
void gdcm::network::PresentationContextRQ::AddTransferSyntax (
    TransferSyntaxSub const & ts )
```

### 10.245.4.2 GetAbstractSyntax() [1/2]

```
AbstractSyntax & gdcm::network::PresentationContextRQ::GetAbstractSyntax ( ) [inline]
```

### 10.245.4.3 GetAbstractSyntax() [2/2]

```
AbstractSyntax const & gdcm::network::PresentationContextRQ::GetAbstractSyntax ( ) const [inline]
```

### 10.245.4.4 GetNumberOfTransferSyntaxes()

```
SizeType gdcm::network::PresentationContextRQ::GetNumberOfTransferSyntaxes ( ) const [inline]
```

### 10.245.4.5 GetPresentationContextID()

```
uint8_t gdcm::network::PresentationContextRQ::GetPresentationContextID ( ) const
```

### 10.245.4.6 GetTransferSyntax() [1/2]

```
TransferSyntaxSub & gdcm::network::PresentationContextRQ::GetTransferSyntax (
    SizeType i ) [inline]
```

#### 10.245.4.7 GetTransferSyntax() [2/2]

```
TransferSyntaxSub const & gdcM::network::PresentationContextRQ::GetTransferSyntax (
    SizeType i ) const [inline]
```

#### 10.245.4.8 GetTransferSyntaxes()

```
std::vector< TransferSyntaxSub > const & gdcM::network::PresentationContextRQ::GetTransfer←
Syntaxes ( ) const [inline]
```

#### 10.245.4.9 operator==( )

```
bool gdcM::network::PresentationContextRQ::operator== (
    const PresentationContextRQ & pc ) const [inline]
```

#### 10.245.4.10 Print()

```
void gdcM::network::PresentationContextRQ::Print (
    std::ostream & os ) const
```

#### 10.245.4.11 Read()

```
std::istream & gdcM::network::PresentationContextRQ::Read (
    std::istream & is )
```

#### 10.245.4.12 SetAbstractSyntax()

```
void gdcM::network::PresentationContextRQ::SetAbstractSyntax (
    AbstractSyntax const & absyn )
```

**10.245.4.13 SetPresentationContextID()**

```
void gdcm::network::PresentationContextRQ::SetPresentationContextID (
    uint8_t id )
```

**10.245.4.14 Size()**

```
size_t gdcm::network::PresentationContextRQ::Size ( ) const
```

**10.245.4.15 Write()**

```
const std::ostream & gdcm::network::PresentationContextRQ::Write (
    std::ostream & os ) const
```

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

- [gdcmPresentationContextRQ.h](#)

**10.246 gdcm::network::PresentationDataValue Class Reference**

[PresentationDataValue](#).

```
#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)
- static [DataSet ConcatenatePDVBlobsAsExplicit](#) (const std::vector< [PresentationDataValue](#) > &inPDVs)

### 10.246.1 Detailed Description

[PresentationDataValue](#).

[Table](#) 9-23 PRESENTATION-DATA-VALUE ITEM FIELDS

### 10.246.2 Constructor & Destructor Documentation

#### 10.246.2.1 PresentationDataValue()

```
gdcmm::network::PresentationDataValue::PresentationDataValue ( )
```

### 10.246.3 Member Function Documentation

#### 10.246.3.1 ConcatenatePDVBlobs()

```
static DataSet gdcmm::network::PresentationDataValue::ConcatenatePDVBlobs (
    const std::vector< PresentationDataValue > & inPDVs ) [static]
```

#### Warning

[DataSet](#) will be read as Implicit Little Endian TS

#### 10.246.3.2 ConcatenatePDVBlobsAsExplicit()

```
static DataSet gdcmm::network::PresentationDataValue::ConcatenatePDVBlobsAsExplicit (
    const std::vector< PresentationDataValue > & inPDVs ) [static]
```

### 10.246.3.3 GetBlob()

```
const std::string & gdcm::network::PresentationDataValue::GetBlob ( ) const
```

### 10.246.3.4 GetIsCommand()

```
bool gdcm::network::PresentationDataValue::GetIsCommand ( ) const
```

### 10.246.3.5 GetIsLastFragment()

```
bool gdcm::network::PresentationDataValue::GetIsLastFragment ( ) const
```

### 10.246.3.6 GetMessageHeader()

```
uint8_t gdcm::network::PresentationDataValue::GetMessageHeader ( ) const [inline]
```

### 10.246.3.7 GetPresentationContextID()

```
uint8_t gdcm::network::PresentationDataValue::GetPresentationContextID ( ) const [inline]
```

### 10.246.3.8 Print()

```
void gdcm::network::PresentationDataValue::Print (
    std::ostream & os ) const
```

### 10.246.3.9 Read()

```
std::istream & gdcm::network::PresentationDataValue::Read (
    std::istream & is )
```

#### 10.246.3.10 ReadInto()

```
std::istream & gdcmm::network::PresentationDataValue::ReadInto (
    std::istream & is,
    std::ostream & os )
```

#### 10.246.3.11 SetBlob()

```
void gdcmm::network::PresentationDataValue::SetBlob (
    const std::string & partialblob )
```

#### 10.246.3.12 SetCommand()

```
void gdcmm::network::PresentationDataValue::SetCommand (
    bool inCommand )
```

#### 10.246.3.13 SetDataSet()

```
void gdcmm::network::PresentationDataValue::SetDataSet (
    const DataSet & ds )
```

Set [DataSet](#). Write [DataSet](#) in implicit.

#### Warning

size of dataset should be below maxpdusize

#### 10.246.3.14 SetLastFragment()

```
void gdcmm::network::PresentationDataValue::SetLastFragment (
    bool inLast )
```



### 10.246.3.15 SetMessageHeader()

```
void gdcm::network::PresentationDataValue::SetMessageHeader (
    uint8_t messageheader ) [inline]
```

### 10.246.3.16 SetPresentationContextID()

```
void gdcm::network::PresentationDataValue::SetPresentationContextID (
    uint8_t id ) [inline]
```

### 10.246.3.17 Size()

```
size_t gdcm::network::PresentationDataValue::Size ( ) const
```

### 10.246.3.18 Write()

```
const std::ostream & gdcm::network::PresentationDataValue::Write (
    std::ostream & os ) const
```

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

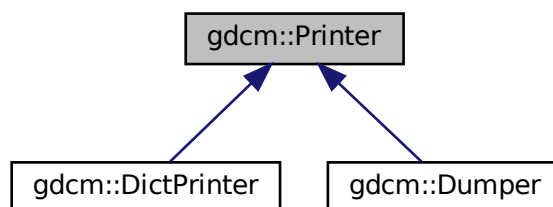
- [gdcmPresentationDataValue.h](#)

## 10.247 gdcm::Printer Class Reference

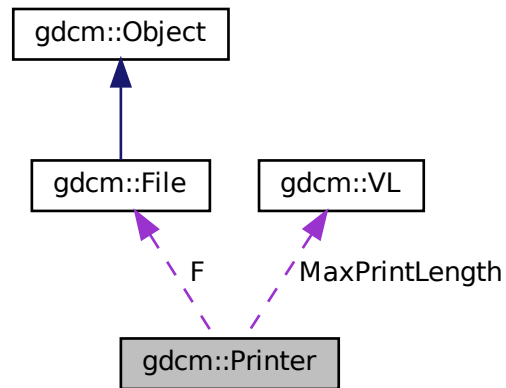
[Printer](#) class.

```
#include <gdcmPrinter.h>
```

Inheritance diagram for gdcm::Printer:



Collaboration diagram for `gdcM::Printer`:



## Public Types

- enum `PrintStyles` {  
`VERBOSE_STYLE` = 0 ,  
`CONDENSED_STYLE` ,  
`XML` ,  
`CXX` }

## 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](#)

### 10.247.1 Detailed Description

[Printer](#) class.

#### Examples

[DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), and [DumpToshibaDTI2.cxx](#).

### 10.247.2 Member Enumeration Documentation

#### 10.247.2.1 PrintStyles

enum [gdcm::Printer::PrintStyles](#)

#### Enumerator

VERBOSE_STYLE	
CONDENSED_STYLE	
XML	
CXX	

### 10.247.3 Constructor & Destructor Documentation

#### 10.247.3.1 Printer()

```
gdcm::Printer::Printer ( )
```

### 10.247.3.2 ~Printer()

```
gdcm::Printer::~~Printer ( )
```

## 10.247.4 Member Function Documentation

### 10.247.4.1 GetPrintStyle()

```
PrintStyle gdcm::Printer::GetPrintStyle ( ) const [inline]
```

Get PrintStyle value.

### 10.247.4.2 Print()

```
void gdcm::Printer::Print (
    std::ostream & os )
```

Print.

#### Examples

[DumpSiemensBase64.cxx](#).

### 10.247.4.3 PrintDataElement()

```
VR gdcm::Printer::PrintDataElement (
    std::ostringstream & os,
    const Dicts & dicts,
    const DataSet & ds,
    const DataElement & de,
    std::ostream & out,
    std::string const & indent ) [protected]
```

#### 10.247.4.4 PrintDataSet()

```
void gdcm::Printer::PrintDataSet (
    const DataSet & ds,
    std::ostream & os,
    const std::string & s = "" )
```

Print an individual dataset.

#### 10.247.4.5 PrintSQ()

```
void gdcm::Printer::PrintSQ (
    const SequenceOfItems * sqi,
    std::ostream & os,
    std::string const & indent ) [protected]
```

#### 10.247.4.6 SetColor()

```
void gdcm::Printer::SetColor (
    bool c )
```

Set color mode or not.

#### 10.247.4.7 SetFile()

```
void gdcm::Printer::SetFile (
    File const & f ) [inline]
```

Set file.

#### Examples

[DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), and [DumpToshibaDTI2.cxx](#).

#### 10.247.4.8 SetStyle()

```
void gdcm::Printer::SetStyle (
    PrintStyles ps ) [inline]
```

Set PrintStyle value.

## 10.247.5 Member Data Documentation

### 10.247.5.1 F

```
const File* gdcM::Printer::F [protected]
```

### 10.247.5.2 MaxPrintLength

```
VL gdcM::Printer::MaxPrintLength [protected]
```

### 10.247.5.3 PrintStyle

```
PrintStyles gdcM::Printer::PrintStyle [protected]
```

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

- [gdcMPrinter.h](#)

## 10.248 gdcM::PrivateDict Class Reference

Private [Dict](#).

```
#include <gdcMDict.h>
```

### Public Member Functions

- [PrivateDict](#) ()=default
- [~PrivateDict](#) ()=default
- 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)

### 10.248.1 Detailed Description

Private [Dict](#).

### 10.248.2 Constructor & Destructor Documentation

#### 10.248.2.1 PrivateDict()

```
gdcm::PrivateDict::PrivateDict ( ) [default]
```

#### 10.248.2.2 ~PrivateDict()

```
gdcm::PrivateDict::~~PrivateDict ( ) [default]
```

### 10.248.3 Member Function Documentation

#### 10.248.3.1 AddDictEntry()

```
void gdcm::PrivateDict::AddDictEntry (
    const PrivateTag & tag,
    const DictEntry & de ) [inline]
```

References [gdcm::DictEntry::GetVM\(\)](#), [gdcm::DictEntry::GetVR\(\)](#), [gdcm::DictEntry::SetVM\(\)](#), [gdcm::DictEntry::SetVR\(\)](#), and [gdcm::VR::UN](#).

### 10.248.3.2 FindDictEntry()

```
bool gdcm::PrivateDict::FindDictEntry (
    const PrivateTag & tag ) const [inline]
```

### 10.248.3.3 GetDictEntry()

```
const DictEntry & gdcm::PrivateDict::GetDictEntry (
    const PrivateTag & tag ) const [inline]
```

### 10.248.3.4 IsEmpty()

```
bool gdcm::PrivateDict::IsEmpty ( ) const [inline]
```

### 10.248.3.5 LoadDefault()

```
void gdcm::PrivateDict::LoadDefault ( ) [protected]
```

### 10.248.3.6 PrintXML()

```
void gdcm::PrivateDict::PrintXML ( ) const [inline]
```

References [gdcm::Tag::GetElement\(\)](#), [gdcm::Tag::GetGroup\(\)](#), [gdcm::DictEntry::GetName\(\)](#), [gdcm::PrivateTag::GetOwner\(\)](#), [gdcm::DictEntry::GetVM\(\)](#), and [gdcm::DictEntry::GetVR\(\)](#).

### 10.248.3.7 RemoveDictEntry()

```
bool gdcm::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.



## 10.248.4 Friends And Related Function Documentation

### 10.248.4.1 Dicts

```
friend class Dicts [friend]
```

### 10.248.4.2 operator<<

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

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

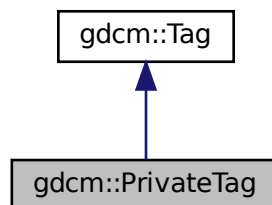
- [gdcmDict.h](#)

## 10.249 gdcm::PrivateTag Class Reference

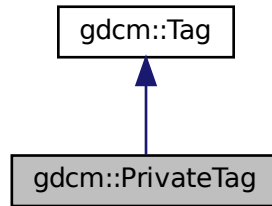
Class to represent a Private DICOM Data [Element](#) ([Attribute](#)) [Tag](#) (Group, [Element](#), Owner)

```
#include <gdcmPrivateTag.h>
```

Inheritance diagram for gdcm::PrivateTag:



Collaboration diagram for gdcm::PrivateTag:



## Public Member Functions

- `PrivateTag` (`Tag` const &t, const char \*owner="")
- `PrivateTag` (uint16\_t group=0, uint16\_t element=0, const char \*owner="")
- `DataElement GetAsDataElement` () const
- const char \* `GetOwner` () const
- bool `operator!=` (const `PrivateTag` &\_val) const
- bool `operator!=` (const `Tag` &\_val) const
- bool `operator<` (const `PrivateTag` &\_val) const
- `PrivateTag` & `operator=` (const `PrivateTag` &\_val)
- bool `operator==` (const `PrivateTag` &\_val) const
- bool `operator==` (const `Tag` &\_val) const
- bool `ReadFromCommaSeparatedString` (const char \*str)
- void `SetOwner` (const char \*owner)

## Friends

- std::ostream & `operator<<` (std::ostream &\_os, const `PrivateTag` &\_val)

## 10.249.1 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

`ChangePrivateTags.cxx`, `Cleaner.cs`, `DumpADAC.cxx`, `DumpCSA.cs`, `DumpExamCard.cxx`, `DumpGEMSMovieGroup.cxx`, `DumplImageHeaderInfo.cxx`, `DumpPhilipsECHO.cxx`, `DumpSiemensBase64.cxx`, `DumpToshibaDTI.cxx`, `DumpToshibaDTI2.cxx`, `DumpVisusChange.cxx`, `ELSCINT1WaveToText.cxx`, `FileStreaming.cs`, `GetSubSequenceData.cxx`, `MrProtocol.cxx`, `PublicDict.cxx`, `ReadGEMSSDO.cxx`, `csa2img.cxx`, `iU22tomultisc.cxx`, `pmsct_rgb1.cxx`, and `rle2img.cxx`.

## 10.249.2 Constructor & Destructor Documentation

### 10.249.2.1 PrivateTag() [1/2]

```
gdcm::PrivateTag::PrivateTag (  
    uint16_t group = 0,  
    uint16_t element = 0,  
    const char * owner = "" ) [inline]
```

### 10.249.2.2 PrivateTag() [2/2]

```
gdcm::PrivateTag::PrivateTag (  
    Tag const & t,  
    const char * owner = "" ) [inline]
```

References [gdcm::Tag::GetElement\(\)](#).

## 10.249.3 Member Function Documentation

### 10.249.3.1 GetAsDataElement()

```
DataElement gdcm::PrivateTag::GetAsDataElement ( ) const
```

### 10.249.3.2 GetOwner()

```
const char * gdcm::PrivateTag::GetOwner ( ) const [inline]
```

#### Examples

[PublicDict.cxx](#).

Referenced by [gdcm::PrivateDict::PrintXML\(\)](#).

### 10.249.3.3 operator"!=()" [1/2]

```
bool gdcm::PrivateTag::operator!= (
    const PrivateTag & _val ) const [inline]
```

References [gdcm::Tag::GetElementTag\(\)](#).

### 10.249.3.4 operator"!=()" [2/2]

```
bool gdcm::PrivateTag::operator!= (
    const Tag & _val ) const [inline]
```

References [gdcm::Tag::GetElementTag\(\)](#).

### 10.249.3.5 operator<()

```
bool gdcm::PrivateTag::operator< (
    const PrivateTag & _val ) const
```

### 10.249.3.6 operator=()

```
PrivateTag & gdcm::PrivateTag::operator= (
    const PrivateTag & _val ) [inline]
```

References [gdcm::Tag::GetElementTag\(\)](#).

### 10.249.3.7 operator==(1/2)

```
bool gdcm::PrivateTag::operator== (
    const PrivateTag & _val ) const [inline]
```

References [gdcm::Tag::GetElementTag\(\)](#).

### 10.249.3.8 operator==( ) [2/2]

```
bool gdcm::PrivateTag::operator== (
    const Tag & _val ) const [inline]
```

References [gdcm::Tag::GetElementTag\(\)](#).

### 10.249.3.9 ReadFromCommaSeparatedString()

```
bool gdcm::PrivateTag::ReadFromCommaSeparatedString (
    const char * str )
```

Read [PrivateTag](#) from a string. [Element](#) number will be truncated to 8bits. Eg: "1234,5678,GDCM" is private tag: (1234,78,"GDCM")

### 10.249.3.10 SetOwner()

```
void gdcm::PrivateTag::SetOwner (
    const char * owner ) [inline]
```

## 10.249.4 Friends And Related Function Documentation

### 10.249.4.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const PrivateTag & _val ) [friend]
```

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

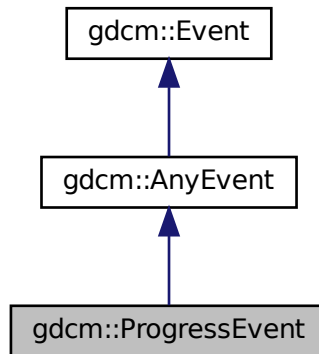
- [gdcmPrivateTag.h](#)

## 10.250 gdcm::ProgressEvent Class Reference

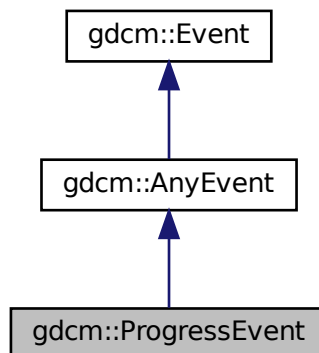
[ProgressEvent](#).

```
#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](#) (const [Self](#) &s)
- [ProgressEvent](#) (double p=0)
- [~ProgressEvent](#) () override=default
- bool [CheckEvent](#) (const [::gdcm::Event](#) \*e) const override
- const char \* [GetEventName](#) () const override
- double [GetProgress](#) () const
- [::gdcm::Event](#) \* [MakeObject](#) () const override
- void [operator=](#) (const [Self](#) &)=delete
- void [SetProgress](#) (double p)

### 10.250.1 Detailed Description

[ProgressEvent](#).

Special type of event triggered during

See also

[AnyEvent](#)

Examples

[BasicAnonymizer.cs](#), [Cleaner.cs](#), and [ClinicalTrialIdentificationWorkflow.cs](#).

### 10.250.2 Member Typedef Documentation

#### 10.250.2.1 Self

```
typedef ProgressEvent gdcm::ProgressEvent::Self
```

#### 10.250.2.2 Superclass

```
typedef AnyEvent gdcm::ProgressEvent::Superclass
```

### 10.250.3 Constructor & Destructor Documentation

### 10.250.3.1 ProgressEvent() [1/2]

```
gdcM::ProgressEvent::ProgressEvent (
    double p = 0 ) [inline]
```

### 10.250.3.2 ~ProgressEvent()

```
gdcM::ProgressEvent::~~ProgressEvent ( ) [override], [default]
```

### 10.250.3.3 ProgressEvent() [2/2]

```
gdcM::ProgressEvent::ProgressEvent (
    const Self & s ) [inline]
```

## 10.250.4 Member Function Documentation

### 10.250.4.1 CheckEvent()

```
bool gdcM::ProgressEvent::CheckEvent (
    const ::gdcM::Event * e ) const [inline], [override]
```

### 10.250.4.2 GetEventName()

```
const char * gdcM::ProgressEvent::GetEventName ( ) const [inline], [override], [virtual]
```

Return the StringName associated with the event.

Implements [gdcM::Event](#).



### 10.250.4.3 GetProgress()

```
double gdcm::ProgressEvent::GetProgress ( ) const [inline]
```

#### Examples

[BasicAnonymizer.cs](#), [Cleaner.cs](#), and [ClinicalTrialIdentificationWorkflow.cs](#).

### 10.250.4.4 MakeObject()

```
::gdcm::Event * gdcm::ProgressEvent::MakeObject ( ) const [inline], [override], [virtual]
```

Create an [Event](#) of this type This method work as a Factory for creating events of each particular type.

Implements [gdcm::Event](#).

### 10.250.4.5 operator=()

```
void gdcm::ProgressEvent::operator= (
    const Self & ) [delete]
```

### 10.250.4.6 SetProgress()

```
void gdcm::ProgressEvent::SetProgress (
    double p ) [inline]
```

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

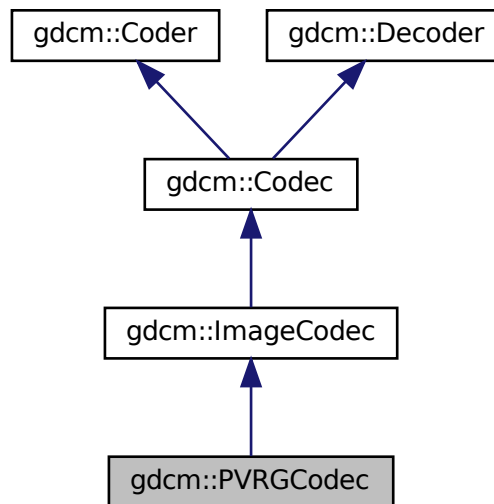
- [gdcmProgressEvent.h](#)

## 10.251 gdcm::PVRGCodec Class Reference

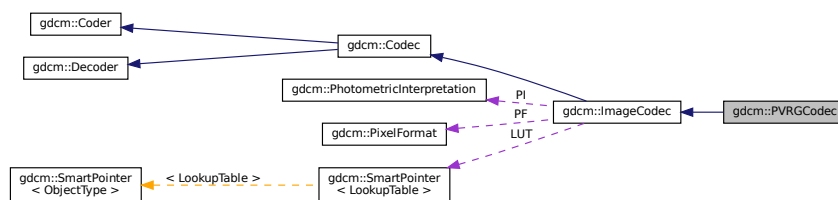
[PVRGCodec](#).

```
#include <gdcmPVRGCodec.h>
```

Inheritance diagram for gdcm::PVRGCodec:



Collaboration diagram for gdcm::PVRGCodec:



### Public Member Functions

- [PVRGCodec](#) ()
- [~PVRGCodec](#) () override
- bool [CanCode](#) ([TransferSyntax](#) const &ts) const override

*Return whether this coder support this transfer syntax (can code it)*

- bool [CanDecode](#) ([TransferSyntax](#) const &ts) const override

*Return whether this decoder support this transfer syntax (can decode it)*

- [ImageCodec](#) \* [Clone](#) () const override
- bool [Code](#) ([DataElement](#) const &in, [DataElement](#) &out) override

*Code.*

- bool [Decode](#) ([DataElement](#) const &is, [DataElement](#) &os) override

*Decode.*

- void [SetLossyFlag](#) (bool l)

## Additional Inherited Members

### 10.251.1 Detailed Description

[PVRGCodec](#).

#### Note

pvr 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\_Gyroscan-12-Jpeg\_Extended\_Process\_2\_4.dcm

we have to...

### 10.251.2 Constructor & Destructor Documentation

#### 10.251.2.1 PVRGCodec()

```
gdcm::PVRGCodec::PVRGCodec ( )
```

#### 10.251.2.2 ~PVRGCodec()

```
gdcm::PVRGCodec::~~PVRGCodec ( ) [override]
```

### 10.251.3 Member Function Documentation

### 10.251.3.1 CanCode()

```
bool gdcm::PVRGCodec::CanCode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this coder support this transfer syntax (can code it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.251.3.2 CanDecode()

```
bool gdcm::PVRGCodec::CanDecode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.251.3.3 Clone()

```
ImageCodec * gdcm::PVRGCodec::Clone ( ) const [override], [virtual]
```

Implements [gdcm::ImageCodec](#).

### 10.251.3.4 Code()

```
bool gdcm::PVRGCodec::Code (
    DataElement const & in_,
    DataElement & out_ ) [override], [virtual]
```

Code.

Reimplemented from [gdcm::Coder](#).

### 10.251.3.5 Decode()

```
bool gdcm::PVRGCodec::Decode (
    DataElement const & ,
    DataElement & ) [override], [virtual]
```

Decode.

Reimplemented from [gdcm::ImageCodec](#).

### 10.251.3.6 SetLossyFlag()

```
void gdcm::PVRGCodec::SetLossyFlag (
    bool l )
```

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

- [gdcmPVRGCodec.h](#)

## 10.252 gdcm::PythonFilter Class Reference

[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.

```
#include <gdcmPythonFilter.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)

### 10.252.1 Detailed Description

[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.

## 10.252.2 Constructor & Destructor Documentation

### 10.252.2.1 PythonFilter()

```
gdcm::PythonFilter::PythonFilter ( )
```

### 10.252.2.2 ~PythonFilter()

```
gdcm::PythonFilter::~~PythonFilter ( )
```

## 10.252.3 Member Function Documentation

### 10.252.3.1 GetFile() [1/2]

```
File & gdcm::PythonFilter::GetFile ( )
```

### 10.252.3.2 GetFile() [2/2]

```
const File & gdcm::PythonFilter::GetFile ( ) const
```

### 10.252.3.3 SetDicts()

```
void gdcm::PythonFilter::SetDicts (
    const Dicts & dicts )
```

### 10.252.3.4 SetFile()

```
void gdcm::PythonFilter::SetFile (
    const File & f )
```

### 10.252.3.5 ToPyObject()

```
PyObject * gdcm::PythonFilter::ToPyObject (
    const Tag & t ) const
```

### 10.252.3.6 UseDictAlways()

```
void gdcm::PythonFilter::UseDictAlways (
    bool ) [inline]
```

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

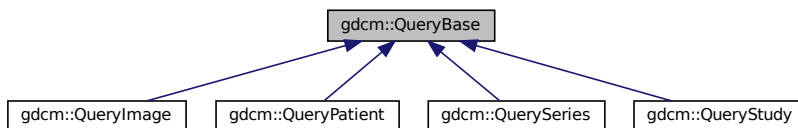
- [gdcmPythonFilter.h](#)

## 10.253 gdcm::QueryBase Class Reference

[QueryBase](#).

```
#include <gdcmQueryBase.h>
```

Inheritance diagram for gdcm::QueryBase:



### Public Member Functions

- virtual [~QueryBase](#) ()=default
- std::vector< [Tag](#) > [GetAllRequiredTags](#) (const [ERootType](#) &inRootType) const
- std::vector< [Tag](#) > [GetAllTags](#) (const [ERootType](#) &inRootType) const
- virtual std::vector< [Tag](#) > [GetHierachicalSearchTags](#) (const [ERootType](#) &inRootType) const =0  
*Return all Unique Key for a particular Query Root type (from the same level and above).*
- virtual const char \* [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

### 10.253.1 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.

### 10.253.2 Constructor & Destructor Documentation

#### 10.253.2.1 ~QueryBase()

```
virtual gdcm::QueryBase::~~QueryBase ( ) [virtual], [default]
```

### 10.253.3 Member Function Documentation

#### 10.253.3.1 GetAllRequiredTags()

```
std::vector< Tag > gdcm::QueryBase::GetAllRequiredTags (
    const ERootType & inRootType ) const
```

In order to validate a query dataset we need to check that there exists at least one required (or unique) key



### 10.253.3.2 GetAllTags()

```
std::vector< Tag > gdcm::QueryBase::GetAllTags (
    const ERootType & inRootType ) const
```

In order to validate a query dataset, just check for the presence of a tag, not it's requirement level in the spec

### 10.253.3.3 GetHierachicalSearchTags()

```
virtual std::vector< Tag > gdcm::QueryBase::GetHierachicalSearchTags (
    const ERootType & inRootType ) const [pure virtual]
```

Return all Unique Key for a particular Query Root type (from the same level and above).

Implemented in [gdcm::QueryImage](#), [gdcm::QueryPatient](#), [gdcm::QuerySeries](#), and [gdcm::QueryStudy](#).

### 10.253.3.4 GetName()

```
virtual const char * gdcm::QueryBase::GetName ( ) const [pure virtual]
```

Implemented in [gdcm::QueryImage](#), [gdcm::QueryPatient](#), [gdcm::QuerySeries](#), and [gdcm::QueryStudy](#).

### 10.253.3.5 GetOptionalTags()

```
virtual std::vector< Tag > gdcm::QueryBase::GetOptionalTags (
    const ERootType & inRootType ) const [pure virtual]
```

Implemented in [gdcm::QueryImage](#), [gdcm::QueryPatient](#), [gdcm::QuerySeries](#), and [gdcm::QueryStudy](#).

### 10.253.3.6 GetQueryLevel()

```
virtual DataElement gdcm::QueryBase::GetQueryLevel ( ) const [pure virtual]
```

Implemented in [gdcm::QueryImage](#), [gdcm::QueryPatient](#), [gdcm::QuerySeries](#), and [gdcm::QueryStudy](#).

### 10.253.3.7 GetRequiredTags()

```
virtual std::vector< Tag > gdcM::QueryBase::GetRequiredTags (
    const ERootType & inRootType ) const [pure virtual]
```

Implemented in [gdcM::QueryImage](#), [gdcM::QueryPatient](#), [gdcM::QuerySeries](#), and [gdcM::QueryStudy](#).

### 10.253.3.8 GetUniqueTags()

```
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](#)

## 10.254 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 [BaseQuery](#) \* [ProduceQuery](#) (const std::string &sopInstanceUID, [ENQueryType](#) inQueryType)
- static [BaseRootQuery](#) \* [ProduceQuery](#) ([ERootType](#) inRootType, [EQueryType](#) inQueryType, [EQueryLevel](#) inQueryLevel)

### 10.254.1 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

## 10.254.2 Member Function Documentation

### 10.254.2.1 GetCharacterFromCurrentLocale()

```
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() ).

### 10.254.2.2 ListCharSets()

```
static void gdcm::QueryFactory::ListCharSets (
    std::ostream & os ) [static]
```

List all possible CharSet.

### 10.254.2.3 ProduceCharacterSetDataElement()

```
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

### 10.254.2.4 ProduceQuery() [1/2]

```
static BaseQuery * gdcm::QueryFactory::ProduceQuery (
    const std::string & sopInstanceUID,
    ENQueryType inQueryType ) [static]
```

### 10.254.2.5 ProduceQuery() [2/2]

```
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:

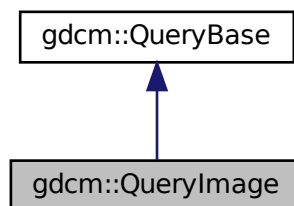
- [gdcMQueryFactory.h](#)

## 10.255 gdcM::QueryImage Class Reference

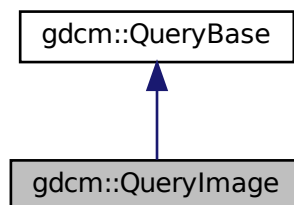
[QueryImage](#).

```
#include <gdcMQueryImage.h>
```

Inheritance diagram for gdcM::QueryImage:



Collaboration diagram for gdcM::QueryImage:



## Public Member Functions

- `std::vector< Tag > GetHierarchicalSearchTags` (const [ERootType](#) &inRootType) const override  
*Return all Unique Key for a particular Query Root type (from the same level and above).*
- `const char * GetName` () const override
- `std::vector< Tag > GetOptionalTags` (const [ERootType](#) &inRootType) const override
- `DataElement GetQueryLevel` () const override
- `std::vector< Tag > GetRequiredTags` (const [ERootType](#) &inRootType) const override
- `std::vector< Tag > GetUniqueTags` (const [ERootType](#) &inRootType) const override

### 10.255.1 Detailed Description

[QueryImage](#).

contains: class to construct an image-based query for C-FIND and C-MOVE

### 10.255.2 Member Function Documentation

#### 10.255.2.1 GetHierarchicalSearchTags()

```
std::vector< Tag > gdcm::QueryImage::GetHierarchicalSearchTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Return all Unique Key for a particular Query Root type (from the same level and above).

Implements [gdcm::QueryBase](#).

#### 10.255.2.2 GetName()

```
const char * gdcm::QueryImage::GetName ( ) const [override], [virtual]
```

Implements [gdcm::QueryBase](#).

#### 10.255.2.3 GetOptionalTags()

```
std::vector< Tag > gdcm::QueryImage::GetOptionalTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Implements [gdcm::QueryBase](#).

#### 10.255.2.4 GetQueryLevel()

```
DataElement gdcM::QueryImage::GetQueryLevel ( ) const [override], [virtual]
```

Implements [gdcM::QueryBase](#).

#### 10.255.2.5 GetRequiredTags()

```
std::vector< Tag > gdcM::QueryImage::GetRequiredTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Implements [gdcM::QueryBase](#).

#### 10.255.2.6 GetUniqueTags()

```
std::vector< Tag > gdcM::QueryImage::GetUniqueTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Implements [gdcM::QueryBase](#).

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

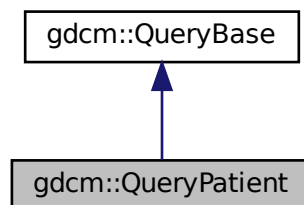
- [gdcMQueryImage.h](#)

## 10.256 gdcM::QueryPatient Class Reference

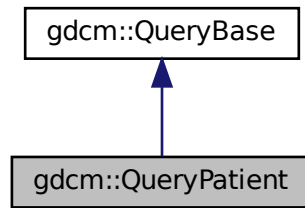
[QueryPatient](#).

```
#include <gdcMQueryPatient.h>
```

Inheritance diagram for [gdcM::QueryPatient](#):



Collaboration diagram for gdcm::QueryPatient:



## Public Member Functions

- `std::vector< Tag > GetHierarchicalSearchTags` (const [ERootType](#) &inRootType) const override  
*Return all Unique Key for a particular Query Root type (from the same level and above).*
- `const char * GetName` () const override
- `std::vector< Tag > GetOptionalTags` (const [ERootType](#) &inRootType) const override
- `DataElement GetQueryLevel` () const override
- `std::vector< Tag > GetRequiredTags` (const [ERootType](#) &inRootType) const override
- `std::vector< Tag > GetUniqueTags` (const [ERootType](#) &inRootType) const override

### 10.256.1 Detailed Description

[QueryPatient](#).

contains: class to construct a patient-based query for c-find and c-move

### 10.256.2 Member Function Documentation

#### 10.256.2.1 GetHierarchicalSearchTags()

```
std::vector< Tag > gdcm::QueryPatient::GetHierarchicalSearchTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Return all Unique Key for a particular Query Root type (from the same level and above).

Implements [gdcm::QueryBase](#).

### 10.256.2.2 GetName()

```
const char * gdcM::QueryPatient::GetName ( ) const [override], [virtual]
```

Implements [gdcM::QueryBase](#).

### 10.256.2.3 GetOptionalTags()

```
std::vector< Tag > gdcM::QueryPatient::GetOptionalTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Implements [gdcM::QueryBase](#).

### 10.256.2.4 GetQueryLevel()

```
DataElement gdcM::QueryPatient::GetQueryLevel ( ) const [override], [virtual]
```

Implements [gdcM::QueryBase](#).

### 10.256.2.5 GetRequiredTags()

```
std::vector< Tag > gdcM::QueryPatient::GetRequiredTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Implements [gdcM::QueryBase](#).

### 10.256.2.6 GetUniqueTags()

```
std::vector< Tag > gdcM::QueryPatient::GetUniqueTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Implements [gdcM::QueryBase](#).

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

- [gdcMQueryPatient.h](#)

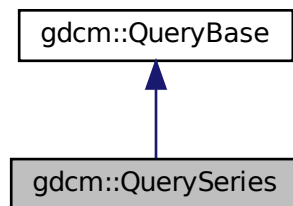


## 10.257 gdcm::QuerySeries Class Reference

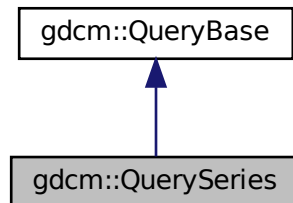
[QuerySeries](#).

```
#include <gdcmQuerySeries.h>
```

Inheritance diagram for gdcm::QuerySeries:



Collaboration diagram for gdcm::QuerySeries:



### Public Member Functions

- `std::vector< Tag > GetHierachicalSearchTags` (const `ERootType` &inRootType) const override  
*Return all Unique Key for a particular Query Root type (from the same level and above).*
- `const char * GetName` () const override
- `std::vector< Tag > GetOptionalTags` (const `ERootType` &inRootType) const override
- `DataElement GetQueryLevel` () const override
- `std::vector< Tag > GetRequiredTags` (const `ERootType` &inRootType) const override
- `std::vector< Tag > GetUniqueTags` (const `ERootType` &inRootType) const override

### 10.257.1 Detailed Description

[QuerySeries](#).

contains: class to construct a series-based query for c-find and c-move

### 10.257.2 Member Function Documentation

#### 10.257.2.1 GetHierarchicalSearchTags()

```
std::vector< Tag > gdc::QuerySeries::GetHierarchicalSearchTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Return all Unique Key for a particular Query Root type (from the same level and above).

Implements [gdc::QueryBase](#).

#### 10.257.2.2 GetName()

```
const char * gdc::QuerySeries::GetName ( ) const [override], [virtual]
```

Implements [gdc::QueryBase](#).

#### 10.257.2.3 GetOptionalTags()

```
std::vector< Tag > gdc::QuerySeries::GetOptionalTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Implements [gdc::QueryBase](#).

#### 10.257.2.4 GetQueryLevel()

```
DataElement gdc::QuerySeries::GetQueryLevel ( ) const [override], [virtual]
```

Implements [gdc::QueryBase](#).

### 10.257.2.5 GetRequiredTags()

```
std::vector< Tag > gdcm::QuerySeries::GetRequiredTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Implements [gdcm::QueryBase](#).

### 10.257.2.6 GetUniqueTags()

```
std::vector< Tag > gdcm::QuerySeries::GetUniqueTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Implements [gdcm::QueryBase](#).

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

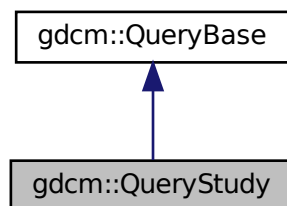
- [gdcmQuerySeries.h](#)

## 10.258 gdcm::QueryStudy Class Reference

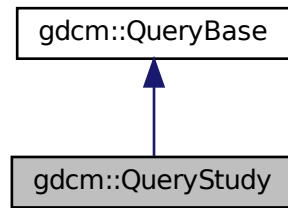
QueryStudy.h.

```
#include <gdcmQueryStudy.h>
```

Inheritance diagram for gdcm::QueryStudy:



Collaboration diagram for `gdcm::QueryStudy`:



## Public Member Functions

- `std::vector< Tag > GetHierachicalSearchTags` (const `ERootType` &`inRootType`) const override  
*Return all Unique Key for a particular Query Root type (from the same level and above).*
- `const char * GetName` () const override
- `std::vector< Tag > GetOptionalTags` (const `ERootType` &`inRootType`) const override
- `DataElement GetQueryLevel` () const override
- `std::vector< Tag > GetRequiredTags` (const `ERootType` &`inRootType`) const override
- `std::vector< Tag > GetUniqueTags` (const `ERootType` &`inRootType`) const override

## 10.258.1 Detailed Description

`QueryStudy.h`.

contains: class to construct a study-based query for C-FIND and C-MOVE

## 10.258.2 Member Function Documentation

### 10.258.2.1 GetHierachicalSearchTags()

```
std::vector< Tag > gdcm::QueryStudy::GetHierachicalSearchTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Return all Unique Key for a particular Query Root type (from the same level and above).

Implements `gdcm::QueryBase`.

### 10.258.2.2 GetName()

```
const char * gdcm::QueryStudy::GetName ( ) const [override], [virtual]
```

Implements [gdcm::QueryBase](#).

### 10.258.2.3 GetOptionalTags()

```
std::vector< Tag > gdcm::QueryStudy::GetOptionalTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Implements [gdcm::QueryBase](#).

### 10.258.2.4 GetQueryLevel()

```
DataElement gdcm::QueryStudy::GetQueryLevel ( ) const [override], [virtual]
```

Implements [gdcm::QueryBase](#).

### 10.258.2.5 GetRequiredTags()

```
std::vector< Tag > gdcm::QueryStudy::GetRequiredTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Implements [gdcm::QueryBase](#).

### 10.258.2.6 GetUniqueTags()

```
std::vector< Tag > gdcm::QueryStudy::GetUniqueTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Implements [gdcm::QueryBase](#).

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

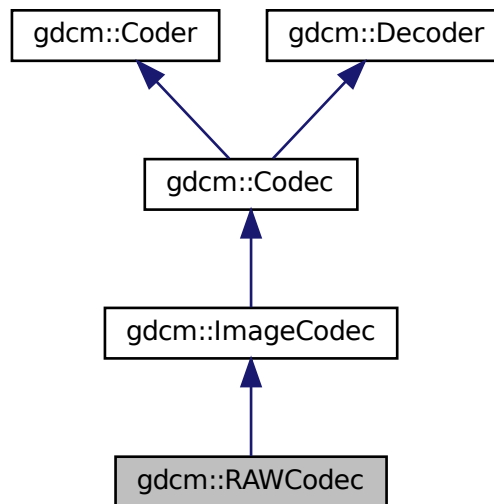
- [gdcmQueryStudy.h](#)

## 10.259 gdcm::RAWCodec Class Reference

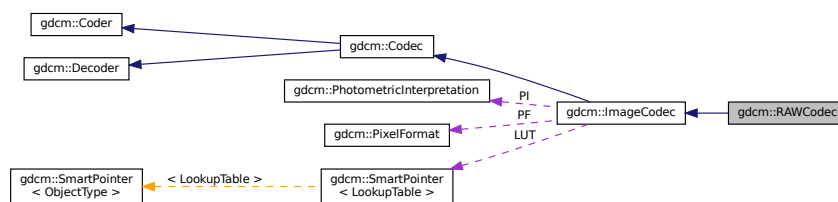
[RAWCodec](#) class.

```
#include <gdcmRAWCodec.h>
```

Inheritance diagram for `gdcm::RAWCodec`:



Collaboration diagram for `gdcm::RAWCodec`:



### Public Member Functions

- [RAWCodec](#) ()
- [~RAWCodec](#) () override
- bool [CanCode](#) ([TransferSyntax](#) const &ts) const override

*Return whether this coder support this transfer syntax (can code it)*

- bool [CanDecode](#) ([TransferSyntax](#) const &ts) const override

*Return whether this decoder support this transfer syntax (can decode it)*

- [ImageCodec](#) \* [Clone](#) () const override
- bool [Code](#) ([DataElement](#) const &in, [DataElement](#) &out) override

*Code.*

- bool [Decode](#) ([DataElement](#) const &is, [DataElement](#) &os) override

*Decode.*

- bool [DecodeBytes](#) (const char \*inBytes, size\_t inBufferLength, char \*outBytes, size\_t inOutBufferLength)
- bool [GetHeaderInfo](#) (std::istream &is, [TransferSyntax](#) &ts) override

## Protected Member Functions

- bool [DecodeByStreams](#) (std::istream &is, std::ostream &os) override

## Additional Inherited Members

### 10.259.1 Detailed Description

[RAWCodec](#) class.

### 10.259.2 Constructor & Destructor Documentation

#### 10.259.2.1 RAWCodec()

```
gdcm::RAWCodec::RAWCodec ( )
```

#### 10.259.2.2 ~RAWCodec()

```
gdcm::RAWCodec::~~RAWCodec ( ) [override]
```

### 10.259.3 Member Function Documentation

### 10.259.3.1 CanCode()

```
bool gdcm::RAWCodec::CanCode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this coder support this transfer syntax (can code it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.259.3.2 CanDecode()

```
bool gdcm::RAWCodec::CanDecode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from [gdcm::ImageCodec](#).

### 10.259.3.3 Clone()

```
ImageCodec * gdcm::RAWCodec::Clone ( ) const [override], [virtual]
```

Implements [gdcm::ImageCodec](#).

### 10.259.3.4 Code()

```
bool gdcm::RAWCodec::Code (
    DataElement const & in_,
    DataElement & out_ ) [override], [virtual]
```

Code.

Reimplemented from [gdcm::Coder](#).



### 10.259.3.5 Decode()

```
bool gdcm::RAWCodec::Decode (
    DataElement const & ,
    DataElement & ) [override], [virtual]
```

Decode.

Reimplemented from [gdcm::ImageCodec](#).

### 10.259.3.6 DecodeByStreams()

```
bool gdcm::RAWCodec::DecodeByStreams (
    std::istream & is,
    std::ostream & os ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.259.3.7 DecodeBytes()

```
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.

### 10.259.3.8 GetHeaderInfo()

```
bool gdcm::RAWCodec::GetHeaderInfo (
    std::istream & is,
    TransferSyntax & ts ) [override], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

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

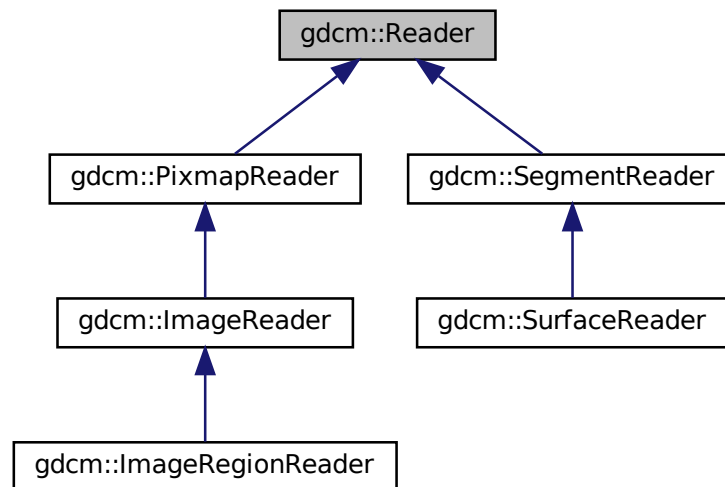
- [gdcmRAWCodec.h](#)

## 10.260 gdcm::Reader Class Reference

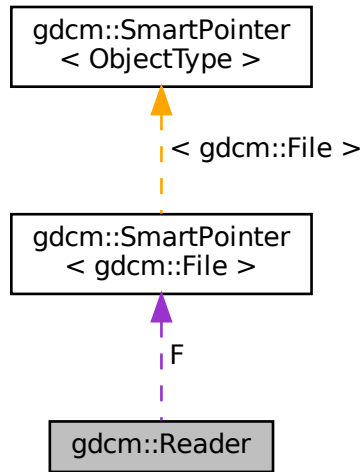
[Reader](#) ala DOM (Document [Object](#) Model)

```
#include <gdcmReader.h>
```

Inheritance diagram for gdcm::Reader:



Collaboration diagram for gdcm::Reader:



## Public Member Functions

- [Reader](#) ()
- virtual [~Reader](#) ()
- bool [CanRead](#) () const
- [File](#) & [GetFile](#) ()  
*Set/Get File.*
- const [File](#) & [GetFile](#) () const  
*Set/Get File.*
- size\_t [GetStreamCurrentPosition](#) () const
- virtual bool [Read](#) ()  
*Main function to read a file.*
- bool [ReadSelectedPrivateTags](#) (std::set< [PrivateTag](#) > const &ptags, bool readvalues=true)  
*Will only read the specified selected private tags.*
- bool [ReadSelectedTags](#) (std::set< [Tag](#) > const &tags, bool readvalues=true)  
*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](#)

### 10.260.1 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

[BasicAnonymizer.cs](#), [ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [Cleaner.cs](#), [ClinicalTrialAnnotate.cxx](#), [ClinicalTrialIdentificationWorkflow.cs](#), [CreateFakeRTDOSE.cxx](#), [DeriveSeries.cxx](#), [DiffFile.cxx](#), [DumpADAC.cxx](#), [DumpCSA.cs](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncapsulatedFile.cs](#), [ExtractEncryptedContent.cxx](#), [FixBrokenJ2K.cxx](#), [FixOrientation.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [HelloWorld.cxx](#), [LargeVRDSEExplicit.cxx](#), [MakeTemplate.cxx](#), [ManipulateFile.cs](#), [NewSequence.cs](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [ReadAndPrintAttributes.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [ReadGEMSSDO.cxx](#), [ReadUTF8QtDir.cxx](#), [ReformatFile.cs](#), [SimplePrint.cs](#), [SimplePrintPatientName.cs](#), [TestReader.cxx](#), [csa2img.cxx](#), [gdcmrtionplan.cxx](#), [gdcmrtplan.cxx](#), [iU22tomultisc.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

## 10.260.2 Constructor & Destructor Documentation

### 10.260.2.1 Reader()

```
gdcm::Reader::Reader ( )
```

### 10.260.2.2 ~Reader()

```
virtual gdcm::Reader::~Reader ( ) [virtual]
```

## 10.260.3 Member Function Documentation

### 10.260.3.1 CanRead()

```
bool gdcm::Reader::CanRead ( ) const
```

Test whether this is a DICOM file

#### Warning

need to call either SetFileName or SetStream first

#### Examples

[ReadUTF8QtDir.cxx](#).

### 10.260.3.2 GetFile() [1/2]

```
File & gdcm::Reader::GetFile ( ) [inline]
```

Set/Get [File](#).

### 10.260.3.3 GetFile() [2/2]

```
const File & gdcm::Reader::GetFile ( ) const [inline]
```

Set/Get [File](#).

#### Examples

[BasicAnonymizer.cs](#), [BasicImageAnonymizer.cs](#), [ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [Cleaner.cs](#), [ClinicalTrialAnnotate.cxx](#), [ClinicalTrialIdentificationWorkflow.cs](#), [CompressImage.cxx](#), [CompressLossyJPEG.cs](#), [CreateFakeRTDOSE.cxx](#), [DecompressImage.cs](#), [DeriveSeries.cxx](#), [DiffFile.cxx](#), [DumpADAC.cxx](#), [DumpCSA.cs](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncapsulatedFile.cs](#), [ExtractEncryptedContent.cxx](#), [ExtractIconFromFile.cxx](#), [ExtractImageRegion.cs](#), [ExtractImageRegionWithLUT.cs](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [FixOrientation.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetJPEGSamplePrecision.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [ManipulateFile.cs](#), [MergeTwoFiles.cxx](#), [MrProtocol.cxx](#), [NewSequence.cs](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [ReadAndPrintAttributes.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [ReadGEMSSDO.cxx](#), [ReformatFile.cs](#), [SimplePrint.cs](#), [SimplePrintPatientName.cs](#), [StandardizeFiles.cs](#), [TestReader.cxx](#), [csa2img.cxx](#), [gdcmrtionplan.cxx](#), [gdcmrtplan.cxx](#), [iU22tomultisc.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

### 10.260.3.4 GetStreamCurrentPosition()

```
size_t gdcm::Reader::GetStreamCurrentPosition ( ) const
```

For wrapped language. return type is compatible with [System::FileSize](#) return type Use native std::streampos / std::streamoff directly from the stream from C++

#### Examples

[ExtractImageRegion.cs](#).

### 10.260.3.5 GetStreamPtr()

```
std::istream * gdcm::Reader::GetStreamPtr ( ) const [inline], [protected]
```

### 10.260.3.6 Read()

```
virtual bool gdcm::Reader::Read ( ) [virtual]
```

Main function to read a file.

Reimplemented in [gdcm::ImageReader](#), [gdcm::ImageRegionReader](#), [gdcm::PixmapReader](#), [gdcm::SegmentReader](#), and [gdcm::SurfaceReader](#).

#### Examples

[BasicAnonymizer.cs](#), [ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [Cleaner.cs](#), [ClinicalTrialAnnotate.cxx](#), [ClinicalTrialIdentificationWorkflow.cs](#), [CreateFakeRTDOSE.cxx](#), [DeriveSeries.cxx](#), [DiffFile.cxx](#), [DumpADAC.cxx](#), [DumpCSA.cs](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncapsulatedFile.cs](#), [ExtractEncryptedContent.cxx](#), [FixBrokenJ2K.cxx](#), [FixOrientation.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [ManipulateFile.cs](#), [NewSequence.cs](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [ReadAndPrintAttributes.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [ReadGEMSSDO.cxx](#), [ReformatFile.cs](#), [SimplePrint.cs](#), [SimplePrintPatientName.cs](#), [TestReader.cxx](#), [csa2img.cxx](#), [gdcmrtionplan.cxx](#), [gdcmrtplan.cxx](#), [iU22tomultisc.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

### 10.260.3.7 ReadDataSet()

```
bool gdcm::Reader::ReadDataSet ( ) [protected]
```

### 10.260.3.8 ReadMetaInformation()

```
bool gdcm::Reader::ReadMetaInformation ( ) [protected]
```

### 10.260.3.9 ReadPreamble()

```
bool gdcm::Reader::ReadPreamble ( ) [protected]
```

### 10.260.3.10 ReadSelectedPrivateTags()

```
bool gdcM::Reader::ReadSelectedPrivateTags (
    std::set< PrivateTag > const & ptags,
    bool readvalues = true )
```

Will only read the specified selected private tags.

### 10.260.3.11 ReadSelectedTags()

```
bool gdcM::Reader::ReadSelectedTags (
    std::set< Tag > const & tags,
    bool readvalues = true )
```

Will only read the specified selected tags.

### 10.260.3.12 ReadUpToTag()

```
bool gdcM::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>	

#### Examples

[DumpVisusChange.cxx](#).

### 10.260.3.13 SetFile()

```
void gdcM::Reader::SetFile (
    File & file ) [inline]
```

Set/Get [File](#).



### 10.260.3.14 SetFileName()

```
void gdcm::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

[BasicAnonymizer.cs](#), [BasicImageAnonymizer.cs](#), [ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [CheckBigEndianBug.cxx](#), [Cleaner.cs](#), [ClinicalTrialAnnotate.cxx](#), [ClinicalTrialIdentificationWorkflow.cs](#), [CompressImage.cxx](#), [CompressLossyJPEG.cxx](#), [ConvertToQImage.cxx](#), [CreateFakeRTDOSE.cxx](#), [DecompressImage.cs](#), [DeriveSeries.cxx](#), [DiffFile.cxx](#), [DumpADAC.cxx](#), [DumpCSA.cs](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncapsulatedFile.cs](#), [ExtractEncryptedContent.cxx](#), [ExtractIconFromFile.cxx](#), [ExtractImageRegion.cs](#), [ExtractImageRegionWithLUT.cs](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [FixOrientation.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetArray.cs](#), [GetJPEGSamplePrecision.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [HelloVizWorld.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [ManipulateFile.cs](#), [MergeTwoFiles.cxx](#), [MrProtocol.cxx](#), [NewSequence.cs](#), [PatchFile.cxx](#), [PrintLUT.cxx](#), [QIDO-RS.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [ReadAndPrintAttributes.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [ReadGEMSSDO.cxx](#), [ReadMultiTimesException.cxx](#), [ReadUTF8QtDir.cxx](#), [ReformatFile.cs](#), [RescaleImage.cs](#), [SimplePrint.cs](#), [SimplePrintPatientName.cs](#), [StandardizeFiles.cs](#), [TemplateEmptyImage.cxx](#), [TestReader.cxx](#), [csa2img.cxx](#), [gdcmrtionplan.cxx](#), [gdcmrtplan.cxx](#), [iU22tomultisc.cxx](#), [pmsct\\_rgb1.cxx](#), [rle2img.cxx](#), and [threadgdcm.cxx](#).

### 10.260.3.15 SetStream()

```
void gdcm::Reader::SetStream (
    std::istream & input_stream ) [inline]
```

Set the open-ed stream directly.

#### Examples

[ReadUTF8QtDir.cxx](#).

## 10.260.4 Friends And Related Function Documentation

### 10.260.4.1 StreamImageReader

```
friend class StreamImageReader [friend]
```

## 10.260.5 Member Data Documentation

### 10.260.5.1 F

```
SmartPointer<File> gdcm::Reader::F [protected]
```

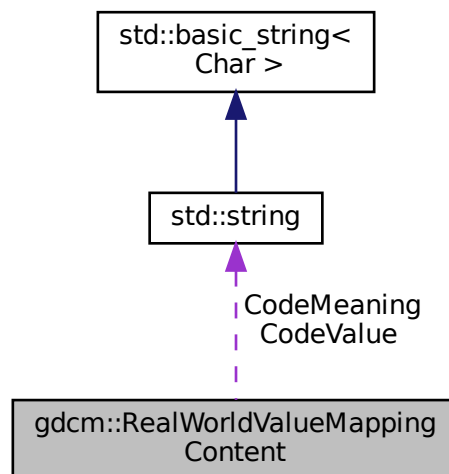
The documentation for this class was generated from the following file:

- [gdcmReader.h](#)

## 10.261 gdcm::RealWorldValueMappingContent Struct Reference

```
#include <gdcmImageHelper.h>
```

Collaboration diagram for gdcm::RealWorldValueMappingContent:



### Public Attributes

- std::string [CodeMeaning](#)
- std::string [CodeValue](#)
- double [RealWorldValueIntercept](#)
- double [RealWorldValueSlope](#)

## 10.261.1 Member Data Documentation

### 10.261.1.1 CodeMeaning

```
std::string gdcm::RealWorldValueMappingContent::CodeMeaning
```

### 10.261.1.2 CodeValue

```
std::string gdcm::RealWorldValueMappingContent::CodeValue
```

### 10.261.1.3 RealWorldValueIntercept

```
double gdcm::RealWorldValueMappingContent::RealWorldValueIntercept
```

### 10.261.1.4 RealWorldValueSlope

```
double gdcm::RealWorldValueMappingContent::RealWorldValueSlope
```

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

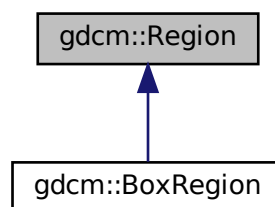
- [gdcmImageHelper.h](#)

## 10.262 gdcm::Region Class Reference

Class for manipulation region.

```
#include <gdcmRegion.h>
```

Inheritance diagram for gdcm::Region:



## Public Member Functions

- [Region](#) ()
- virtual [~Region](#) ()
- virtual size\_t [Area](#) () const =0  
*compute the area*
- virtual [Region](#) \* [Clone](#) () const =0
- virtual [BoxRegion](#) [ComputeBoundingBox](#) ()=0  
*Return the Axis-Aligned minimum bounding box for all regions.*
- virtual bool [Empty](#) () const =0  
*return whether this domain is empty:*
- virtual bool [IsValid](#) () const =0  
*return whether this is valid domain*
- virtual void [Print](#) (std::ostream &os=std::cout) const  
*Print.*

### 10.262.1 Detailed Description

Class for manipulation region.

### 10.262.2 Constructor & Destructor Documentation

#### 10.262.2.1 Region()

```
gdcmm::Region::Region ( )
```

#### 10.262.2.2 ~Region()

```
virtual gdcmm::Region::~~Region ( ) [virtual]
```

### 10.262.3 Member Function Documentation

### 10.262.3.1 Area()

```
virtual size_t gdcm::Region::Area ( ) const [pure virtual]
```

compute the area

Implemented in [gdcm::BoxRegion](#).

### 10.262.3.2 Clone()

```
virtual Region * gdcm::Region::Clone ( ) const [pure virtual]
```

Implemented in [gdcm::BoxRegion](#).

### 10.262.3.3 ComputeBoundingBox()

```
virtual BoxRegion gdcm::Region::ComputeBoundingBox ( ) [pure virtual]
```

Return the Axis-Aligned minimum bounding box for all regions.

Implemented in [gdcm::BoxRegion](#).

### 10.262.3.4 Empty()

```
virtual bool gdcm::Region::Empty ( ) const [pure virtual]
```

return whether this domain is empty:

Implemented in [gdcm::BoxRegion](#).

### 10.262.3.5 IsValid()

```
virtual bool gdcm::Region::IsValid ( ) const [pure virtual]
```

return whether this is valid domain

Implemented in [gdcm::BoxRegion](#).

### 10.262.3.6 Print()

```
virtual void gdcM::Region::Print (
    std::ostream & os = std::cout ) const [virtual]
```

Print.

Reimplemented in [gdcM::BoxRegion](#).

Referenced by [gdcM::operator<<\(\)](#).

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

- [gdcMRegion.h](#)

## 10.263 gdcM::Rescaler Class Reference

Rescale class.

```
#include <gdcMRescaler.h>
```

### Public Member Functions

- [Rescaler](#) ()
- [~Rescaler](#) ()=default
- [PixelFormat::ScalarType ComputeInterceptSlopePixelFormat](#) ()
- [PixelFormat ComputePixelFormatFromMinMax](#) ()
- 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 [SetMinMaxForPixelFormat](#) (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 [SetTargetPixelFormat](#) ([PixelFormat](#) const &targetst)
- void [SetUseTargetPixelFormat](#) (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)`

### 10.263.1 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 [VR: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 output, 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](#)

#### Examples

[RescaleImage.cs.](#)

## 10.263.2 Constructor & Destructor Documentation

### 10.263.2.1 Rescaler()

```
gdcm::Rescaler::Rescaler ( ) [inline]
```

### 10.263.2.2 ~Rescaler()

```
gdcm::Rescaler::~~Rescaler ( ) [default]
```

## 10.263.3 Member Function Documentation

### 10.263.3.1 ComputeInterceptSlopePixelType()

```
PixelFormat::ScalarType gdcm::Rescaler::ComputeInterceptSlopePixelType ( )
```

Compute the Pixel Format of the output data Used for direct transformation

#### Examples

[RescaleImage.cs](#).

### 10.263.3.2 ComputePixelTypeFromMinMax()

```
PixelFormat gdcm::Rescaler::ComputePixelTypeFromMinMax ( )
```

Compute the Pixel Format of the output data Used for inverse transformation

### 10.263.3.3 GetIntercept()

```
double gdcm::Rescaler::GetIntercept ( ) const [inline]
```



#### 10.263.3.4 GetSlope()

```
double gdcm::Rescaler::GetSlope ( ) const [inline]
```

#### 10.263.3.5 InverseRescale()

```
bool gdcm::Rescaler::InverseRescale (
    char * out,
    const char * in,
    size_t n )
```

Inverse transform.

#### 10.263.3.6 InverseRescaleFunctionIntoBestFit()

```
template<typename TIn >
void gdcm::Rescaler::InverseRescaleFunctionIntoBestFit (
    char * out,
    const TIn * in,
    size_t n ) [protected]
```

#### 10.263.3.7 Rescale()

```
bool gdcm::Rescaler::Rescale (
    char * out,
    const char * in,
    size_t n )
```

Direct transform.

#### Examples

[RescaleImage.cs](#).

### 10.263.3.8 RescaleFunctionIntoBestFit()

```
template<typename TIn >
void gdcm::Rescaler::RescaleFunctionIntoBestFit (
    char * out,
    const TIn * in,
    size_t n ) [protected]
```

### 10.263.3.9 SetIntercept()

```
void gdcm::Rescaler::SetIntercept (
    double i ) [inline]
```

Set Intercept: used for both direct&inverse transformation.

#### Examples

[RescaleImage.cs](#).

### 10.263.3.10 SetMinMaxForPixelType()

```
void gdcm::Rescaler::SetMinMaxForPixelType (
    double min,
    double max )
```

Set target interval for output data. A best match will be computed (if possible) Used for inverse transformation

### 10.263.3.11 SetPixelFormat()

```
void gdcm::Rescaler::SetPixelFormat (
    PixelFormat const & pf ) [inline]
```

Set Pixel Format of input data.

#### Examples

[RescaleImage.cs](#).

### 10.263.3.12 SetSlope()

```
void gdcm::Rescaler::SetSlope (
    double s ) [inline]
```

Set Slope: user for both direct&inverse transformation.

#### Examples

[RescaleImage.cs](#).

### 10.263.3.13 SetTargetPixelFormat()

```
void gdcm::Rescaler::SetTargetPixelFormat (
    PixelFormat const & targetst )
```

By default (when UseTargetPixelFormat is false), a best matching Target Pixel [Type](#) is computed. However user can override this auto selection by switching UseTargetPixelFormat:true and also specifying the specific Target Pixel [Type](#)

### 10.263.3.14 SetUseTargetPixelFormat()

```
void gdcm::Rescaler::SetUseTargetPixelFormat (
    bool b )
```

Override default behavior of Rescale.

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

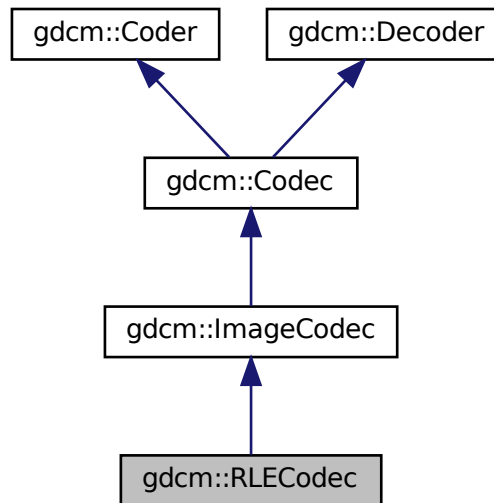
- [gdcmRescaler.h](#)

## 10.264 gdcm::RLECodec Class Reference

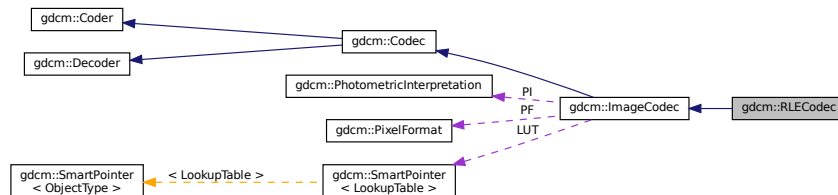
Class to do RLE.

```
#include <gdcmRLECodec.h>
```

Inheritance diagram for `gdcm::RLECodec`:



Collaboration diagram for `gdcm::RLECodec`:



## Public Member Functions

- [RLECodec](#) ()
- [~RLECodec](#) () override
- bool [CanCode](#) ([TransferSyntax](#) const &ts) const override  
*Return whether this coder support this transfer syntax (can code it)*
- bool [CanDecode](#) ([TransferSyntax](#) const &ts) const override  
*Return whether this decoder support this transfer syntax (can decode it)*
- [ImageCodec](#) \* [Clone](#) () const override
- bool [Code](#) ([DataElement](#) const &in, [DataElement](#) &out) override  
*Code.*

- bool [Decode](#) ([DataElement](#) const &is, [DataElement](#) &os) override  
*Decode.*
- unsigned long [GetBufferLength](#) () const
- bool [GetHeaderInfo](#) (std::istream &is, [TransferSyntax](#) &ts) override
- void [SetBufferLength](#) (unsigned long l)
- void [SetLength](#) (unsigned long l)

## Protected Member Functions

- bool [AppendFrameEncode](#) (std::ostream &out, const char \*data, size\_t datalen) override
- bool [AppendRowEncode](#) (std::ostream &out, const char \*data, size\_t datalen) override
- bool [DecodeByStreams](#) (std::istream &is, std::ostream &os) override
- bool [DecodeExtent](#) (char \*buffer, unsigned int XMin, unsigned int XMax, unsigned int YMin, unsigned int YMax, unsigned int ZMin, unsigned int ZMax, std::istream &is)
- bool [IsFrameEncoder](#) () override
- bool [IsRowEncoder](#) () override
- bool [StartEncode](#) (std::ostream &) override
- bool [StopEncode](#) (std::ostream &) override

## Friends

- class [ImageRegionReader](#)

## Additional Inherited Members

### 10.264.1 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).

### 10.264.2 Constructor & Destructor Documentation

#### 10.264.2.1 RLECodec()

```
gdcm::RLECodec::RLECodec ( )
```

### 10.264.2.2 ~RLECodec()

```
gdcm::RLECodec::~~RLECodec ( ) [override]
```

## 10.264.3 Member Function Documentation

### 10.264.3.1 AppendFrameEncode()

```
bool gdcm::RLECodec::AppendFrameEncode (
    std::ostream & out,
    const char * data,
    size_t datalen ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.264.3.2 AppendRowEncode()

```
bool gdcm::RLECodec::AppendRowEncode (
    std::ostream & out,
    const char * data,
    size_t datalen ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.264.3.3 CanCode()

```
bool gdcm::RLECodec::CanCode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this coder support this transfer syntax (can code it)

Reimplemented from [gdcm::ImageCodec](#).

#### 10.264.3.4 CanDecode()

```
bool gdcm::RLECodec::CanDecode (
    TransferSyntax const & ) const [override], [virtual]
```

Return whether this decoder support this transfer syntax (can decode it)

Reimplemented from [gdcm::ImageCodec](#).

#### 10.264.3.5 Clone()

```
ImageCodec * gdcm::RLECodec::Clone ( ) const [override], [virtual]
```

Implements [gdcm::ImageCodec](#).

#### 10.264.3.6 Code()

```
bool gdcm::RLECodec::Code (
    DataElement const & in_,
    DataElement & out_ ) [override], [virtual]
```

Code.

Reimplemented from [gdcm::Coder](#).

#### 10.264.3.7 Decode()

```
bool gdcm::RLECodec::Decode (
    DataElement const & ,
    DataElement & ) [override], [virtual]
```

Decode.

Reimplemented from [gdcm::ImageCodec](#).

### 10.264.3.8 DecodeByStreams()

```
bool gdcm::RLECodec::DecodeByStreams (
    std::istream & is,
    std::ostream & os ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.264.3.9 DecodeExtent()

```
bool gdcm::RLECodec::DecodeExtent (
    char * buffer,
    unsigned int XMin,
    unsigned int XMax,
    unsigned int YMin,
    unsigned int YMax,
    unsigned int ZMin,
    unsigned int ZMax,
    std::istream & is ) [protected]
```

### 10.264.3.10 GetBufferLength()

```
unsigned long gdcm::RLECodec::GetBufferLength ( ) const [inline]
```

### 10.264.3.11 GetHeaderInfo()

```
bool gdcm::RLECodec::GetHeaderInfo (
    std::istream & is,
    TransferSyntax & ts ) [override], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.264.3.12 IsFrameEncoder()

```
bool gdcm::RLECodec::IsFrameEncoder ( ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).



### 10.264.3.13 IsRowEncoder()

```
bool gdcm::RLECodec::IsRowEncoder ( ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.264.3.14 SetBufferLength()

```
void gdcm::RLECodec::SetBufferLength (
    unsigned long l ) [inline]
```

### 10.264.3.15 SetLength()

```
void gdcm::RLECodec::SetLength (
    unsigned long l ) [inline]
```

### 10.264.3.16 StartEncode()

```
bool gdcm::RLECodec::StartEncode (
    std::ostream & ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

### 10.264.3.17 StopEncode()

```
bool gdcm::RLECodec::StopEncode (
    std::ostream & ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

## 10.264.4 Friends And Related Function Documentation

#### 10.264.4.1 ImageRegionReader

```
friend class ImageRegionReader [friend]
```

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

- [gdcmRLECodec.h](#)

### 10.265 gdcm::network::RoleSelectionSub Class Reference

[RoleSelectionSub](#).

```
#include <gdcmRoleSelectionSub.h>
```

#### Public Member Functions

- [RoleSelectionSub](#) ()
- void [Print](#) (std::ostream &os) const
- std::istream & [Read](#) (std::istream &is)
- void [SetTuple](#) (const char \*uid, uint8\_t scurole, uint8\_t scprole)
- size\_t [Size](#) () const
- const std::ostream & [Write](#) (std::ostream &os) const

#### 10.265.1 Detailed Description

[RoleSelectionSub](#).

PS 3.7 [Table D.3-9](#) SCP/SCU ROLE SELECTION SUB-ITEM FIELDS (A-ASSOCIATE-RQ)

#### 10.265.2 Constructor & Destructor Documentation

##### 10.265.2.1 RoleSelectionSub()

```
gdcm::network::RoleSelectionSub::RoleSelectionSub ( )
```

#### 10.265.3 Member Function Documentation

### 10.265.3.1 Print()

```
void gdcm::network::RoleSelectionSub::Print (
    std::ostream & os ) const
```

### 10.265.3.2 Read()

```
std::istream & gdcm::network::RoleSelectionSub::Read (
    std::istream & is )
```

### 10.265.3.3 SetTuple()

```
void gdcm::network::RoleSelectionSub::SetTuple (
    const char * uid,
    uint8_t scurole,
    uint8_t scprole )
```

### 10.265.3.4 Size()

```
size_t gdcm::network::RoleSelectionSub::Size ( ) const
```

### 10.265.3.5 Write()

```
const std::ostream & gdcm::network::RoleSelectionSub::Write (
    std::ostream & os ) const
```

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

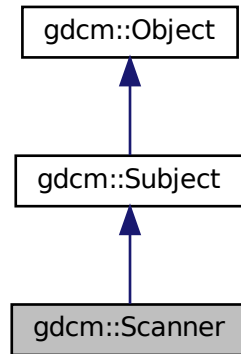
- [gdcmRoleSelectionSub.h](#)

## 10.266 gdcmm::Scanner Class Reference

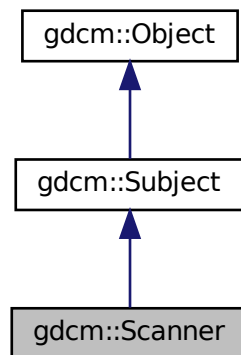
[Scanner.](#)

```
#include <gdcmmScanner.h>
```

Inheritance diagram for gdcmm::Scanner:



Collaboration diagram for gdcmm::Scanner:



### Classes

- struct [ltstr](#)

## 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 > [ValuesType](#)

## Public Member Functions

- [Scanner](#) ()
- [~Scanner](#) () override
- 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 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
- [ValuesType](#) const & [GetValues](#) () const
 

*Get all the values found (in lexicographic order)*
- [ValuesType](#) [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 override
 

*Print result.*
- void [PrintTable](#) (std::ostream &os) const
- 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)

### 10.266.1 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 [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](#), [SortImage.cxx](#), and [VolumeSorter.cxx](#).

### 10.266.2 Member Typedef Documentation

#### 10.266.2.1 ConstIterator

```
typedef MappingType::const_iterator gdcm::Scanner::ConstIterator
```

### 10.266.2.2 MappingType

```
typedef std::map<const char *, TagToValue, ltstr> gdcm::Scanner::MappingType
```

### 10.266.2.3 TagToValue

```
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)

### 10.266.2.4 TagToValueValueType

```
typedef TagToValue::value_type gdcm::Scanner::TagToValueValueType
```

### 10.266.2.5 ValuesType

```
typedef std::set< std::string > gdcm::Scanner::ValuesType
```

## 10.266.3 Constructor & Destructor Documentation

### 10.266.3.1 Scanner()

```
gdcm::Scanner::Scanner ( ) [inline]
```

### 10.266.3.2 ~Scanner()

```
gdcm::Scanner::~~Scanner ( ) [override]
```

## 10.266.4 Member Function Documentation

#### 10.266.4.1 AddPrivateTag()

```
void gdcM::Scanner::AddPrivateTag (
    PrivateTag const & t )
```

#### 10.266.4.2 AddSkipTag()

```
void gdcM::Scanner::AddSkipTag (
    Tag const & t )
```

Add a tag that will need to be skipped. Those are root level skip tags.

#### 10.266.4.3 AddTag()

```
void gdcM::Scanner::AddTag (
    Tag const & t )
```

Add a tag that will need to be read. Those are root level tags.

#### Examples

[DiscriminateVolume.cxx](#), [DumpToSQLITE3.cxx](#), [SortImage.cxx](#), and [VolumeSorter.cxx](#).

#### 10.266.4.4 Begin()

```
ConstIterator gdcM::Scanner::Begin ( ) const [inline]
```

#### 10.266.4.5 ClearSkipTags()

```
void gdcM::Scanner::ClearSkipTags ( )
```

#### 10.266.4.6 ClearTags()

```
void gdcM::Scanner::ClearTags ( )
```



#### 10.266.4.7 End()

```
ConstIterator gdcm::Scanner::End ( ) const [inline]
```

#### 10.266.4.8 GetAllFileNamesFromTagToValue()

```
Directory::FileNamesType gdcm::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'

#### 10.266.4.9 GetFilenameFromTagToValue()

```
const char * gdcm::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'

#### 10.266.4.10 GetFileNames()

```
Directory::FileNamesType const & gdcm::Scanner::GetFileNames ( ) const [inline]
```

#### 10.266.4.11 GetKeys()

```
Directory::FileNamesType gdcm::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](#).

#### 10.266.4.12 GetMapping()

```
TagToValue const & gdcM::Scanner::GetMapping (
    const char * filename ) const
```

Get the std::map mapping filenames to value for file 'filename'.

##### Examples

[DumpToSQLITE3.cxx](#).

#### 10.266.4.13 GetMappingFromTagToValue()

```
TagToValue const & gdcM::Scanner::GetMappingFromTagToValue (
    Tag const & t,
    const char * value ) const
```

See [GetFilenameFromTagToValue\(\)](#). This is simply GetFilenameFromTagToValue followed.

#### 10.266.4.14 GetMappings()

```
MappingType const & gdcM::Scanner::GetMappings ( ) const [inline]
```

Mappings are the mapping from a particular tag to the map, mapping filename to value:

#### 10.266.4.15 GetOrderedValues()

```
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)

#### 10.266.4.16 GetValue()

```
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 !

#### 10.266.4.17 GetValues() [1/2]

```
ValueType const & gdcm::Scanner::GetValues ( ) const [inline]
```

Get all the values found (in lexicographic order)

##### Examples

[SortImage.cxx](#), and [VolumeSorter.cxx](#).

#### 10.266.4.18 GetValues() [2/2]

```
ValueType gdcm::Scanner::GetValues (
    Tag const & t ) const
```

Get all the values found (in lexicographic order) associated with Tag 't'.

#### 10.266.4.19 IsKey()

```
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](#).

#### 10.266.4.20 New()

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

for wrapped language: instantiate a reference counted object

#### 10.266.4.21 Print()

```
void gdcm::Scanner::Print (
    std::ostream & os ) const [override], [virtual]
```

Print result.

Reimplemented from [gdcm::Object](#).

#### 10.266.4.22 PrintTable()

```
void gdcm::Scanner::PrintTable (
    std::ostream & os ) const
```

#### 10.266.4.23 ProcessPublicTag()

```
void gdcm::Scanner::ProcessPublicTag (
    StringFilter & sf,
    const char * filename ) [protected]
```

#### 10.266.4.24 Scan()

```
bool gdcm::Scanner::Scan (
    Directory::FileNamesType const & filenames )
```

Start the scan !

#### Examples

[DiscriminateVolume.cxx](#), [DumpToSQLITE3.cxx](#), [SortImage.cxx](#), and [VolumeSorter.cxx](#).

### 10.266.5 Friends And Related Function Documentation

### 10.266.5.1 operator<<

```
std::ostream & operator<< (  
    std::ostream & _os,  
    const Scanner & s ) [friend]
```

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

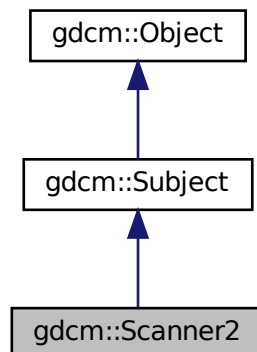
- [gdcmScanner.h](#)

## 10.267 gdcm::Scanner2 Class Reference

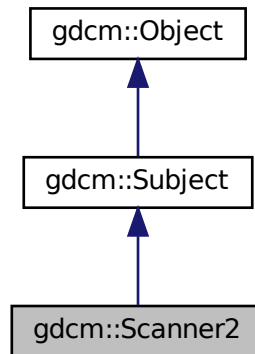
[Scanner2.](#)

```
#include <gdcmScanner2.h>
```

Inheritance diagram for gdcm::Scanner2:



Collaboration diagram for `gdcm::Scanner2`:



## Classes

- struct [ltstr](#)

## Public Types

- typedef `PrivateMappingType::const_iterator` [PrivateConstIterator](#)
- typedef `std::map< const char *, PrivateTagToValue, ltstr >` [PrivateMappingType](#)
- typedef `std::map< PrivateTag, const char * >` [PrivateTagToValue](#)
- typedef `PrivateTagToValue::value_type` [PrivateTagToValueValueType](#)
- typedef `PublicMappingType::const_iterator` [PublicConstIterator](#)
- typedef `std::map< const char *, PublicTagToValue, ltstr >` [PublicMappingType](#)
- typedef `std::map< Tag, const char * >` [PublicTagToValue](#)
- typedef `PublicTagToValue::value_type` [PublicTagToValueValueType](#)
- typedef `std::set< std::string >` [ValuesType](#)

## Public Member Functions

- [Scanner2](#) ()
- [~Scanner2](#) () override
- bool [AddPrivateTag](#) ([PrivateTag](#) const &pt)
- bool [AddPublicTag](#) ([Tag](#) const &t)  
*Add a tag that will need to be read. Those are root level tags.*
- bool [AddSkipTag](#) ([Tag](#) const &t)  
*Add a tag that will need to be skipped. Those are root level skip tags.*
- [PublicConstIterator](#) [Begin](#) () const
- void [ClearPrivateTags](#) ()

- void [ClearPublicTags](#) ()
- void [ClearSkipTags](#) ()
- [PublicConstIterator](#) [End](#) () const
- [Directory::FilenamesType](#) [GetAllFilenamesFromPrivateTagToValue](#) ([PrivateTag](#) const &pt, const char \*valueref) const
- [Directory::FilenamesType](#) [GetAllFilenamesFromPublicTagToValue](#) ([Tag](#) const &t, const char \*valueref) const
- const char \* [GetFilenameFromPrivateTagToValue](#) ([PrivateTag](#) const &pt, const char \*valueref) const
- const char \* [GetFilenameFromPublicTagToValue](#) ([Tag](#) const &t, const char \*valueref) const
- [Directory::FilenamesType](#) const & [GetFilenames](#) () const
- Return the list of filenames.*
- [Directory::FilenamesType](#) [GetKeys](#) () const
- [PrivateTagToValue](#) const & [GetMappingFromPrivateTagToValue](#) ([PrivateTag](#) const &pt, const char \*value) const
- [PublicTagToValue](#) const & [GetMappingFromPublicTagToValue](#) ([Tag](#) const &t, const char \*value) const
- See [GetFilenameFromTagToValue](#)() . This is simply [GetFilenameFromTagToValue](#) followed.*
- [PrivateTagToValue](#) const & [GetPrivateMapping](#) (const char \*filename) const
- [PrivateMappingType](#) const & [GetPrivateMappings](#) () const
- [Directory::FilenamesType](#) [GetPrivateOrderedValues](#) ([PrivateTag](#) const &pt) const
- const char \* [GetPrivateValue](#) (const char \*filename, [PrivateTag](#) const &t) const
- [ValueType](#) [GetPrivateValues](#) ([PrivateTag](#) const &pt) const
- Get all the values found (in lexicographic order) associated with [PrivateTag](#) 'pt'.*
- [PublicTagToValue](#) const & [GetPublicMapping](#) (const char \*filename) const
- Get the std::map mapping filenames to value for file 'filename'.*
- [PublicMappingType](#) const & [GetPublicMappings](#) () const
- Mappings are the mapping from a particular tag to the map, mapping filename to value:*
- [Directory::FilenamesType](#) [GetPublicOrderedValues](#) ([Tag](#) const &t) const
- const char \* [GetPublicValue](#) (const char \*filename, [Tag](#) const &t) const
- [ValueType](#) [GetPublicValues](#) ([Tag](#) const &t) const
- Get all the values found (in lexicographic order) associated with [Tag](#) 't'.*
- [ValueType](#) const & [GetValues](#) () const
- Get all the values found (in lexicographic order)*
- bool [IsKey](#) (const char \*filename) const
- void [Print](#) (std::ostream &os) const override
- Print result.*
- void [PrintTable](#) (std::ostream &os, bool header=false) const
- Print result as CSV table.*
- [PublicConstIterator](#) [PrivateBegin](#) () const
- [PublicConstIterator](#) [PrivateEnd](#) () const
- bool [Scan](#) ([Directory::FilenamesType](#) const &filenames)
- Start the scan !*

## Static Public Member Functions

- static [SmartPointer](#)< [Scanner2](#) > [New](#) ()
- for wrapped language: instantiate a reference counted object*

## Protected Member Functions

- void [ProcessPrivateTag](#) ([StringFilter](#) &sf, const char \*filename)
- void [ProcessPublicTag](#) ([StringFilter](#) &sf, const char \*filename)

## Friends

- `std::ostream & operator<< (std::ostream &_os, const Scanner2 &s)`

### 10.267.1 Detailed Description

#### Scanner2.

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 [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](#)

### 10.267.2 Member Typedef Documentation

#### 10.267.2.1 PrivateConstIterator

```
typedef PrivateMappingType::const_iterator gdcm::Scanner2::PrivateConstIterator
```

#### 10.267.2.2 PrivateMappingType

```
typedef std::map<const char *,PrivateTagToValue, ltstr> gdcm::Scanner2::PrivateMappingType
```



### 10.267.2.3 PrivateTagToValue

```
typedef std::map<PrivateTag, const char*> gdcm::Scanner2::PrivateTagToValue
```

### 10.267.2.4 PrivateTagToValueValueType

```
typedef PrivateTagToValue::value_type gdcm::Scanner2::PrivateTagToValueValueType
```

### 10.267.2.5 PublicConstIterator

```
typedef PublicMappingType::const_iterator gdcm::Scanner2::PublicConstIterator
```

### 10.267.2.6 PublicMappingType

```
typedef std::map<const char *,PublicTagToValue, ltstr> gdcm::Scanner2::PublicMappingType
```

### 10.267.2.7 PublicTagToValue

```
typedef std::map<Tag, const char*> gdcm::Scanner2::PublicTagToValue
```

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 (held in a std::vector) this avoid an extra copy of the byte array. Tag are used as Tag class since sizeof(tag) <= sizeof(pointer)

### 10.267.2.8 PublicTagToValueValueType

```
typedef PublicTagToValue::value_type gdcm::Scanner2::PublicTagToValueValueType
```

### 10.267.2.9 ValuesType

```
typedef std::set< std::string > gdcm::Scanner2::ValuesType
```

## 10.267.3 Constructor & Destructor Documentation

### 10.267.3.1 Scanner2()

```
gdcm::Scanner2::Scanner2 ( ) [inline]
```

### 10.267.3.2 ~Scanner2()

```
gdcm::Scanner2::~~Scanner2 ( ) [override]
```

## 10.267.4 Member Function Documentation

### 10.267.4.1 AddPrivateTag()

```
bool gdcm::Scanner2::AddPrivateTag (
    PrivateTag const & pt )
```

### 10.267.4.2 AddPublicTag()

```
bool gdcm::Scanner2::AddPublicTag (
    Tag const & t )
```

Add a tag that will need to be read. Those are root level tags.

### 10.267.4.3 AddSkipTag()

```
bool gdcm::Scanner2::AddSkipTag (
    Tag const & t )
```

Add a tag that will need to be skipped. Those are root level skip tags.

#### 10.267.4.4 Begin()

```
PublicConstIterator gdcm::Scanner2::Begin ( ) const [inline]
```

#### 10.267.4.5 ClearPrivateTags()

```
void gdcm::Scanner2::ClearPrivateTags ( )
```

#### 10.267.4.6 ClearPublicTags()

```
void gdcm::Scanner2::ClearPublicTags ( )
```

#### 10.267.4.7 ClearSkipTags()

```
void gdcm::Scanner2::ClearSkipTags ( )
```

#### 10.267.4.8 End()

```
PublicConstIterator gdcm::Scanner2::End ( ) const [inline]
```

#### 10.267.4.9 GetAllFileNamesFromPrivateTagToValue()

```
Directory::FileNamesType gdcm::Scanner2::GetAllFileNamesFromPrivateTagToValue (
    PrivateTag const & pt,
    const char * valueref ) const
```

#### 10.267.4.10 GetAllFileNamesFromPublicTagToValue()

```
Directory::FileNamesType gdcm::Scanner2::GetAllFileNamesFromPublicTagToValue (
    Tag const & t,
    const char * valueref ) const
```

Will loop over all files and return a vector of std::strings of filenames where value match the reference value 'valueref'

#### 10.267.4.11 GetFilenameFromPrivateTagToValue()

```
const char * gdcM::Scanner2::GetFilenameFromPrivateTagToValue (
    PrivateTag const & pt,
    const char * valueref ) const
```

#### 10.267.4.12 GetFilenameFromPublicTagToValue()

```
const char * gdcM::Scanner2::GetFilenameFromPublicTagToValue (
    Tag const & t,
    const char * valueref ) const
```

Will loop over all files and return the first file where value match the reference value 'valueref'

#### 10.267.4.13 GetFileNames()

```
Directory::FileNamesType const & gdcM::Scanner2::GetFileNames ( ) const [inline]
```

Return the list of filenames.

#### 10.267.4.14 GetKeys()

```
Directory::FileNamesType gdcM::Scanner2::GetKeys ( ) const
```

Return the list of filename that are key in the internal map, which means those filename were properly parsed

#### 10.267.4.15 GetMappingFromPrivateTagToValue()

```
PrivateTagToValue const & gdcM::Scanner2::GetMappingFromPrivateTagToValue (
    PrivateTag const & pt,
    const char * value ) const
```

#### 10.267.4.16 GetMappingFromPublicTagToValue()

```
PublicTagToValue const & gdcM::Scanner2::GetMappingFromPublicTagToValue (
    Tag const & t,
    const char * value ) const
```

See GetFilenameFromTagToValue(). This is simply GetFilenameFromTagToValue followed.

#### 10.267.4.17 GetPrivateMapping()

```
PrivateTagToValue const & gdcm::Scanner2::GetPrivateMapping (
    const char * filename ) const
```

#### 10.267.4.18 GetPrivateMappings()

```
PrivateMappingType const & gdcm::Scanner2::GetPrivateMappings ( ) const [inline]
```

#### 10.267.4.19 GetPrivateOrderedValues()

```
Directory::FilenameType gdcm::Scanner2::GetPrivateOrderedValues (
    PrivateTag const & pt ) const
```

#### 10.267.4.20 GetPrivateValue()

```
const char * gdcm::Scanner2::GetPrivateValue (
    const char * filename,
    PrivateTag const & t ) const
```

#### 10.267.4.21 GetPrivateValues()

```
ValueType gdcm::Scanner2::GetPrivateValues (
    PrivateTag const & pt ) const
```

Get all the values found (in lexicographic order) associated with [PrivateTag](#) 'pt'.

#### 10.267.4.22 GetPublicMapping()

```
PublicTagToValue const & gdcm::Scanner2::GetPublicMapping (
    const char * filename ) const
```

Get the std::map mapping filenames to value for file 'filename'.

#### 10.267.4.23 GetPublicMappings()

```
PublicMappingType const & gdcm::Scanner2::GetPublicMappings ( ) const [inline]
```

Mappings are the mapping from a particular tag to the map, mapping filename to value:

#### 10.267.4.24 GetPublicOrderedValues()

```
Directory::FileNamesType gdcm::Scanner2::GetPublicOrderedValues (
    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)

#### 10.267.4.25 GetPublicValue()

```
const char * gdcm::Scanner2::GetPublicValue (
    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 !

#### 10.267.4.26 GetPublicValues()

```
ValueType gdcm::Scanner2::GetPublicValues (
    Tag const & t ) const
```

Get all the values found (in lexicographic order) associated with [Tag](#) 't'.

#### 10.267.4.27 GetValues()

```
ValueType const & gdcm::Scanner2::GetValues ( ) const [inline]
```

Get all the values found (in lexicographic order)

#### 10.267.4.28 IsKey()

```
bool gdcm::Scanner2::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

#### 10.267.4.29 New()

```
static SmartPointer< Scanner2 > gdcm::Scanner2::New ( ) [inline], [static]
```

for wrapped language: instantiate a reference counted object

#### 10.267.4.30 Print()

```
void gdcm::Scanner2::Print (
    std::ostream & os ) const [override], [virtual]
```

Print result.

Reimplemented from [gdcm::Object](#).

#### 10.267.4.31 PrintTable()

```
void gdcm::Scanner2::PrintTable (
    std::ostream & os,
    bool header = false ) const
```

Print result as CSV table.

#### 10.267.4.32 PrivateBegin()

```
PrivateConstIterator gdcm::Scanner2::PrivateBegin ( ) const [inline]
```

#### 10.267.4.33 PrivateEnd()

```
PrivateConstIterator gdcm::Scanner2::PrivateEnd ( ) const [inline]
```

#### 10.267.4.34 ProcessPrivateTag()

```
void gdcm::Scanner2::ProcessPrivateTag (
    StringFilter & sf,
    const char * filename ) [protected]
```

#### 10.267.4.35 ProcessPublicTag()

```
void gdcm::Scanner2::ProcessPublicTag (
    StringFilter & sf,
    const char * filename ) [protected]
```

#### 10.267.4.36 Scan()

```
bool gdcm::Scanner2::Scan (
    Directory::FileNamesType const & filenames )
```

Start the scan !

### 10.267.5 Friends And Related Function Documentation

#### 10.267.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const Scanner2 & s ) [friend]
```

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

- [gdcmScanner2.h](#)

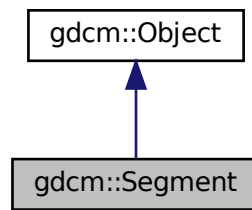


## 10.268 gdcm::Segment Class Reference

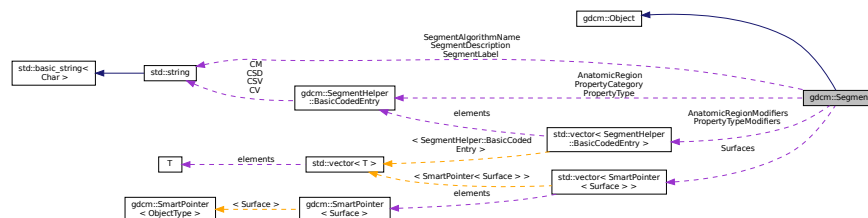
This class defines a segment.

```
#include <gdcmSegment.h>
```

Inheritance diagram for gdcm::Segment:



Collaboration diagram for gdcm::Segment:



### Public Types

- enum `ALGOType` {  
`AUTOMATIC` = 0 ,  
`SEMIAUTOMATIC` ,  
`MANUAL` ,  
`ALGOType_END` }
- typedef `std::vector< SegmentHelper::BasicCodedEntry >` `BasicCodedEntryVector`
- typedef `std::vector< SmartPointer< Surface > >` `SurfaceVector`

## Public Member Functions

- [Segment](#) ()
- [~Segment](#) () override
- void [AddSurface](#) ([SmartPointer](#)< [Surface](#) > surface)
- [SegmentHelper::BasicCodedEntry](#) & [GetAnatomicRegion](#) ()
- [SegmentHelper::BasicCodedEntry](#) const & [GetAnatomicRegion](#) () const
- [BasicCodedEntryVector](#) & [GetAnatomicRegionModifiers](#) ()
- [BasicCodedEntryVector](#) const & [GetAnatomicRegionModifiers](#) () const
- [SegmentHelper::BasicCodedEntry](#) & [GetPropertyCategory](#) ()
- [SegmentHelper::BasicCodedEntry](#) const & [GetPropertyCategory](#) () const
- [SegmentHelper::BasicCodedEntry](#) & [GetPropertyType](#) ()
- [SegmentHelper::BasicCodedEntry](#) const & [GetPropertyType](#) () const
- [BasicCodedEntryVector](#) & [GetPropertyTypeModifiers](#) ()
- [BasicCodedEntryVector](#) const & [GetPropertyTypeModifiers](#) () const
- 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](#) & [GetSurfaces](#) ()
- [SurfaceVector](#) const & [GetSurfaces](#) () const
- void [SetAnatomicRegion](#) ([SegmentHelper::BasicCodedEntry](#) const &BSE)
- void [SetAnatomicRegionModifiers](#) ([BasicCodedEntryVector](#) const &BSEV)
- void [SetPropertyCategory](#) ([SegmentHelper::BasicCodedEntry](#) const &BSE)
- void [SetPropertyType](#) ([SegmentHelper::BasicCodedEntry](#) const &BSE)
- void [SetPropertyTypeModifiers](#) ([BasicCodedEntryVector](#) const &BSEV)
- 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](#)
- [BasicCodedEntryVector](#) [AnatomicRegionModifiers](#)
- [SegmentHelper::BasicCodedEntry](#) [PropertyCategory](#)
- [SegmentHelper::BasicCodedEntry](#) [PropertyType](#)
- [BasicCodedEntryVector](#) [PropertyTypeModifiers](#)
- `std::string` [SegmentAlgorithmName](#)
- [ALGOType](#) [SegmentAlgorithmType](#)
- `std::string` [SegmentDescription](#)
- `std::string` [SegmentLabel](#)
- `unsigned short` [SegmentNumber](#)
- `unsigned long` [SurfaceCount](#)
- [SurfaceVector](#) [Surfaces](#)

## Additional Inherited Members

### 10.268.1 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

### 10.268.2 Member Typedef Documentation

#### 10.268.2.1 BasicCodedEntryVector

```
typedef std::vector< SegmentHelper::BasicCodedEntry > gdcm::Segment::BasicCodedEntryVector
```

#### 10.268.2.2 SurfaceVector

```
typedef std::vector< SmartPointer< Surface > > gdcm::Segment::SurfaceVector
```

### 10.268.3 Member Enumeration Documentation

#### 10.268.3.1 ALGOType

```
enum gdcm::Segment::ALGOType
```

## Enumerator

AUTOMATIC	
SEMIAUTOMATIC	
MANUAL	
ALGOType_END	

## 10.268.4 Constructor & Destructor Documentation

### 10.268.4.1 Segment()

```
gdcM::Segment::Segment ( )
```

### 10.268.4.2 ~Segment()

```
gdcM::Segment::~~Segment ( ) [override]
```

## 10.268.5 Member Function Documentation

### 10.268.5.1 AddSurface()

```
void gdcM::Segment::AddSurface (
    SmartPointer< Surface > surface )
```

### 10.268.5.2 GetALGOType()

```
static ALGOType gdcM::Segment::GetALGOType (
    const char * type ) [static]
```

### 10.268.5.3 GetALGOTypeString()

```
static const char * gdcm::Segment::GetALGOTypeString (
    ALGOType type ) [static]
```

### 10.268.5.4 GetAnatomicRegion() [1/2]

```
SegmentHelper::BasicCodedEntry & gdcm::Segment::GetAnatomicRegion ( )
```

### 10.268.5.5 GetAnatomicRegion() [2/2]

```
SegmentHelper::BasicCodedEntry const & gdcm::Segment::GetAnatomicRegion ( ) const
```

### 10.268.5.6 GetAnatomicRegionModifiers() [1/2]

```
BasicCodedEntryVector & gdcm::Segment::GetAnatomicRegionModifiers ( )
```

### 10.268.5.7 GetAnatomicRegionModifiers() [2/2]

```
BasicCodedEntryVector const & gdcm::Segment::GetAnatomicRegionModifiers ( ) const
```

### 10.268.5.8 GetPropertyCategory() [1/2]

```
SegmentHelper::BasicCodedEntry & gdcm::Segment::GetPropertyCategory ( )
```

### 10.268.5.9 GetPropertyCategory() [2/2]

```
SegmentHelper::BasicCodedEntry const & gdcm::Segment::GetPropertyCategory ( ) const
```

**10.268.5.10 GetPropertyType() [1/2]**

```
SegmentHelper::BasicCodedEntry & gdcM::Segment::GetPropertyType ( )
```

**10.268.5.11 GetPropertyType() [2/2]**

```
SegmentHelper::BasicCodedEntry const & gdcM::Segment::GetPropertyType ( ) const
```

**10.268.5.12 GetPropertyTypeModifiers() [1/2]**

```
BasicCodedEntryVector & gdcM::Segment::GetPropertyTypeModifiers ( )
```

**10.268.5.13 GetPropertyTypeModifiers() [2/2]**

```
BasicCodedEntryVector const & gdcM::Segment::GetPropertyTypeModifiers ( ) const
```

**10.268.5.14 GetSegmentAlgorithmName()**

```
const char * gdcM::Segment::GetSegmentAlgorithmName ( ) const
```

**10.268.5.15 GetSegmentAlgorithmType()**

```
ALGOType gdcM::Segment::GetSegmentAlgorithmType ( ) const
```

**10.268.5.16 GetSegmentDescription()**

```
const char * gdcM::Segment::GetSegmentDescription ( ) const
```

### 10.268.5.17 GetSegmentLabel()

```
const char * gdcm::Segment::GetSegmentLabel ( ) const
```

### 10.268.5.18 GetSegmentNumber()

```
unsigned short gdcm::Segment::GetSegmentNumber ( ) const
```

### 10.268.5.19 GetSurface()

```
SmartPointer< Surface > gdcm::Segment::GetSurface (
    const unsigned int idx = 0 ) const
```

### 10.268.5.20 GetSurfaceCount()

```
unsigned long gdcm::Segment::GetSurfaceCount ( )
```

### 10.268.5.21 GetSurfaces() [1/2]

```
SurfaceVector & gdcm::Segment::GetSurfaces ( )
```

### 10.268.5.22 GetSurfaces() [2/2]

```
SurfaceVector const & gdcm::Segment::GetSurfaces ( ) const
```

### 10.268.5.23 SetAnatomicRegion()

```
void gdcm::Segment::SetAnatomicRegion (
    SegmentHelper::BasicCodedEntry const & BSE )
```

#### 10.268.5.24 SetAnatomicRegionModifiers()

```
void gdcM::Segment::SetAnatomicRegionModifiers (
    BasicCodedEntryVector const & BSEV )
```

#### 10.268.5.25 SetPropertyCategory()

```
void gdcM::Segment::SetPropertyCategory (
    SegmentHelper::BasicCodedEntry const & BSE )
```

#### 10.268.5.26 SetPropertyType()

```
void gdcM::Segment::SetPropertyType (
    SegmentHelper::BasicCodedEntry const & BSE )
```

#### 10.268.5.27 SetPropertyTypeModifiers()

```
void gdcM::Segment::SetPropertyTypeModifiers (
    BasicCodedEntryVector const & BSEV )
```

#### 10.268.5.28 SetSegmentAlgorithmName()

```
void gdcM::Segment::SetSegmentAlgorithmName (
    const char * name )
```

#### 10.268.5.29 SetSegmentAlgorithmType() [1/2]

```
void gdcM::Segment::SetSegmentAlgorithmType (
    ALGOType type )
```



### 10.268.5.30 SetSegmentAlgorithmType() [2/2]

```
void gdcm::Segment::SetSegmentAlgorithmType (
    const char * typeStr )
```

### 10.268.5.31 SetSegmentDescription()

```
void gdcm::Segment::SetSegmentDescription (
    const char * description )
```

### 10.268.5.32 SetSegmentLabel()

```
void gdcm::Segment::SetSegmentLabel (
    const char * label )
```

### 10.268.5.33 SetSegmentNumber()

```
void gdcm::Segment::SetSegmentNumber (
    const unsigned short num )
```

### 10.268.5.34 SetSurfaceCount()

```
void gdcm::Segment::SetSurfaceCount (
    const unsigned long nb )
```

## 10.268.6 Member Data Documentation

### 10.268.6.1 AnatomicRegion

[SegmentHelper::BasicCodedEntry](#) gdcm::Segment::AnatomicRegion [protected]

### 10.268.6.2 AnatomicRegionModifiers

`BasicCodedEntryVector` `gdcm::Segment::AnatomicRegionModifiers` [protected]

### 10.268.6.3 PropertyCategory

`SegmentHelper::BasicCodedEntry` `gdcm::Segment::PropertyCategory` [protected]

### 10.268.6.4 PropertyType

`SegmentHelper::BasicCodedEntry` `gdcm::Segment::PropertyType` [protected]

### 10.268.6.5 PropertyTypeModifiers

`BasicCodedEntryVector` `gdcm::Segment::PropertyTypeModifiers` [protected]

### 10.268.6.6 SegmentAlgorithmName

`std::string` `gdcm::Segment::SegmentAlgorithmName` [protected]

### 10.268.6.7 SegmentAlgorithmType

`ALGOType` `gdcm::Segment::SegmentAlgorithmType` [protected]

### 10.268.6.8 SegmentDescription

`std::string` `gdcm::Segment::SegmentDescription` [protected]

### 10.268.6.9 SegmentLabel

```
std::string gdcm::Segment::SegmentLabel [protected]
```

### 10.268.6.10 SegmentNumber

```
unsigned short gdcm::Segment::SegmentNumber [protected]
```

### 10.268.6.11 SurfaceCount

```
unsigned long gdcm::Segment::SurfaceCount [protected]
```

### 10.268.6.12 Surfaces

```
SurfaceVector gdcm::Segment::Surfaces [protected]
```

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

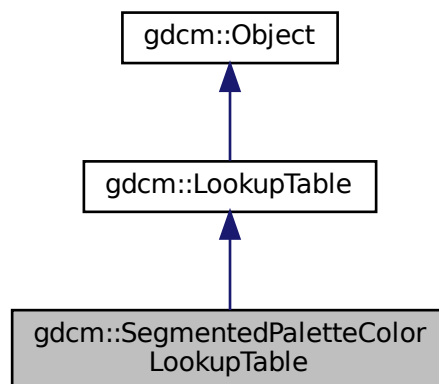
- [gdcmSegment.h](#)

## 10.269 gdcm::SegmentedPaletteColorLookupTable Class Reference

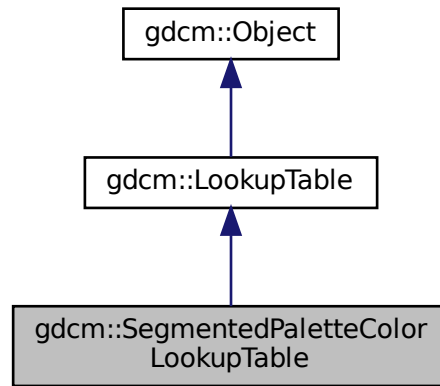
[SegmentedPaletteColorLookupTable](#) class.

```
#include <gdcmSegmentedPaletteColorLookupTable.h>
```

Inheritance diagram for gdcm::SegmentedPaletteColorLookupTable:



Collaboration diagram for `gdcm::SegmentedPaletteColorLookupTable`:



## Public Member Functions

- [SegmentedPaletteColorLookupTable](#) ()
- [~SegmentedPaletteColorLookupTable](#) () override
- void [Print](#) (std::ostream &) const override
- void [SetLUT](#) ([LookupTableType](#) type, const unsigned char \*array, unsigned int length) override  
*Initialize a [SegmentedPaletteColorLookupTable](#).*

## Additional Inherited Members

### 10.269.1 Detailed Description

[SegmentedPaletteColorLookupTable](#) class.

### 10.269.2 Constructor & Destructor Documentation

#### 10.269.2.1 [SegmentedPaletteColorLookupTable](#)()

```
gdcm::SegmentedPaletteColorLookupTable::SegmentedPaletteColorLookupTable ( )
```

### 10.269.2.2 ~SegmentedPaletteColorLookupTable()

```
gdcm::SegmentedPaletteColorLookupTable::~~SegmentedPaletteColorLookupTable ( ) [override]
```

## 10.269.3 Member Function Documentation

### 10.269.3.1 Print()

```
void gdcm::SegmentedPaletteColorLookupTable::Print (
    std::ostream & ) const [inline], [override], [virtual]
```

Reimplemented from [gdcm::LookupTable](#).

### 10.269.3.2 SetLUT()

```
void gdcm::SegmentedPaletteColorLookupTable::SetLUT (
    LookupTableType type,
    const unsigned char * array,
    unsigned int length ) [override], [virtual]
```

Initialize a [SegmentedPaletteColorLookupTable](#).

Reimplemented from [gdcm::LookupTable](#).

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

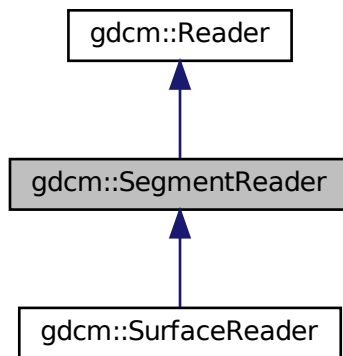
- [gdcmSegmentedPaletteColorLookupTable.h](#)

## 10.270 gdcm::SegmentReader Class Reference

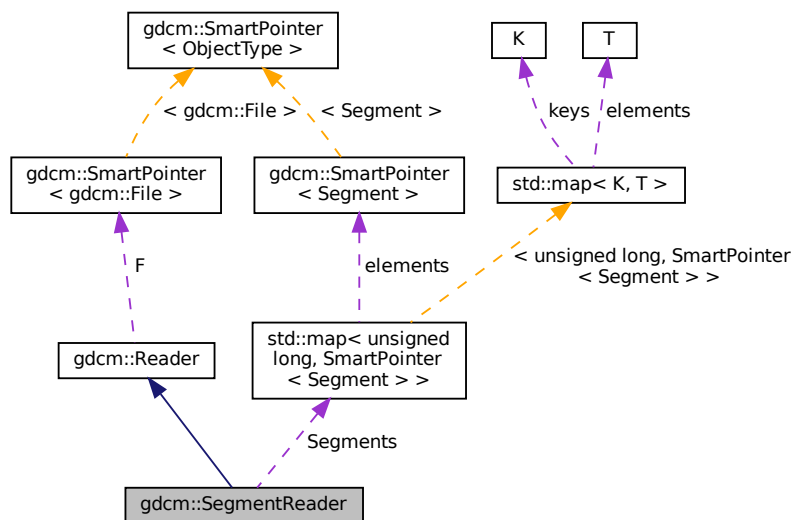
This class defines a segment reader.

```
#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](#) ()
- [~SegmentReader](#) () override
- [SegmentVector](#) [GetSegments](#) ()
- const [SegmentVector](#) [GetSegments](#) () const
- bool [Read](#) () override

*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](#)

### 10.270.1 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

### 10.270.2 Member Typedef Documentation

### 10.270.2.1 SegmentMap

```
typedef std::map< unsigned long, SmartPointer< Segment > > gdcM::SegmentReader::SegmentMap [protected]
```

### 10.270.2.2 SegmentVector

```
typedef std::vector< SmartPointer< Segment > > gdcM::SegmentReader::SegmentVector
```

## 10.270.3 Constructor & Destructor Documentation

### 10.270.3.1 SegmentReader()

```
gdcM::SegmentReader::SegmentReader ( )
```

### 10.270.3.2 ~SegmentReader()

```
gdcM::SegmentReader::~~SegmentReader ( ) [override]
```

## 10.270.4 Member Function Documentation

### 10.270.4.1 GetSegments() [1/2]

```
SegmentVector gdcM::SegmentReader::GetSegments ( )
```

### 10.270.4.2 GetSegments() [2/2]

```
const SegmentVector gdcM::SegmentReader::GetSegments ( ) const
```



### 10.270.4.3 Read()

```
bool gdcm::SegmentReader::Read ( ) [override], [virtual]
```

Read.

Reimplemented from [gdcm::Reader](#).

Reimplemented in [gdcm::SurfaceReader](#).

### 10.270.4.4 ReadSegment()

```
bool gdcm::SegmentReader::ReadSegment (
    const Item & segmentItem,
    const unsigned int idx ) [protected]
```

### 10.270.4.5 ReadSegments()

```
bool gdcm::SegmentReader::ReadSegments ( ) [protected]
```

## 10.270.5 Member Data Documentation

### 10.270.5.1 Segments

```
SegmentMap gdcm::SegmentReader::Segments [protected]
```

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

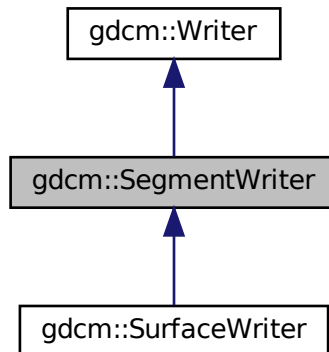
- [gdcmSegmentReader.h](#)

## 10.271 gdcm::SegmentWriter Class Reference

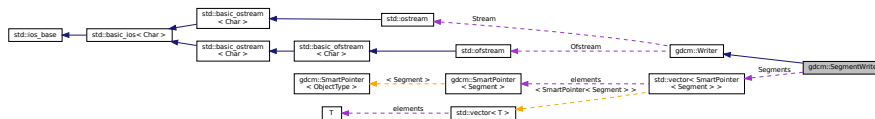
This class defines a segment writer.

```
#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()`
- `~SegmentWriter()` override
- void `AddSegment(SmartPointer<Segment> segment)`
- unsigned int `GetNumberOfSegments()` const
- `SmartPointer<Segment>` `GetSegment(const unsigned int idx=0)` const
- `SegmentVector` & `GetSegments()`
- const `SegmentVector` & `GetSegments()` const
- void `SetNumberOfSegments(const unsigned int size)`
- void `SetSegments(SegmentVector &segments)`
- bool `Write()` override

*Write.*

## Protected Member Functions

- bool [PrepareWrite](#) ()

## Protected Attributes

- [SegmentVector](#) [Segments](#)

### 10.271.1 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

### 10.271.2 Member Typedef Documentation

#### 10.271.2.1 SegmentVector

```
typedef std::vector< SmartPointer< Segment > > gdcm::SegmentWriter::SegmentVector
```

### 10.271.3 Constructor & Destructor Documentation

#### 10.271.3.1 SegmentWriter()

```
gdcm::SegmentWriter::SegmentWriter ( )
```

#### 10.271.3.2 ~SegmentWriter()

```
gdcm::SegmentWriter::~~SegmentWriter ( ) [override]
```

## 10.271.4 Member Function Documentation

### 10.271.4.1 AddSegment()

```
void gdcm::SegmentWriter::AddSegment (
    SmartPointer< Segment > segment )
```

### 10.271.4.2 GetNumberOfSegments()

```
unsigned int gdcm::SegmentWriter::GetNumberOfSegments ( ) const
```

### 10.271.4.3 GetSegment()

```
SmartPointer< Segment > gdcm::SegmentWriter::GetSegment (
    const unsigned int idx = 0 ) const
```

### 10.271.4.4 GetSegments() [1/2]

```
SegmentVector & gdcm::SegmentWriter::GetSegments ( )
```

### 10.271.4.5 GetSegments() [2/2]

```
const SegmentVector & gdcm::SegmentWriter::GetSegments ( ) const
```

### 10.271.4.6 PrepareWrite()

```
bool gdcm::SegmentWriter::PrepareWrite ( ) [protected]
```

#### 10.271.4.7 SetNumberOfSegments()

```
void gdcm::SegmentWriter::SetNumberOfSegments (
    const unsigned int size )
```

#### 10.271.4.8 SetSegments()

```
void gdcm::SegmentWriter::SetSegments (
    SegmentVector & segments )
```

#### 10.271.4.9 Write()

```
bool gdcm::SegmentWriter::Write ( ) [override], [virtual]
```

Write.

Reimplemented from [gdcm::Writer](#).

Reimplemented in [gdcm::SurfaceWriter](#).

### 10.271.5 Member Data Documentation

#### 10.271.5.1 Segments

```
SegmentVector gdcm::SegmentWriter::Segments [protected]
```

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

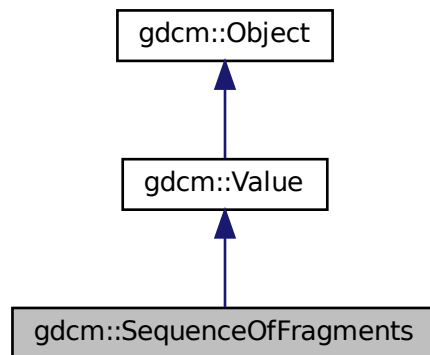
- [gdcmSegmentWriter.h](#)

## 10.272 gdcm::SequenceOfFragments Class Reference

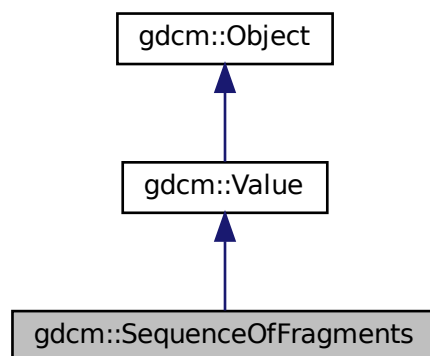
Class to represent a Sequence Of Fragments.

```
#include <gdcmSequenceOfFragments.h>
```

Inheritance diagram for gdcm::SequenceOfFragments:



Collaboration diagram for gdcm::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](#) () override  
*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 override  
*Returns the SQ length, as read from disk.*
- [SizeType](#) [GetNumberOfFragments](#) () const
- [BasicOffsetTable](#) & [GetTable](#) ()
- const [BasicOffsetTable](#) & [GetTable](#) () const
- bool [operator==](#) (const [Value](#) &val) const override
- void [Print](#) (std::ostream &os) const override
- template<typename TSwap >  
std::istream & [Read](#) (std::istream &is, bool readvalues=true)
- template<typename TSwap >  
std::istream & [ReadPreValue](#) (std::istream &is)
- template<typename TSwap >  
std::istream & [ReadValue](#) (std::istream &is, bool)
- void [SetLength](#) ([VL](#) length) override  
*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

### 10.272.1 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

[DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GetJPEGSamplePrecision.cxx](#), and [MpegVideoInfo.cs](#).

## 10.272.2 Member Typedef Documentation

### 10.272.2.1 ConstIterator

```
typedef FragmentVector::const_iterator gdcm::SequenceOfFragments::ConstIterator
```

### 10.272.2.2 FragmentVector

```
typedef std::vector<Fragment> gdcm::SequenceOfFragments::FragmentVector
```

### 10.272.2.3 Iterator

```
typedef FragmentVector::iterator gdcm::SequenceOfFragments::Iterator
```

### 10.272.2.4 SizeType

```
typedef FragmentVector::size_type gdcm::SequenceOfFragments::SizeType
```

## 10.272.3 Constructor & Destructor Documentation

### 10.272.3.1 SequenceOfFragments()

```
gdcm::SequenceOfFragments::SequenceOfFragments ( ) [inline]
```

constructor (UndefinedLength by default)

## 10.272.4 Member Function Documentation



#### 10.272.4.1 AddFragment()

```
void gdcm::SequenceOfFragments::AddFragment (
    Fragment const & item )
```

Appends a [Fragment](#) to the already added ones.

#### 10.272.4.2 Begin() [1/2]

```
Iterator gdcm::SequenceOfFragments::Begin ( ) [inline]
```

#### 10.272.4.3 Begin() [2/2]

```
ConstIterator gdcm::SequenceOfFragments::Begin ( ) const [inline]
```

#### 10.272.4.4 Clear()

```
void gdcm::SequenceOfFragments::Clear ( ) [override], [virtual]
```

Clear.

Implements [gdcm::Value](#).

#### 10.272.4.5 ComputeByteLength()

```
unsigned long gdcm::SequenceOfFragments::ComputeByteLength ( ) const
```

#### 10.272.4.6 ComputeLength()

```
VL gdcm::SequenceOfFragments::ComputeLength ( ) const
```

**10.272.4.7 End() [1/2]**

```
Iterator gdcM::SequenceOfFragments::End ( ) [inline]
```

**10.272.4.8 End() [2/2]**

```
ConstIterator gdcM::SequenceOfFragments::End ( ) const [inline]
```

**10.272.4.9 GetBuffer()**

```
bool gdcM::SequenceOfFragments::GetBuffer (
    char * buffer,
    unsigned long length ) const
```

**10.272.4.10 GetFragBuffer()**

```
bool gdcM::SequenceOfFragments::GetFragBuffer (
    unsigned int fragNb,
    char * buffer,
    unsigned long & length ) const
```

**10.272.4.11 GetFragment()**

```
const Fragment & gdcM::SequenceOfFragments::GetFragment (
    SizeType num ) const
```

**Examples**

[DecompressImage.cs](#), [FixBrokenJ2K.cxx](#), and [FixJAIBugJPEGLS.cxx](#).

#### 10.272.4.12 GetLength()

```
VL gdcM::SequenceOfFragments::GetLength ( ) const [inline], [override], [virtual]
```

Returns the SQ length, as read from disk.

Implements [gdcM::Value](#).

#### 10.272.4.13 GetNumberOfFragments()

```
SizeType gdcM::SequenceOfFragments::GetNumberOfFragments ( ) const
```

##### Examples

[FixJAIBugJPEGLS.cxx](#).

#### 10.272.4.14 GetTable() [1/2]

```
BasicOffsetTable & gdcM::SequenceOfFragments::GetTable ( ) [inline]
```

#### 10.272.4.15 GetTable() [2/2]

```
const BasicOffsetTable & gdcM::SequenceOfFragments::GetTable ( ) const [inline]
```

#### 10.272.4.16 New()

```
static SmartPointer< SequenceOfFragments > gdcM::SequenceOfFragments::New ( ) [inline], [static]
```

##### Examples

[DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), and [MpegVideoInfo.cs](#).

#### 10.272.4.17 operator==()

```
bool gdcmm::SequenceOfFragments::operator== (
    const Value & val ) const [inline], [override], [virtual]
```

Implements [gdcmm::Value](#).

#### 10.272.4.18 Print()

```
void gdcmm::SequenceOfFragments::Print (
    std::ostream & os ) const [inline], [override], [virtual]
```

Reimplemented from [gdcmm::Object](#).

#### 10.272.4.19 Read()

```
template<typename TSwap >
std::istream & gdcmm::SequenceOfFragments::Read (
    std::istream & is,
    bool readvalues = true ) [inline]
```

#### 10.272.4.20 ReadPreValue()

```
template<typename TSwap >
std::istream & gdcmm::SequenceOfFragments::ReadPreValue (
    std::istream & is ) [inline]
```

References [gdcmmDebugMacro](#).

#### 10.272.4.21 ReadValue()

```
template<typename TSwap >
std::istream & gdcmm::SequenceOfFragments::ReadValue (
    std::istream & is,
    bool ) [inline]
```

References [gdcmmAssertAlwaysMacro](#), [gdcmmDebugMacro](#), [gdcmmWarningMacro](#), [gdcmm::Tag::GetElement\(\)](#), [gdcmm::Tag::GetGroup\(\)](#), [gdcmm::ByteValue::GetLength\(\)](#), [gdcmm::ByteValue::GetPointer\(\)](#), [gdcmm::DataElement::GetTag\(\)](#), [gdcmm::DataElement::GetVL\(\)](#), [gdcmm::Fragment::Read\(\)](#), [gdcmm::Fragment::ReadBacktrack\(\)](#), and [gdcmm::Exception::what\(\)](#).

#### 10.272.4.22 SetLength()

```
void gdcm::SequenceOfFragments::SetLength (
    VL length ) [inline], [override], [virtual]
```

Sets the actual SQ length.

Implements [gdcm::Value](#).

#### 10.272.4.23 Write()

```
template<typename TSwap >
std::ostream const & gdcm::SequenceOfFragments::Write (
    std::ostream & os ) const [inline]
```

References [gdcm::Tag::Write\(\)](#), and [gdcm::VL::Write\(\)](#).

#### 10.272.4.24 WriteBuffer()

```
bool gdcm::SequenceOfFragments::WriteBuffer (
    std::ostream & os ) const
```

#### Examples

[GetJPEGSamplePrecision.cxx](#).

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

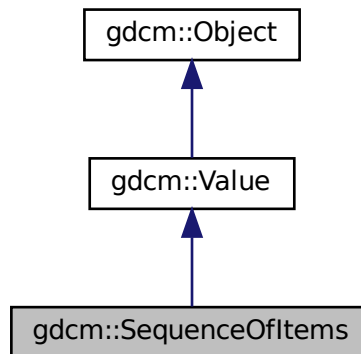
- [gdcmSequenceOfFragments.h](#)

## 10.273 gdcM::SequenceOfItems Class Reference

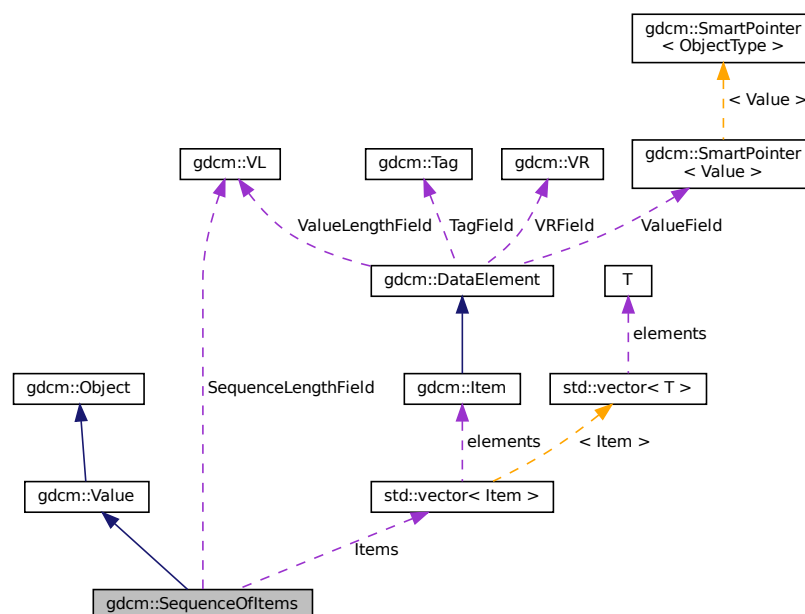
Class to represent a Sequence Of Items.

```
#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.*
- [Item](#) & [AddNewUndefinedLengthItem](#) ()  
*Appends an [Item](#) to the already added ones.*
- [Iterator](#) [Begin](#) ()
- [ConstIterator](#) [Begin](#) () const
- void [Clear](#) () override  
*remove all items within the sequence*
- template<typename TDE >  
[VL ComputeLength](#) () const
- [Iterator](#) [End](#) ()
- [ConstIterator](#) [End](#) () const
- bool [FindDataElement](#) (const [Tag](#) &t) const
- [Item](#) & [GetItem](#) ([SizeType](#) position)
- const [Item](#) & [GetItem](#) ([SizeType](#) position) const
- [VL GetLength](#) () const override  
*Returns the SQ length, as read from disk.*
- [SizeType](#) [GetNumberOfItems](#) () const
- bool [IsEmpty](#) () const
- bool [IsUndefinedLength](#) () const  
*return if [Value](#) Length if of undefined length*
- [SequenceOfItems](#) & [operator=](#) (const [SequenceOfItems](#) &val)
- bool [operator==](#) (const [Value](#) &val) const override
- void [Print](#) (std::ostream &os) const override
- template<typename TDE , typename TSwap >  
std::istream & [Read](#) (std::istream &is, bool readvalues=true)
- bool [RemoveItemByIndex](#) (const [SizeType](#) index)
- void [SetLength](#) ([VL](#) length) override  
*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

### 10.273.1 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

[DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [ExtractEncryptedContent.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [GenAllIVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetSequenceUltrasound.cxx](#), and [ReadExplicitLengthSQIVR.cxx](#).

### 10.273.2 Member Typedef Documentation

#### 10.273.2.1 ConstIterator

```
typedef ItemVector::const_iterator gdcm::SequenceOfItems::ConstIterator
```



### 10.273.2.2 ItemVector

```
typedef std::vector< Item > gdcm::SequenceOfItems::ItemVector
```

### 10.273.2.3 Iterator

```
typedef ItemVector::iterator gdcm::SequenceOfItems::Iterator
```

### 10.273.2.4 SizeType

```
typedef ItemVector::size\_type gdcm::SequenceOfItems::SizeType
```

## 10.273.3 Constructor & Destructor Documentation

### 10.273.3.1 SequenceOfItems()

```
gdcm::SequenceOfItems::SequenceOfItems ( ) [inline]
```

constructor (UndefinedLength by default)

## 10.273.4 Member Function Documentation

### 10.273.4.1 AddItem()

```
void gdcm::SequenceOfItems::AddItem (  
    Item const & item )
```

Appends an [Item](#) to the already added ones.

#### Examples

[Extracting\\_All\\_Resolution.cxx](#).

#### 10.273.4.2 AddNewUndefinedLengthItem()

```
Item & gdcm::SequenceOfItems::AddNewUndefinedLengthItem ( )
```

Appends an [Item](#) to the already added ones.

#### 10.273.4.3 Begin() [1/2]

```
Iterator gdcm::SequenceOfItems::Begin ( ) [inline]
```

#### 10.273.4.4 Begin() [2/2]

```
ConstIterator gdcm::SequenceOfItems::Begin ( ) const [inline]
```

#### 10.273.4.5 Clear()

```
void gdcm::SequenceOfItems::Clear ( ) [override], [virtual]
```

remove all items within the sequence

Implements [gdcm::Value](#).

#### 10.273.4.6 ComputeLength()

```
template<typename TDE >  
VL gdcm::SequenceOfItems::ComputeLength ( ) const
```

#### 10.273.4.7 End() [1/2]

```
Iterator gdcm::SequenceOfItems::End ( ) [inline]
```

#### 10.273.4.8 End() [2/2]

```
ConstIterator gdcm::SequenceOfItems::End ( ) const [inline]
```

#### 10.273.4.9 FindDataElement()

```
bool gdcm::SequenceOfItems::FindDataElement (
    const Tag & t ) const
```

#### 10.273.4.10 GetItem() [1/2]

```
Item & gdcm::SequenceOfItems::GetItem (
    SizeType position )
```

#### 10.273.4.11 GetItem() [2/2]

```
const Item & gdcm::SequenceOfItems::GetItem (
    SizeType position ) const
```

#### Examples

[DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [ExtractEncryptedContent.cxx](#), and [GetSequenceUltrasound.cxx](#).

#### 10.273.4.12 GetLength()

```
VL gdcm::SequenceOfItems::GetLength ( ) const [inline], [override], [virtual]
```

Returns the SQ length, as read from disk.

Implements [gdcm::Value](#).

#### 10.273.4.13 GetNumberOfItems()

```
SizeType gdcm::SequenceOfItems::GetNumberOfItems ( ) const [inline]
```

##### Examples

[DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [ExtractEncryptedContent.cxx](#), and [GetSequenceUltrasound.cxx](#).

#### 10.273.4.14 IsEmpty()

```
bool gdcm::SequenceOfItems::IsEmpty ( ) const [inline]
```

#### 10.273.4.15 IsUndefinedLength()

```
bool gdcm::SequenceOfItems::IsUndefinedLength ( ) const [inline]
```

return if [Value](#) Length if of undefined length

#### 10.273.4.16 New()

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

##### Examples

[NewSequence.cs](#).

#### 10.273.4.17 operator=()

```
SequenceOfItems & gdcm::SequenceOfItems::operator= (
    const SequenceOfItems & val ) [inline]
```

References [Items](#), and [SequenceLengthField](#).

#### 10.273.4.18 operator==( )

```
bool gdcm::SequenceOfItems::operator== (
    const Value & val ) const [inline], [override], [virtual]
```

Implements [gdcm::Value](#).

References [Items](#), and [SequenceLengthField](#).

#### 10.273.4.19 Print()

```
void gdcm::SequenceOfItems::Print (
    std::ostream & os ) const [inline], [override], [virtual]
```

Reimplemented from [gdcm::Object](#).

#### 10.273.4.20 Read()

```
template<typename TDE , typename TSwap >
std::istream & gdcm::SequenceOfItems::Read (
    std::istream & is,
    bool readvalues = true ) [inline]
```

References [gdcm::Item::Clear\(\)](#), [gdcmDebugMacro](#), [gdcmWarningMacro](#), [gdcm::Exception::GetDescription\(\)](#), [gdcm::Item::GetNestedDataSet\(\)](#), [gdcm::DataElement::GetTag\(\)](#), [gdcm::DataElement::GetVL\(\)](#), [gdcm::Item::Read\(\)](#), and [gdcm::DataSet::Size\(\)](#).

#### 10.273.4.21 RemoveItemByIndex()

```
bool gdcm::SequenceOfItems::RemoveItemByIndex (
    const SizeType index )
```

Remove an [Item](#) as specified by its index, if index > size, false is returned Index starts at 1 not 0

#### 10.273.4.22 SetLength()

```
void gdcm::SequenceOfItems::SetLength (
    VL length ) [inline], [override], [virtual]
```

Sets the actual SQ length.

Implements [gdcm::Value](#).

#### 10.273.4.23 SetLengthToUndefined()

```
void gdcm::SequenceOfItems::SetLengthToUndefined ( )
```

Properly set the Sequence of [Item](#) to be undefined length.

#### 10.273.4.24 SetNumberOfItems()

```
void gdcm::SequenceOfItems::SetNumberOfItems (
    SizeType n ) [inline]
```

#### 10.273.4.25 Write()

```
template<typename TDE , typename TSwap >
std::ostream const & gdcm::SequenceOfItems::Write (
    std::ostream & os ) const [inline]
```

References [gdcm::Tag::Write\(\)](#), and [gdcm::VL::Write\(\)](#).

### 10.273.5 Member Data Documentation

#### 10.273.5.1 Items

```
ItemVector gdcm::SequenceOfItems::Items
```

Vector of Sequence Items.

Referenced by [operator=\(\)](#), and [operator==\(\)](#).

#### 10.273.5.2 SequenceLengthField

```
VL gdcm::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:

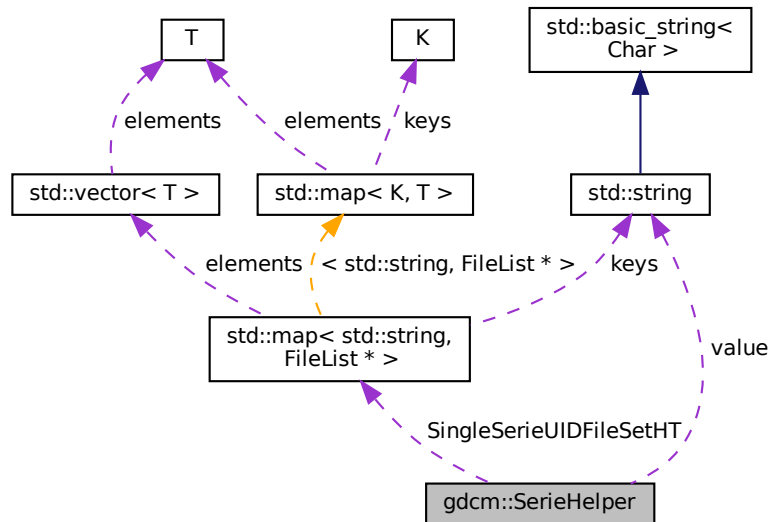
- [gdcmSequenceOfItems.h](#)

## 10.274 gdcm::SerieHelper Class Reference

[SerieHelper](#) DO NOT USE this class, it is only a temporary solution for ITK migration from GDCM 1.x to GDCM 2.x It will disappear soon, you've been warned.

```
#include <gdcmSerieHelper.h>
```

Collaboration diagram for gdcm::SerieHelper:



### 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

- using [Rule](#) = RuleStructure{ uint16\_t group
- 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 [ImageNumberOrdering](#) ([FileList](#) \*fileList)
- bool [ImagePositionPatientOrdering](#) ([FileList](#) \*fileSet)
- bool [UserOrdering](#) ([FileList](#) \*fileSet)

## Protected Attributes

- uint16\_t [elem](#)
- SingleSerieUIDFileSetmap::iterator [ItFileSetHt](#)
- int [op](#)
- [SingleSerieUIDFileSetmap](#) [SingleSerieUIDFileSetHT](#)
- std::string [value](#)

### 10.274.1 Detailed Description

[SerieHelper](#) DO NOT USE this class, it is only a temporary solution for ITK migration from GDCM 1.x to GDCM 2.x It will disappear soon, you've been warned.

Instead see [ImageHelper](#) or [IPPSorter](#)

### 10.274.2 Member Typedef Documentation

#### 10.274.2.1 Rule

```
using gdcm::SerieHelper::Rule = RuleStructure{ uint16_t group [protected]
```



### 10.274.2.2 SerieRestrictions

```
typedef std::vector<Rule> gdcm::SerieHelper::SerieRestrictions [protected]
```

### 10.274.2.3 SingleSerieUIDFileSetmap

```
typedef std::map<std::string, FileList *> gdcm::SerieHelper::SingleSerieUIDFileSetmap [protected]
```

## 10.274.3 Constructor & Destructor Documentation

### 10.274.3.1 SerieHelper()

```
gdcm::SerieHelper::SerieHelper ( )
```

### 10.274.3.2 ~SerieHelper()

```
gdcm::SerieHelper::~~SerieHelper ( )
```

## 10.274.4 Member Function Documentation

### 10.274.4.1 AddFile()

```
bool gdcm::SerieHelper::AddFile (
    FileWithName & header ) [protected]
```

### 10.274.4.2 AddFileName()

```
void gdcm::SerieHelper::AddFileName (
    std::string const & filename ) [protected]
```

**10.274.4.3 AddRestriction() [1/3]**

```
void gdcM::SerieHelper::AddRestriction (
    const std::string & tag )
```

**10.274.4.4 AddRestriction() [2/3]**

```
void gdcM::SerieHelper::AddRestriction (
    const Tag & tag ) [protected]
```

**10.274.4.5 AddRestriction() [3/3]**

```
void gdcM::SerieHelper::AddRestriction (
    uint16_t group,
    uint16_t elem,
    std::string const & value,
    int op )
```

**10.274.4.6 Clear()**

```
void gdcM::SerieHelper::Clear ( )
```

**10.274.4.7 CreateDefaultUniqueSeriesIdentifier()**

```
void gdcM::SerieHelper::CreateDefaultUniqueSeriesIdentifier ( )
```

**10.274.4.8 CreateUniqueSeriesIdentifier()**

```
std::string gdcM::SerieHelper::CreateUniqueSeriesIdentifier (
    File * inFile )
```

#### 10.274.4.9 FileNameOrdering()

```
bool gdcm::SerieHelper::FileNameOrdering (
    FileList * fileList ) [protected]
```

#### 10.274.4.10 GetFirstSingleSerieUIDFileSet()

```
FileList * gdcm::SerieHelper::GetFirstSingleSerieUIDFileSet ( )
```

#### 10.274.4.11 GetNextSingleSerieUIDFileSet()

```
FileList * gdcm::SerieHelper::GetNextSingleSerieUIDFileSet ( )
```

#### 10.274.4.12 ImageNumberOrdering()

```
bool gdcm::SerieHelper::ImageNumberOrdering (
    FileList * fileList ) [protected]
```

#### 10.274.4.13 ImagePositionPatientOrdering()

```
bool gdcm::SerieHelper::ImagePositionPatientOrdering (
    FileList * fileSet ) [protected]
```

#### 10.274.4.14 OrderFileList()

```
void gdcm::SerieHelper::OrderFileList (
    FileList * fileSet )
```

#### 10.274.4.15 SetDirectory()

```
void gdcmm::SerieHelper::SetDirectory (
    std::string const & dir,
    bool recursive = false )
```

#### 10.274.4.16 SetLoadMode()

```
void gdcmm::SerieHelper::SetLoadMode (
    int ) [inline]
```

#### 10.274.4.17 SetUseSeriesDetails()

```
void gdcmm::SerieHelper::SetUseSeriesDetails (
    bool useSeriesDetails )
```

#### 10.274.4.18 UserOrdering()

```
bool gdcmm::SerieHelper::UserOrdering (
    FileList * fileSet ) [protected]
```

### 10.274.5 Member Data Documentation

#### 10.274.5.1 elem

```
uint16_t gdcmm::SerieHelper::elem [protected]
```

#### 10.274.5.2 ItFileSetHt

```
SingleSerieUIDFileSetmap::iterator gdcmm::SerieHelper::ItFileSetHt [protected]
```

### 10.274.5.3 op

```
int gdcm::SerieHelper::op [protected]
```

### 10.274.5.4 SingleSerieUIDFileSetHT

```
SingleSerieUIDFileSetmap gdcm::SerieHelper::SingleSerieUIDFileSetHT [protected]
```

### 10.274.5.5 value

```
std::string gdcm::SerieHelper::value [protected]
```

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

- [gdcmSerieHelper.h](#)

## 10.275 gdcm::Series Class Reference

[Series.](#)

```
#include <gdcmSeries.h>
```

### Public Member Functions

- [Series](#) ()=default

### 10.275.1 Detailed Description

[Series.](#)

### 10.275.2 Constructor & Destructor Documentation

### 10.275.2.1 Series()

```
gdcm::Series::Series ( ) [default]
```

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

- [gdcmSeries.h](#)

## 10.276 gdcm::network::ServiceClassApplicationInformation Class Reference

```
#include <gdcmServiceClassApplicationInformation.h>
```

### Public Member Functions

- [ServiceClassApplicationInformation](#) ()
- void [Print](#) (std::ostream &os) const
- std::istream & [Read](#) (std::istream &is)
- void [SetTuple](#) (uint8\_t levelofsupport, uint8\_t levelofditalsig, uint8\_t elementcoercion)
- size\_t [Size](#) () const
- const std::ostream & [Write](#) (std::ostream &os) const

### 10.276.1 Detailed Description

PS 3.4 [Table B.3-1](#) SERVICE-CLASS-APPLICATION-INFORMATION (A-ASSOCIATE-RQ)

### 10.276.2 Constructor & Destructor Documentation

#### 10.276.2.1 ServiceClassApplicationInformation()

```
gdcm::network::ServiceClassApplicationInformation::ServiceClassApplicationInformation ( )
```

### 10.276.3 Member Function Documentation

### 10.276.3.1 Print()

```
void gdcm::network::ServiceClassApplicationInformation::Print (
    std::ostream & os ) const
```

### 10.276.3.2 Read()

```
std::istream & gdcm::network::ServiceClassApplicationInformation::Read (
    std::istream & is )
```

### 10.276.3.3 SetTuple()

```
void gdcm::network::ServiceClassApplicationInformation::SetTuple (
    uint8_t levelofsupport,
    uint8_t levelofdigitalsig,
    uint8_t elementcoercion )
```

### 10.276.3.4 Size()

```
size_t gdcm::network::ServiceClassApplicationInformation::Size ( ) const
```

### 10.276.3.5 Write()

```
const std::ostream & gdcm::network::ServiceClassApplicationInformation::Write (
    std::ostream & os ) const
```

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

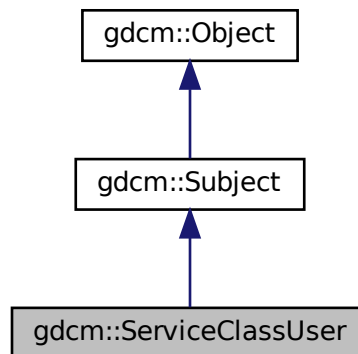
- [gdcmServiceClassApplicationInformation.h](#)

## 10.277 gdcmm::ServiceClassUser Class Reference

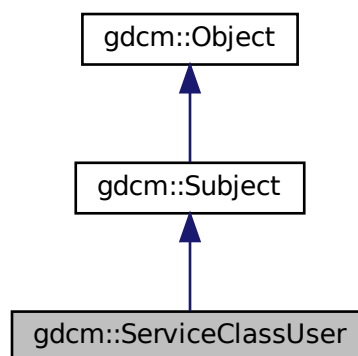
[ServiceClassUser](#).

```
#include <gdcmmServiceClassUser.h>
```

Inheritance diagram for gdcmm::ServiceClassUser:



Collaboration diagram for gdcmm::ServiceClassUser:





## Public Member Functions

- [ServiceClassUser](#) ()
- [ServiceClassUser](#) (const [ServiceClassUser](#) &)=delete
- [~ServiceClassUser](#) () override
- const char \* [GetAETitle](#) () const
- const char \* [GetCalledAETitle](#) () const
- double [GetTimeout](#) () const
- bool [InitializeConnection](#) ()
- bool [IsPresentationContextAccepted](#) (const [PresentationContext](#) &pc) const  
*Return if the passed in presentation was accepted during association negotiation.*
- void [operator=](#) (const [ServiceClassUser](#) &)=delete
- 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](#) ([DataSet](#) const &ds)  
*Execute a C-STORE on a DataSet, the transfer syntax used will be Implicit.*
- bool [SendStore](#) ([File](#) const &file)
- 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](#) (double t)  
*set/get Timeout*
- bool [StartAssociation](#) ()  
*Start the association. Need to call SetPresentationContexts before.*
- bool [StopAssociation](#) ()  
*Stop the running association.*

## Static Public Member Functions

- static [SmartPointer](#)< [ServiceClassUser](#) > [New](#) ()  
*for wrapped language: instantiate a reference counted object*

## Additional Inherited Members

### 10.277.1 Detailed Description

[ServiceClassUser](#).

#### Examples

[CStoreQtProgress.cxx](#).

### 10.277.2 Constructor & Destructor Documentation

#### 10.277.2.1 [ServiceClassUser](#)() [1/2]

```
gdcm::ServiceClassUser::ServiceClassUser ( )
```

Construct a SCU with default:

- hostname = localhost
- port = 104

#### 10.277.2.2 [~ServiceClassUser](#)()

```
gdcm::ServiceClassUser::~~ServiceClassUser ( ) [override]
```

#### 10.277.2.3 [ServiceClassUser](#)() [2/2]

```
gdcm::ServiceClassUser::ServiceClassUser (
    const ServiceClassUser & ) [delete]
```

## 10.277.3 Member Function Documentation

### 10.277.3.1 GetAETitle()

```
const char * gdcm::ServiceClassUser::GetAETitle ( ) const
```

### 10.277.3.2 GetCalledAETitle()

```
const char * gdcm::ServiceClassUser::GetCalledAETitle ( ) const
```

### 10.277.3.3 GetTimeout()

```
double gdcm::ServiceClassUser::GetTimeout ( ) const
```

### 10.277.3.4 InitializeConnection()

```
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](#).

### 10.277.3.5 IsPresentationContextAccepted()

```
bool gdcm::ServiceClassUser::IsPresentationContextAccepted (
    const PresentationContext & pc ) const
```

Return if the passed in presentation was accepted during association negotiation.

### 10.277.3.6 New()

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

for wrapped language: instantiate a reference counted object

### 10.277.3.7 operator=()

```
void gdcm::ServiceClassUser::operator= (
    const ServiceClassUser & ) [delete]
```

### 10.277.3.8 SendEcho()

```
bool gdcm::ServiceClassUser::SendEcho ( )
```

C-ECHO.

### 10.277.3.9 SendFind()

```
bool gdcm::ServiceClassUser::SendFind (
    const BaseRootQuery * query,
    std::vector< DataSet > & retDatasets )
```

C-FIND a query, return result are in retDatasets.

### 10.277.3.10 SendMove() [1/3]

```
bool gdcm::ServiceClassUser::SendMove (
    const BaseRootQuery * query,
    const char * outputdir )
```

Execute a C-MOVE, based on query, return files are written in outputdir.

**10.277.3.11 SendMove()** [2/3]

```
bool gdcm::ServiceClassUser::SendMove (
    const BaseRootQuery * query,
    std::vector< DataSet > & retDatasets )
```

Execute a C-MOVE, based on query, returned dataset are Implicit.

**10.277.3.12 SendMove()** [3/3]

```
bool gdcm::ServiceClassUser::SendMove (
    const BaseRootQuery * query,
    std::vector< File > & retFile )
```

Execute a C-MOVE, based on query, returned Files are stored in vector.

**10.277.3.13 SendStore()** [1/3]

```
bool gdcm::ServiceClassUser::SendStore (
    const char * filename )
```

Execute a C-STORE on file on disk, named filename.

**Examples**

[CStoreQtProgress.cxx](#).

**10.277.3.14 SendStore()** [2/3]

```
bool gdcm::ServiceClassUser::SendStore (
    DataSet const & ds )
```

Execute a C-STORE on a [DataSet](#), the transfer syntax used will be Implicit.

**10.277.3.15 SendStore()** [3/3]

```
bool gdcm::ServiceClassUser::SendStore (
    File const & file )
```

Execute a C-STORE on a [File](#), the transfer syntax used for the query is based on the file.

**10.277.3.16 SetAETitle()**

```
void gdcmm::ServiceClassUser::SetAETitle (
    const char * aetitle )
```

set calling ae title

**10.277.3.17 SetCalledAETitle()**

```
void gdcmm::ServiceClassUser::SetCalledAETitle (
    const char * aetitle )
```

set called ae title

**Examples**

[CStoreQtProgress.cxx](#).

**10.277.3.18 SetHostname()**

```
void gdcmm::ServiceClassUser::SetHostname (
    const char * hostname )
```

Set the name of the called hostname (hostname or IP address)

**Examples**

[CStoreQtProgress.cxx](#).

**10.277.3.19 SetPort()**

```
void gdcmm::ServiceClassUser::SetPort (
    uint16_t port )
```

Set port of remote host (called application)

**Examples**

[CStoreQtProgress.cxx](#).

### 10.277.3.20 SetPortSCP()

```
void gdcm::ServiceClassUser::SetPortSCP (
    uint16_t portscp )
```

Set the port for any incoming C-STORE-SCP operation (typically in a return of C-MOVE)

### 10.277.3.21 SetPresentationContexts()

```
void gdcm::ServiceClassUser::SetPresentationContexts (
    std::vector< PresentationContext > const & pcs )
```

Set the Presentation Context used for the Association.

#### Examples

[CStoreQtProgress.cxx](#).

### 10.277.3.22 SetTimeout()

```
void gdcm::ServiceClassUser::SetTimeout (
    double t )
```

set/get Timeout

#### Examples

[CStoreQtProgress.cxx](#).

### 10.277.3.23 StartAssociation()

```
bool gdcm::ServiceClassUser::StartAssociation ( )
```

Start the association. Need to call SetPresentationContexts before.

#### Examples

[CStoreQtProgress.cxx](#).

### 10.277.3.24 StopAssociation()

```
bool gdcm::ServiceClassUser::StopAssociation ( )
```

Stop the running association.

#### Examples

[CStoreQtProgress.cxx](#).

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

- [gdcmServiceClassUser.h](#)

## 10.278 gdcm::SHA1 Class Reference

Class for [SHA1](#).

```
#include <gdcmSHA1.h>
```

### Public Member Functions

- [SHA1](#) ()
- [SHA1](#) (const [SHA1](#) &)=delete
- [~SHA1](#) ()
- void [operator=](#) (const [SHA1](#) &)=delete

### 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])

### 10.278.1 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



## 10.278.2 Constructor & Destructor Documentation

### 10.278.2.1 SHA1() [1/2]

```
gdcm::SHA1::SHA1 ( )
```

### 10.278.2.2 ~SHA1()

```
gdcm::SHA1::~~SHA1 ( )
```

### 10.278.2.3 SHA1() [2/2]

```
gdcm::SHA1::SHA1 (
    const SHA1 & ) [delete]
```

## 10.278.3 Member Function Documentation

### 10.278.3.1 Compute()

```
static bool gdcm::SHA1::Compute (
    const char * buffer,
    unsigned long buf_len,
    char digest_str[20 *2+1] ) [static]
```

### 10.278.3.2 ComputeFile()

```
static bool gdcm::SHA1::ComputeFile (
    const char * filename,
    char digest_str[20 *2+1] ) [static]
```

### 10.278.3.3 operator=()

```
void gdcM::SHA1::operator= (
    const SHA1 & ) [delete]
```

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

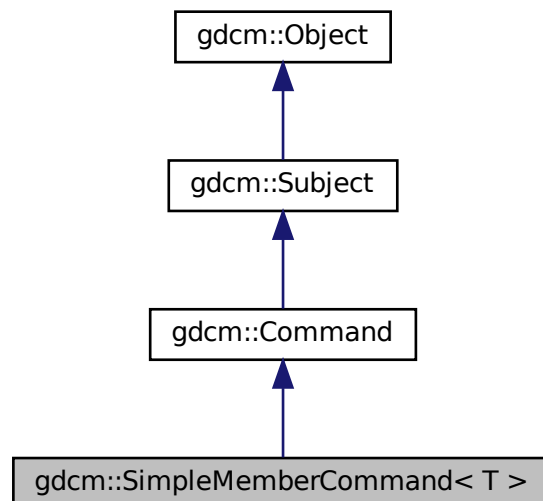
- [gdcMSHA1.h](#)

## 10.279 gdcM::SimpleMemberCommand< T > Class Template Reference

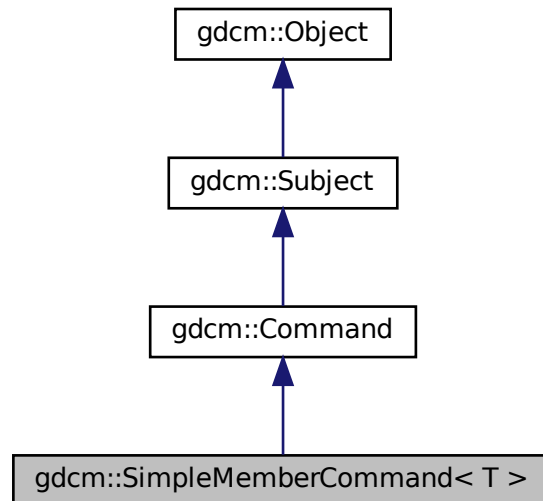
[Command](#) subclass that calls a pointer to a member function.

```
#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

- `SimpleMemberCommand` (`const Self &`)=delete
- void `Execute` (`const Subject *`, `const Event &`) override
- void `Execute` (`Subject *`, `const Event &`) override
- void `operator=` (`const Self &`)=delete
- void `SetCallbackFunction` (`T *object`, `TMemberFunctionPointer memberFunction`)

## Static Public Member Functions

- static `SmartPointer< SimpleMemberCommand > New` ()

## Protected Member Functions

- `SimpleMemberCommand` ()
- `~SimpleMemberCommand` () override=default

## Protected Attributes

- [TMemberFunctionPointer m\\_MemberFunction](#)
- [T \\* m\\_This](#)

### 10.279.1 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.

### 10.279.2 Member Typedef Documentation

#### 10.279.2.1 Self

```
template<typename T >  
typedef SimpleMemberCommand gdcM::SimpleMemberCommand< T >::Self
```

Standard class typedefs.

#### 10.279.2.2 TMemberFunctionPointer

```
template<typename T >  
typedef void(T::* gdcM::SimpleMemberCommand< T >::TMemberFunctionPointer) ()
```

A method callback.

### 10.279.3 Constructor & Destructor Documentation

#### 10.279.3.1 SimpleMemberCommand() [1/2]

```
template<typename T >  
gdcM::SimpleMemberCommand< T >::SimpleMemberCommand (  
    const Self & ) [delete]
```

### 10.279.3.2 SimpleMemberCommand() [2/2]

```
template<typename T >  
gdcm::SimpleMemberCommand< T >::SimpleMemberCommand ( ) [inline], [protected]
```

Referenced by [gdcm::SimpleMemberCommand< T >::New\(\)](#).

### 10.279.3.3 ~SimpleMemberCommand()

```
template<typename T >  
gdcm::SimpleMemberCommand< T >::~~SimpleMemberCommand ( ) [override], [protected], [default]
```

## 10.279.4 Member Function Documentation

### 10.279.4.1 Execute() [1/2]

```
template<typename T >  
void gdcm::SimpleMemberCommand< T >::Execute (   
    const Subject * caller,  
    const Event & event ) [inline], [override], [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](#).

### 10.279.4.2 Execute() [2/2]

```
template<typename T >  
void gdcm::SimpleMemberCommand< T >::Execute (   
    Subject * ,  
    const Event & ) [inline], [override], [virtual]
```

Invoke the callback function.

Implements [gdcm::Command](#).

References [gdcm::SimpleMemberCommand< T >::m\\_MemberFunction](#).

#### 10.279.4.3 New()

```
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\(\)](#).

#### 10.279.4.4 operator=()

```
template<typename T >
void gdcM::SimpleMemberCommand< T >::operator= (
    const Self & ) [delete]
```

#### 10.279.4.5 SetCallbackFunction()

```
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](#).

### 10.279.5 Member Data Documentation

#### 10.279.5.1 m\_MemberFunction

```
template<typename T >
TMemberFunctionPointer gdcM::SimpleMemberCommand< T >::m_MemberFunction [protected]
```

Referenced by [gdcM::SimpleMemberCommand< T >::Execute\(\)](#), and [gdcM::SimpleMemberCommand< T >::SetCallbackFunction\(\)](#).

### 10.279.5.2 m\_This

```
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](#)

## 10.280 gdcm::SimpleSubjectWatcher Class Reference

[SimpleSubjectWatcher](#).

```
#include <gdcmSimpleSubjectWatcher.h>
```

### Public Member Functions

- [SimpleSubjectWatcher](#) (const [SimpleSubjectWatcher](#) &)=delete
- [SimpleSubjectWatcher](#) ([Subject](#) \*s, const char \*comment="")
- virtual [~SimpleSubjectWatcher](#) ()
- void [operator=](#) (const [SimpleSubjectWatcher](#) &)=delete

### 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 [ShowFileName](#) ([Subject](#) \*caller, const [Event](#) &evt)
- virtual void [ShowIteration](#) ()
- virtual void [ShowProgress](#) ([Subject](#) \*caller, const [Event](#) &evt)
- virtual void [StartFilter](#) ()
- void [TestAbortOff](#) ()
- void [TestAbortOn](#) ()

### 10.280.1 Detailed Description

[SimpleSubjectWatcher](#).

This is a typical [Subject](#) Watcher class. It will observe all events.

#### Examples

[BasicAnonymizer.cs](#), [Cleaner.cs](#), [ClinicalTrialIdentificationWorkflow.cs](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [ScanDirectory.cs](#), and [SimpleScanner.cxx](#).

## 10.280.2 Constructor & Destructor Documentation

### 10.280.2.1 SimpleSubjectWatcher() [1/2]

```
gdcmm::SimpleSubjectWatcher::SimpleSubjectWatcher (
    Subject * s,
    const char * comment = "" )
```

### 10.280.2.2 ~SimpleSubjectWatcher()

```
virtual gdcmm::SimpleSubjectWatcher::~~SimpleSubjectWatcher ( ) [virtual]
```

### 10.280.2.3 SimpleSubjectWatcher() [2/2]

```
gdcmm::SimpleSubjectWatcher::SimpleSubjectWatcher (
    const SimpleSubjectWatcher & ) [delete]
```

## 10.280.3 Member Function Documentation

### 10.280.3.1 EndFilter()

```
virtual void gdcmm::SimpleSubjectWatcher::EndFilter ( ) [protected], [virtual]
```

### 10.280.3.2 operator=()

```
void gdcmm::SimpleSubjectWatcher::operator= (
    const SimpleSubjectWatcher & ) [delete]
```



### 10.280.3.3 ShowAbort()

```
virtual void gdcm::SimpleSubjectWatcher::ShowAbort ( ) [protected], [virtual]
```

### 10.280.3.4 ShowAnonymization()

```
virtual void gdcm::SimpleSubjectWatcher::ShowAnonymization (
    Subject * caller,
    const Event & evt ) [protected], [virtual]
```

### 10.280.3.5 ShowData()

```
virtual void gdcm::SimpleSubjectWatcher::ShowData (
    Subject * caller,
    const Event & evt ) [protected], [virtual]
```

### 10.280.3.6 ShowDataSet()

```
virtual void gdcm::SimpleSubjectWatcher::ShowDataSet (
    Subject * caller,
    const Event & evt ) [protected], [virtual]
```

### 10.280.3.7 ShowFileName()

```
virtual void gdcm::SimpleSubjectWatcher::ShowFileName (
    Subject * caller,
    const Event & evt ) [protected], [virtual]
```

### Examples

[SimpleScanner.cxx](#).

**10.280.3.8 ShowIteration()**

```
virtual void gdcm::SimpleSubjectWatcher::ShowIteration ( ) [protected], [virtual]
```

**10.280.3.9 ShowProgress()**

```
virtual void gdcm::SimpleSubjectWatcher::ShowProgress (
    Subject * caller,
    const Event & evt ) [protected], [virtual]
```

**10.280.3.10 StartFilter()**

```
virtual void gdcm::SimpleSubjectWatcher::StartFilter ( ) [protected], [virtual]
```

**10.280.3.11 TestAbortOff()**

```
void gdcm::SimpleSubjectWatcher::TestAbortOff ( ) [protected]
```

**10.280.3.12 TestAbortOn()**

```
void gdcm::SimpleSubjectWatcher::TestAbortOn ( ) [protected]
```

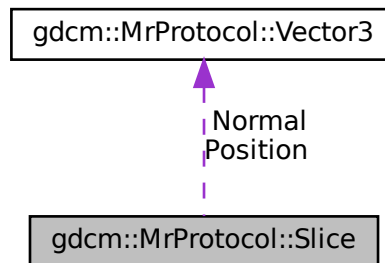
The documentation for this class was generated from the following file:

- [gdcmSimpleSubjectWatcher.h](#)

## 10.281 gdcm::MrProtocol::Slice Struct Reference

```
#include <gdcmMrProtocol.h>
```

Collaboration diagram for gdcm::MrProtocol::Slice:



### Public Attributes

- [Vector3 Normal](#)
- [Vector3 Position](#)

### 10.281.1 Member Data Documentation

#### 10.281.1.1 Normal

```
Vector3 gdcm::MrProtocol::Slice::Normal
```

#### 10.281.1.2 Position

```
Vector3 gdcm::MrProtocol::Slice::Position
```

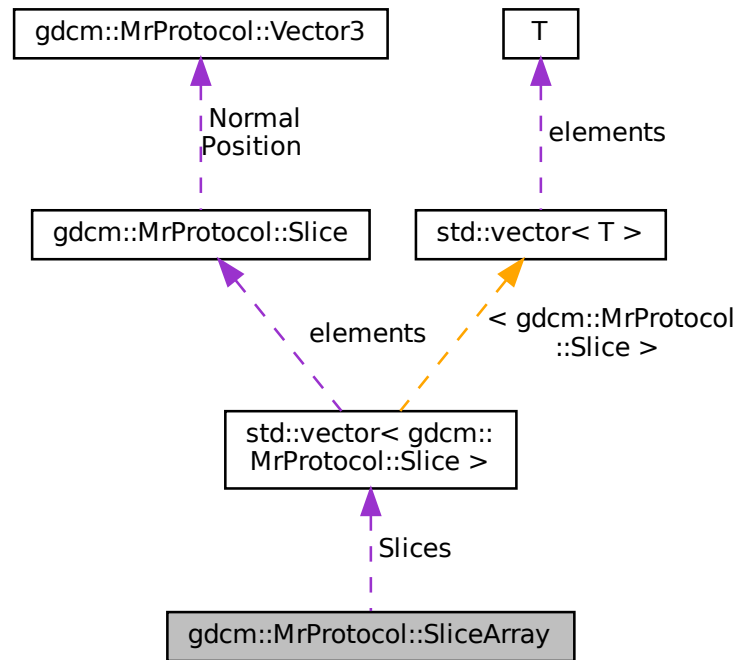
The documentation for this struct was generated from the following file:

- [gdcmMrProtocol.h](#)

## 10.282 gdcm::MrProtocol::SliceArray Struct Reference

```
#include <gdcmMrProtocol.h>
```

Collaboration diagram for gdcm::MrProtocol::SliceArray:



### Public Attributes

- `std::vector< Slice > Slices`

### 10.282.1 Member Data Documentation

#### 10.282.1.1 Slices

```
std::vector< Slice > gdcm::MrProtocol::SliceArray::Slices
```

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

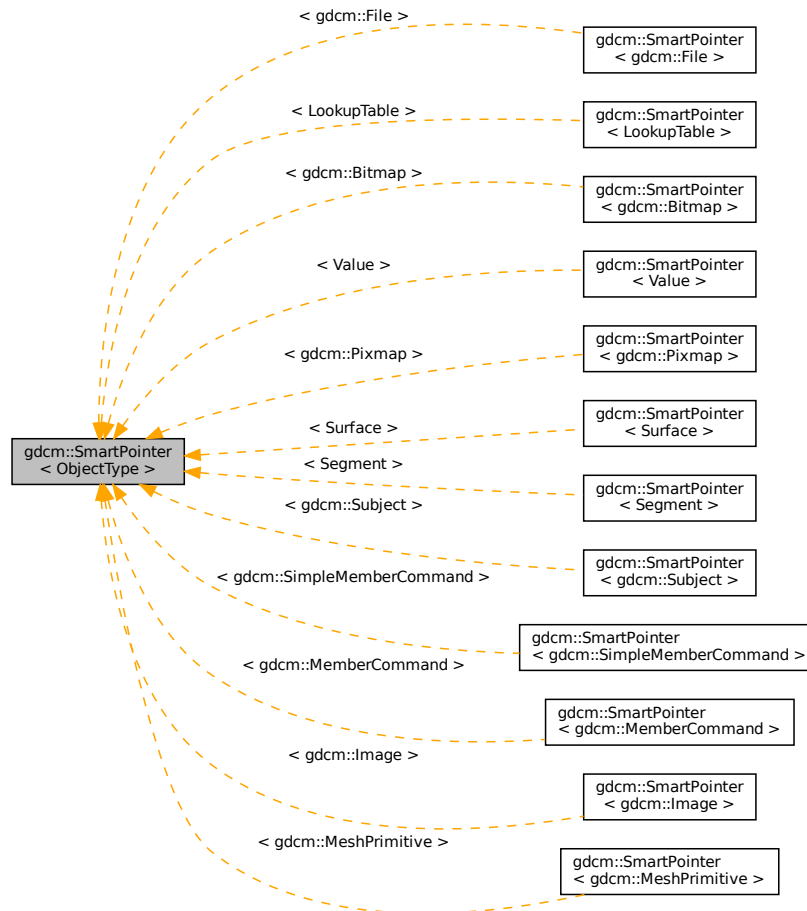
- [gdcmMrProtocol.h](#)

## 10.283 gdcm::SmartPointer< ObjectType > Class Template Reference

Class for Smart Pointer.

```
#include <gdcmSmartPointer.h>
```

Inheritance diagram for gdcm::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= (ObjectType *r)`  
*Overload operator assignment.*
- `SmartPointer & operator= (ObjectType const &r)`
- `SmartPointer & operator= (SmartPointer const &r)`  
*Overload operator assignment.*

### 10.283.1 Detailed Description

```
template<class ObjectType>
class gdcm::SmartPointer< ObjectType >
```

Class for Smart Pointer.

Will only work for subclass of `gdcm::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

[CStoreQtProgress.cxx](#), [ChangeSequenceUltrasound.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_FixBrokenJ2K.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetSubSequenceData.cxx](#), [LargeVRDSExplicit.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [SimpleScanner.cxx](#), [gdcmrtionplan.cxx](#), and [gdcmrtplan.cxx](#).

### 10.283.2 Constructor & Destructor Documentation

**10.283.2.1 SmartPointer() [1/4]**

```
template<class ObjectType >
gdcmm::SmartPointer< ObjectType >::SmartPointer ( ) [inline]
```

**10.283.2.2 SmartPointer() [2/4]**

```
template<class ObjectType >
gdcmm::SmartPointer< ObjectType >::SmartPointer (
    const SmartPointer< ObjectType > & p ) [inline]
```

**10.283.2.3 SmartPointer() [3/4]**

```
template<class ObjectType >
gdcmm::SmartPointer< ObjectType >::SmartPointer (
    ObjectType * p ) [inline]
```

**10.283.2.4 SmartPointer() [4/4]**

```
template<class ObjectType >
gdcmm::SmartPointer< ObjectType >::SmartPointer (
    ObjectType const & p ) [inline]
```

**10.283.2.5 ~SmartPointer()**

```
template<class ObjectType >
gdcmm::SmartPointer< ObjectType >::~~SmartPointer ( ) [inline]
```

**10.283.3 Member Function Documentation**

### 10.283.3.1 GetPointer()

```
template<class ObjectType >
ObjectType * gdcM::SmartPointer< ObjectType >::GetPointer ( ) const [inline]
```

Explicit function to retrieve the pointer.

### 10.283.3.2 operator ObjectType \*()

```
template<class ObjectType >
gdcM::SmartPointer< ObjectType >::operator ObjectType * ( ) const [inline]
```

Return pointer to object.

### 10.283.3.3 operator\*()

```
template<class ObjectType >
ObjectType & gdcM::SmartPointer< ObjectType >::operator* ( ) const [inline]
```

### 10.283.3.4 operator->()

```
template<class ObjectType >
ObjectType * gdcM::SmartPointer< ObjectType >::operator-> ( ) const [inline]
```

Overload operator ->

### 10.283.3.5 operator=( ) [1/3]

```
template<class ObjectType >
SmartPointer & gdcM::SmartPointer< ObjectType >::operator= (
    ObjectType * r ) [inline]
```

Overload operator assignment.



**10.283.3.6 operator=() [2/3]**

```
template<class ObjectType >
SmartPointer & gdcm::SmartPointer< ObjectType >::operator= (
    ObjectType const & r ) [inline]
```

References [gdcm::SmartPointer< ObjectType >::operator=\(\)](#).

**10.283.3.7 operator=() [3/3]**

```
template<class ObjectType >
SmartPointer & gdcm::SmartPointer< ObjectType >::operator= (
    SmartPointer< ObjectType > const & r ) [inline]
```

Overload operator assignment.

References [gdcm::SmartPointer< ObjectType >::operator=\(\)](#).

Referenced by [gdcm::SmartPointer< ObjectType >::operator=\(\)](#).

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

- [gdcmObject.h](#)
- [gdcmSmartPointer.h](#)

## 10.284 gdcm::network::SOPClassExtendedNegociationSub Class Reference

[SOPClassExtendedNegociationSub](#).

```
#include <gdcmSOPClassExtendedNegociationSub.h>
```

### Public Member Functions

- [SOPClassExtendedNegociationSub](#) ()
- void [Print](#) (std::ostream &os) const
- std::istream & [Read](#) (std::istream &is)
- void [SetTuple](#) (const char \*uid, uint8\_t levelofsupport=3, uint8\_t levelofdigitalsig=0, uint8\_t elementcoercion=2)
- size\_t [Size](#) () const
- const std::ostream & [Write](#) (std::ostream &os) const

## 10.284.1 Detailed Description

[SOPClassExtendedNegociationSub](#).

PS 3.7 [Table D.3-11](#) SOP CLASS EXTENDED NEGOTIATION SUB-ITEM FIELDS (A-ASSOCIATE-RQ and A-↔ ASSOCIATE-AC)

## 10.284.2 Constructor & Destructor Documentation

### 10.284.2.1 SOPClassExtendedNegociationSub()

```
gdcm::network::SOPClassExtendedNegociationSub::SOPClassExtendedNegociationSub ( )
```

## 10.284.3 Member Function Documentation

### 10.284.3.1 Print()

```
void gdcm::network::SOPClassExtendedNegociationSub::Print (
    std::ostream & os ) const
```

### 10.284.3.2 Read()

```
std::istream & gdcm::network::SOPClassExtendedNegociationSub::Read (
    std::istream & is )
```

### 10.284.3.3 SetTuple()

```
void gdcm::network::SOPClassExtendedNegociationSub::SetTuple (
    const char * uid,
    uint8_t levelofsupport = 3,
    uint8_t levelofdigitalsig = 0,
    uint8_t elementcoercion = 2 )
```

#### 10.284.3.4 Size()

```
size_t gdcm::network::SOPClassExtendedNegociationSub::Size ( ) const
```

#### 10.284.3.5 Write()

```
const std::ostream & gdcm::network::SOPClassExtendedNegociationSub::Write (
    std::ostream & os ) const
```

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

- [gdcmSOPClassExtendedNegociationSub.h](#)

## 10.285 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](#) ()

### 10.285.1 Detailed Description

Class convert a class SOP Class UID into [IOD](#).

Reference PS 3.4 [Table](#) B.5-1 STANDARD SOP CLASSES

## 10.285.2 Member Typedef Documentation

### 10.285.2.1 `const`

```
typedef const char * gdcm::SOPClassUIDToIOD::const (SOPClassUIDToIODType) [2]
```

## 10.285.3 Member Function Documentation

### 10.285.3.1 `GetIOD()`

```
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](#).

### 10.285.3.2 `GetIODFromSOPClassUID()`

```
static const char * gdcm::SOPClassUIDToIOD::GetIODFromSOPClassUID (
    const char * sopclassuid ) [static]
```

### 10.285.3.3 `GetNumberOfSOPClassToIOD()`

```
static unsigned int gdcm::SOPClassUIDToIOD::GetNumberOfSOPClassToIOD ( ) [static]
```

Return the number of SOP Class UID listed internally.

#### 10.285.3.4 GetSOPClassUIDFromIOD()

```
static const char * gdcm::SOPClassUIDToIOD::GetSOPClassUIDFromIOD (
    const char * iod ) [static]
```

#### 10.285.3.5 GetSOPClassUIDToIOD()

```
static SOPClassUIDToIODType & gdcm::SOPClassUIDToIOD::GetSOPClassUIDToIOD (
    unsigned int i ) [static]
```

#### 10.285.3.6 GetSOPClassUIDToIODs()

```
static SOPClassUIDToIODType * gdcm::SOPClassUIDToIOD::GetSOPClassUIDToIODs ( ) [static]
```

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

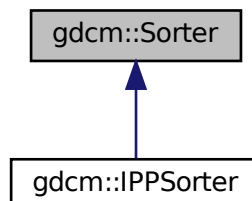
- [gdcmSOPClassUIDToIOD.h](#)

## 10.286 gdcm::Sorter Class Reference

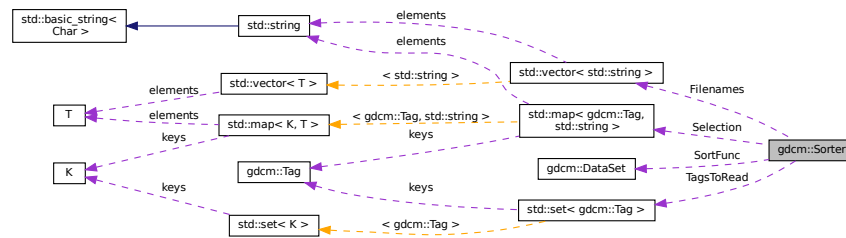
[Sorter](#).

```
#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)`
- void `SetTagsToRead (std::set< Tag > const &tags)`
- virtual bool `Sort (std::vector< std::string > const &filenames)`  
*Typically the output of `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`
- `std::set< Tag > TagsToRead`

## Friends

- `std::ostream & operator<< (std::ostream &_os, const Sorter &s)`

### 10.286.1 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 every time you call Sort, all files specified as input parameter are *read*

#### See also

[Scanner](#)

#### Examples

[SortImage.cxx](#), [SortImage2.cs](#), and [VolumeSorter.cxx](#).

### 10.286.2 Member Typedef Documentation

#### 10.286.2.1 SelectionMap

```
typedef std::map<Tag, std::string> gdcm::Sorter::SelectionMap [protected]
```

#### 10.286.2.2 SortFunction

```
typedef bool(* gdcm::Sorter::SortFunction) (DataSet const &, DataSet const &)
```

Set the sort function which compares one dataset to the other.

### 10.286.3 Constructor & Destructor Documentation

### 10.286.3.1 Sorter()

```
gdcM::Sorter::Sorter ( )
```

### 10.286.3.2 ~Sorter()

```
virtual gdcM::Sorter::~~Sorter ( ) [virtual]
```

## 10.286.4 Member Function Documentation

### 10.286.4.1 AddSelect()

```
bool gdcM::Sorter::AddSelect (
    Tag const & tag,
    const char * value )
```

UNSUPPORTED FOR NOW.

### 10.286.4.2 GetFileNames()

```
const std::vector< std::string > & gdcM::Sorter::GetFileNames ( ) const [inline]
```

Return the list of filenames as sorted by the specific algorithm used. Empty by default (before [Sort\(\)](#) is called)

#### Examples

[Compute3DSpacing.cxx](#), [SortImage.cxx](#), [VolumeSorter.cxx](#), [gdcMOrthoplanes.cxx](#), and [reslicesphere.cxx](#).

### 10.286.4.3 Print()

```
void gdcM::Sorter::Print (
    std::ostream & os ) const
```

Print.

#### Examples

[SortImage.cxx](#), [VolumeSorter.cxx](#), and [gdcMOrthoplanes.cxx](#).



#### 10.286.4.4 SetSortFunction()

```
void gdcm::Sorter::SetSortFunction (
    SortFunction f )
```

##### Examples

[SortImage.cxx](#), [SortImage2.cs](#), and [VolumeSorter.cxx](#).

#### 10.286.4.5 SetTagsToRead()

```
void gdcm::Sorter::SetTagsToRead (
    std::set< Tag > const & tags )
```

Specify a set of tags to be read in during the sort procedure. By default this set is empty, in which case the entire image, including pixel data, is read in.

#### 10.286.4.6 Sort()

```
virtual bool gdcm::Sorter::Sort (
    std::vector< std::string > const & filenames ) [virtual]
```

Typically the output of [Directory::GetFilenames\(\)](#)

Reimplemented in [gdcm::IPPSorter](#).

##### Examples

[SortImage.cxx](#).

#### 10.286.4.7 StableSort()

```
virtual bool gdcm::Sorter::StableSort (
    std::vector< std::string > const & filenames ) [virtual]
```

##### Examples

[SortImage.cxx](#), and [VolumeSorter.cxx](#).

### 10.286.5 Friends And Related Function Documentation

### 10.286.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const Sorter & s ) [friend]
```

## 10.286.6 Member Data Documentation

### 10.286.6.1 Filenames

```
std::vector<std::string> gdcm::Sorter::Filenames [protected]
```

### 10.286.6.2 Selection

```
std::map<Tag,std::string> gdcm::Sorter::Selection [protected]
```

### 10.286.6.3 SortFunc

```
SortFunction gdcm::Sorter::SortFunc [protected]
```

### 10.286.6.4 TagsToRead

```
std::set<Tag> gdcm::Sorter::TagsToRead [protected]
```

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

- [gdcmSorter.h](#)

## 10.287 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)

### 10.287.1 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://gdcmm.sourceforge.net/thingies/cr\\_pixelspacing.dcm](http://gdcmm.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://gdcm.sourceforge.net/wiki/index.php/Imager\\_Pixel\\_Spacing](http://gdcm.sourceforge.net/wiki/index.php/Imager_Pixel_Spacing)

## 10.287.2 Member Enumeration Documentation

### 10.287.2.1 SpacingType

```
enum gdcm::Spacing::SpacingType
```

Enumerator

DETECTOR	
MAGNIFIED	
CALIBRATED	
UNKNOWN	

### 10.287.3 Constructor & Destructor Documentation

### 10.287.3.1 Spacing()

```
gdcm::Spacing::Spacing ( )
```

### 10.287.3.2 ~Spacing()

```
gdcm::Spacing::~~Spacing ( )
```

## 10.287.4 Member Function Documentation

### 10.287.4.1 ComputePixelAspectRatioFromPixelSpacing()

```
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](#)

## 10.288 gdcm::Spectroscopy Class Reference

[Spectroscopy](#) class.

```
#include <gdcmSpectroscopy.h>
```

### Public Member Functions

- [Spectroscopy](#) ()=default

### 10.288.1 Detailed Description

[Spectroscopy](#) class.

### 10.288.2 Constructor & Destructor Documentation

### 10.288.2.1 Spectroscopy()

```
gdcm::Spectroscopy::Spectroscopy ( ) [default]
```

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

- [gdcmSpectroscopy.h](#)

## 10.289 gdcm::SplitMosaicFilter Class Reference

[SplitMosaicFilter](#) class.

```
#include <gdcmSplitMosaicFilter.h>
```

### Public Member Functions

- [SplitMosaicFilter](#) ()
- [~SplitMosaicFilter](#) ()
- bool [ComputeMOSAICDimensions](#) (unsigned int dims[3])
- bool [ComputeMOSAICSliceNormal](#) (double dims[3], bool &inverted)  
*Extract the value for SliceNormalVector (CSA header)*
- bool [ComputeMOSAICSlicePosition](#) (double pos[3], bool inverted)  
*Extract the value for ImagePositionPatient (requires inverted flag)*
- [File](#) & [GetFile](#) ()
- const [File](#) & [GetFile](#) () const
- [Image](#) & [GetImage](#) ()
- const [Image](#) & [GetImage](#) () const
- void [SetFile](#) (const [File](#) &f)
- void [SetImage](#) (const [Image](#) &image)
- bool [Split](#) ()  
*Split the SIEMENS MOSAIC image.*

### Static Public Member Functions

- static bool [GetAcquisitionSize](#) (unsigned int size[2], [DataSet](#) const &ds)  
*Get the Acquisition Matrix (non zero value):*
- static unsigned int [GetNumberOfImagesInMosaic](#) ([File](#) const &file)  
*Return the value for NumberOfImagesInMosaic, or compute it from Acquisition Size.*

## 10.289.1 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

### Warning

when private attributes are not found, the acquisition matrix is used to compute the NumberOfImagesInMosaic. This means trailing black slices will be considered in the volume (instead of discarded). CSA 0029,1010 is needed for correct NumberOfImagesInMosaic CSA 0029,1020 is needed to compute the correct origin without above info default are taken (may not be accurate).

## 10.289.2 Constructor & Destructor Documentation

### 10.289.2.1 SplitMosaicFilter()

```
gdcm::SplitMosaicFilter::SplitMosaicFilter ( )
```

### 10.289.2.2 ~SplitMosaicFilter()

```
gdcm::SplitMosaicFilter::~~SplitMosaicFilter ( )
```

## 10.289.3 Member Function Documentation

### 10.289.3.1 ComputeMOSAICDimensions()

```
bool gdcm::SplitMosaicFilter::ComputeMOSAICDimensions (
    unsigned int dims[3] )
```

Compute the new dimensions according to private information stored in the MOSAIC header.

### 10.289.3.2 ComputeMOSAICSliceNormal()

```
bool gdcM::SplitMosaicFilter::ComputeMOSAICSliceNormal (
    double dims[3],
    bool & inverted )
```

Extract the value for SliceNormalVector (CSA header)

### 10.289.3.3 ComputeMOSAICSlicePosition()

```
bool gdcM::SplitMosaicFilter::ComputeMOSAICSlicePosition (
    double pos[3],
    bool inverted )
```

Extract the value for ImagePositionPatient (requires inverted flag)

### 10.289.3.4 GetAcquisitionSize()

```
static bool gdcM::SplitMosaicFilter::GetAcquisitionSize (
    unsigned int size[2],
    DataSet const & ds ) [static]
```

Get the Acquisition Matrix (non zero value):

### 10.289.3.5 GetFile() [1/2]

```
File & gdcM::SplitMosaicFilter::GetFile ( ) [inline]
```

### 10.289.3.6 GetFile() [2/2]

```
const File & gdcM::SplitMosaicFilter::GetFile ( ) const [inline]
```

### 10.289.3.7 GetImage() [1/2]

```
Image & gdcM::SplitMosaicFilter::GetImage ( ) [inline]
```



### 10.289.3.8 GetImage() [2/2]

```
const Image & gdcm::SplitMosaicFilter::GetImage ( ) const [inline]
```

### 10.289.3.9 GetNumberOfImagesInMosaic()

```
static unsigned int gdcm::SplitMosaicFilter::GetNumberOfImagesInMosaic (
    File const & file ) [static]
```

Return the value for NumberOfImagesInMosaic, or compute it from Acquisition Size.

### 10.289.3.10 SetFile()

```
void gdcm::SplitMosaicFilter::SetFile (
    const File & f ) [inline]
```

### 10.289.3.11 SetImage()

```
void gdcm::SplitMosaicFilter::SetImage (
    const Image & image )
```

### 10.289.3.12 Split()

```
bool gdcm::SplitMosaicFilter::Split ( )
```

Split the SIEMENS MOSAIC image.

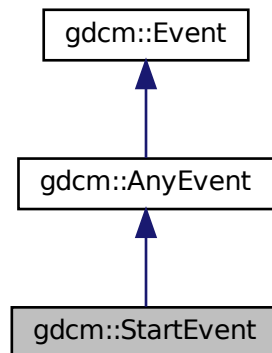
The documentation for this class was generated from the following file:

- [gdcmSplitMosaicFilter.h](#)

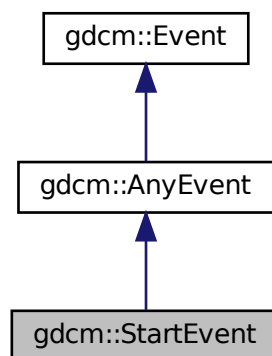
## 10.290 gdcM::StartEvent Class Reference

```
#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](#)

## 10.291 gdcm::static\_assert\_test< x > Struct Template Reference

```
#include <gdcmStaticAssert.h>
```

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

- [gdcmStaticAssert.h](#)

## 10.292 gdcm::STATIC\_ASSERTION\_FAILURE< x > Struct Template Reference

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

- [gdcmStaticAssert.h](#)

## 10.293 gdcm::STATIC\_ASSERTION\_FAILURE< true > Struct Reference

```
#include <gdcmStaticAssert.h>
```

### Public Types

- enum { [value](#) = 1 }

### 10.293.1 Member Enumeration Documentation

#### 10.293.1.1 anonymous enum

```
anonymous enum
```

##### Enumerator

value	
-------	--

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

- [gdcmStaticAssert.h](#)

## 10.294 gdcm::StreamImageReader Class Reference

[StreamImageReader](#).

```
#include <gdcmStreamImageReader.h>
```

### Public Member Functions

- [StreamImageReader](#) ()
- virtual [~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](#) (char \*inReadBuffer, const std::size\_t &inBufferLength)
- virtual bool [ReadImageInformation](#) ()
- void [SetFileName](#) (const char \*inFileName)
- void [SetStream](#) (std::istream &inStream)

### 10.294.1 Detailed Description

[StreamImageReader](#).

#### Note

its role is to convert the DICOM [DataSet](#) into a [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

[ExtractOneFrame.cs](#), and [StreamImageReaderTest.cxx](#).

### 10.294.2 Constructor & Destructor Documentation

### 10.294.2.1 StreamImageReader()

```
gdcm::StreamImageReader::StreamImageReader ( )
```

### 10.294.2.2 ~StreamImageReader()

```
virtual gdcm::StreamImageReader::~~StreamImageReader ( ) [virtual]
```

## 10.294.3 Member Function Documentation

### 10.294.3.1 CanReadImage()

```
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](#).

### 10.294.3.2 DefinePixelExtent()

```
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.

#### Examples

[ExtractOneFrame.cs](#), and [StreamImageReaderTest.cxx](#).

### 10.294.3.3 DefineProperBufferLength()

```
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

[ExtractOneFrame.cs](#), and [StreamImageReaderTest.cxx](#).

### 10.294.3.4 GetDimensionsValueForResolution()

```
std::vector< unsigned int > gdcm::StreamImageReader::GetDimensionsValueForResolution (
    unsigned int )
```

### 10.294.3.5 GetFile()

```
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

[ExtractOneFrame.cs](#), and [StreamImageReaderTest.cxx](#).

### 10.294.3.6 Read()

```
bool gdcm::StreamImageReader::Read (
    char * 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 char\* to std::ostream (internally) fails
3. the given buffer isn't large enough to accommodate 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

[ExtractOneFrame.cs](#), and [StreamImageReaderTest.cxx](#).

### 10.294.3.7 ReadImageInformation()

```
virtual bool gdcm::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 (7fe0,0010) tag.

#### Examples

[ExtractOneFrame.cs](#), and [StreamImageReaderTest.cxx](#).

### 10.294.3.8 SetFileName()

```
void gdcm::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

[ExtractOneFrame.cs](#), and [StreamImageReaderTest.cxx](#).

### 10.294.3.9 SetStream()

```
void gdcm::StreamImageReader::SetStream (
    std::istream & inStream )
```

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

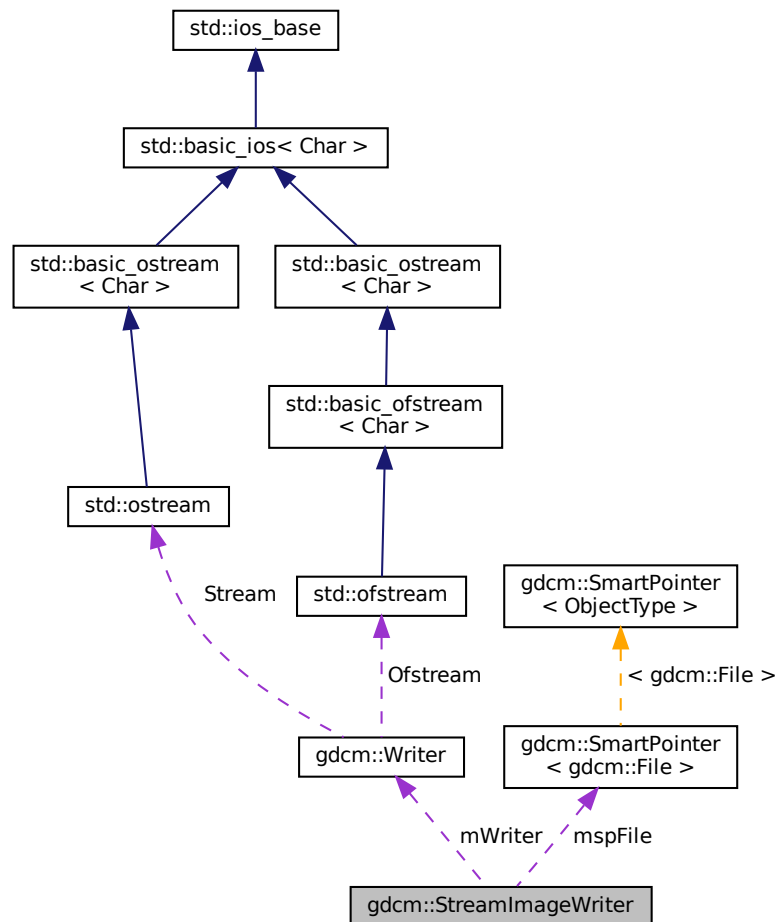
- [gdcmStreamImageReader.h](#)

## 10.295 gdcm::StreamImageWriter Class Reference

[StreamImageReader](#).

```
#include <gdcmStreamImageWriter.h>
```

Collaboration diagram for gdcm::StreamImageWriter:



### Public Member Functions

- [StreamImageWriter](#) ()
- virtual [~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](#)

### 10.295.1 Detailed Description

[StreamImageReader](#).

#### Note

its role is to convert the DICOM [DataSet](#) into a [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 threadsafe 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](#).

### 10.295.2 Constructor & Destructor Documentation

### 10.295.2.1 StreamImageWriter()

```
gdcm::StreamImageWriter::StreamImageWriter ( )
```

### 10.295.2.2 ~StreamImageWriter()

```
virtual gdcm::StreamImageWriter::~~StreamImageWriter ( ) [virtual]
```

## 10.295.3 Member Function Documentation

### 10.295.3.1 CanWriteFile()

```
bool gdcm::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](#).

### 10.295.3.2 DefinePixelExtent()

```
void gdcm::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](#).

### 10.295.3.3 DefineProperBufferLength()

```
uint32_t gdcm::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](#).

### 10.295.3.4 SetFile()

```
void gdcm::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](#).

### 10.295.3.5 SetFileName()

```
void gdcm::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.

### 10.295.3.6 SetStream()

```
void gdcm::StreamImageWriter::SetStream (
    std::ostream & inStream )
```

#### Examples

[Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), and [StreamImageReaderTest.cxx](#).

### 10.295.3.7 Write()

```
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 accommodate 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](#).

### 10.295.3.8 WriteImageInformation()

```
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](#).

### 10.295.3.9 WriteImageSubregionRAW()

```
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.

### 10.295.3.10 WriteRawHeader()

```
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.

## 10.295.4 Member Data Documentation

### 10.295.4.1 mElementOffsets

```
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.

### 10.295.4.2 mElementOffsets1

```
int gdcm::StreamImageWriter::mElementOffsets1 [protected]
```

### 10.295.4.3 mspFile

```
SmartPointer<File> gdcm::StreamImageWriter::mspFile [protected]
```

### 10.295.4.4 mWriter

```
Writer gdcm::StreamImageWriter::mWriter [protected]
```

**10.295.4.5 mXMax**

`uint16_t gdcm::StreamImageWriter::mXMax` [protected]

**10.295.4.6 mXMin**

`uint16_t gdcm::StreamImageWriter::mXMin` [protected]

**10.295.4.7 mYMax**

`uint16_t gdcm::StreamImageWriter::mYMax` [protected]

**10.295.4.8 mYMin**

`uint16_t gdcm::StreamImageWriter::mYMin` [protected]

**10.295.4.9 mZMax**

`uint16_t gdcm::StreamImageWriter::mZMax` [protected]

**10.295.4.10 mZMin**

`uint16_t gdcm::StreamImageWriter::mZMin` [protected]

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

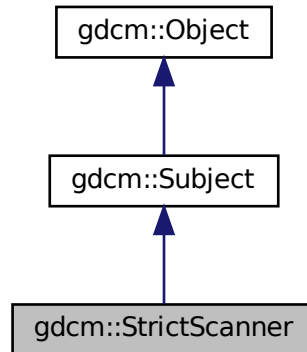
- [gdcmStreamImageWriter.h](#)

## 10.296 gdcm::StrictScanner Class Reference

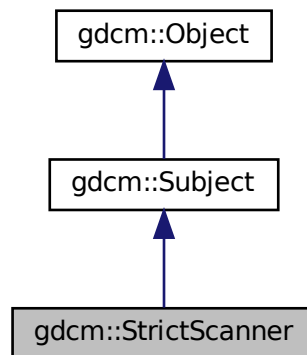
[StrictScanner](#).

```
#include <gdcmStrictScanner.h>
```

Inheritance diagram for gdcm::StrictScanner:



Collaboration diagram for gdcm::StrictScanner:



### Classes

- struct [ltstr](#)

## 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 > [ValuesType](#)

## Public Member Functions

- [StrictScanner](#) ()
- [~StrictScanner](#) () override
- 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
- [ValuesType](#) const & [GetValues](#) () const  
*Get all the values found (in lexicographic order)*
- [ValuesType](#) [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 override  
*Print result.*
- void [PrintTable](#) (std::ostream &os) const
- bool [Scan](#) ([Directory::FilenameType](#) const &filenames)  
*Start the scan !*

## Static Public Member Functions

- static [SmartPointer](#)< [StrictScanner](#) > [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 [StrictScanner](#) &s)

### 10.296.1 Detailed Description

[StrictScanner](#).

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 [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

[ScanDirectory.cs](#), and [SimpleScanner.cxx](#).

### 10.296.2 Member Typedef Documentation

#### 10.296.2.1 ConstIterator

```
typedef MappingType::const_iterator gdcm::StrictScanner::ConstIterator
```

### 10.296.2.2 MappingType

```
typedef std::map<const char *, TagToValue, ltstr> gdcm::StrictScanner::MappingType
```

### 10.296.2.3 TagToValue

```
typedef std::map<Tag, const char*> gdcm::StrictScanner::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)

### 10.296.2.4 TagToValueValueType

```
typedef TagToValue::value_type gdcm::StrictScanner::TagToValueValueType
```

### 10.296.2.5 ValuesType

```
typedef std::set< std::string > gdcm::StrictScanner::ValuesType
```

## 10.296.3 Constructor & Destructor Documentation

### 10.296.3.1 StrictScanner()

```
gdcm::StrictScanner::StrictScanner ( ) [inline]
```

### 10.296.3.2 ~StrictScanner()

```
gdcm::StrictScanner::~~StrictScanner ( ) [override]
```

## 10.296.4 Member Function Documentation

#### 10.296.4.1 AddPrivateTag()

```
void gdcm::StrictScanner::AddPrivateTag (
    PrivateTag const & t )
```

#### 10.296.4.2 AddSkipTag()

```
void gdcm::StrictScanner::AddSkipTag (
    Tag const & t )
```

Add a tag that will need to be skipped. Those are root level skip tags.

#### 10.296.4.3 AddTag()

```
void gdcm::StrictScanner::AddTag (
    Tag const & t )
```

Add a tag that will need to be read. Those are root level skip tags.

#### Examples

[ScanDirectory.cs](#), and [SimpleScanner.cxx](#).

#### 10.296.4.4 Begin()

```
ConstIterator gdcm::StrictScanner::Begin ( ) const [inline]
```

#### 10.296.4.5 ClearSkipTags()

```
void gdcm::StrictScanner::ClearSkipTags ( )
```

#### 10.296.4.6 ClearTags()

```
void gdcm::StrictScanner::ClearTags ( )
```

#### 10.296.4.7 End()

```
ConstIterator gdcM::StrictScanner::End ( ) const [inline]
```

#### 10.296.4.8 GetAllFileNamesFromTagToValue()

```
Directory::FileNamesType gdcM::StrictScanner::GetAllFileNamesFromTagToValue (
    Tag const & t,
    const char * valueref ) const
```

Will loop over all files and return a vector of std::strings of filenames where value match the reference value 'valueref'

#### 10.296.4.9 GetFilenameFromTagToValue()

```
const char * gdcM::StrictScanner::GetFilenameFromTagToValue (
    Tag const & t,
    const char * valueref ) const
```

Will loop over all files and return the first file where value match the reference value 'valueref'

#### 10.296.4.10 GetFileNames()

```
Directory::FileNamesType const & gdcM::StrictScanner::GetFileNames ( ) const [inline]
```

#### 10.296.4.11 GetKeys()

```
Directory::FileNamesType gdcM::StrictScanner::GetKeys ( ) const
```

Return the list of filename that are key in the internal map, which means those filename were properly parsed

#### 10.296.4.12 GetMapping()

```
TagToValue const & gdcM::StrictScanner::GetMapping (
    const char * filename ) const
```

Get the std::map mapping filenames to value for file 'filename'.

#### Examples

[SimpleScanner.cxx](#).

#### 10.296.4.13 GetMappingFromTagToValue()

```
TagToValue const & gdcm::StrictScanner::GetMappingFromTagToValue (
    Tag const & t,
    const char * value ) const
```

See [GetFilenameFromTagToValue\(\)](#). This is simply GetFilenameFromTagToValue followed.

#### 10.296.4.14 GetMappings()

```
MappingType const & gdcm::StrictScanner::GetMappings ( ) const [inline]
```

Mappings are the mapping from a particular tag to the map, mapping filename to value:

#### 10.296.4.15 GetOrderedValues()

```
Directory::FileNamesType gdcm::StrictScanner::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)

#### 10.296.4.16 GetValue()

```
const char * gdcm::StrictScanner::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 !

#### 10.296.4.17 GetValues() [1/2]

```
ValuesType const & gdcm::StrictScanner::GetValues ( ) const [inline]
```

Get all the values found (in lexicographic order)

**10.296.4.18 GetValues() [2/2]**

```
ValueType gdcM::StrictScanner::GetValues (
    Tag const & t ) const
```

Get all the values found (in lexicographic order) associated with [Tag](#) 't'.

**10.296.4.19 IsKey()**

```
bool gdcM::StrictScanner::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**

[ScanDirectory.cs](#), and [SimpleScanner.cxx](#).

**10.296.4.20 New()**

```
static SmartPointer< StrictScanner > gdcM::StrictScanner::New ( ) [inline], [static]
```

for wrapped language: instantiate a reference counted object

**Examples**

[ScanDirectory.cs](#).

**10.296.4.21 Print()**

```
void gdcM::StrictScanner::Print (
    std::ostream & os ) const [override], [virtual]
```

Print result.

Reimplemented from [gdcM::Object](#).

#### 10.296.4.22 PrintTable()

```
void gdcm::StrictScanner::PrintTable (
    std::ostream & os ) const
```

#### 10.296.4.23 ProcessPublicTag()

```
void gdcm::StrictScanner::ProcessPublicTag (
    StringFilter & sf,
    const char * filename ) [protected]
```

#### 10.296.4.24 Scan()

```
bool gdcm::StrictScanner::Scan (
    Directory::FileNamesType const & filenames )
```

Start the scan !

#### Examples

[ScanDirectory.cs](#), and [SimpleScanner.cxx](#).

### 10.296.5 Friends And Related Function Documentation

#### 10.296.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const StrictScanner & s ) [friend]
```

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

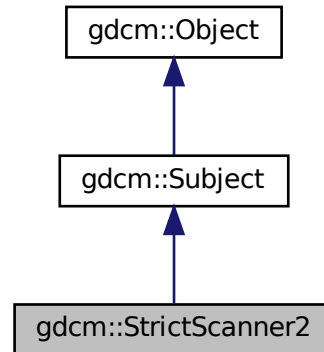
- [gdcmStrictScanner.h](#)

## 10.297 gdcm::StrictScanner2 Class Reference

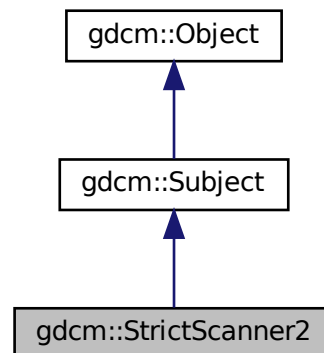
[StrictScanner2](#).

```
#include <gdcmStrictScanner2.h>
```

Inheritance diagram for gdcm::StrictScanner2:



Collaboration diagram for gdcm::StrictScanner2:



### Classes

- struct [ltstr](#)



## Public Types

- typedef PrivateMappingType::const\_iterator [PrivateConstIterator](#)
- typedef std::map< const char \*, [PrivateTagToValue](#), Itstr > [PrivateMappingType](#)
- typedef std::map< [PrivateTag](#), const char \* > [PrivateTagToValue](#)
- typedef PrivateTagToValue::value\_type [PrivateTagToValueValueType](#)
- typedef PublicMappingType::const\_iterator [PublicConstIterator](#)
- typedef std::map< const char \*, [PublicTagToValue](#), Itstr > [PublicMappingType](#)
- typedef std::map< [Tag](#), const char \* > [PublicTagToValue](#)
- typedef PublicTagToValue::value\_type [PublicTagToValueValueType](#)
- typedef std::set< std::string > [ValuesType](#)

## Public Member Functions

- [StrictScanner2](#) ()
- [~StrictScanner2](#) () override
- bool [AddPrivateTag](#) ([PrivateTag](#) const &pt)
- bool [AddPublicTag](#) ([Tag](#) const &t)
  - Add a tag that will need to be read. Those are root level tags.*
- bool [AddSkipTag](#) ([Tag](#) const &t)
  - Add a tag that will need to be skipped. Those are root level skip tags.*
- [PublicConstIterator](#) [Begin](#) () const
- void [ClearPrivateTags](#) ()
- void [ClearPublicTags](#) ()
- void [ClearSkipTags](#) ()
- [PublicConstIterator](#) [End](#) () const
- [Directory::FilenameType](#) [GetAllFilenamesFromPrivateTagToValue](#) ([PrivateTag](#) const &pt, const char \*valueref) const
- [Directory::FilenameType](#) [GetAllFilenamesFromPublicTagToValue](#) ([Tag](#) const &t, const char \*valueref) const
- const char \* [GetFilenameFromPrivateTagToValue](#) ([PrivateTag](#) const &pt, const char \*valueref) const
- const char \* [GetFilenameFromPublicTagToValue](#) ([Tag](#) const &t, const char \*valueref) const
- [Directory::FilenameType](#) const & [GetFilenames](#) () const
  - Return the list of filenames.*
- [Directory::FilenameType](#) [GetKeys](#) () const
- [PrivateTagToValue](#) const & [GetMappingFromPrivateTagToValue](#) ([PrivateTag](#) const &pt, const char \*value) const
- [PublicTagToValue](#) const & [GetMappingFromPublicTagToValue](#) ([Tag](#) const &t, const char \*value) const
- [PrivateTagToValue](#) const & [GetPrivateMapping](#) (const char \*filename) const
- [PrivateMappingType](#) const & [GetPrivateMappings](#) () const
- [Directory::FilenameType](#) [GetPrivateOrderedValues](#) ([PrivateTag](#) const &pt) const
- const char \* [GetPrivateValue](#) (const char \*filename, [PrivateTag](#) const &t) const
- [ValuesType](#) [GetPrivateValues](#) ([PrivateTag](#) const &pt) const
- [PublicTagToValue](#) const & [GetPublicMapping](#) (const char \*filename) const
  - Get the std::map mapping filenames to value for file 'filename'.*
- [PublicMappingType](#) const & [GetPublicMappings](#) () const
- [Directory::FilenameType](#) [GetPublicOrderedValues](#) ([Tag](#) const &t) const
- const char \* [GetPublicValue](#) (const char \*filename, [Tag](#) const &t) const
- [ValuesType](#) [GetPublicValues](#) ([Tag](#) const &t) const
  - Get all the values found (in lexicographic order) associated with [Tag](#) 't'.*
- [ValuesType](#) const & [GetValues](#) () const

*Get all the values found (in lexicographic order)*

- bool [IsKey](#) (const char \*filename) const
- void [Print](#) (std::ostream &os) const override

*Print result.*

- void [PrintTable](#) (std::ostream &os, bool header=false) const

*Print result as CSV table.*

- [PrivateConstIterator PrivateBegin](#) () const
- [PrivateConstIterator PrivateEnd](#) () const
- bool [Scan](#) ([Directory::FileNamesType](#) const &filenames)

*Start the scan !*

## Static Public Member Functions

- static [SmartPointer](#)< [StrictScanner2](#) > [New](#) ()  
*for wrapped language: instantiate a reference counted object*

## Protected Member Functions

- void [ProcessPrivateTag](#) ([StringFilter](#) &sf, const char \*filename)
- void [ProcessPublicTag](#) ([StringFilter](#) &sf, const char \*filename)

## Friends

- std::ostream & [operator<<](#) (std::ostream &\_os, const [StrictScanner2](#) &s)

## 10.297.1 Detailed Description

### [StrictScanner2](#).

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 [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](#)

## 10.297.2 Member Typedef Documentation

### 10.297.2.1 PrivateConstIterator

```
typedef PrivateMappingType::const_iterator gdcmm::StrictScanner2::PrivateConstIterator
```

### 10.297.2.2 PrivateMappingType

```
typedef std::map<const char *, PrivateTagToValue, ltstr> gdcmm::StrictScanner2::PrivateMappingType
```

### 10.297.2.3 PrivateTagToValue

```
typedef std::map<PrivateTag, const char *> gdcmm::StrictScanner2::PrivateTagToValue
```

### 10.297.2.4 PrivateTagToValueValueType

```
typedef PrivateTagToValue::value_type gdcmm::StrictScanner2::PrivateTagToValueValueType
```

### 10.297.2.5 PublicConstIterator

```
typedef PublicMappingType::const_iterator gdcmm::StrictScanner2::PublicConstIterator
```

### 10.297.2.6 PublicMappingType

```
typedef std::map<const char *, PublicTagToValue, ltstr> gdcmm::StrictScanner2::PublicMappingType
```

### 10.297.2.7 PublicTagToValue

```
typedef std::map<Tag, const char *> gdcm::StrictScanner2::PublicTagToValue
```

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 (held in a std::vector) this avoid an extra copy of the byte array. Tag are used as Tag class since sizeof(tag) <= sizeof(pointer)

### 10.297.2.8 PublicTagToValueValueType

```
typedef PublicTagToValue::value_type gdcm::StrictScanner2::PublicTagToValueValueType
```

### 10.297.2.9 ValuesType

```
typedef std::set<std::string> gdcm::StrictScanner2::ValuesType
```

## 10.297.3 Constructor & Destructor Documentation

### 10.297.3.1 StrictScanner2()

```
gdcm::StrictScanner2::StrictScanner2 ( ) [inline]
```

### 10.297.3.2 ~StrictScanner2()

```
gdcm::StrictScanner2::~~StrictScanner2 ( ) [override]
```

## 10.297.4 Member Function Documentation

### 10.297.4.1 AddPrivateTag()

```
bool gdcm::StrictScanner2::AddPrivateTag (
    PrivateTag const & pt )
```

#### 10.297.4.2 AddPublicTag()

```
bool gdcm::StrictScanner2::AddPublicTag (
    Tag const & t )
```

Add a tag that will need to be read. Those are root level tags.

#### 10.297.4.3 AddSkipTag()

```
bool gdcm::StrictScanner2::AddSkipTag (
    Tag const & t )
```

Add a tag that will need to be skipped. Those are root level skip tags.

#### 10.297.4.4 Begin()

```
PublicConstIterator gdcm::StrictScanner2::Begin ( ) const [inline]
```

#### 10.297.4.5 ClearPrivateTags()

```
void gdcm::StrictScanner2::ClearPrivateTags ( )
```

#### 10.297.4.6 ClearPublicTags()

```
void gdcm::StrictScanner2::ClearPublicTags ( )
```

#### 10.297.4.7 ClearSkipTags()

```
void gdcm::StrictScanner2::ClearSkipTags ( )
```

#### 10.297.4.8 End()

```
PublicConstIterator gdcm::StrictScanner2::End ( ) const [inline]
```

#### 10.297.4.9 GetAllFileNamesFromPrivateTagToValue()

```
Directory::FileNamesType gdcm::StrictScanner2::GetAllFileNamesFromPrivateTagToValue (
    PrivateTag const & pt,
    const char * valueref ) const
```

#### 10.297.4.10 GetAllFileNamesFromPublicTagToValue()

```
Directory::FileNamesType gdcm::StrictScanner2::GetAllFileNamesFromPublicTagToValue (
    Tag const & t,
    const char * valueref ) const
```

Will loop over all files and return a vector of std::strings of filenames where value match the reference value 'valueref'

#### 10.297.4.11 GetFilenameFromPrivateTagToValue()

```
const char * gdcm::StrictScanner2::GetFilenameFromPrivateTagToValue (
    PrivateTag const & pt,
    const char * valueref ) const
```

#### 10.297.4.12 GetFilenameFromPublicTagToValue()

```
const char * gdcm::StrictScanner2::GetFilenameFromPublicTagToValue (
    Tag const & t,
    const char * valueref ) const
```

Will loop over all files and return the first file where value match the reference value 'valueref'

#### 10.297.4.13 GetFileNames()

```
Directory::FileNamesType const & gdcm::StrictScanner2::GetFileNames ( ) const [inline]
```

Return the list of filenames.

#### 10.297.4.14 GetKeys()

```
Directory::FilenameType gdcmm::StrictScanner2::GetKeys ( ) const
```

Return the list of filename that are key in the internal map, which means those filename were properly parsed

#### 10.297.4.15 GetMappingFromPrivateTagToValue()

```
PrivateTagToValue const & gdcmm::StrictScanner2::GetMappingFromPrivateTagToValue (
    PrivateTag const & pt,
    const char * value ) const
```

#### 10.297.4.16 GetMappingFromPublicTagToValue()

```
PublicTagToValue const & gdcmm::StrictScanner2::GetMappingFromPublicTagToValue (
    Tag const & t,
    const char * value ) const
```

See GetFilenameFromTagToValue(). This is simply GetFilenameFromTagToValue followed

#### 10.297.4.17 GetPrivateMapping()

```
PrivateTagToValue const & gdcmm::StrictScanner2::GetPrivateMapping (
    const char * filename ) const
```

#### 10.297.4.18 GetPrivateMappings()

```
PrivateMappingType const & gdcmm::StrictScanner2::GetPrivateMappings ( ) const [inline]
```

#### 10.297.4.19 GetPrivateOrderedValues()

```
Directory::FilenameType gdcmm::StrictScanner2::GetPrivateOrderedValues (
    PrivateTag const & pt ) const
```

**10.297.4.20 GetPrivateValue()**

```
const char * gdcmm::StrictScanner2::GetPrivateValue (
    const char * filename,
    PrivateTag const & t ) const
```

**10.297.4.21 GetPrivateValues()**

```
ValuesType gdcmm::StrictScanner2::GetPrivateValues (
    PrivateTag const & pt ) const
```

Get all the values found (in lexicographic order) associated with [PrivateTag](#) 'pt'

**10.297.4.22 GetPublicMapping()**

```
PublicTagToValue const & gdcmm::StrictScanner2::GetPublicMapping (
    const char * filename ) const
```

Get the std::map mapping filenames to value for file 'filename'.

**10.297.4.23 GetPublicMappings()**

```
PublicMappingType const & gdcmm::StrictScanner2::GetPublicMappings ( ) const [inline]
```

Mappings are the mapping from a particular tag to the map, mapping filename to value:

**10.297.4.24 GetPublicOrderedValues()**

```
Directory::FileNamesType gdcmm::StrictScanner2::GetPublicOrderedValues (
    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)

**10.297.4.25 GetPublicValue()**

```
const char * gdcmm::StrictScanner2::GetPublicValue (
    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 !



#### 10.297.4.26 GetPublicValues()

```
ValueType gdcm::StrictScanner2::GetPublicValues (
    Tag const & t ) const
```

Get all the values found (in lexicographic order) associated with Tag 't'.

#### 10.297.4.27 GetValues()

```
ValueType const & gdcm::StrictScanner2::GetValues ( ) const [inline]
```

Get all the values found (in lexicographic order)

#### 10.297.4.28 IsKey()

```
bool gdcm::StrictScanner2::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

#### 10.297.4.29 New()

```
static SmartPointer< StrictScanner2 > gdcm::StrictScanner2::New ( ) [inline], [static]
```

for wrapped language: instantiate a reference counted object

#### 10.297.4.30 Print()

```
void gdcm::StrictScanner2::Print (
    std::ostream & os ) const [override], [virtual]
```

Print result.

Reimplemented from [gdcm::Object](#).

**10.297.4.31 PrintTable()**

```
void gdcm::StrictScanner2::PrintTable (
    std::ostream & os,
    bool header = false ) const
```

Print result as CSV table.

**10.297.4.32 PrivateBegin()**

```
PrivateConstIterator gdcm::StrictScanner2::PrivateBegin ( ) const [inline]
```

**10.297.4.33 PrivateEnd()**

```
PrivateConstIterator gdcm::StrictScanner2::PrivateEnd ( ) const [inline]
```

**10.297.4.34 ProcessPrivateTag()**

```
void gdcm::StrictScanner2::ProcessPrivateTag (
    StringFilter & sf,
    const char * filename ) [protected]
```

**10.297.4.35 ProcessPublicTag()**

```
void gdcm::StrictScanner2::ProcessPublicTag (
    StringFilter & sf,
    const char * filename ) [protected]
```

**10.297.4.36 Scan()**

```
bool gdcm::StrictScanner2::Scan (
    Directory::FileNamesType const & filenames )
```

Start the scan !

## 10.297.5 Friends And Related Function Documentation

### 10.297.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const StrictScanner2 & s ) [friend]
```

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

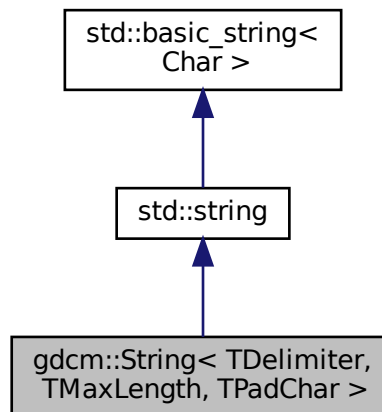
- [gdcmStrictScanner2.h](#)

## 10.298 gdcm::String< TDelimiter, TMaxLength, TPadChar > Class Template Reference

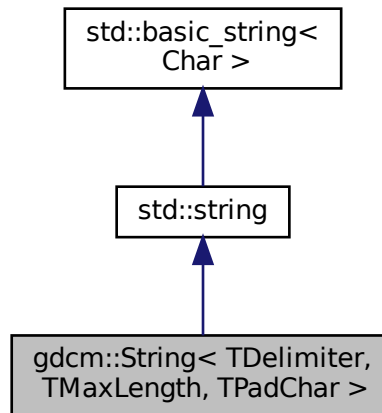
[String](#).

```
#include <gdcmString.h>
```

Inheritance diagram for gdcm::String< TDelimiter, TMaxLength, TPadChar >:



Collaboration diagram for `gdc::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 `std::string` &s, [size\\_type](#) pos=0, [size\\_type](#) n=npos)
- [String](#) (const [value\\_type](#) \*s)
- [String](#) (const [value\\_type](#) \*s, [size\\_type](#) n)
- `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
- `gdc::String< TDelimiter, TMaxLength, TPadChar > Truncate` () const

## Static Public Member Functions

- static std::string [Trim](#) (const char \*input)

### 10.298.1 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. No one actually respect the max length TPadChar is the string padding (0 or space)

#### Examples

[TemplateEmptyImage.cxx](#).

### 10.298.2 Member Typedef Documentation

#### 10.298.2.1 const\_iterator

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
typedef std::string::const_iterator gdcmm::String< TDelimiter, TMaxLength, TPadChar >::const_↵
iterator
```

#### 10.298.2.2 const\_reference

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
typedef std::string::const_reference gdcmm::String< TDelimiter, TMaxLength, TPadChar >::const_↵
reference
```

#### 10.298.2.3 const\_reverse\_iterator

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
typedef std::string::const_reverse_iterator gdcmm::String< TDelimiter, TMaxLength, TPadChar >↵
::const_reverse_iterator
```

#### 10.298.2.4 difference\_type

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
typedef std::string::difference_type gdcm::String< TDelimiter, TMaxLength, TPadChar >::difference←
_type
```

#### 10.298.2.5 iterator

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
typedef std::string::iterator gdcm::String< TDelimiter, TMaxLength, TPadChar >::iterator
```

#### 10.298.2.6 pointer

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
typedef std::string::pointer gdcm::String< TDelimiter, TMaxLength, TPadChar >::pointer
```

#### 10.298.2.7 reference

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
typedef std::string::reference gdcm::String< TDelimiter, TMaxLength, TPadChar >::reference
```

#### 10.298.2.8 reverse\_iterator

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
typedef std::string::reverse_iterator gdcm::String< TDelimiter, TMaxLength, TPadChar >::reverse←
_iterator
```

#### 10.298.2.9 size\_type

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
typedef std::string::size_type gdcm::String< TDelimiter, TMaxLength, TPadChar >::size_type
```

### 10.298.2.10 value\_type

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
typedef std::string::value_type gdcm::String< TDelimiter, TMaxLength, TPadChar >::value_type
```

## 10.298.3 Constructor & Destructor Documentation

### 10.298.3.1 String() [1/4]

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
gdcm::String< TDelimiter, TMaxLength, TPadChar >::String ( ) [inline]
```

[String](#) constructors.

### 10.298.3.2 String() [2/4]

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
gdcm::String< TDelimiter, TMaxLength, TPadChar >::String (
    const value_type * s ) [inline]
```

### 10.298.3.3 String() [3/4]

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
gdcm::String< TDelimiter, TMaxLength, TPadChar >::String (
    const value_type * s,
    size_type n ) [inline]
```

### 10.298.3.4 String() [4/4]

```
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]
```

## 10.298.4 Member Function Documentation

### 10.298.4.1 IsValid()

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
bool gdc::String< TDelimiter, TMaxLength, TPadChar >::IsValid ( ) const [inline]
```

return if string is valid

Referenced by [gdc::LO::IsValid\(\)](#), and [gdc::String< TDelimiter, TMaxLength, TPadChar >::Truncate\(\)](#).

### 10.298.4.2 operator const char \*()

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
gdc::String< TDelimiter, TMaxLength, TPadChar >::operator const char * ( ) const [inline]
```

WARNING: Trailing \0 might be lost in this operation:

### 10.298.4.3 Trim() [1/2]

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
std::string gdc::String< TDelimiter, TMaxLength, TPadChar >::Trim ( ) const [inline]
```

Trim function is required to return a std::string object, otherwise we could not create a [gdc::String](#) object with an odd number of bytes...

#### Examples

[DumpExamCard.cxx](#).

### 10.298.4.4 Trim() [2/2]

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
static std::string gdc::String< TDelimiter, TMaxLength, TPadChar >::Trim (
    const char * input ) [inline], [static]
```



#### 10.298.4.5 Truncate()

```
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](#)

## 10.299 gdcm::StringFilter Class Reference

[StringFilter](#).

```
#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, size\_t len)  
*Convert to string the char array defined by the pair (value,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 [DataElement](#) &de) const
- std::string [ToString](#) (const [PrivateTag](#) &t) const
- std::string [ToString](#) (const [Tag](#) &t) const  
*Directly from a Tag:*
- std::pair< std::string, std::string > [ToStringPair](#) (const [DataElement](#) &de) const
- std::pair< std::string, std::string > [ToStringPair](#) (const [Tag](#) &t) const  
*Directly from a Tag:*
- 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

## 10.299.1 Detailed Description

[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

Examples

[DumpVisusChange.cxx](#), [ReadAndPrintAttributes.cxx](#), and [SimplePrintPatientName.cs](#).

## 10.299.2 Constructor & Destructor Documentation

### 10.299.2.1 StringFilter()

```
gdcm::StringFilter::StringFilter ( )
```

### 10.299.2.2 ~StringFilter()

```
gdcm::StringFilter::~~StringFilter ( )
```

## 10.299.3 Member Function Documentation

### 10.299.3.1 ExecuteQuery() [1/2]

```
bool gdcm::StringFilter::ExecuteQuery (
    std::string const & query,
    DataSet const & ds,
    std::string & value ) const [protected]
```

### 10.299.3.2 ExecuteQuery() [2/2]

```
bool gdcm::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 syntactically correct

### 10.299.3.3 FromString()

```
std::string gdcm::StringFilter::FromString (
    const Tag & t,
    const char * value,
    size_t len )
```

Convert to string the char array defined by the pair (value,len)

### 10.299.3.4 GetFile() [1/2]

```
File & gdcm::StringFilter::GetFile ( ) [inline]
```

### 10.299.3.5 GetFile() [2/2]

```
const File & gdcm::StringFilter::GetFile ( ) const [inline]
```

### 10.299.3.6 SetDicts()

```
void gdcm::StringFilter::SetDicts (
    const Dicts & dicts )
```

Allow user to pass in there own dicts.

### 10.299.3.7 SetFile()

```
void gdcm::StringFilter::SetFile (
    const File & f ) [inline]
```

Set/Get [File](#).

#### Examples

[DumpVisusChange.cxx](#), [ReadAndPrintAttributes.cxx](#), and [SimplePrintPatientName.cs](#).

### 10.299.3.8 ToString() [1/3]

```
std::string gdcm::StringFilter::ToString (
    const DataElement & de ) const
```

Convert to string the [ByteValue](#) contained in a [DataElement](#). The [DataElement](#) must be coming from the actual [DataSet](#) associated with [File](#) (see [SetFile](#)).

#### Examples

[DumpVisusChange.cxx](#), [ReadAndPrintAttributes.cxx](#), and [SimplePrintPatientName.cs](#).

### 10.299.3.9 ToString() [2/3]

```
std::string gdcm::StringFilter::ToString (
    const PrivateTag & t ) const
```

### 10.299.3.10 ToString() [3/3]

```
std::string gdcm::StringFilter::ToString (
    const Tag & t ) const
```

Directly from a [Tag](#):

### 10.299.3.11 ToStringPair() [1/3]

```
std::pair< std::string, std::string > gdcm::StringFilter::ToStringPair (
    const DataElement & de ) 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](#) pari.second : the value encoded into a string (US,UL...) are properly converted

#### Examples

[ReadAndPrintAttributes.cxx](#).

**10.299.3.12 ToStringPair() [2/3]**

```
std::pair< std::string, std::string > gdcm::StringFilter::ToStringPair (
    const Tag & t ) const
```

Directly from a [Tag](#):

**10.299.3.13 ToStringPair() [3/3]**

```
std::pair< std::string, std::string > gdcm::StringFilter::ToStringPair (
    const Tag & t,
    DataSet const & ds ) const [protected]
```

**10.299.3.14 UseDictAlways()**

```
void gdcm::StringFilter::UseDictAlways (
    bool ) [inline]
```

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

- [gdcmStringFilter.h](#)

## 10.300 gdcm::Study Class Reference

[Study](#).

```
#include <gdcmStudy.h>
```

### Public Member Functions

- [Study](#) ()=default

### 10.300.1 Detailed Description

[Study](#).

### 10.300.2 Constructor & Destructor Documentation

### 10.300.2.1 Study()

```
gdcM::Study::Study ( ) [default]
```

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

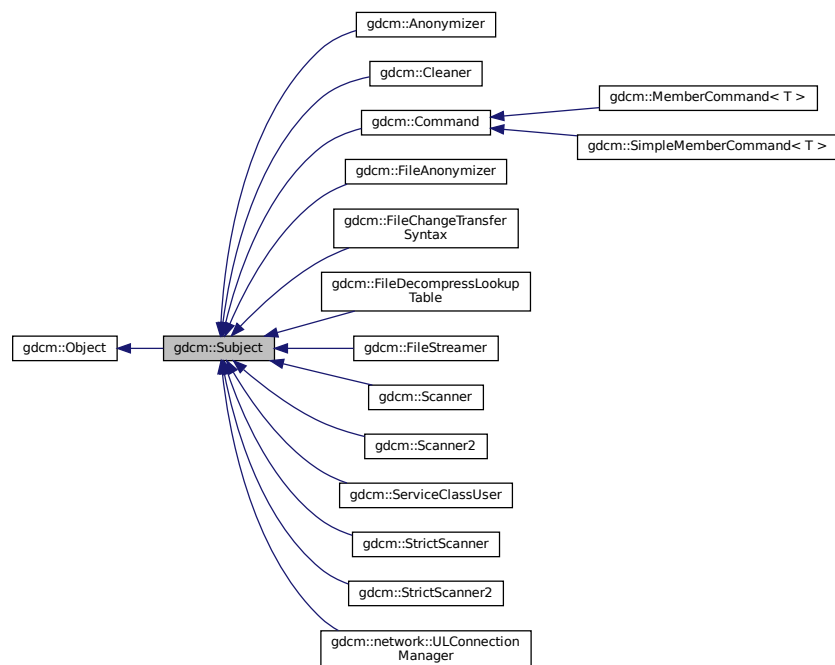
- [gdcMStudy.h](#)

## 10.301 gdcM::Subject Class Reference

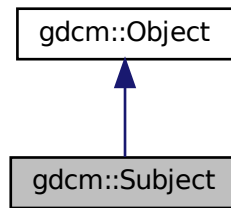
[Subject.](#)

```
#include <gdcMSubject.h>
```

Inheritance diagram for gdcM::Subject:



Collaboration diagram for gdcm::Subject:



## Public Member Functions

- [Subject](#) ()
- [~Subject](#) () override
- 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

### 10.301.1 Detailed Description

[Subject](#).

See also

[Command](#) [Event](#)

Examples

[BasicAnonymizer.cs](#), [Cleaner.cs](#), [ClinicalTrialIdentificationWorkflow.cs](#), [ScanDirectory.cs](#), and [SimpleScanner.cxx](#).

### 10.301.2 Constructor & Destructor Documentation

### 10.301.2.1 Subject()

```
gdcM::Subject::Subject ( )
```

### 10.301.2.2 ~Subject()

```
gdcM::Subject::~~Subject ( ) [override]
```

## 10.301.3 Member Function Documentation

### 10.301.3.1 AddObserver() [1/2]

```
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

### 10.301.3.2 AddObserver() [2/2]

```
unsigned long gdcM::Subject::AddObserver (
    const Event & event,
    Command * ) const
```

### 10.301.3.3 GetCommand()

```
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.



#### 10.301.3.4 HasObserver()

```
bool gdcmm::Subject::HasObserver (
    const Event & event ) const
```

Return true if an observer is registered for this event.

#### 10.301.3.5 InvokeEvent() [1/2]

```
void gdcmm::Subject::InvokeEvent (
    const Event & )
```

Call Execute on all the Commands observing this event id.

#### 10.301.3.6 InvokeEvent() [2/2]

```
void gdcmm::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.

#### 10.301.3.7 RemoveAllObservers()

```
void gdcmm::Subject::RemoveAllObservers ( )
```

Remove all observers .

#### 10.301.3.8 RemoveObserver()

```
void gdcmm::Subject::RemoveObserver (
    unsigned long tag )
```

Remove the observer with this tag value.

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

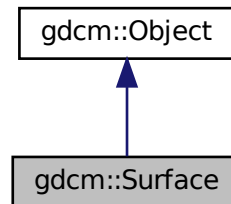
- [gdcmmSubject.h](#)

## 10.302 gdcm::Surface Class Reference

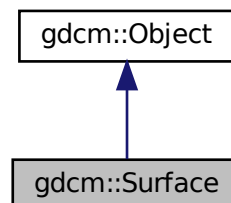
This class defines a SURFACE IE.

```
#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](#) ()
- [~Surface](#) () override
- [SegmentHelper::BasicCodedEntry](#) & [GetAlgorithmFamily](#) ()
- [SegmentHelper::BasicCodedEntry](#) const & [GetAlgorithmFamily](#) () const
- 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](#) & [GetMeshPrimitive](#) ()
- [MeshPrimitive](#) const & [GetMeshPrimitive](#) () const
- unsigned long [GetNumberOfSurfacePoints](#) () const
- unsigned long [GetNumberOfVectors](#) () const
- [DataElement](#) & [GetPointCoordinatesData](#) ()
- const [DataElement](#) & [GetPointCoordinatesData](#) () const
- const float \* [GetPointPositionAccuracy](#) () const
- const float \* [GetPointsBoundingBoxCoordinates](#) () const
- [SegmentHelper::BasicCodedEntry](#) & [GetProcessingAlgorithm](#) ()
- [SegmentHelper::BasicCodedEntry](#) const & [GetProcessingAlgorithm](#) () const
- 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
- [DataElement](#) & [GetVectorCoordinateData](#) ()
- const [DataElement](#) & [GetVectorCoordinateData](#) () const
- 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 std::vector< unsigned short > &vl)
- void [SetRecommendedDisplayCIELabValue](#) (const unsigned short vl, const unsigned int idx=0)
- void [SetRecommendedDisplayCIELabValue](#) (const unsigned short vl[3])
- 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

### 10.302.1 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

### 10.302.2 Member Enumeration Documentation

#### 10.302.2.1 STATES

enum [gdcm::Surface::STATES](#)

**Enumerator**

NO	
YES	
UNKNOWN	
STATES_END	

**10.302.2.2 VIEWType**

```
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	

**10.302.3 Constructor & Destructor Documentation****10.302.3.1 Surface()**

```
gdcm::Surface::Surface ( )
```

**10.302.3.2 ~Surface()**

```
gdcm::Surface::~~Surface ( ) [override]
```

## 10.302.4 Member Function Documentation

### 10.302.4.1 GetAlgorithmFamily() [1/2]

```
SegmentHelper::BasicCodedEntry & gdcM::Surface::GetAlgorithmFamily ( )
```

### 10.302.4.2 GetAlgorithmFamily() [2/2]

```
SegmentHelper::BasicCodedEntry const & gdcM::Surface::GetAlgorithmFamily ( ) const
```

### 10.302.4.3 GetAlgorithmName()

```
const char * gdcM::Surface::GetAlgorithmName ( ) const
```

### 10.302.4.4 GetAlgorithmVersion()

```
const char * gdcM::Surface::GetAlgorithmVersion ( ) const
```

### 10.302.4.5 GetAxisOfRotation()

```
const float * gdcM::Surface::GetAxisOfRotation ( ) const
```

#### Note

Pointer is null if undefined

#### 10.302.4.6 GetCenterOfRotation()

```
const float * gdcM::Surface::GetCenterOfRotation ( ) const
```

##### Note

Pointer is null if undefined

#### 10.302.4.7 GetFiniteVolume()

```
STATES gdcM::Surface::GetFiniteVolume ( ) const
```

#### 10.302.4.8 GetManifold()

```
STATES gdcM::Surface::GetManifold ( ) const
```

#### 10.302.4.9 GetMaximumPointDistance()

```
float gdcM::Surface::GetMaximumPointDistance ( ) const
```

#### 10.302.4.10 GetMeanPointDistance()

```
float gdcM::Surface::GetMeanPointDistance ( ) const
```

#### 10.302.4.11 GetMeshPrimitive() [1/2]

```
MeshPrimitive & gdcM::Surface::GetMeshPrimitive ( )
```

**10.302.4.12 GetMeshPrimitive() [2/2]**

```
MeshPrimitive const & gdcm::Surface::GetMeshPrimitive ( ) const
```

**10.302.4.13 GetNumberOfSurfacePoints()**

```
unsigned long gdcm::Surface::GetNumberOfSurfacePoints ( ) const
```

**10.302.4.14 GetNumberOfVectors()**

```
unsigned long gdcm::Surface::GetNumberOfVectors ( ) const
```

**10.302.4.15 GetPointCoordinatesData() [1/2]**

```
DataElement & gdcm::Surface::GetPointCoordinatesData ( )
```

**10.302.4.16 GetPointCoordinatesData() [2/2]**

```
const DataElement & gdcm::Surface::GetPointCoordinatesData ( ) const
```

**10.302.4.17 GetPointPositionAccuracy()**

```
const float * gdcm::Surface::GetPointPositionAccuracy ( ) const
```

**Note**

Pointer is null if undefined



**10.302.4.18 GetPointsBoundingBoxCoordinates()**

```
const float * gdcm::Surface::GetPointsBoundingBoxCoordinates ( ) const
```

**Note**

Pointer is null if undefined

**10.302.4.19 GetProcessingAlgorithm() [1/2]**

```
SegmentHelper::BasicCodedEntry & gdcm::Surface::GetProcessingAlgorithm ( )
```

**10.302.4.20 GetProcessingAlgorithm() [2/2]**

```
SegmentHelper::BasicCodedEntry const & gdcm::Surface::GetProcessingAlgorithm ( ) const
```

**10.302.4.21 GetRecommendedDisplayCIELabValue() [1/2]**

```
const unsigned short * gdcm::Surface::GetRecommendedDisplayCIELabValue ( ) const
```

**10.302.4.22 GetRecommendedDisplayCIELabValue() [2/2]**

```
unsigned short gdcm::Surface::GetRecommendedDisplayCIELabValue (
    const unsigned int idx ) const
```

**10.302.4.23 GetRecommendedDisplayGrayscaleValue()**

```
unsigned short gdcm::Surface::GetRecommendedDisplayGrayscaleValue ( ) const
```

**10.302.4.24 GetRecommendedPresentationOpacity()**

```
float gdcm::Surface::GetRecommendedPresentationOpacity ( ) const
```

**10.302.4.25 GetRecommendedPresentationType()**

```
VIEWType gdcm::Surface::GetRecommendedPresentationType ( ) const
```

**10.302.4.26 GetSTATES()**

```
static STATES gdcm::Surface::GetSTATES (
    const char * state ) [static]
```

**10.302.4.27 GetSTATESString()**

```
static const char * gdcm::Surface::GetSTATESString (
    STATES state ) [static]
```

**10.302.4.28 GetSurfaceComments()**

```
const char * gdcm::Surface::GetSurfaceComments ( ) const
```

**10.302.4.29 GetSurfaceNumber()**

```
unsigned long gdcm::Surface::GetSurfaceNumber ( ) const
```

**10.302.4.30 GetSurfaceProcessing()**

```
bool gdcm::Surface::GetSurfaceProcessing ( ) const
```

**10.302.4.31 GetSurfaceProcessingDescription()**

```
const char * gdcm::Surface::GetSurfaceProcessingDescription ( ) const
```

**10.302.4.32 GetSurfaceProcessingRatio()**

```
float gdcm::Surface::GetSurfaceProcessingRatio ( ) const
```

**10.302.4.33 GetVectorAccuracy()**

```
const float * gdcm::Surface::GetVectorAccuracy ( ) const
```

**10.302.4.34 GetVectorCoordinateData() [1/2]**

```
DataElement & gdcm::Surface::GetVectorCoordinateData ( )
```

**10.302.4.35 GetVectorCoordinateData() [2/2]**

```
const DataElement & gdcm::Surface::GetVectorCoordinateData ( ) const
```

**10.302.4.36 GetVectorDimensionality()**

```
unsigned short gdcm::Surface::GetVectorDimensionality ( ) const
```

**10.302.4.37 GetVIEWType()**

```
static VIEWType gdcm::Surface::GetVIEWType (
    const char * type ) [static]
```

**10.302.4.38 GetVIEWTypeString()**

```
static const char * gdcM::Surface::GetVIEWTypeString (
    VIEWType type ) [static]
```

**10.302.4.39 SetAlgorithmFamily()**

```
void gdcM::Surface::SetAlgorithmFamily (
    SegmentHelper::BasicCodedEntry const & BSE )
```

**10.302.4.40 SetAlgorithmName()**

```
void gdcM::Surface::SetAlgorithmName (
    const char * str )
```

**10.302.4.41 SetAlgorithmVersion()**

```
void gdcM::Surface::SetAlgorithmVersion (
    const char * str )
```

**10.302.4.42 SetAxisOfRotation()**

```
void gdcM::Surface::SetAxisOfRotation (
    const float * axis )
```

**10.302.4.43 SetCenterOfRotation()**

```
void gdcM::Surface::SetCenterOfRotation (
    const float * center )
```

**10.302.4.44 SetFiniteVolume()**

```
void gdcm::Surface::SetFiniteVolume (
    STATES state )
```

**10.302.4.45 SetManifold()**

```
void gdcm::Surface::SetManifold (
    STATES state )
```

**10.302.4.46 SetMaximumPointDistance()**

```
void gdcm::Surface::SetMaximumPointDistance (
    float maximum )
```

**10.302.4.47 SetMeanPointDistance()**

```
void gdcm::Surface::SetMeanPointDistance (
    float average )
```

**10.302.4.48 SetMeshPrimitive()**

```
void gdcm::Surface::SetMeshPrimitive (
    MeshPrimitive & mp )
```

**10.302.4.49 SetNumberOfSurfacePoints()**

```
void gdcm::Surface::SetNumberOfSurfacePoints (
    const unsigned long nb )
```

**10.302.4.50 SetNumberOfVectors()**

```
void gdcM::Surface::SetNumberOfVectors (
    const unsigned long nb )
```

**10.302.4.51 SetPointCoordinatesData()**

```
void gdcM::Surface::SetPointCoordinatesData (
    DataElement const & de )
```

**10.302.4.52 SetPointPositionAccuracy()**

```
void gdcM::Surface::SetPointPositionAccuracy (
    const float * accuracies )
```

**10.302.4.53 SetPointsBoundingBoxCoordinates()**

```
void gdcM::Surface::SetPointsBoundingBoxCoordinates (
    const float * coordinates )
```

**10.302.4.54 SetProcessingAlgorithm()**

```
void gdcM::Surface::SetProcessingAlgorithm (
    SegmentHelper::BasicCodedEntry const & BSE )
```

**10.302.4.55 SetRecommendedDisplayCIELabValue()** [1/3]

```
void gdcM::Surface::SetRecommendedDisplayCIELabValue (
    const std::vector< unsigned short > & vl )
```

**10.302.4.56 SetRecommendedDisplayCIELabValue()** [2/3]

```
void gdcm::Surface::SetRecommendedDisplayCIELabValue (
    const unsigned short vl,
    const unsigned int idx = 0 )
```

**10.302.4.57 SetRecommendedDisplayCIELabValue()** [3/3]

```
void gdcm::Surface::SetRecommendedDisplayCIELabValue (
    const unsigned short vl[3] )
```

**10.302.4.58 SetRecommendedDisplayGrayscaleValue()**

```
void gdcm::Surface::SetRecommendedDisplayGrayscaleValue (
    const unsigned short vl )
```

**10.302.4.59 SetRecommendedPresentationOpacity()**

```
void gdcm::Surface::SetRecommendedPresentationOpacity (
    const float opacity )
```

**10.302.4.60 SetRecommendedPresentationType()**

```
void gdcm::Surface::SetRecommendedPresentationType (
    VIEWType type )
```

**10.302.4.61 SetSurfaceComments()**

```
void gdcm::Surface::SetSurfaceComments (
    const char * comment )
```

**10.302.4.62 SetSurfaceNumber()**

```
void gdcM::Surface::SetSurfaceNumber (
    const unsigned long nb )
```

**10.302.4.63 SetSurfaceProcessing()**

```
void gdcM::Surface::SetSurfaceProcessing (
    bool b )
```

**10.302.4.64 SetSurfaceProcessingDescription()**

```
void gdcM::Surface::SetSurfaceProcessingDescription (
    const char * description )
```

**10.302.4.65 SetSurfaceProcessingRatio()**

```
void gdcM::Surface::SetSurfaceProcessingRatio (
    const float ratio )
```

**10.302.4.66 SetVectorAccuracy()**

```
void gdcM::Surface::SetVectorAccuracy (
    const float * accuracy )
```

**10.302.4.67 SetVectorCoordinateData()**

```
void gdcM::Surface::SetVectorCoordinateData (
    DataElement const & de )
```



#### 10.302.4.68 SetVectorDimensionality()

```
void gdcm::Surface::SetVectorDimensionality (
    const unsigned short dim )
```

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

- [gdcmSurface.h](#)

## 10.303 gdcm::SurfaceHelper Class Reference

[SurfaceHelper](#).

```
#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 range↔  
Max=255)  
*Convert a DICOM CIE-Lab (after reading) color into RGB.*
- template<typename U >  
static std::vector< float > [RecommendedDisplayCIELabToRGB](#) (const [ColorArray](#) &CIELab, const U range↔  
Max=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 range↔  
Max=255)  
*Convert a RGB color into DICOM grayscale (ready to write).*

### 10.303.1 Detailed Description

[SurfaceHelper](#).

Helper class for [Surface](#) object

## 10.303.2 Member Typedef Documentation

### 10.303.2.1 ColorArray

```
typedef std::vector< unsigned short > gdcm::SurfaceHelper::ColorArray
```

## 10.303.3 Member Function Documentation

### 10.303.3.1 RecommendedDisplayCIELabToRGB() [1/2]

```
template<typename T , typename U >
std::vector< T > 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.

### 10.303.3.2 RecommendedDisplayCIELabToRGB() [2/2]

```
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>U</i>	Type of rangeMax value.
----------	-------------------------

### 10.303.3.3 RGBToRecommendedDisplayCIELab()

```
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.

#### 10.303.3.4 RGBToRecommendedDisplayGrayscale()

```
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:

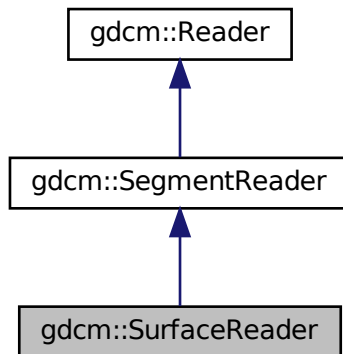
- [gdcMSurfaceHelper.h](#)

## 10.304 gdcM::SurfaceReader Class Reference

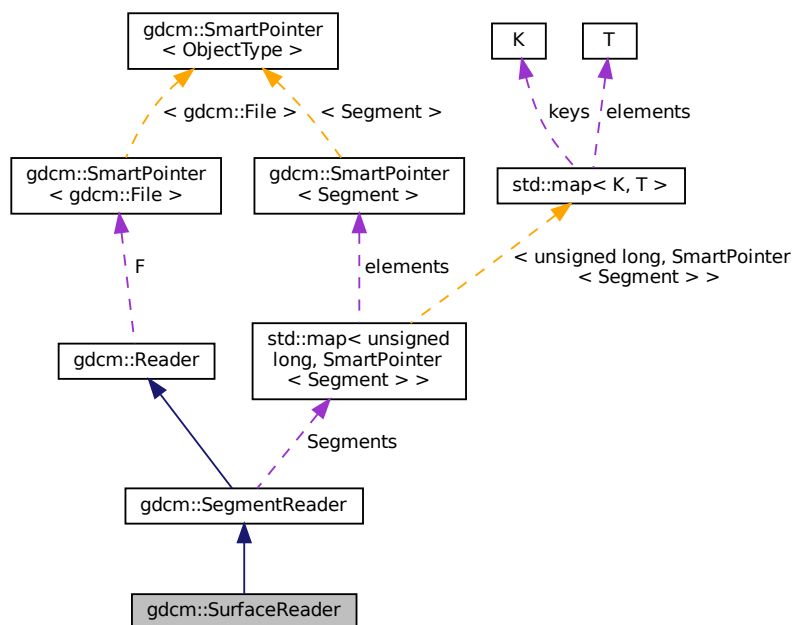
This class defines a SURFACE IE reader.

```
#include <gdcMSurfaceReader.h>
```

Inheritance diagram for gdcm::SurfaceReader:



Collaboration diagram for gdcm::SurfaceReader:



## Public Member Functions

- [SurfaceReader](#) ()

- [~SurfaceReader](#) () override
  - unsigned long [GetNumberOfSurfaces](#) () const
  - bool [Read](#) () override
- Read.*

## Protected Member Functions

- bool [ReadPointMacro](#) ([SmartPointer](#)< [Surface](#) > surface, const [DataSet](#) &surfaceDS)
- bool [ReadSurface](#) (const [Item](#) &surfItem, const unsigned long idx)
- bool [ReadSurfaces](#) ()

## Additional Inherited Members

### 10.304.1 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

### 10.304.2 Constructor & Destructor Documentation

#### 10.304.2.1 SurfaceReader()

```
gdcm::SurfaceReader::SurfaceReader ( )
```

#### 10.304.2.2 ~SurfaceReader()

```
gdcm::SurfaceReader::~~SurfaceReader ( ) [override]
```

### 10.304.3 Member Function Documentation

### 10.304.3.1 GetNumberOfSurfaces()

```
unsigned long gdcm::SurfaceReader::GetNumberOfSurfaces ( ) const
```

### 10.304.3.2 Read()

```
bool gdcm::SurfaceReader::Read ( ) [override], [virtual]
```

Read.

Reimplemented from [gdcm::SegmentReader](#).

### 10.304.3.3 ReadPointMacro()

```
bool gdcm::SurfaceReader::ReadPointMacro (
    SmartPointer< Surface > surface,
    const DataSet & surfaceDS ) [protected]
```

### 10.304.3.4 ReadSurface()

```
bool gdcm::SurfaceReader::ReadSurface (
    const Item & surfaceItem,
    const unsigned long idx ) [protected]
```

### 10.304.3.5 ReadSurfaces()

```
bool gdcm::SurfaceReader::ReadSurfaces ( ) [protected]
```

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

- [gdcmSurfaceReader.h](#)





## Protected Attributes

- unsigned long [NumberOfSurfaces](#)

## Additional Inherited Members

### 10.305.1 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

### 10.305.2 Constructor & Destructor Documentation

#### 10.305.2.1 SurfaceWriter()

```
gdcm::SurfaceWriter::SurfaceWriter ( )
```

#### 10.305.2.2 ~SurfaceWriter()

```
gdcm::SurfaceWriter::~~SurfaceWriter ( ) [override]
```

### 10.305.3 Member Function Documentation

#### 10.305.3.1 ComputeNumberOfSurfaces()

```
void gdcm::SurfaceWriter::ComputeNumberOfSurfaces ( ) [protected]
```

### 10.305.3.2 GetNumberOfSurfaces()

```
unsigned long gdcm::SurfaceWriter::GetNumberOfSurfaces ( )
```

### 10.305.3.3 PrepareWrite()

```
bool gdcm::SurfaceWriter::PrepareWrite ( ) [protected]
```

### 10.305.3.4 PrepareWritePointMacro()

```
bool gdcm::SurfaceWriter::PrepareWritePointMacro (
    SmartPointer< Surface > surface,
    DataSet & surfaceDS,
    const TransferSyntax & ts ) [protected]
```

### 10.305.3.5 SetNumberOfSurfaces()

```
void gdcm::SurfaceWriter::SetNumberOfSurfaces (
    const unsigned long nb )
```

### 10.305.3.6 Write()

```
bool gdcm::SurfaceWriter::Write ( ) [override], [virtual]
```

Write.

Reimplemented from [gdcm::SegmentWriter](#).

## 10.305.4 Member Data Documentation

#### 10.305.4.1 NumberOfSurfaces

```
unsigned long gdcm::SurfaceWriter::NumberOfSurfaces [protected]
```

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

- [gdcmSurfaceWriter.h](#)

## 10.306 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)

### 10.306.1 Detailed Description

[SwapCode](#) representation.

Examples

[TestByteSwap.cxx](#).

### 10.306.2 Member Enumeration Documentation

#### 10.306.2.1 SwapCodeType

```
enum gdcm::SwapCode::SwapCodeType
```

Enumerator

Unknown	
LittleEndian	
BigEndian	
BadLittleEndian	
BadBigEndian	

### 10.306.3 Constructor & Destructor Documentation

#### 10.306.3.1 SwapCode()

```
gdcm::SwapCode::SwapCode (
    SwapCodeType sc = Unknown ) [inline]
```

### 10.306.4 Member Function Documentation

#### 10.306.4.1 GetIndex()

```
static int gdcm::SwapCode::GetIndex (
    SwapCode const & sc ) [static], [protected]
```

#### 10.306.4.2 GetSwapCodeString()

```
static const char * gdcm::SwapCode::GetSwapCodeString (
    SwapCode const & sc ) [static]
```

#### 10.306.4.3 operator SwapCode::SwapCodeType()

```
gdcm::SwapCode::operator SwapCode::SwapCodeType ( ) const [inline]
```

### 10.306.5 Friends And Related Function Documentation

#### 10.306.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & os,
    const SwapCode & sc ) [friend]
```

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

- [gdcmSwapCode.h](#)

## 10.307 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)

#### 10.307.1 Member Function Documentation

### 10.307.1.1 Swap()

```
template<typename T >
static T gdcM::SwapperDoOp::Swap (
    T val ) [static]
```

### 10.307.1.2 SwapArray()

```
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](#)

## 10.308 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)

### 10.308.1 Detailed Description

#### Examples

[DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), and [ReadExplicitLengthSQIVR.cxx](#).

### 10.308.2 Member Function Documentation

### 10.308.2.1 Swap()

```
template<typename T >
static T gdcm::SwapperNoOp::Swap (
    T val ) [inline], [static]
```

### 10.308.2.2 SwapArray()

```
template<typename T >
static void gdcm::SwapperNoOp::SwapArray (
    T * ,
    size_t ) [inline], [static]
```

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

- [gdcmSwapper.h](#)

## 10.309 gdcm::System Class Reference

Class to do system operation.

```
#include <gdcmSystem.h>
```

### Static Public Member Functions

- static std::wstring [ConvertToUNC](#) (const char \*utf8path)
- 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 system.*
- 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 \* [GetLastError](#) ()  
*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 \* [StrSep](#) (char \*\*stringp, const char \*delim)
- 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)

### 10.309.1 Detailed Description

Class to do system operation.

OS independent functionalities

#### Examples

[BasicAnonymizer.cs](#), [BasicImageAnonymizer.cs](#), [Cleaner.cs](#), [ClinicalTrialIdentificationWorkflow.cs](#), [CompressLossyJPEG.cs](#), [DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [DumpCSA.cs](#), [ExtractEncapsulatedFile.cs](#), [ExtractImageRegion.cs](#), [ExtractImageRegionWithLUT.cs](#), [ExtractOneFrame.cs](#), [FileAnonymize.cs](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [FileStreaming.cs](#), [GetArray.cs](#), [MetaImageMD5Activiz.cs](#), [MpegVideoInfo.cs](#), [ReformatFile.cs](#), [RescaleImage.cs](#), [ScanDirectory.cs](#), [SimplePrint.cs](#), and [StandardizeFiles.cs](#).

### 10.309.2 Member Function Documentation



### 10.309.2.1 ConvertToUNC()

```
static std::wstring gdcm::System::ConvertToUNC (
    const char * utf8path ) [static]
```

When needed convert a PATH into a UNC equivalent. This allow transparent support for path longer than MAX\_PATH. Only on \_MSC\_VER compiler, return empty string otherwise.

### 10.309.2.2 DeleteDirectory()

```
static bool gdcm::System::DeleteDirectory (
    const char * source ) [static]
```

remove a directory named source

### 10.309.2.3 EncodeBytes()

```
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

### 10.309.2.4 FileExists()

```
static bool gdcm::System::FileExists (
    const char * filename ) [static]
```

Check whether the specified file exist on the system.

#### Examples

[DumpVisusChange.cxx](#), [EncapsulateFileInRawData.cxx](#), [MagnifyFile.cxx](#), and [gdcmorthoplanes.cxx](#).

### 10.309.2.5 FileIsDirectory()

```
static bool gdcm::System::FileIsDirectory (
    const char * name ) [static]
```

Check whether the file specified is a directory:

#### Examples

[DumpVisusChange.cxx](#), [gdcmorthoplanes.cxx](#), and [threadgdcm.cxx](#).

### 10.309.2.6 FileIsSymlink()

```
static bool gdcm::System::FileIsSymlink (
    const char * name ) [static]
```

Check whether name is a symlink.

### 10.309.2.7 FileSize()

```
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](#), [EncapsulateFileInRawData.cxx](#), and [SimpleScanner.cxx](#).

### 10.309.2.8 FileTime()

```
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

### 10.309.2.9 FormatDateTime()

```
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]

#### 10.309.2.10 GetCurrentDateTime()

```
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

##### Examples

[TemplateEmptyImage.cxx](#).

#### 10.309.2.11 GetCurrentModuleFileName()

```
static const char * gdcm::System::GetCurrentModuleFileName ( ) [static]
```

Return the directory the current module is located: NOT THREAD SAFE

#### 10.309.2.12 GetCurrentProcessFileName()

```
static const char * gdcm::System::GetCurrentProcessFileName ( ) [static]
```

Return the directory the current process (executable) is located: NOT THREAD SAFE

#### 10.309.2.13 GetCurrentResourcesDirectory()

```
static const char * gdcm::System::GetCurrentResourcesDirectory ( ) [static]
```

On some system (Apple) return the path to the current bundled 'Resources' directory NOT THREAD SAFE

#### 10.309.2.14 GetCWD()

```
static const char * gdcm::System::GetCWD ( ) [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

#### 10.309.2.15 GetHostName()

```
static bool gdcm::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

**10.309.2.16 GetLastSystemError()**

```
static const char * gdcm::System::GetLastSystemError ( ) [static]
```

Return the last error.

**10.309.2.17 GetLocaleCharset()**

```
static const char * gdcm::System::GetLocaleCharset ( ) [static]
```

return locale charmap

**10.309.2.18 GetPermissions()**

```
static bool gdcm::System::GetPermissions (
    const char * file,
    unsigned short & mode ) [static], [protected]
```

NOT THREAD SAFE.

**10.309.2.19 GetTimezoneOffsetFromUTC()**

```
static const char * gdcm::System::GetTimezoneOffsetFromUTC ( ) [static]
```

Return the value for Timezone Offset From UTC as string.

**Warning**

not thread safe

**10.309.2.20 MakeDirectory()**

```
static bool gdcm::System::MakeDirectory (
    const char * path ) [static]
```

Create a directory name path.

**10.309.2.21 ParseDateTime() [1/2]**

```
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)

**10.309.2.22 ParseDateTime() [2/2]**

```
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](#)

**10.309.2.23 RemoveFile()**

```
static bool gdcm::System::RemoveFile (
    const char * source ) [static]
```

remove a file named `source`

**10.309.2.24 SetPermissions()**

```
static bool gdcm::System::SetPermissions (
    const char * file,
    unsigned short mode ) [static], [protected]
```

### 10.309.2.25 StrCaseCmp()

```
static int gdcM::System::StrCaseCmp (
    const char * s1,
    const char * s2 ) [static]
```

consistent func for C99 spec of strcasecmp/strncasecmp

### 10.309.2.26 StrNCaseCmp()

```
static int gdcM::System::StrNCaseCmp (
    const char * s1,
    const char * s2,
    size_t n ) [static]
```

#### Precondition

n != 0

### 10.309.2.27 StrSep()

```
static char * gdcM::System::StrSep (
    char ** stringp,
    const char * delim ) [static]
```

strsep param stringp is passed by pointer, it may be modified, you'll need to make a copy, in case you want to free the memory pointed at

### 10.309.2.28 StrTokR()

```
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:

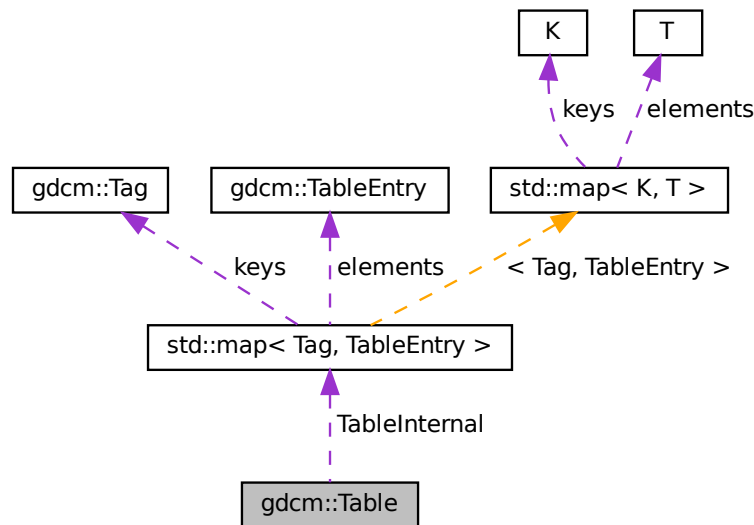
- [gdcMSystem.h](#)

## 10.310 gdcm::Table Class Reference

Table.

```
#include <gdcmTable.h>
```

Collaboration diagram for gdcm::Table:



### Public Types

- typedef std::map< [Tag](#), [TableEntry](#) > [MapTableEntry](#)

### Public Member Functions

- [Table](#) ()=default
- [Table](#) (const [Table](#) &\_val)=delete
- [~Table](#) ()=default
- const [TableEntry](#) & [GetTableEntry](#) (const [Tag](#) &tag) const
- void [InsertEntry](#) ([Tag](#) const &tag, [TableEntry](#) const &te)
- [Table](#) & [operator=](#) (const [Table](#) &\_val)=delete

### Public Attributes

- [MapTableEntry](#) [TableInternal](#)

## Friends

- `std::ostream & operator<< (std::ostream &_os, const Table &_val)`

### 10.310.1 Detailed Description

[Table](#).

### 10.310.2 Member Typedef Documentation

#### 10.310.2.1 MapTableEntry

```
typedef std::map<Tag, TableEntry> gdcmm::Table::MapTableEntry
```

### 10.310.3 Constructor & Destructor Documentation

#### 10.310.3.1 [Table](#)() [1/2]

```
gdcmm::Table::Table ( ) [default]
```

#### 10.310.3.2 [~Table](#)()

```
gdcmm::Table::~Table ( ) [default]
```

#### 10.310.3.3 [Table](#)() [2/2]

```
gdcmm::Table::Table (  
    const Table & _val ) [delete]
```

### 10.310.4 Member Function Documentation



#### 10.310.4.1 GetTableEntry()

```
const TableEntry & gdcM::Table::GetTableEntry (
    const Tag & tag ) const [inline]
```

References [GetTableEntry\(\)](#), and [TableInternal](#).

Referenced by [GetTableEntry\(\)](#).

#### 10.310.4.2 InsertEntry()

```
void gdcM::Table::InsertEntry (
    Tag const & tag,
    TableEntry const & te ) [inline]
```

References [TableInternal](#).

#### 10.310.4.3 operator=()

```
Table & gdcM::Table::operator= (
    const Table & _val ) [delete]
```

### 10.310.5 Friends And Related Function Documentation

#### 10.310.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const Table & _val ) [friend]
```

### 10.310.6 Member Data Documentation

### 10.310.6.1 TableInternal

[MapTableEntry](#) `gdcm::Table::TableInternal`

Referenced by [GetTableEntry\(\)](#), and [InsertEntry\(\)](#).

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

- [gdcmTable.h](#)

## 10.311 gdcm::TableEntry Class Reference

[TableEntry](#).

```
#include <gdcmTableEntry.h>
```

### Public Member Functions

- [TableEntry](#) (const char \*attribute=nullptr, [Type](#) const &type=[Type](#)(), const char \*des=nullptr)
- [~TableEntry](#) ()=default

### 10.311.1 Detailed Description

[TableEntry](#).

### 10.311.2 Constructor & Destructor Documentation

#### 10.311.2.1 TableEntry()

```
gdcm::TableEntry::TableEntry (  
    const char * attribute = nullptr,  
    Type const & type = Type(),  
    const char * des = nullptr ) [inline]
```

## 10.311.2.2 ~TableEntry()

```
gdcm::TableEntry::~~TableEntry ( ) [default]
```

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

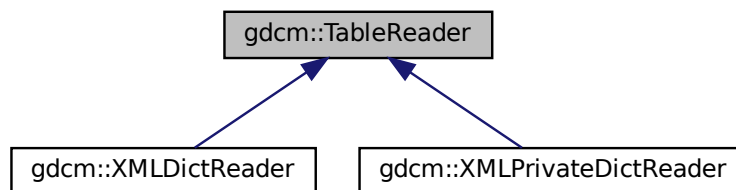
- [gdcmTableEntry.h](#)

## 10.312 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](#) ()=default
- 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 [HandleIOEntry](#) (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)

### 10.312.1 Detailed Description

Class for representing a [TableReader](#).

#### Note

This class is an empty shell meant to be derived

### 10.312.2 Constructor & Destructor Documentation

#### 10.312.2.1 TableReader()

```
gdcm::TableReader::TableReader (
    Defs & defs ) [inline]
```

#### 10.312.2.2 ~TableReader()

```
virtual gdcm::TableReader::~~TableReader ( ) [virtual], [default]
```

### 10.312.3 Member Function Documentation

#### 10.312.3.1 CharacterDataHandler()

```
virtual void gdcm::TableReader::CharacterDataHandler (
    const char * data,
    int length ) [virtual]
```

Reimplemented in [gdcm::XMLDictReader](#), and [gdcm::XMLPrivateDictReader](#).

#### 10.312.3.2 EndElement()

```
virtual void gdcm::TableReader::EndElement (
    const char * name ) [virtual]
```

Reimplemented in [gdcm::XMLDictReader](#), and [gdcm::XMLPrivateDictReader](#).

### 10.312.3.3 GetDefs()

```
const Defs & gdcm::TableReader::GetDefs ( ) const [inline]
```

### 10.312.3.4 GetFilename()

```
const char * gdcm::TableReader::GetFilename ( ) [inline]
```

### 10.312.3.5 HandleIOD()

```
void gdcm::TableReader::HandleIOD (
    const char ** atts )
```

### 10.312.3.6 HandleIODEntry()

```
void gdcm::TableReader::HandleIODEntry (
    const char ** atts )
```

### 10.312.3.7 HandleMacro()

```
void gdcm::TableReader::HandleMacro (
    const char ** atts )
```

### 10.312.3.8 HandleMacroEntry()

```
void gdcm::TableReader::HandleMacroEntry (
    const char ** atts )
```

### 10.312.3.9 HandleMacroEntryDescription()

```
void gdcm::TableReader::HandleMacroEntryDescription (
    const char ** atts )
```

**10.312.3.10 HandleModule()**

```
void gdcm::TableReader::HandleModule (
    const char ** atts )
```

**10.312.3.11 HandleModuleEntry()**

```
void gdcm::TableReader::HandleModuleEntry (
    const char ** atts )
```

**10.312.3.12 HandleModuleEntryDescription()**

```
void gdcm::TableReader::HandleModuleEntryDescription (
    const char ** atts )
```

**10.312.3.13 HandleModuleInclude()**

```
void gdcm::TableReader::HandleModuleInclude (
    const char ** atts )
```

**10.312.3.14 Read()**

```
int gdcm::TableReader::Read ( )
```

**10.312.3.15 SetFilename()**

```
void gdcm::TableReader::SetFilename (
    const char * filename ) [inline]
```

**10.312.3.16 StartElement()**

```
virtual void gdcm::TableReader::StartElement (
    const char * name,
    const char ** atts ) [virtual]
```

Reimplemented in [gdcm::XMLDictReader](#), and [gdcm::XMLPrivateDictReader](#).

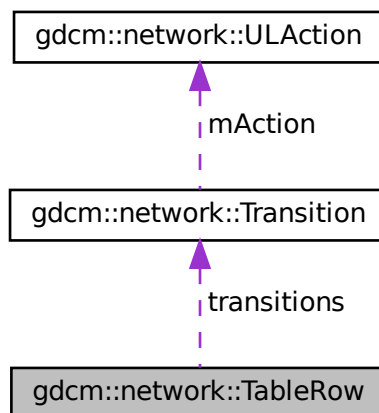
The documentation for this class was generated from the following file:

- [gdcmTableReader.h](#)

**10.313 gdcm::network::TableRow Class Reference**

```
#include <gdcmULTransitionTable.h>
```

Collaboration diagram for gdcm::network::TableRow:

**Public Member Functions**

- [TableRow](#) ()
- [~TableRow](#) ()

**Public Attributes**

- [Transition](#) \* `transitions` [`cMaxStateID`]

### 10.313.1 Constructor & Destructor Documentation

#### 10.313.1.1 TableRow()

```
gdcm::network::TableRow::TableRow ( ) [inline]
```

References [gdcm::network::cMaxStateID](#), and [transitions](#).

#### 10.313.1.2 ~TableRow()

```
gdcm::network::TableRow::~~TableRow ( ) [inline]
```

References [gdcm::network::cMaxStateID](#), and [transitions](#).

### 10.313.2 Member Data Documentation

#### 10.313.2.1 transitions

```
Transition* gdcm::network::TableRow::transitions[cMaxStateID]
```

Referenced by [TableRow\(\)](#), and [~TableRow\(\)](#).

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

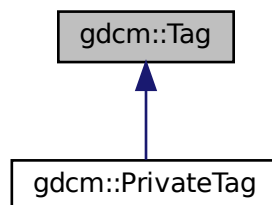
- [gdcmULTransitionTable.h](#)

## 10.314 gdcm::Tag Class Reference

Class to represent a DICOM Data [Element](#) ([Attribute](#)) [Tag](#) (Group, [Element](#)).

```
#include <gdcmTag.h>
```

Inheritance diagram for gdcm::Tag:





## Public Member Functions

- [Tag](#) (const [Tag](#) &\_val)
- [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.*
- 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
- uint16\_t & [operator\[\]](#) (const unsigned int &\_id)  
*Returns the Group or Element of the given Tag, depending on id (0/1)*
- const uint16\_t & [operator\[\]](#) (const unsigned int &\_id) const  
*Returns the Group or Element of the given Tag, depending on id (0/1)*
- std::string [PrintAsContinuousString](#) () const
- std::string [PrintAsContinuousUpperCaseString](#) () const  
*Same as PrintAsContinuousString, but hexadecimal [a-f] are printed using upper case.*
- 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 [ReadFromContinuousString](#) (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)

### 10.314.1 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

[BasicAnonymizer.cs](#), [BasicImageAnonymizer.cs](#), [ChangeSequenceUltrasound.cxx](#), [Cleaner.cs](#), [ClinicalTrialAnnotate.cxx](#), [ClinicalTrialIdentificationWorkflow.cs](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [DecompressImage.cs](#), [DeriveSeries.cxx](#), [DumpToSQLITE3.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [EncapsulateFileInRawData.cxx](#), [ExtractEncapsulatedFile.cs](#), [ExtractEncryptedContent.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [FileAnonymize.cs](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GenAIIVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenFakeImage.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetJPEGSamplePrecision.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [ManipulateFile.cs](#), [MergeTwoFiles.cxx](#), [MpegVideoInfo.cs](#), [PatchFile.cxx](#), [PublicDict.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [ReadAndPrintAttributes.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [ScanDirectory.cs](#), [SimpleScanner.cxx](#), [SortImage.cxx](#), [StreamImageReaderTest.cxx](#), [TraverseModules.cxx](#), [VolumeSorter.cxx](#), [gdcmrtonplan.cxx](#), [gdcmrplan.cxx](#), [iU22tomultisc.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

### 10.314.2 Constructor & Destructor Documentation

### 10.314.2.1 Tag() [1/3]

```
gdcm::Tag::Tag (
    uint16_t group,
    uint16_t element ) [inline]
```

Constructor with 2\*uint16\_t.

### 10.314.2.2 Tag() [2/3]

```
gdcm::Tag::Tag (
    uint32_t tag = 0 ) [inline]
```

Constructor with 1\*uint32\_t Prefer the ctor that takes two uint16\_t.

### 10.314.2.3 Tag() [3/3]

```
gdcm::Tag::Tag (
    const Tag & _val ) [inline]
```

References [tag](#).

## 10.314.3 Member Function Documentation

### 10.314.3.1 GetElement()

```
uint16_t gdcm::Tag::GetElement ( ) const [inline]
```

Returns the '[Element](#) number' of the given [Tag](#).

#### Examples

[DuplicatePCDE.cxx](#), and [PublicDict.cxx](#).

Referenced by [gdcm::PrivateTag::PrivateTag\(\)](#), [gdcm::DataSet::ComputeGroupLength\(\)](#), [IsGroupXX\(\)](#), [gdcm::PrivateDict::PrintXML\(\)](#), [gdcm::SequenceOfFragments::ReadValue\(\)](#), and [SetPrivateCreator\(\)](#).

### 10.314.3.2 GetElementTag()

```
uint32_t gdcm::Tag::GetElementTag ( ) const [inline]
```

Returns the full tag value of the given [Tag](#).

Referenced by [gdcm::PrivateTag::operator!=\(\)](#), [gdcm::PrivateTag::operator=\(\)](#), and [gdcm::PrivateTag::operator==\(\)](#).

### 10.314.3.3 GetGroup()

```
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::DataSet::Insert\(\)](#), [gdcm::FileMetaInformation::Insert\(\)](#), [gdcm::CommandDataSet::Insert\(\)](#), [IsGroupXX\(\)](#), [gdcm::PrivateDict::PrintXML\(\)](#), [gdcm::SequenceOfFragments::ReadValue\(\)](#), and [SetPrivateCreator\(\)](#).

### 10.314.3.4 GetLength()

```
uint32_t gdcm::Tag::GetLength ( ) const [inline]
```

return the length of tag (read: size on disk)

### 10.314.3.5 GetPrivateCreator()

```
Tag gdcm::Tag::GetPrivateCreator ( ) const [inline]
```

Return the Private Creator Data [Element](#) tag of a private data element.

References [SetElement\(\)](#).

### 10.314.3.6 IsGroupLength()

```
bool gdcM::Tag::IsGroupLength ( ) const [inline]
```

return whether the tag correspond to a group length tag:

### 10.314.3.7 IsGroupXX()

```
bool gdcM::Tag::IsGroupXX (
    const Tag & t ) const [inline]
```

e.g 6002,3000 belong to groupXX: 6000,3000

References [GetElement\(\)](#), [GetGroup\(\)](#), and [IsPrivate\(\)](#).

### 10.314.3.8 IsIllegal()

```
bool gdcM::Tag::IsIllegal ( ) const [inline]
```

return if the tag is considered to be an illegal tag

### 10.314.3.9 IsPrivate()

```
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\(\)](#).

#### 10.314.3.10 IsPrivateCreator()

```
bool gdcm::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](#).

#### 10.314.3.11 IsPublic()

```
bool gdcm::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...

#### 10.314.3.12 operator"!=()"

```
bool gdcm::Tag::operator!= (
    const Tag & _val ) const [inline]
```

References [tag](#).

#### 10.314.3.13 operator<()

```
bool gdcm::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](#).

#### 10.314.3.14 operator<=()

```
bool gdcm::Tag::operator<= (
    const Tag & t2 ) const [inline]
```

### 10.314.3.15 operator=()

```
Tag & gdcm::Tag::operator= (
    const Tag & _val ) [inline]
```

References [tag](#).

### 10.314.3.16 operator==()

```
bool gdcm::Tag::operator== (
    const Tag & _val ) const [inline]
```

References [tag](#).

### 10.314.3.17 operator[]() [1/2]

```
uint16_t & gdcm::Tag::operator[] (
    const unsigned int & _id ) [inline]
```

Returns the Group or [Element](#) of the given [Tag](#), depending on id (0/1)

### 10.314.3.18 operator[]() [2/2]

```
const uint16_t & gdcm::Tag::operator[] (
    const unsigned int & _id ) const [inline]
```

Returns the Group or [Element](#) of the given [Tag](#), depending on id (0/1)

### 10.314.3.19 PrintAsContinuousString()

```
std::string gdcm::Tag::PrintAsContinuousString ( ) const
```

Print tag value with no separating comma: eg. tag = "12345678" It comes in useful when reading tag values from XML file(in NativeDICOMModel)

#### 10.314.3.20 PrintAsContinuousUpperCaseString()

```
std::string gdcM::Tag::PrintAsContinuousUpperCaseString ( ) const
```

Same as PrintAsContinuousString, but hexadecimal [a-f] are printed using upper case.

#### 10.314.3.21 PrintAsPipeSeparatedString()

```
std::string gdcM::Tag::PrintAsPipeSeparatedString ( ) const
```

Print as a pipe separated string (GDCM 1.x compat only). Do not use in newer code

See also

[ReadFromPipeSeparatedString](#)

#### 10.314.3.22 Read()

```
template<typename TSwap >  
std::istream & gdcM::Tag::Read (   
    std::istream & is ) [inline]
```

Read a tag from binary representation.

#### 10.314.3.23 ReadFromCommaSeparatedString()

```
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

#### 10.314.3.24 ReadFromContinuousString()

```
bool gdcM::Tag::ReadFromContinuousString (   
    const char * str )
```

Read From XML formatted tag value eg. tag = "12345678" It comes in useful when reading tag values from XML file(in NativeDICOMModel)



### 10.314.3.25 ReadFromPipeSeparatedString()

```
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](#)

### 10.314.3.26 SetElement()

```
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\(\)](#).

### 10.314.3.27 SetElementTag() [1/2]

```
void gdcm::Tag::SetElementTag (
    uint16_t group,
    uint16_t element ) [inline]
```

Sets the 'Group number' & '[Element](#) number' of the given [Tag](#).

### 10.314.3.28 SetElementTag() [2/2]

```
void gdcm::Tag::SetElementTag (
    uint32_t tag ) [inline]
```

Sets the full tag value of the given [Tag](#).

### 10.314.3.29 SetGroup()

```
void gdcM::Tag::SetGroup (
    uint16_t group ) [inline]
```

Sets the 'Group number' of the given [Tag](#).

### 10.314.3.30 SetPrivateCreator()

```
void gdcM::Tag::SetPrivateCreator (
    Tag const & t ) [inline]
```

Set private creator:

#### Examples

[DuplicatePCDE.cxx](#).

References [GetElement\(\)](#), [GetGroup\(\)](#), and [IsPrivate\(\)](#).

### 10.314.3.31 Write()

```
template<typename TSwap >
const std::ostream & gdcM::Tag::Write (
    std::ostream & os ) const [inline]
```

Write a tag in binary rep.

Referenced by [gdcM::Item::Write\(\)](#), [gdcM::SequenceOfFragments::Write\(\)](#), and [gdcM::SequenceOfItems::Write\(\)](#).

## 10.314.4 Friends And Related Function Documentation

### 10.314.4.1 operator<<

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

#### 10.314.4.2 operator>>

```
std::istream & operator>> (
    std::istream & _is,
    Tag & _val ) [friend]
```

### 10.314.5 Member Data Documentation

#### 10.314.5.1 bytes

```
char gdcm::Tag::bytes[4]
```

#### 10.314.5.2 tag

```
uint32_t gdcm::Tag::tag
```

Referenced by [Tag\(\)](#), [operator!=\(\)](#), [operator<\(\)](#), [operator=\(\)](#), and [operator==\(\)](#).

#### 10.314.5.3 tags

```
uint16_t gdcm::Tag::tags[2]
```

Referenced by [operator<\(\)](#).

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

- [gdcmTag.h](#)

## 10.315 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.*

### 10.315.1 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)

### 10.315.2 Constructor & Destructor Documentation

#### 10.315.2.1 TagPath()

```
gdcm::TagPath::TagPath ( )
```

#### 10.315.2.2 ~TagPath()

```
gdcm::TagPath::~~TagPath ( )
```

### 10.315.3 Member Function Documentation

### 10.315.3.1 ConstructFromString()

```
bool gdcm::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

### 10.315.3.2 ConstructFromTagList()

```
bool gdcm::TagPath::ConstructFromTagList (
    Tag const * l,
    unsigned int n )
```

Construct from a list of tags.

### 10.315.3.3 IsValid()

```
static bool gdcm::TagPath::IsValid (
    const char * path ) [static]
```

Return if path is valid or not.

### 10.315.3.4 Print()

```
void gdcm::TagPath::Print (
    std::ostream & ) const
```

### 10.315.3.5 Push() [1/2]

```
bool gdcm::TagPath::Push (
    Tag const & t )
```

### 10.315.3.6 Push() [2/2]

```
bool gdcM::TagPath::Push (
    unsigned int itemnum )
```

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

- [gdcMTagPath.h](#)

## 10.316 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](#) ()=default
- [~Testing](#) ()=default
- 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, size\_t 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 [GetSelectedPrivateGroupOffsetFromFile](#) (const char \*filepath)
- 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=nullptr)
- static const wchar\_t \* [GetTempDirectoryW](#) (const wchar\_t \*subdir=nullptr)  
*NOT THREAD SAFE.*
- static const char \* [GetTempFilename](#) (const char \*filename, const char \*subdir=nullptr)  
*NOT THREAD SAFE.*
- static const wchar\_t \* [GetTempFilenameW](#) (const wchar\_t \*filename, const wchar\_t \*subdir=nullptr)  
*NOT THREAD SAFE.*

### 10.316.1 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

### 10.316.2 Member Typedef Documentation

#### 10.316.2.1 MD5DataImagesType

```
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

#### 10.316.2.2 MediaStorageDataFilesType

```
typedef const char* const(* gdcm::Testing::MediaStorageDataFilesType) [2]
```

return the table that map the media storage (as string) of a filename (gdcmData)

### 10.316.3 Constructor & Destructor Documentation

#### 10.316.3.1 Testing()

```
gdcM::Testing::Testing ( ) [default]
```

#### 10.316.3.2 ~Testing()

```
gdcM::Testing::~~Testing ( ) [default]
```

### 10.316.4 Member Function Documentation

#### 10.316.4.1 ComputeFileMD5()

```
static bool gdcM::Testing::ComputeFileMD5 (
    const char * filename,
    char digest_str[33] ) [static]
```

##### Examples

[MetalImageMD5Activiz.cs](#).

#### 10.316.4.2 ComputeMD5()

```
static bool gdcM::Testing::ComputeMD5 (
    const char * buffer,
    size_t 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.



#### 10.316.4.3 GetDataExtraRoot()

```
static const char * gdcmm::Testing::GetDataExtraRoot ( ) [static]
```

Return the GDCM DATA EXTRA ROOT.

##### Examples

[DiscriminateVolume.cxx](#), [VolumeSorter.cxx](#), and [reslicesphere.cxx](#).

#### 10.316.4.4 GetDataRoot()

```
static const char * gdcmm::Testing::GetDataRoot ( ) [static]
```

Return the GDCM DATA ROOT.

##### Examples

[Convert16BitsTo8Bits.cxx](#), [ConvertMultiFrameToSingleFrame.cxx](#), [ConvertRGBToLuminance.cxx](#), and [MagnifyFile.cxx](#).

#### 10.316.4.5 GetFileName()

```
static const char * gdcmm::Testing::GetFileName (
    unsigned int file ) [static]
```

##### Examples

[MetaImageMD5Activiz.cs](#).

#### 10.316.4.6 GetFileNames()

```
static const char *const * gdcmm::Testing::GetFileNames ( ) [static]
```

return the table of fullpath to gdcmmData DICOM files:

##### Examples

[TestReader.cxx](#).

#### 10.316.4.7 GetLossyFlagFromFile()

```
static int gdcM::Testing::GetLossyFlagFromFile (
    const char * filepath ) [static]
```

Return the lossy flag of the given filename -1 -> Error 0 -> Lossless 1 -> Lossy

#### 10.316.4.8 GetMD5DataImage()

```
static const char *const * gdcM::Testing::GetMD5DataImage (
    unsigned int file ) [static]
```

#### 10.316.4.9 GetMD5DataImages()

```
static MD5DataImagesType gdcM::Testing::GetMD5DataImages ( ) [static]
```

#### 10.316.4.10 GetMD5FromBrokenFile()

```
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.

#### 10.316.4.11 GetMD5FromFile()

```
static const char * gdcM::Testing::GetMD5FromFile (
    const char * filepath ) [static]
```

#### 10.316.4.12 GetMediaStorageDataFile()

```
static const char *const * gdcM::Testing::GetMediaStorageDataFile (
    unsigned int file ) [static]
```

#### 10.316.4.13 GetMediaStorageDataFiles()

```
static MediaStorageDataFileType gdcm::Testing::GetMediaStorageDataFiles ( ) [static]
```

#### 10.316.4.14 GetMediaStorageFromFile()

```
static const char * gdcm::Testing::GetMediaStorageFromFile (
    const char * filepath ) [static]
```

##### Examples

[MetaImageMD5Activiz.cs](#), and [TestReader.cxx](#).

#### 10.316.4.15 GetNumberOfFileNames()

```
static unsigned int gdcm::Testing::GetNumberOfFileNames ( ) [static]
```

##### Examples

[MetaImageMD5Activiz.cs](#).

#### 10.316.4.16 GetNumberOfMD5DataImages()

```
static unsigned int gdcm::Testing::GetNumberOfMD5DataImages ( ) [static]
```

#### 10.316.4.17 GetNumberOfMediaStorageDataFiles()

```
static unsigned int gdcm::Testing::GetNumberOfMediaStorageDataFiles ( ) [static]
```

#### 10.316.4.18 GetPixelSpacingDataRoot()

```
static const char * gdcm::Testing::GetPixelSpacingDataRoot ( ) [static]
```

Return the GDCM PIXEL SPACING DATA ROOT (See David Clunie website for dataset)

#### 10.316.4.19 GetSelectedPrivateGroupOffsetFromFile()

```
static std::streamoff gdcm::Testing::GetSelectedPrivateGroupOffsetFromFile (
    const char * filepath ) [static]
```

Return the offset just after private attribute (0009,0010,"GEMS\_IDEN\_01") if found. Otherwise the offset of the next attribute -1 if not found

#### 10.316.4.20 GetSelectedTagsOffsetFromFile()

```
static std::streamoff gdcm::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

#### 10.316.4.21 GetSourceDirectory()

```
static const char * gdcm::Testing::GetSourceDirectory ( ) [static]
```

##### Examples

[BasicAnonymizer.cs](#), and [ClinicalTrialIdentificationWorkflow.cs](#).

#### 10.316.4.22 GetStreamOffsetFromFile()

```
static std::streamoff gdcm::Testing::GetStreamOffsetFromFile (
    const char * filepath ) [static]
```

Return the offset of the very first pixel cell in the PixelData -1 if not found

#### 10.316.4.23 GetTempDirectory()

```
static const char * gdcm::Testing::GetTempDirectory (
    const char * subdir = nullptr ) [static]
```

NOT THREAD SAFE Returns the temp directory as used in testing needing to output data:

##### Examples

[MetaImageMD5Activiz.cs](#).

#### 10.316.4.24 GetTempDirectoryW()

```
static const wchar_t * gdcmm::Testing::GetTempDirectoryW (
    const wchar_t * subdir = nullptr ) [static]
```

NOT THREAD SAFE.

#### 10.316.4.25 GetTempFilename()

```
static const char * gdcmm::Testing::GetTempFilename (
    const char * filename,
    const char * subdir = nullptr ) [static]
```

NOT THREAD SAFE.

#### Examples

[MetalImageMD5Activiz.cs](#).

#### 10.316.4.26 GetTempFilenameW()

```
static const wchar_t * gdcmm::Testing::GetTempFilenameW (
    const wchar_t * filename,
    const wchar_t * subdir = nullptr ) [static]
```

NOT THREAD SAFE.

#### 10.316.4.27 Print()

```
void gdcmm::Testing::Print (
    std::ostream & os = std::cout )
```

Print.

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

- [gdcmmTesting.h](#)

## 10.317 gdcm::Trace Class Reference

[Trace](#).

```
#include <gdcmTrace.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 std::ostream & [GetDebugStream](#) ()
- static bool [GetErrorFlag](#) ()
- static std::ostream & [GetErrorStream](#) ()
- static std::ostream & [GetStream](#) ()
- static bool [GetWarningFlag](#) ()
- static std::ostream & [GetWarningStream](#) ()
- static void [SetDebug](#) (bool debug)  
*Turn debug messages on (default: false)*
- static void [SetDebugStream](#) (std::ostream &os)  
*Explicitly set the stream which receive Debug messages:*
- static void [SetError](#) (bool debug)  
*Turn error messages on (default: true)*
- static void [SetErrorStream](#) (std::ostream &os)  
*Explicitly set the stream which receive Error messages:*
- static void [SetStream](#) (std::ostream &os)
- static void [SetStreamToFile](#) (const char \*filename)
- static void [SetWarning](#) (bool debug)  
*Turn warning messages on (default: true)*
- static void [SetWarningStream](#) (std::ostream &os)  
*Explicitly set the stream which receive Warning messages:*
- static void [WarningOff](#) ()
- static void [WarningOn](#) ()

### 10.317.1 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 or `SetStreamToFile` was specified to a writable file on the system.

#### Warning

All string messages are removed during compilation time when compiled with `CMAKE_BUILD_TYPE` being set to either:

- Release
- MinSizeRel It is recommended to compile with `RelWithDebInfo` and/or `Debug` during prototyping of applications.

#### Examples

[DecompressJPEGFile.cs](#).

### 10.317.2 Constructor & Destructor Documentation

#### 10.317.2.1 Trace()

```
gdcm::Trace::Trace ( )
```

#### 10.317.2.2 ~Trace()

```
gdcm::Trace::~~Trace ( )
```

### 10.317.3 Member Function Documentation

#### 10.317.3.1 DebugOff()

```
static void gdcm::Trace::DebugOff ( ) [static]
```

#### Examples

[MetImageMD5Activiz.cs](#), and [TestReader.cxx](#).

### 10.317.3.2 DebugOn()

```
static void gdcm::Trace::DebugOn ( ) [static]
```

#### Examples

[CreateFakePET.cxx](#), [DecompressJPEGFile.cs](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), and [StreamImageReaderTest.cxx](#).

### 10.317.3.3 ErrorOff()

```
static void gdcm::Trace::ErrorOff ( ) [static]
```

#### Examples

[MetalImageMD5Activiz.cs](#).

### 10.317.3.4 ErrorOn()

```
static void gdcm::Trace::ErrorOn ( ) [static]
```

### 10.317.3.5 GetDebugFlag()

```
static bool gdcm::Trace::GetDebugFlag ( ) [static]
```

### 10.317.3.6 GetDebugStream()

```
static std::ostream & gdcm::Trace::GetDebugStream ( ) [static]
```

### 10.317.3.7 GetErrorFlag()

```
static bool gdcm::Trace::GetErrorFlag ( ) [static]
```



### 10.317.3.8 GetErrorStream()

```
static std::ostream & gdcm::Trace::GetErrorStream ( ) [static]
```

### 10.317.3.9 GetStream()

```
static std::ostream & gdcm::Trace::GetStream ( ) [static]
```

### 10.317.3.10 GetWarningFlag()

```
static bool gdcm::Trace::GetWarningFlag ( ) [static]
```

### 10.317.3.11 GetWarningStream()

```
static std::ostream & gdcm::Trace::GetWarningStream ( ) [static]
```

### 10.317.3.12 SetDebug()

```
static void gdcm::Trace::SetDebug (
    bool debug ) [static]
```

Turn debug messages on (default: false)

#### Examples

[DumpToSQLITE3.cxx](#).

### 10.317.3.13 SetDebugStream()

```
static void gdcm::Trace::SetDebugStream (
    std::ostream & os ) [static]
```

Explicitly set the stream which receive Debug messages:

#### 10.317.3.14 SetError()

```
static void gdcM::Trace::SetError (
    bool debug ) [static]
```

Turn error messages on (default: true)

#### 10.317.3.15 SetErrorStream()

```
static void gdcM::Trace::SetErrorStream (
    std::ostream & os ) [static]
```

Explicitly set the stream which receive Error messages:

##### Examples

[CStoreQtProgress.cxx](#).

#### 10.317.3.16 SetStream()

```
static void gdcM::Trace::SetStream (
    std::ostream & os ) [static]
```

Explicitly set the ostream for [gdcM::Trace](#) to report to This will set the DebugStream, WarningStream and ErrorStream at once:

#### 10.317.3.17 SetStreamToFile()

```
static void gdcM::Trace::SetStreamToFile (
    const char * filename ) [static]
```

Explicitly set the filename for [gdcM::Trace](#) to report to The file will be created (it will not append to existing file)

#### 10.317.3.18 SetWarning()

```
static void gdcM::Trace::SetWarning (
    bool debug ) [static]
```

Turn warning messages on (default: true)

##### Examples

[DumpToSQLITE3.cxx](#).

### 10.317.3.19 SetWarningStream()

```
static void gdcm::Trace::SetWarningStream (
    std::ostream & os ) [static]
```

Explicitly set the stream which receive Warning messages:

### 10.317.3.20 WarningOff()

```
static void gdcm::Trace::WarningOff ( ) [static]
```

#### Examples

[MetalImageMD5Activiz.cs](#), and [TestReader.cxx](#).

### 10.317.3.21 WarningOn()

```
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](#)

## 10.318 gdcm::TransferSyntax Class Reference

Class to manipulate Transfer Syntax.

```
#include <gdcmTransferSyntax.h>
```

## Public Types

- enum [NegociatedType](#) {  
    [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](#) ,  
    [JPEG2000Part2Lossless](#) ,  
    [JPEG2000Part2](#) ,  
    [RLELossless](#) ,  
    [MPEG2MainProfile](#) ,  
    [ImplicitVRBigEndianACRNEMA](#) ,  
    [WeirdPapryus](#) ,  
    [CT\\_private\\_ELE](#) ,  
    [JPIPReferenced](#) ,  
    [MPEG2MainProfileHighLevel](#) ,  
    [MPEG4AVCH264HighProfileLevel4\\_1](#) ,  
    [MPEG4AVCH264BDcompatibleHighProfileLevel4\\_1](#) ,  
    [TS\\_END](#) }

## Public Member Functions

- [TransferSyntax](#) ([TSType](#) type=[ImplicitVRLittleEndian](#))
- bool [CanStoreLossy](#) () const
- [NegociatedType](#) [GetNegociatedType](#) () 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)

### 10.318.1 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

[BasicImageAnonymizer.cs](#), [CompressLossyJPEG.cs](#), [DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [GetJPEGSamplePrecision.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [MpegVideoInfo.cs](#), and [StandardizeFiles.cs](#).

### 10.318.2 Member Enumeration Documentation

#### 10.318.2.1 NegotiatedType

```
enum gdcm::TransferSyntax::NegociatedType
```

#### Enumerator

Unknown	
Explicit	
Implicit	

### 10.318.2.2 TSType

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	
JPEG2000Part2Lossless	
JPEG2000Part2	
RLELossless	
MPEG2MainProfile	
ImplicitVRBigEndianACRNEMA	
WeirdPapryus	
CT_private_ELE	
JPIPReferenced	
MPEG2MainProfileHighLevel	
MPEG4AVCH264HighProfileLevel4_1	
MPEG4AVCH264BDcompatibleHighProfileLevel4↔ _1	
TS_END	

#### Examples

[BasicImageAnonymizer.cs](#), [CompressLossyJPEG.cs](#), [DecompressImageMultiframe.cs](#), [DecompressJPEGFile.cs](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [MpegVideoInfo.cs](#), and [StandardizeFiles.cs](#).

### 10.318.3 Constructor & Destructor Documentation

### 10.318.3.1 TransferSyntax()

```
gdcm::TransferSyntax::TransferSyntax (
    TSType type = ImplicitVRLittleEndian ) [inline]
```

## 10.318.4 Member Function Documentation

### 10.318.4.1 CanStoreLossy()

```
bool gdcm::TransferSyntax::CanStoreLossy ( ) const
```

return true if TransFer Syntax Allow storing of Lossy Pixel Data

### 10.318.4.2 GetNegociatedType()

```
NegociatedType gdcm::TransferSyntax::GetNegociatedType ( ) const
```

### 10.318.4.3 GetString()

```
const char * gdcm::TransferSyntax::GetString ( ) const [inline]
```

References [GetTSString\(\)](#).

### 10.318.4.4 GetSwapCode()

```
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.

#### 10.318.4.5 GetTSString()

```
static const char * gdcm::TransferSyntax::GetTSString (
    TSType ts ) [static]
```

##### Examples

[LargeVRDSExplicit.cxx](#).

Referenced by [GetString\(\)](#).

#### 10.318.4.6 GetTSType()

```
static TSType gdcm::TransferSyntax::GetTSType (
    const char * str ) [static]
```

#### 10.318.4.7 IsEncapsulated()

```
bool gdcm::TransferSyntax::IsEncapsulated ( ) const
```

##### Examples

[ExtractIconFromFile.cxx](#).

#### 10.318.4.8 IsEncoded()

```
bool gdcm::TransferSyntax::IsEncoded ( ) const
```

#### 10.318.4.9 IsExplicit()

```
bool gdcm::TransferSyntax::IsExplicit ( ) const
```



#### 10.318.4.10 IsImplicit()

```
bool gdcm::TransferSyntax::IsImplicit ( ) const
```

#### 10.318.4.11 IsLossless()

```
bool gdcm::TransferSyntax::IsLossless ( ) const
```

Return true if the transfer syntax algorithm is a lossless algorithm

#### 10.318.4.12 IsLossy()

```
bool gdcm::TransferSyntax::IsLossy ( ) const
```

Return true if the transfer syntax algorithm is a lossy algorithm

#### 10.318.4.13 IsValid()

```
bool gdcm::TransferSyntax::IsValid ( ) const [inline]
```

#### 10.318.4.14 operator TType()

```
gdcm::TransferSyntax::operator TType ( ) const [inline]
```

### 10.318.5 Friends And Related Function Documentation

#### 10.318.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & os,
    const TransferSyntax & ts ) [friend]
```

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

- [gdcmTransferSyntax.h](#)

## 10.319 gdcm::network::TransferSyntaxSub Class Reference

[TransferSyntaxSub](#).

```
#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

### 10.319.1 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

### 10.319.2 Constructor & Destructor Documentation

#### 10.319.2.1 TransferSyntaxSub()

```
gdcm::network::TransferSyntaxSub::TransferSyntaxSub ( )
```

### 10.319.3 Member Function Documentation

### 10.319.3.1 GetName()

```
const char * gdcm::network::TransferSyntaxSub::GetName ( ) const [inline]
```

### 10.319.3.2 operator==(

```
bool gdcm::network::TransferSyntaxSub::operator== (
    const TransferSyntaxSub & ts ) const [inline]
```

### 10.319.3.3 Print()

```
void gdcm::network::TransferSyntaxSub::Print (
    std::ostream & os ) const
```

### 10.319.3.4 Read()

```
std::istream & gdcm::network::TransferSyntaxSub::Read (
    std::istream & is )
```

### 10.319.3.5 SetName()

```
void gdcm::network::TransferSyntaxSub::SetName (
    const char * name )
```

### 10.319.3.6 SetNameFromUID()

```
void gdcm::network::TransferSyntaxSub::SetNameFromUID (
    UIDs::TSName tsname )
```

**10.319.3.7 Size()**

```
size_t gdcm::network::TransferSyntaxSub::Size ( ) const
```

**10.319.3.8 Write()**

```
const std::ostream & gdcm::network::TransferSyntaxSub::Write (
    std::ostream & os ) const
```

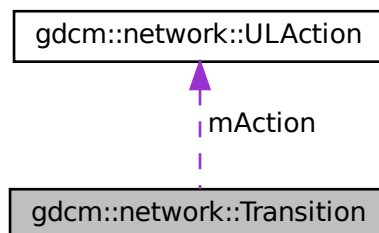
The documentation for this class was generated from the following file:

- [gdcmTransferSyntaxSub.h](#)

**10.320 gdcm::network::Transition Struct Reference**

```
#include <gdcmULTransitionTable.h>
```

Collaboration diagram for gdcm::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](#)

## 10.320.1 Constructor & Destructor Documentation

### 10.320.1.1 Transition() [1/2]

```
gdcmm::network::Transition::Transition ( ) [inline]
```

References [gdcmm::network::eStaDoesNotExist](#), [mAction](#), and [mEnd](#).

Referenced by [MakeNew\(\)](#).

### 10.320.1.2 ~Transition()

```
gdcmm::network::Transition::~~Transition ( ) [inline]
```

References [mAction](#).

### 10.320.1.3 Transition() [2/2]

```
gdcmm::network::Transition::Transition (
    int inEndState,
    ULAction * inAction ) [inline]
```

References [mAction](#), and [mEnd](#).

## 10.320.2 Member Function Documentation

### 10.320.2.1 MakeNew()

```
static Transition * gdcmm::network::Transition::MakeNew (
    int inEndState,
    ULAction * inAction ) [inline], [static]
```

References [Transition\(\)](#).

### 10.320.3 Member Data Documentation

#### 10.320.3.1 mAction

`ULAction*` `gdcm::network::Transition::mAction`

Referenced by [Transition\(\)](#), and [~Transition\(\)](#).

#### 10.320.3.2 mEnd

`int` `gdcm::network::Transition::mEnd`

Referenced by [Transition\(\)](#).

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

- [gdcmULTransitionTable.h](#)

## 10.321 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)

## 10.321.1 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](#).

## 10.321.2 Member Enumeration Documentation

### 10.321.2.1 TypeType

enum [gdcm::Type::TypeType](#)

#### Enumerator

T1	
T1C	
T2	
T2C	
T3	
UNKNOWN	

### 10.321.3 Constructor & Destructor Documentation

#### 10.321.3.1 Type()

```
gdcm::Type::Type (
    TypeType type = UNKNOWN ) [inline]
```

### 10.321.4 Member Function Documentation

#### 10.321.4.1 GetTypeString()

```
static const char * gdcm::Type::GetTypeString (
    TypeType type ) [static]
```

#### 10.321.4.2 GetTypeType()

```
static TypeType gdcm::Type::GetTypeType (
    const char * type ) [static]
```

Referenced by [gdcm::ModuleEntry::ModuleEntry\(\)](#).

#### 10.321.4.3 operator TypeType()

```
gdcm::Type::operator TypeType ( ) const [inline]
```

### 10.321.5 Friends And Related Function Documentation



### 10.321.5.1 operator<<

```
std::ostream & operator<< (  
    std::ostream & os,  
    const Type & vr ) [friend]
```

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

- [gdcmType.h](#)

## 10.322 gdcm::UI Struct Reference

```
#include <gdcmVR.h>
```

### Public Attributes

- char [Internal](#) [64+1]

### Friends

- std::ostream & [operator<<](#) (std::ostream &\_os, const [UI](#) &\_val)

## 10.322.1 Friends And Related Function Documentation

### 10.322.1.1 operator<<

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

## 10.322.2 Member Data Documentation

### 10.322.2.1 Internal

```
char gdcm::UI::Internal[64+1]
```

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

- [gdcmVR.h](#)

## 10.323 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)

#### 10.323.1 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](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenFakeImage.cxx](#), [GetSubSequenceData.cxx](#), [ManipulateFile.cs](#), [MpegVideoInfo.cs](#), [ReformatFile.cs](#), [StreamImageReaderTest.cxx](#), [TemplateEmptyImage.cxx](#), and [uid\\_unique.cxx](#).

#### 10.323.2 Constructor & Destructor Documentation

### 10.323.2.1 UIDGenerator()

```
gdcm::UIDGenerator::UIDGenerator ( ) [inline]
```

By default the root of a UID is a GDCM Root...

## 10.323.3 Member Function Documentation

### 10.323.3.1 Generate()

```
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](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenFakeImage.cxx](#), [GetSubSequenceData.cxx](#), [ManipulateFile.cs](#), [ReformatFile.cs](#), [StreamImageReaderTest.cxx](#), [TemplateEmptyImage.cxx](#), and [uid\\_unique.cxx](#).

### 10.323.3.2 GenerateUUID()

```
static bool gdcm::UIDGenerator::GenerateUUID (
    unsigned char * uuid_data ) [static], [protected]
```

### 10.323.3.3 GetGDCMUID()

```
static const char * gdcm::UIDGenerator::GetGDCMUID ( ) [static]
```

Return the default (GDCM) root UID:

#### 10.323.3.4 GetRoot()

```
static const char * gdcM::UIDGenerator::GetRoot ( ) [static]
```

##### Examples

[ClinicalTrialIdentificationWorkflow.cs](#), [ReformatFile.cs](#), and [StandardizeFiles.cs](#).

#### 10.323.3.5 IsValid()

```
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)

#### 10.323.3.6 SetRoot()

```
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

[ClinicalTrialIdentificationWorkflow.cs](#), [ReformatFile.cs](#), [StandardizeFiles.cs](#), and [uid\\_unique.cxx](#).

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

- [gdcMUIDGenerator.h](#)

## 10.324 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 ,
  - [JPEGSpectralSelectionNonHierarchicalProcess68Retired](#) = 9 ,
  - [JPEGSpectralSelectionNonHierarchicalProcess79Retired](#) = 10 ,
  - [JPEGFullProgressionNonHierarchicalProcess1012Retired](#) = 11 ,
  - [JPEGFullProgressionNonHierarchicalProcess1113Retired](#) = 12 ,
  - [JPEGLosslessNonHierarchicalProcess14](#) = 13 ,
  - [JPEGLosslessNonHierarchicalProcess15Retired](#) = 14 ,
  - [JPEGExtendedHierarchicalProcess1618Retired](#) = 15 ,
  - [JPEGExtendedHierarchicalProcess1719Retired](#) = 16 ,
  - [JPEGSpectralSelectionHierarchicalProcess2022Retired](#) = 17 ,
  - [JPEGSpectralSelectionHierarchicalProcess2123Retired](#) = 18 ,
  - [JPEGFullProgressionHierarchicalProcess2426Retired](#) = 19 ,
  - [JPEGFullProgressionHierarchicalProcess2527Retired](#) = 20 ,
  - [JPEGLosslessHierarchicalProcess28Retired](#) = 21 ,
  - [JPEGLosslessHierarchicalProcess29Retired](#) = 22 ,
  - [JPEGLosslessNonHierarchicalFirstOrderPredictionProcess14SelectionValue1DefaultTransferSyntaxforLosslessJPEGImageCompression](#) = 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 ,
  - [SPM2CSFFrameofReference](#) = 48 ,
  - [SPM2BRAINMASKFrameofReference](#) = 49 ,

[SPM2AVG305T1FrameofReference](#) = 50 ,  
[SPM2AVG152T1FrameofReference](#) = 51 ,  
[SPM2AVG152T2FrameofReference](#) = 52 ,  
[SPM2AVG152PDFrameofReference](#) = 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 ,  
[BasicFilmBoxSOPClass](#) = 83 ,  
[BasicGrayscaleImageBoxSOPClass](#) = 84 ,  
[BasicColorImageBoxSOPClass](#) = 85 ,  
[ReferencedImageBoxSOPClassRetired](#) = 86 ,  
[BasicGrayscalePrintManagementMetaSOPClass](#) = 87 ,  
[ReferencedGrayscalePrintManagementMetaSOPClassRetired](#) = 88 ,  
[PrintJobSOPClass](#) = 89 ,  
[BasicAnnotationBoxSOPClass](#) = 90 ,  
[PrinterSOPClass](#) = 91 ,  
[PrinterConfigurationRetrievalSOPClass](#) = 92 ,  
[PrinterSOPInstance](#) = 93 ,  
[PrinterConfigurationRetrievalSOPInstance](#) = 94 ,  
[BasicColorPrintManagementMetaSOPClass](#) = 95 ,  
[ReferencedColorPrintManagementMetaSOPClassRetired](#) = 96 ,  
[VOILUTBoxSOPClass](#) = 97 ,  
[PresentationLUTSOPClass](#) = 98 ,  
[ImageOverlayBoxSOPClassRetired](#) = 99 ,  
[BasicPrintImageOverlayBoxSOPClassRetired](#) = 100 ,  
[PrintQueueSOPInstanceRetired](#) = 101 ,  
[PrintQueueManagementSOPClassRetired](#) = 102 ,  
[StoredPrintStorageSOPClassRetired](#) = 103 ,

[HardcopyGrayscaleImageStorageSOPClassRetired](#) = 104 ,  
[HardcopyColorImageStorageSOPClassRetired](#) = 105 ,  
[PullPrintRequestSOPClassRetired](#) = 106 ,  
[PullStoredPrintManagementMetaSOPClassRetired](#) = 107 ,  
[MediaCreationManagementSOPClassUID](#) = 108 ,  
[ComputedRadiographyImageStorage](#) = 109 ,  
[DigitalXRayImageStorageForPresentation](#) = 110 ,  
[DigitalXRayImageStorageForProcessing](#) = 111 ,  
[DigitalMammographyXRayImageStorageForPresentation](#) = 112 ,  
[DigitalMammographyXRayImageStorageForProcessing](#) = 113 ,  
[DigitalIntraoralXRayImageStorageForPresentation](#) = 114 ,  
[DigitalIntraoralXRayImageStorageForProcessing](#) = 115 ,  
[CTImageStorage](#) = 116 ,  
[EnhancedCTImageStorage](#) = 117 ,  
[UltrasoundMultiframeImageStorageRetired](#) = 118 ,  
[UltrasoundMultiframeImageStorage](#) = 119 ,  
[MRIImageStorage](#) = 120 ,  
[EnhancedMRIImageStorage](#) = 121 ,  
[MRSpectroscopyStorage](#) = 122 ,  
[NuclearMedicineImageStorageRetired](#) = 123 ,  
[UltrasoundImageStorageRetired](#) = 124 ,  
[UltrasoundImageStorage](#) = 125 ,  
[SecondaryCaptureImageStorage](#) = 126 ,  
[MultiframeSingleBitSecondaryCaptureImageStorage](#) = 127 ,  
[MultiframeGrayscaleByteSecondaryCaptureImageStorage](#) = 128 ,  
[MultiframeGrayscaleWordSecondaryCaptureImageStorage](#) = 129 ,  
[MultiframeTrueColorSecondaryCaptureImageStorage](#) = 130 ,  
[StandaloneOverlayStorageRetired](#) = 131 ,  
[StandaloneCurveStorageRetired](#) = 132 ,  
[WaveformStorageTrialRetired](#) = 133 ,  
[ECG12leadWaveformStorage](#) = 134 ,  
[GeneralECGWaveformStorage](#) = 135 ,  
[AmbulatoryECGWaveformStorage](#) = 136 ,  
[HemodynamicWaveformStorage](#) = 137 ,  
[CardiacElectrophysiologyWaveformStorage](#) = 138 ,  
[BasicVoiceAudioWaveformStorage](#) = 139 ,  
[StandaloneModalityLUTStorageRetired](#) = 140 ,  
[StandaloneVOILUTStorageRetired](#) = 141 ,  
[GrayscaleSoftcopyPresentationStateStorageSOPClass](#) = 142 ,  
[ColorSoftcopyPresentationStateStorageSOPClass](#) = 143 ,  
[PseudoColorSoftcopyPresentationStateStorageSOPClass](#) = 144 ,  
[BlendingSoftcopyPresentationStateStorageSOPClass](#) = 145 ,  
[XRayAngiographicImageStorage](#) = 146 ,  
[EnhancedXAImageStorage](#) = 147 ,  
[XRayRadiofluoroscopicImageStorage](#) = 148 ,  
[EnhancedXRFImageStorage](#) = 149 ,  
[XRay3DAngiographicImageStorage](#) = 150 ,  
[XRay3DCraniofacialImageStorage](#) = 151 ,  
[XRayAngiographicBiPlaneImageStorageRetired](#) = 152 ,  
[NuclearMedicineImageStorage](#) = 153 ,  
[RawDataStorage](#) = 154 ,  
[SpatialRegistrationStorage](#) = 155 ,  
[SpatialFiducialsStorage](#) = 156 ,  
[DeformableSpatialRegistrationStorage](#) = 157 ,

[SegmentationStorage](#) = 158 ,  
[RealWorldValueMappingStorage](#) = 159 ,  
[VLImageStorageTrialRetired](#) = 160 ,  
[VLMultiframeImageStorageTrialRetired](#) = 161 ,  
[VLEndoscopicImageStorage](#) = 162 ,  
[VideoEndoscopicImageStorage](#) = 163 ,  
[VLMicroscopicImageStorage](#) = 164 ,  
[VideoMicroscopicImageStorage](#) = 165 ,  
[VLSlideCoordinatesMicroscopicImageStorage](#) = 166 ,  
[VLPhotographicImageStorage](#) = 167 ,  
[VideoPhotographicImageStorage](#) = 168 ,  
[OphthalmicPhotography8BitImageStorage](#) = 169 ,  
[OphthalmicPhotography16BitImageStorage](#) = 170 ,  
[StereometricRelationshipStorage](#) = 171 ,  
[OphthalmicTomographyImageStorage](#) = 172 ,  
[TextSRStorageTrialRetired](#) = 173 ,  
[AudioSRStorageTrialRetired](#) = 174 ,  
[DetailSRStorageTrialRetired](#) = 175 ,  
[ComprehensiveSRStorageTrialRetired](#) = 176 ,  
[BasicTextSRStorage](#) = 177 ,  
[EnhancedSRStorage](#) = 178 ,  
[ComprehensiveSRStorage](#) = 179 ,  
[ProcedureLogStorage](#) = 180 ,  
[MammographyCADSRStorage](#) = 181 ,  
[KeyObjectSelectionDocumentStorage](#) = 182 ,  
[ChestCADSRStorage](#) = 183 ,  
[XRayRadiationDoseSRStorage](#) = 184 ,  
[EncapsulatedPDFStorage](#) = 185 ,  
[EncapsulatedCDASStorage](#) = 186 ,  
[PositronEmissionTomographyImageStorage](#) = 187 ,  
[StandalonePETCurveStorageRetired](#) = 188 ,  
[RTImageStorage](#) = 189 ,  
[RTDoseStorage](#) = 190 ,  
[RTStructureSetStorage](#) = 191 ,  
[RTBeamsTreatmentRecordStorage](#) = 192 ,  
[RTPlanStorage](#) = 193 ,  
[RTBrachyTreatmentRecordStorage](#) = 194 ,  
[RTTreatmentSummaryRecordStorage](#) = 195 ,  
[RTIonPlanStorage](#) = 196 ,  
[RTIonBeamsTreatmentRecordStorage](#) = 197 ,  
[PatientRootQueryRetrieveInformationModelFIND](#) = 198 ,  
[PatientRootQueryRetrieveInformationModelMOVE](#) = 199 ,  
[PatientRootQueryRetrieveInformationModelGET](#) = 200 ,  
[StudyRootQueryRetrieveInformationModelFIND](#) = 201 ,  
[StudyRootQueryRetrieveInformationModelMOVE](#) = 202 ,  
[StudyRootQueryRetrieveInformationModelGET](#) = 203 ,  
[PatientStudyOnlyQueryRetrieveInformationModelFINDRetired](#) = 204 ,  
[PatientStudyOnlyQueryRetrieveInformationModelMOVERetired](#) = 205 ,  
[PatientStudyOnlyQueryRetrieveInformationModelGETRetired](#) = 206 ,  
[ModalityWorklistInformationModelFIND](#) = 207 ,  
[GeneralPurposeWorklistInformationModelFIND](#) = 208 ,  
[GeneralPurposeScheduledProcedureStepSOPClass](#) = 209 ,  
[GeneralPurposePerformedProcedureStepSOPClass](#) = 210 ,  
[GeneralPurposeWorklistManagementMetaSOPClass](#) = 211 ,



[InstanceAvailabilityNotificationSOPClass](#) = 212 ,  
[RTBeamsDeliveryInstructionStorageSupplement74FrozenDraft](#) = 213 ,  
[RTConventionalMachineVerificationSupplement74FrozenDraft](#) = 214 ,  
[RTIonMachineVerificationSupplement74FrozenDraft](#) = 215 ,  
[UnifiedWorklistandProcedureStepServiceClass](#) = 216 ,  
[UnifiedProcedureStepPushSOPClass](#) = 217 ,  
[UnifiedProcedureStepWatchSOPClass](#) = 218 ,  
[UnifiedProcedureStepPullSOPClass](#) = 219 ,  
[UnifiedProcedureStepEventSOPClass](#) = 220 ,  
[UnifiedWorklistandProcedureStepSOPInstance](#) = 221 ,  
[GeneralRelevantPatientInformationQuery](#) = 222 ,  
[BreastImagingRelevantPatientInformationQuery](#) = 223 ,  
[CardiacRelevantPatientInformationQuery](#) = 224 ,  
[HangingProtocolStorage](#) = 225 ,  
[HangingProtocolInformationModelFIND](#) = 226 ,  
[HangingProtocolInformationModelMOVE](#) = 227 ,  
[ProductCharacteristicsQuerySOPClass](#) = 228 ,  
[SubstanceApprovalQuerySOPClass](#) = 229 ,  
[dicomDeviceName](#) = 230 ,  
[dicomDescription](#) = 231 ,  
[dicomManufacturer](#) = 232 ,  
[dicomManufacturerModelName](#) = 233 ,  
[dicomSoftwareVersion](#) = 234 ,  
[dicomVendorData](#) = 235 ,  
[dicomAETitle](#) = 236 ,  
[dicomNetworkConnectionReference](#) = 237 ,  
[dicomApplicationCluster](#) = 238 ,  
[dicomAssociationInitiator](#) = 239 ,  
[dicomAssociationAcceptor](#) = 240 ,  
[dicomHostname](#) = 241 ,  
[dicomPort](#) = 242 ,  
[dicomSOPClass](#) = 243 ,  
[dicomTransferRole](#) = 244 ,  
[dicomTransferSyntax](#) = 245 ,  
[dicomPrimaryDeviceType](#) = 246 ,  
[dicomRelatedDeviceReference](#) = 247 ,  
[dicomPreferredCalledAETitle](#) = 248 ,  
[dicomTLSCyphersuite](#) = 249 ,  
[dicomAuthorizedNodeCertificateReference](#) = 250 ,  
[dicomThisNodeCertificateReference](#) = 251 ,  
[dicomInstalled](#) = 252 ,  
[dicomStationName](#) = 253 ,  
[dicomDeviceSerialNumber](#) = 254 ,  
[dicomInstitutionName](#) = 255 ,  
[dicomInstitutionAddress](#) = 256 ,  
[dicomInstitutionDepartmentName](#) = 257 ,  
[dicomIssuerOfPatientID](#) = 258 ,  
[dicomPreferredCallingAETitle](#) = 259 ,  
[dicomSupportedCharacterSet](#) = 260 ,  
[dicomConfigurationRoot](#) = 261 ,  
[dicomDevicesRoot](#) = 262 ,  
[dicomUniqueAETitlesRegistryRoot](#) = 263 ,  
[dicomDevice](#) = 264 ,  
[dicomNetworkAE](#) = 265 ,

[dicomNetworkConnection](#) = 266 ,  
[dicomUniqueAETitle](#) = 267 ,  
[dicomTransferCapability](#) = 268 ,  
[VLWholeSlideMicroscopyImageStorage](#) = 269 ,  
[EnhancedUSVolumeStorage](#) = 270 ,  
[SurfaceSegmentationStorage](#) = 271 ,  
[BreastTomosynthesisImageStorage](#) = 272 ,  
[LegacyConvertedEnhancedCTImageStorage](#) = 273 ,  
[LegacyConvertedEnhancedMRImageStorage](#) = 274 ,  
[LegacyConvertedEnhancedPETImageStorage](#) = 275 ,  
[MPEG2MainProfileHighLevel](#) = 276 ,  
[MPEG4AVCH\\_264HighProfileLevel4\\_1](#) = 277 ,  
[MPEG4AVCH\\_264BDcompatibleHighProfileLevel4\\_1](#) = 278 ,  
[PETColorPaletteSOPInstance](#) = 279 ,  
[HotMetalBlueColorPaletteSOPInstance](#) = 280 ,  
[PET20StepColorPaletteSOPInstance](#) = 281 ,  
[SpringColorPaletteSOPInstance](#) = 282 ,  
[SummerColorPaletteSOPInstance](#) = 283 ,  
[FallColorPaletteSOPInstance](#) = 284 ,  
[WinterColorPaletteSOPInstance](#) = 285 ,  
[Papyrus3ImplicitVRLittleEndian](#) = 286 ,  
[AdultMouseAnatomyOntology](#) = 287 ,  
[UberonOntology](#) = 288 ,  
[IntegratedTaxonomicInformationSystemITISTaxonomicSerialNumberTSN](#) = 289 ,  
[MouseGenomeInitiativeMGI](#) = 290 ,  
[PubChemCompoundCID](#) = 291 ,  
[ICD11](#) = 292 ,  
[NewYorkUniversityMelanomaClinicalCooperativeGroup](#) = 293 ,  
[MayoClinicNonradiologicalImagesSBSSAnatomicalSurfaceRegionGuide](#) = 294 ,  
[ImageBiomarkerStandardisationInitiative](#) = 295 ,  
[RadiomicsOntology](#) = 296 ,  
[DisplaySystemSOPClass](#) = 297 ,  
[DisplaySystemSOPInstance](#) = 298 ,  
[GeneralAudioWaveformStorage](#) = 299 ,  
[ArterialPulseWaveformStorage](#) = 300 ,  
[RespiratoryWaveformStorage](#) = 301 ,  
[XAXRFGrayscaleSoftcopyPresentationStateStorage](#) = 302 ,  
[GrayscalePlanarMPRVolumetricPresentationStateStorage](#) = 303 ,  
[MPEG4AVCH\\_264HighProfileLevel4\\_2For2DVideo](#) = 304 ,  
[MPEG4AVCH\\_264HighProfileLevel4\\_2For3DVideo](#) = 305 ,  
[MPEG4AVCH\\_264StereoHighProfileLevel4\\_2](#) = 306 ,  
[HEVCH\\_265MainProfileLevel5\\_1](#) = 307 ,  
[HEVCH\\_265Main10ProfileLevel5\\_1](#) = 308 ,  
[HotIronColorPaletteSOPInstance](#) = 309 ,  
[CompositingPlanarMPRVolumetricPresentationStateStorage](#) = 310 ,  
[AdvancedBlendingPresentationStateStorage](#) = 311 ,  
[VolumeRenderingVolumetricPresentationStateStorage](#) = 312 ,  
[SegmentedVolumeRenderingVolumetricPresentationStateStorage](#) = 313 ,  
[MultipleVolumeRenderingVolumetricPresentationStateStorage](#) = 314 ,  
[Null0](#) = 315 ,  
[BreastProjectionXRayImageStorageForPresentation](#) = 316 ,  
[BreastProjectionXRayImageStorageForProcessing](#) = 317 ,  
[IntravascularOpticalCoherenceTomographyImageStorageForPresentation](#) = 318 ,  
[IntravascularOpticalCoherenceTomographyImageStorageForProcessing](#) = 319 ,

[ParametricMapStorage](#) = 320 ,  
[Null1](#) = 321 ,  
[TractographyResultsStorage](#) = 322 ,  
[SurfaceScanMeshStorage](#) = 323 ,  
[SurfaceScanPointCloudStorage](#) = 324 ,  
[WideFieldOphthalmicPhotographyStereographicProjectionImageStorage](#) = 325 ,  
[WideFieldOphthalmicPhotography3DCoordinatesImageStorage](#) = 326 ,  
[OphthalmicOpticalCoherenceTomographyEnFacImageStorage](#) = 327 ,  
[OphthalmicOpticalCoherenceTomographyBscanVolumeAnalysisStorage](#) = 328 ,  
[LensometryMeasurementsStorage](#) = 329 ,  
[AutorefractionMeasurementsStorage](#) = 330 ,  
[KeratometryMeasurementsStorage](#) = 331 ,  
[SubjectiveRefractionMeasurementsStorage](#) = 332 ,  
[VisualAcuityMeasurementsStorage](#) = 333 ,  
[SpectaclePrescriptionReportStorage](#) = 334 ,  
[OphthalmicAxialMeasurementsStorage](#) = 335 ,  
[IntraocularLensCalculationsStorage](#) = 336 ,  
[MacularGridThicknessandVolumeReportStorage](#) = 337 ,  
[OphthalmicVisualFieldStaticPerimetryMeasurementsStorage](#) = 338 ,  
[OphthalmicThicknessMapStorage](#) = 339 ,  
[CornealTopographyMapStorage](#) = 340 ,  
[Comprehensive3DSRStorage](#) = 341 ,  
[ExtensibleSRStorage](#) = 342 ,  
[RadiopharmaceuticalRadiationDoseSRStorage](#) = 343 ,  
[ColonCADSRStorage](#) = 344 ,  
[ImplantationPlanSRStorage](#) = 345 ,  
[AcquisitionContextSRStorage](#) = 346 ,  
[SimplifiedAdultEchoSRStorage](#) = 347 ,  
[PatientRadiationDoseSRStorage](#) = 348 ,  
[PlannedImagingAgentAdministrationSRStorage](#) = 349 ,  
[PerformedImagingAgentAdministrationSRStorage](#) = 350 ,  
[ContentAssessmentResultsStorage](#) = 351 ,  
[EncapsulatedSTLStorage](#) = 352 ,  
[EnhancedPETImageStorage](#) = 353 ,  
[BasicStructuredDisplayStorage](#) = 354 ,  
[CTDefinedProcedureProtocolStorage](#) = 355 ,  
[CTPerformedProcedureProtocolStorage](#) = 356 ,  
[ProtocolApprovalStorage](#) = 357 ,  
[ProtocolApprovalInformationModelFIND](#) = 358 ,  
[ProtocolApprovalInformationModelMOVE](#) = 359 ,  
[ProtocolApprovalInformationModelGET](#) = 360 ,  
[RTPhysicianIntentStorage](#) = 361 ,  
[RTSegmentAnnotationStorage](#) = 362 ,  
[DICOSCTImageStorage](#) = 363 ,  
[DICOSDigitalXRayImageStorageForPresentation](#) = 364 ,  
[DICOSDigitalXRayImageStorageForProcessing](#) = 365 ,  
[DICOSThreatDetectionReportStorage](#) = 366 ,  
[DICOS2DAITStorage](#) = 367 ,  
[DICOS3DAITStorage](#) = 368 ,  
[DICOSQuadrupoleResonanceQRStorage](#) = 369 ,  
[EddyCurrentImageStorage](#) = 370 ,  
[EddyCurrentMultiframeImageStorage](#) = 371 ,  
[CompositeInstanceRootRetrieveMOVE](#) = 372 ,  
[CompositeInstanceRootRetrieveGET](#) = 373 ,

```

CompositeInstanceRetrieveWithoutBulkDataGET = 374 ,
DefinedProcedureProtocolInformationModelFIND = 375 ,
DefinedProcedureProtocolInformationModelMOVE = 376 ,
DefinedProcedureProtocolInformationModelGET = 377 ,
UPSFilteredGlobalSubscriptionSOPInstance = 378 ,
UnifiedWorklistandProcedureStepServiceClass1 = 379 ,
UnifiedProcedureStepPushSOPClass1 = 380 ,
UnifiedProcedureStepWatchSOPClass1 = 381 ,
UnifiedProcedureStepPullSOPClass1 = 382 ,
UnifiedProcedureStepEventSOPClass1 = 383 ,
RTBeamsDeliveryInstructionStorage = 384 ,
RTConventionalMachineVerification = 385 ,
RTIonMachineVerification = 386 ,
RTBrachyApplicationSetupDeliveryInstructionStorage = 387 ,
HangingProtocolInformationModelGET = 388 ,
ColorPaletteStorage = 389 ,
ColorPaletteQueryRetrieveInformationModelFIND = 390 ,
ColorPaletteQueryRetrieveInformationModelMOVE = 391 ,
ColorPaletteQueryRetrieveInformationModelGET = 392 ,
GenericImplantTemplateStorage = 393 ,
GenericImplantTemplateInformationModelFIND = 394 ,
GenericImplantTemplateInformationModelMOVE = 395 ,
GenericImplantTemplateInformationModelGET = 396 ,
ImplantAssemblyTemplateStorage = 397 ,
ImplantAssemblyTemplateInformationModelFIND = 398 ,
ImplantAssemblyTemplateInformationModelMOVE = 399 ,
ImplantAssemblyTemplateInformationModelGET = 400 ,
ImplantTemplateGroupStorage = 401 ,
ImplantTemplateGroupInformationModelFIND = 402 ,
ImplantTemplateGroupInformationModelMOVE = 403 ,
ImplantTemplateGroupInformationModelGET = 404 ,
NativeDICOMModel = 405 ,
AbstractMultiDimensionalImageModel = 406 ,
DICOMContentMappingResource = 407 ,
EnhancedMRColorImageStorage = 408 ,
UniversalCoordinatedTime = 409 }
• 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_1_20_2_1 = 61 ,  
uid_1_2_840_10008_1_40 = 62 ,  
uid_1_2_840_10008_1_40_1 = 63 ,  
uid_1_2_840_10008_1_42 = 64 ,  
uid_1_2_840_10008_1_42_1 = 65 ,  
uid_1_2_840_10008_2_6_1 = 66 ,  
uid_1_2_840_10008_2_16_4 = 67 ,  
uid_1_2_840_10008_3_1_1_1 = 68 ,  
uid_1_2_840_10008_3_1_2_1_1 = 69 ,  
uid_1_2_840_10008_3_1_2_1_4 = 70 ,  
uid_1_2_840_10008_3_1_2_2_1 = 71 ,
```

```
uid_1_2_840_10008_3_1_2_3_1 = 72 ,
uid_1_2_840_10008_3_1_2_3_2 = 73 ,
uid_1_2_840_10008_3_1_2_3_3 = 74 ,
uid_1_2_840_10008_3_1_2_3_4 = 75 ,
uid_1_2_840_10008_3_1_2_3_5 = 76 ,
uid_1_2_840_10008_3_1_2_5_1 = 77 ,
uid_1_2_840_10008_3_1_2_5_4 = 78 ,
uid_1_2_840_10008_3_1_2_5_5 = 79 ,
uid_1_2_840_10008_3_1_2_6_1 = 80 ,
uid_1_2_840_10008_4_2 = 81 ,
uid_1_2_840_10008_5_1_1_1 = 82 ,
uid_1_2_840_10008_5_1_1_2 = 83 ,
uid_1_2_840_10008_5_1_1_4 = 84 ,
uid_1_2_840_10008_5_1_1_4_1 = 85 ,
uid_1_2_840_10008_5_1_1_4_2 = 86 ,
uid_1_2_840_10008_5_1_1_9 = 87 ,
uid_1_2_840_10008_5_1_1_9_1 = 88 ,
uid_1_2_840_10008_5_1_1_14 = 89 ,
uid_1_2_840_10008_5_1_1_15 = 90 ,
uid_1_2_840_10008_5_1_1_16 = 91 ,
uid_1_2_840_10008_5_1_1_16_376 = 92 ,
uid_1_2_840_10008_5_1_1_17 = 93 ,
uid_1_2_840_10008_5_1_1_17_376 = 94 ,
uid_1_2_840_10008_5_1_1_18 = 95 ,
uid_1_2_840_10008_5_1_1_18_1 = 96 ,
uid_1_2_840_10008_5_1_1_22 = 97 ,
uid_1_2_840_10008_5_1_1_23 = 98 ,
uid_1_2_840_10008_5_1_1_24 = 99 ,
uid_1_2_840_10008_5_1_1_24_1 = 100 ,
uid_1_2_840_10008_5_1_1_25 = 101 ,
uid_1_2_840_10008_5_1_1_26 = 102 ,
uid_1_2_840_10008_5_1_1_27 = 103 ,
uid_1_2_840_10008_5_1_1_29 = 104 ,
uid_1_2_840_10008_5_1_1_30 = 105 ,
uid_1_2_840_10008_5_1_1_31 = 106 ,
uid_1_2_840_10008_5_1_1_32 = 107 ,
uid_1_2_840_10008_5_1_1_33 = 108 ,
uid_1_2_840_10008_5_1_4_1_1_1 = 109 ,
uid_1_2_840_10008_5_1_4_1_1_1_1 = 110 ,
uid_1_2_840_10008_5_1_4_1_1_1_1_1 = 111 ,
uid_1_2_840_10008_5_1_4_1_1_1_2 = 112 ,
uid_1_2_840_10008_5_1_4_1_1_1_2_1 = 113 ,
uid_1_2_840_10008_5_1_4_1_1_1_3 = 114 ,
uid_1_2_840_10008_5_1_4_1_1_1_3_1 = 115 ,
uid_1_2_840_10008_5_1_4_1_1_2 = 116 ,
uid_1_2_840_10008_5_1_4_1_1_2_1 = 117 ,
uid_1_2_840_10008_5_1_4_1_1_3 = 118 ,
uid_1_2_840_10008_5_1_4_1_1_3_1 = 119 ,
uid_1_2_840_10008_5_1_4_1_1_4 = 120 ,
uid_1_2_840_10008_5_1_4_1_1_4_1 = 121 ,
uid_1_2_840_10008_5_1_4_1_1_4_2 = 122 ,
uid_1_2_840_10008_5_1_4_1_1_5 = 123 ,
uid_1_2_840_10008_5_1_4_1_1_6 = 124 ,
uid_1_2_840_10008_5_1_4_1_1_6_1 = 125 ,
```

uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_7 = 126 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_7\_1 = 127 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_7\_2 = 128 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_7\_3 = 129 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_7\_4 = 130 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_8 = 131 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9 = 132 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_1 = 133 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_1\_1 = 134 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_1\_2 = 135 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_1\_3 = 136 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_2\_1 = 137 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_3\_1 = 138 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_4\_1 = 139 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_10 = 140 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11 = 141 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_1 = 142 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_2 = 143 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_3 = 144 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_4 = 145 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_1 = 146 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_1\_1 = 147 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_2 = 148 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_2\_1 = 149 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_13\_1\_1 = 150 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_13\_1\_2 = 151 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_3 = 152 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_20 = 153 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66 = 154 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_1 = 155 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_2 = 156 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_3 = 157 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_4 = 158 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_67 = 159 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1 = 160 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_2 = 161 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_1 = 162 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_1\_1 = 163 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_2 = 164 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_2\_1 = 165 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_3 = 166 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_4 = 167 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_4\_1 = 168 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_1 = 169 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_2 = 170 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_3 = 171 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_4 = 172 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_1 = 173 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_2 = 174 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_3 = 175 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_4 = 176 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_11 = 177 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_22 = 178 ,  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_33 = 179 ,

```
uid_1_2_840_10008_5_1_4_1_1_88_40 = 180 ,  
uid_1_2_840_10008_5_1_4_1_1_88_50 = 181 ,  
uid_1_2_840_10008_5_1_4_1_1_88_59 = 182 ,  
uid_1_2_840_10008_5_1_4_1_1_88_65 = 183 ,  
uid_1_2_840_10008_5_1_4_1_1_88_67 = 184 ,  
uid_1_2_840_10008_5_1_4_1_1_104_1 = 185 ,  
uid_1_2_840_10008_5_1_4_1_1_104_2 = 186 ,  
uid_1_2_840_10008_5_1_4_1_1_128 = 187 ,  
uid_1_2_840_10008_5_1_4_1_1_129 = 188 ,  
uid_1_2_840_10008_5_1_4_1_1_481_1 = 189 ,  
uid_1_2_840_10008_5_1_4_1_1_481_2 = 190 ,  
uid_1_2_840_10008_5_1_4_1_1_481_3 = 191 ,  
uid_1_2_840_10008_5_1_4_1_1_481_4 = 192 ,  
uid_1_2_840_10008_5_1_4_1_1_481_5 = 193 ,  
uid_1_2_840_10008_5_1_4_1_1_481_6 = 194 ,  
uid_1_2_840_10008_5_1_4_1_1_481_7 = 195 ,  
uid_1_2_840_10008_5_1_4_1_1_481_8 = 196 ,  
uid_1_2_840_10008_5_1_4_1_1_481_9 = 197 ,  
uid_1_2_840_10008_5_1_4_1_2_1_1 = 198 ,  
uid_1_2_840_10008_5_1_4_1_2_1_2 = 199 ,  
uid_1_2_840_10008_5_1_4_1_2_1_3 = 200 ,  
uid_1_2_840_10008_5_1_4_1_2_2_1 = 201 ,  
uid_1_2_840_10008_5_1_4_1_2_2_2 = 202 ,  
uid_1_2_840_10008_5_1_4_1_2_2_3 = 203 ,  
uid_1_2_840_10008_5_1_4_1_2_3_1 = 204 ,  
uid_1_2_840_10008_5_1_4_1_2_3_2 = 205 ,  
uid_1_2_840_10008_5_1_4_1_2_3_3 = 206 ,  
uid_1_2_840_10008_5_1_4_31 = 207 ,  
uid_1_2_840_10008_5_1_4_32_1 = 208 ,  
uid_1_2_840_10008_5_1_4_32_2 = 209 ,  
uid_1_2_840_10008_5_1_4_32_3 = 210 ,  
uid_1_2_840_10008_5_1_4_32 = 211 ,  
uid_1_2_840_10008_5_1_4_33 = 212 ,  
uid_1_2_840_10008_5_1_4_34_1 = 213 ,  
uid_1_2_840_10008_5_1_4_34_2 = 214 ,  
uid_1_2_840_10008_5_1_4_34_3 = 215 ,  
uid_1_2_840_10008_5_1_4_34_4 = 216 ,  
uid_1_2_840_10008_5_1_4_34_4_1 = 217 ,  
uid_1_2_840_10008_5_1_4_34_4_2 = 218 ,  
uid_1_2_840_10008_5_1_4_34_4_3 = 219 ,  
uid_1_2_840_10008_5_1_4_34_4_4 = 220 ,  
uid_1_2_840_10008_5_1_4_34_5 = 221 ,  
uid_1_2_840_10008_5_1_4_37_1 = 222 ,  
uid_1_2_840_10008_5_1_4_37_2 = 223 ,  
uid_1_2_840_10008_5_1_4_37_3 = 224 ,  
uid_1_2_840_10008_5_1_4_38_1 = 225 ,  
uid_1_2_840_10008_5_1_4_38_2 = 226 ,  
uid_1_2_840_10008_5_1_4_38_3 = 227 ,  
uid_1_2_840_10008_5_1_4_41 = 228 ,  
uid_1_2_840_10008_5_1_4_42 = 229 ,  
uid_1_2_840_10008_15_0_3_1 = 230 ,  
uid_1_2_840_10008_15_0_3_2 = 231 ,  
uid_1_2_840_10008_15_0_3_3 = 232 ,  
uid_1_2_840_10008_15_0_3_4 = 233 ,
```



```
uid_1_2_840_10008_15_0_3_5 = 234 ,  
uid_1_2_840_10008_15_0_3_6 = 235 ,  
uid_1_2_840_10008_15_0_3_7 = 236 ,  
uid_1_2_840_10008_15_0_3_8 = 237 ,  
uid_1_2_840_10008_15_0_3_9 = 238 ,  
uid_1_2_840_10008_15_0_3_10 = 239 ,  
uid_1_2_840_10008_15_0_3_11 = 240 ,  
uid_1_2_840_10008_15_0_3_12 = 241 ,  
uid_1_2_840_10008_15_0_3_13 = 242 ,  
uid_1_2_840_10008_15_0_3_14 = 243 ,  
uid_1_2_840_10008_15_0_3_15 = 244 ,  
uid_1_2_840_10008_15_0_3_16 = 245 ,  
uid_1_2_840_10008_15_0_3_17 = 246 ,  
uid_1_2_840_10008_15_0_3_18 = 247 ,  
uid_1_2_840_10008_15_0_3_19 = 248 ,  
uid_1_2_840_10008_15_0_3_20 = 249 ,  
uid_1_2_840_10008_15_0_3_21 = 250 ,  
uid_1_2_840_10008_15_0_3_22 = 251 ,  
uid_1_2_840_10008_15_0_3_23 = 252 ,  
uid_1_2_840_10008_15_0_3_24 = 253 ,  
uid_1_2_840_10008_15_0_3_25 = 254 ,  
uid_1_2_840_10008_15_0_3_26 = 255 ,  
uid_1_2_840_10008_15_0_3_27 = 256 ,  
uid_1_2_840_10008_15_0_3_28 = 257 ,  
uid_1_2_840_10008_15_0_3_29 = 258 ,  
uid_1_2_840_10008_15_0_3_30 = 259 ,  
uid_1_2_840_10008_15_0_3_31 = 260 ,  
uid_1_2_840_10008_15_0_4_1 = 261 ,  
uid_1_2_840_10008_15_0_4_2 = 262 ,  
uid_1_2_840_10008_15_0_4_3 = 263 ,  
uid_1_2_840_10008_15_0_4_4 = 264 ,  
uid_1_2_840_10008_15_0_4_5 = 265 ,  
uid_1_2_840_10008_15_0_4_6 = 266 ,  
uid_1_2_840_10008_15_0_4_7 = 267 ,  
uid_1_2_840_10008_15_0_4_8 = 268 ,  
uid_1_2_840_10008_5_1_4_1_1_77_1_6 = 269 ,  
uid_1_2_840_10008_5_1_4_1_1_6_2 = 270 ,  
uid_1_2_840_10008_5_1_4_1_1_66_5 = 271 ,  
uid_1_2_840_10008_5_1_4_1_1_13_1_3 = 272 ,  
uid_1_2_840_10008_5_1_4_1_1_2_2 = 273 ,  
uid_1_2_840_10008_5_1_4_1_1_4_4 = 274 ,  
uid_1_2_840_10008_5_1_4_1_1_128_1 = 275 ,  
uid_1_2_840_10008_1_2_4_101 = 276 ,  
uid_1_2_840_10008_1_2_4_102 = 277 ,  
uid_1_2_840_10008_1_2_4_103 = 278 ,  
uid_1_2_840_10008_1_5_2 = 279 ,  
uid_1_2_840_10008_1_5_3 = 280 ,  
uid_1_2_840_10008_1_5_4 = 281 ,  
uid_1_2_840_10008_1_5_5 = 282 ,  
uid_1_2_840_10008_1_5_6 = 283 ,  
uid_1_2_840_10008_1_5_7 = 284 ,  
uid_1_2_840_10008_1_5_8 = 285 ,  
uid_1_2_840_10008_1_20 = 286 ,  
uid_1_2_840_10008_2_16_5 = 287 ,
```

```
uid_1_2_840_10008_2_16_6 = 288 ,
uid_1_2_840_10008_2_16_7 = 289 ,
uid_1_2_840_10008_2_16_8 = 290 ,
uid_1_2_840_10008_2_16_9 = 291 ,
uid_1_2_840_10008_2_16_10 = 292 ,
uid_1_2_840_10008_2_16_11 = 293 ,
uid_1_2_840_10008_2_16_12 = 294 ,
uid_1_2_840_10008_2_16_13 = 295 ,
uid_1_2_840_10008_2_16_14 = 296 ,
uid_1_2_840_10008_5_1_1_40 = 297 ,
uid_1_2_840_10008_5_1_1_40_1 = 298 ,
uid_1_2_840_10008_5_1_4_1_1_9_4_2 = 299 ,
uid_1_2_840_10008_5_1_4_1_1_9_5_1 = 300 ,
uid_1_2_840_10008_5_1_4_1_1_9_6_1 = 301 ,
uid_1_2_840_10008_5_1_4_1_1_11_5 = 302 ,
uid_1_2_840_10008_5_1_4_1_1_11_6 = 303 ,
uid_1_2_840_10008_1_2_4_104 = 304 ,
uid_1_2_840_10008_1_2_4_105 = 305 ,
uid_1_2_840_10008_1_2_4_106 = 306 ,
uid_1_2_840_10008_1_2_4_107 = 307 ,
uid_1_2_840_10008_1_2_4_108 = 308 ,
uid_1_2_840_10008_1_5_1 = 309 ,
uid_1_2_840_10008_5_1_4_1_1_11_7 = 310 ,
uid_1_2_840_10008_5_1_4_1_1_11_8 = 311 ,
uid_1_2_840_10008_5_1_4_1_1_11_9 = 312 ,
uid_1_2_840_10008_5_1_4_1_1_11_10 = 313 ,
uid_1_2_840_10008_5_1_4_1_1_11_11 = 314 ,
uid_1_2_840_10008_5_1_4_1_1_12_77 = 315 ,
uid_1_2_840_10008_5_1_4_1_1_13_1_4 = 316 ,
uid_1_2_840_10008_5_1_4_1_1_13_1_5 = 317 ,
uid_1_2_840_10008_5_1_4_1_1_14_1 = 318 ,
uid_1_2_840_10008_5_1_4_1_1_14_2 = 319 ,
uid_1_2_840_10008_5_1_4_1_1_30 = 320 ,
uid_1_2_840_10008_5_1_4_1_1_40 = 321 ,
uid_1_2_840_10008_5_1_4_1_1_66_6 = 322 ,
uid_1_2_840_10008_5_1_4_1_1_68_1 = 323 ,
uid_1_2_840_10008_5_1_4_1_1_68_2 = 324 ,
uid_1_2_840_10008_5_1_4_1_1_77_1_5_5 = 325 ,
uid_1_2_840_10008_5_1_4_1_1_77_1_5_6 = 326 ,
uid_1_2_840_10008_5_1_4_1_1_77_1_5_7 = 327 ,
uid_1_2_840_10008_5_1_4_1_1_77_1_5_8 = 328 ,
uid_1_2_840_10008_5_1_4_1_1_78_1 = 329 ,
uid_1_2_840_10008_5_1_4_1_1_78_2 = 330 ,
uid_1_2_840_10008_5_1_4_1_1_78_3 = 331 ,
uid_1_2_840_10008_5_1_4_1_1_78_4 = 332 ,
uid_1_2_840_10008_5_1_4_1_1_78_5 = 333 ,
uid_1_2_840_10008_5_1_4_1_1_78_6 = 334 ,
uid_1_2_840_10008_5_1_4_1_1_78_7 = 335 ,
uid_1_2_840_10008_5_1_4_1_1_78_8 = 336 ,
uid_1_2_840_10008_5_1_4_1_1_79_1 = 337 ,
uid_1_2_840_10008_5_1_4_1_1_80_1 = 338 ,
uid_1_2_840_10008_5_1_4_1_1_81_1 = 339 ,
uid_1_2_840_10008_5_1_4_1_1_82_1 = 340 ,
uid_1_2_840_10008_5_1_4_1_1_88_34 = 341 ,
```

```
uid_1_2_840_10008_5_1_4_1_1_88_35 = 342 ,  
uid_1_2_840_10008_5_1_4_1_1_88_68 = 343 ,  
uid_1_2_840_10008_5_1_4_1_1_88_69 = 344 ,  
uid_1_2_840_10008_5_1_4_1_1_88_70 = 345 ,  
uid_1_2_840_10008_5_1_4_1_1_88_71 = 346 ,  
uid_1_2_840_10008_5_1_4_1_1_88_72 = 347 ,  
uid_1_2_840_10008_5_1_4_1_1_88_73 = 348 ,  
uid_1_2_840_10008_5_1_4_1_1_88_74 = 349 ,  
uid_1_2_840_10008_5_1_4_1_1_88_75 = 350 ,  
uid_1_2_840_10008_5_1_4_1_1_90_1 = 351 ,  
uid_1_2_840_10008_5_1_4_1_1_104_3 = 352 ,  
uid_1_2_840_10008_5_1_4_1_1_130 = 353 ,  
uid_1_2_840_10008_5_1_4_1_1_131 = 354 ,  
uid_1_2_840_10008_5_1_4_1_1_200_1 = 355 ,  
uid_1_2_840_10008_5_1_4_1_1_200_2 = 356 ,  
uid_1_2_840_10008_5_1_4_1_1_200_3 = 357 ,  
uid_1_2_840_10008_5_1_4_1_1_200_4 = 358 ,  
uid_1_2_840_10008_5_1_4_1_1_200_5 = 359 ,  
uid_1_2_840_10008_5_1_4_1_1_200_6 = 360 ,  
uid_1_2_840_10008_5_1_4_1_1_481_10 = 361 ,  
uid_1_2_840_10008_5_1_4_1_1_481_11 = 362 ,  
uid_1_2_840_10008_5_1_4_1_1_501_1 = 363 ,  
uid_1_2_840_10008_5_1_4_1_1_501_2_1 = 364 ,  
uid_1_2_840_10008_5_1_4_1_1_501_2_2 = 365 ,  
uid_1_2_840_10008_5_1_4_1_1_501_3 = 366 ,  
uid_1_2_840_10008_5_1_4_1_1_501_4 = 367 ,  
uid_1_2_840_10008_5_1_4_1_1_501_5 = 368 ,  
uid_1_2_840_10008_5_1_4_1_1_501_6 = 369 ,  
uid_1_2_840_10008_5_1_4_1_1_601_1 = 370 ,  
uid_1_2_840_10008_5_1_4_1_1_601_2 = 371 ,  
uid_1_2_840_10008_5_1_4_1_2_4_2 = 372 ,  
uid_1_2_840_10008_5_1_4_1_2_4_3 = 373 ,  
uid_1_2_840_10008_5_1_4_1_2_5_3 = 374 ,  
uid_1_2_840_10008_5_1_4_20_1 = 375 ,  
uid_1_2_840_10008_5_1_4_20_2 = 376 ,  
uid_1_2_840_10008_5_1_4_20_3 = 377 ,  
uid_1_2_840_10008_5_1_4_34_5_1 = 378 ,  
uid_1_2_840_10008_5_1_4_34_6 = 379 ,  
uid_1_2_840_10008_5_1_4_34_6_1 = 380 ,  
uid_1_2_840_10008_5_1_4_34_6_2 = 381 ,  
uid_1_2_840_10008_5_1_4_34_6_3 = 382 ,  
uid_1_2_840_10008_5_1_4_34_6_4 = 383 ,  
uid_1_2_840_10008_5_1_4_34_7 = 384 ,  
uid_1_2_840_10008_5_1_4_34_8 = 385 ,  
uid_1_2_840_10008_5_1_4_34_9 = 386 ,  
uid_1_2_840_10008_5_1_4_34_10 = 387 ,  
uid_1_2_840_10008_5_1_4_38_4 = 388 ,  
uid_1_2_840_10008_5_1_4_39_1 = 389 ,  
uid_1_2_840_10008_5_1_4_39_2 = 390 ,  
uid_1_2_840_10008_5_1_4_39_3 = 391 ,  
uid_1_2_840_10008_5_1_4_39_4 = 392 ,  
uid_1_2_840_10008_5_1_4_43_1 = 393 ,  
uid_1_2_840_10008_5_1_4_43_2 = 394 ,  
uid_1_2_840_10008_5_1_4_43_3 = 395 ,
```

```

uid_1_2_840_10008_5_1_4_43_4 = 396 ,
uid_1_2_840_10008_5_1_4_44_1 = 397 ,
uid_1_2_840_10008_5_1_4_44_2 = 398 ,
uid_1_2_840_10008_5_1_4_44_3 = 399 ,
uid_1_2_840_10008_5_1_4_44_4 = 400 ,
uid_1_2_840_10008_5_1_4_45_1 = 401 ,
uid_1_2_840_10008_5_1_4_45_2 = 402 ,
uid_1_2_840_10008_5_1_4_45_3 = 403 ,
uid_1_2_840_10008_5_1_4_45_4 = 404 ,
uid_1_2_840_10008_7_1_1 = 405 ,
uid_1_2_840_10008_7_1_2 = 406 ,
uid_1_2_840_10008_8_1_1 = 407 ,
uid_1_2_840_10008_5_1_4_1_1_4_3 = 408 ,
uid_1_2_840_10008_15_1_1 = 409 }

```

## 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)

### 10.324.1 Detailed Description

all known uids

Examples

[GenerateStandardSOPClasses.cxx](#).

### 10.324.2 Member Typedef Documentation

#### 10.324.2.1 TransferSyntaxStringsType

```
typedef const char* const (* gdcmm::UIDs::TransferSyntaxStringsType) [2]
```

### 10.324.3 Member Enumeration Documentation

#### 10.324.3.1 TSName

enum `gdcm::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	
JPEGLosslessNonHierarchicalFirstOrderPredictionProcess14SelectionValue1DefaultTransferSyntaxforLossless↔ JPEGImageCompression	
JPEGLSLosslessImageCompression	
JPEGLSLossyNearLosslessImageCompression	
JPEG2000ImageCompressionLosslessOnly	
JPEG2000ImageCompression	
JPEG2000Part2MulticomponentImageCompressionLosslessOnly	
JPEG2000Part2MulticomponentImageCompression	
JPIPReferenced	
JPIPReferencedDeflate	
MPEG2MainProfileMainLevel	
RLELossless	
RFC2557MIMEencapsulation	
XMLEncoding	

## Enumerator

MediaStorageDirectoryStorage
TalairachBrainAtlasFrameofReference
SPM2T1FrameofReference
SPM2T2FrameofReference
SPM2PDFFrameofReference
SPM2EPIFrameofReference
SPM2FILT1FrameofReference
SPM2PETFrameofReference
SPM2TRANSMFrameofReference
SPM2SPECTFrameofReference
SPM2GRAYFrameofReference
SPM2WHITEFrameofReference
SPM2CSFFrameofReference
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

## Enumerator

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	
MRImageStorage	
EnhancedMRImageStorage	
MRSpectroscopyStorage	

## Enumerator

NuclearMedicineImageStorageRetired	
UltrasoundImageStorageRetired	
UltrasoundImageStorage	
SecondaryCaptureImageStorage	
MultiframeSingleBitSecondaryCaptureImageStorage	
MultiframeGrayscaleByteSecondaryCaptureImageStorage	
MultiframeGrayscaleWordSecondaryCaptureImageStorage	
MultiframeTrueColorSecondaryCaptureImageStorage	
StandaloneOverlayStorageRetired	
StandaloneCurveStorageRetired	
WaveformStorageTrialRetired	
ECG12leadWaveformStorage	
GeneralECGWaveformStorage	
AmbulatoryECGWaveformStorage	
HemodynamicWaveformStorage	
CardiacElectrophysiologyWaveformStorage	
BasicVoiceAudioWaveformStorage	
StandaloneModalityLUTStorageRetired	
StandaloneVOILUTStorageRetired	
GrayscaleSoftcopyPresentationStateStorageSOPClass	
ColorSoftcopyPresentationStateStorageSOPClass	
PseudoColorSoftcopyPresentationStateStorageSOPClass	
BlendingSoftcopyPresentationStateStorageSOPClass	
XRayAngiographicImageStorage	
EnhancedXAImageStorage	
XRayRadiofluoroscopicImageStorage	
EnhancedXRFImageStorage	
XRay3DAngiographicImageStorage	
XRay3DCraniofacialImageStorage	
XRayAngiographicBiPlaneImageStorageRetired	
NuclearMedicineImageStorage	
RawDataStorage	
SpatialRegistrationStorage	
SpatialFiducialsStorage	
DeformableSpatialRegistrationStorage	
SegmentationStorage	
RealWorldValueMappingStorage	
VLImageStorageTrialRetired	
VLMultiframeImageStorageTrialRetired	
VLEndoscopicImageStorage	
VideoEndoscopicImageStorage	
VLMicroscopicImageStorage	
VideoMicroscopicImageStorage	



## Enumerator

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	

## Enumerator

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	

## Enumerator

dicomStationName
dicomDeviceSerialNumber
dicomInstitutionName
dicomInstitutionAddress
dicomInstitutionDepartmentName
dicomIssuerOfPatientID
dicomPreferredCallingAETitle
dicomSupportedCharacterSet
dicomConfigurationRoot
dicomDevicesRoot
dicomUniqueAETitlesRegistryRoot
dicomDevice
dicomNetworkAE
dicomNetworkConnection
dicomUniqueAETitle
dicomTransferCapability
VLWholeSlideMicroscopyImageStorage
EnhancedUSVolumeStorage
SurfaceSegmentationStorage
BreastTomosynthesisImageStorage
LegacyConvertedEnhancedCTImageStorage
LegacyConvertedEnhancedMRIImageStorage
LegacyConvertedEnhancedPETImageStorage
MPEG2MainProfileHighLevel
MPEG4AVCH_264HighProfileLevel4_1
MPEG4AVCH_264BDcompatibleHighProfileLevel4_1
PETColorPaletteSOPInstance
HotMetalBlueColorPaletteSOPInstance
PET20StepColorPaletteSOPInstance
SpringColorPaletteSOPInstance
SummerColorPaletteSOPInstance
FallColorPaletteSOPInstance
WinterColorPaletteSOPInstance
Papyrus3ImplicitVRLittleEndian
AdultMouseAnatomyOntology
UberonOntology
IntegratedTaxonomicInformationSystemITISTaxonomicSerialNumberTSN
MouseGenomeInitiativeMGI
PubChemCompoundCID
ICD11
NewYorkUniversityMelanomaClinicalCooperativeGroup
MayoClinicNonradiologicalImagesSBSAnatomicalSurfaceRegionGuide
ImageBiomarkerStandardisationInitiative
RadiomicsOntology

## Enumerator

DisplaySystemSOPClass
DisplaySystemSOPInstance
GeneralAudioWaveformStorage
ArterialPulseWaveformStorage
RespiratoryWaveformStorage
XAXRFGrayscaleSoftcopyPresentationStateStorage
GrayscalePlanarMPRVolumetricPresentationStateStorage
MPEG4AVCH_264HighProfileLevel4_2For2DVideo
MPEG4AVCH_264HighProfileLevel4_2For3DVideo
MPEG4AVCH_264StereoHighProfileLevel4_2
HEVCH_265MainProfileLevel5_1
HEVCH_265Main10ProfileLevel5_1
HotIronColorPaletteSOPInstance
CompositingPlanarMPRVolumetricPresentationStateStorage
AdvancedBlendingPresentationStateStorage
VolumeRenderingVolumetricPresentationStateStorage
SegmentedVolumeRenderingVolumetricPresentationStateStorage
MultipleVolumeRenderingVolumetricPresentationStateStorage
Null0
BreastProjectionXRayImageStorageForPresentation
BreastProjectionXRayImageStorageForProcessing
IntravascularOpticalCoherenceTomographyImageStorageForPresentation
IntravascularOpticalCoherenceTomographyImageStorageForProcessing
ParametricMapStorage
Null1
TractographyResultsStorage
SurfaceScanMeshStorage
SurfaceScanPointCloudStorage
WideFieldOphthalmicPhotographyStereographicProjectionImageStorage
WideFieldOphthalmicPhotography3DCoordinatesImageStorage
OphthalmicOpticalCoherenceTomographyEnFaceImageStorage
OphthalmicOpticalCoherenceTomographyBscanVolumeAnalysisStorage
LensometryMeasurementsStorage
AutorefractionMeasurementsStorage
KeratometryMeasurementsStorage
SubjectiveRefractionMeasurementsStorage
VisualAcuityMeasurementsStorage
SpectaclePrescriptionReportStorage
OphthalmicAxialMeasurementsStorage
IntraocularLensCalculationsStorage
MacularGridThicknessandVolumeReportStorage
OphthalmicVisualFieldStaticPerimetryMeasurementsStorage
OphthalmicThicknessMapStorage

## Enumerator

CornealTopographyMapStorage	
Comprehensive3DSRStorage	
ExtensibleSRStorage	
RadiopharmaceuticalRadiationDoseSRStorage	
ColonCADSRStorage	
ImplantationPlanSRStorage	
AcquisitionContextSRStorage	
SimplifiedAdultEchoSRStorage	
PatientRadiationDoseSRStorage	
PlannedImagingAgentAdministrationSRStorage	
PerformedImagingAgentAdministrationSRStorage	
ContentAssessmentResultsStorage	
EncapsulatedSTLStorage	
EnhancedPETImageStorage	
BasicStructuredDisplayStorage	
CTDefinedProcedureProtocolStorage	
CTPerformedProcedureProtocolStorage	
ProtocolApprovalStorage	
ProtocolApprovalInformationModelFIND	
ProtocolApprovalInformationModelMOVE	
ProtocolApprovalInformationModelGET	
RTPhysicianIntentStorage	
RTSegmentAnnotationStorage	
DICOSCTImageStorage	
DICOSDigitalXRayImageStorageForPresentation	
DICOSDigitalXRayImageStorageForProcessing	
DICOSThreatDetectionReportStorage	
DICOS2DAITStorage	
DICOS3DAITStorage	
DICOSQuadrupoleResonanceQRStorage	
EddyCurrentImageStorage	
EddyCurrentMultiframeImageStorage	
CompositeInstanceRootRetrieveMOVE	
CompositeInstanceRootRetrieveGET	
CompositeInstanceRetrieveWithoutBulkDataGET	
DefinedProcedureProtocolInformationModelFIND	
DefinedProcedureProtocolInformationModelMOVE	
DefinedProcedureProtocolInformationModelGET	
UPSFilteredGlobalSubscriptionSOPInstance	
UnifiedWorklistandProcedureStepServiceClass1	
UnifiedProcedureStepPushSOPClass1	
UnifiedProcedureStepWatchSOPClass1	
UnifiedProcedureStepPullSOPClass1	

## Enumerator

UnifiedProcedureStepEventSOPClass1	
RTBeamsDeliveryInstructionStorage	
RTConventionalMachineVerification	
RTIonMachineVerification	
RTBrachyApplicationSetupDeliveryInstructionStorage	
HangingProtocolInformationModelGET	
ColorPaletteStorage	
ColorPaletteQueryRetrieveInformationModelFIND	
ColorPaletteQueryRetrieveInformationModelMOVE	
ColorPaletteQueryRetrieveInformationModelGET	
GenericImplantTemplateStorage	
GenericImplantTemplateInformationModelFIND	
GenericImplantTemplateInformationModelMOVE	
GenericImplantTemplateInformationModelGET	
ImplantAssemblyTemplateStorage	
ImplantAssemblyTemplateInformationModelFIND	
ImplantAssemblyTemplateInformationModelMOVE	
ImplantAssemblyTemplateInformationModelGET	
ImplantTemplateGroupStorage	
ImplantTemplateGroupInformationModelFIND	
ImplantTemplateGroupInformationModelMOVE	
ImplantTemplateGroupInformationModelGET	
NativeDICOMModel	
AbstractMultiDimensionalImageModel	
DICOMContentMappingResource	
EnhancedMRColorImageStorage	
UniversalCoordinatedTime	

## 10.324.3.2 TSType

```
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	

## Enumerator

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	
uid_1_2_840_10008_1_4_1_8	
uid_1_2_840_10008_1_4_1_9	
uid_1_2_840_10008_1_4_1_10	
uid_1_2_840_10008_1_4_1_11	
uid_1_2_840_10008_1_4_1_12	
uid_1_2_840_10008_1_4_1_13	
uid_1_2_840_10008_1_4_1_14	
uid_1_2_840_10008_1_4_1_15	
uid_1_2_840_10008_1_4_1_16	
uid_1_2_840_10008_1_4_1_17	

## Enumerator

uid_1_2_840_10008_1_4_1_18	
uid_1_2_840_10008_1_4_2_1	
uid_1_2_840_10008_1_4_2_2	
uid_1_2_840_10008_1_9	
uid_1_2_840_10008_1_20_1	
uid_1_2_840_10008_1_20_1_1	
uid_1_2_840_10008_1_20_2	
uid_1_2_840_10008_1_20_2_1	
uid_1_2_840_10008_1_40	
uid_1_2_840_10008_1_40_1	
uid_1_2_840_10008_1_42	
uid_1_2_840_10008_1_42_1	
uid_1_2_840_10008_2_6_1	
uid_1_2_840_10008_2_16_4	
uid_1_2_840_10008_3_1_1_1	
uid_1_2_840_10008_3_1_2_1_1	
uid_1_2_840_10008_3_1_2_1_4	
uid_1_2_840_10008_3_1_2_2_1	
uid_1_2_840_10008_3_1_2_3_1	
uid_1_2_840_10008_3_1_2_3_2	
uid_1_2_840_10008_3_1_2_3_3	
uid_1_2_840_10008_3_1_2_3_4	
uid_1_2_840_10008_3_1_2_3_5	
uid_1_2_840_10008_3_1_2_5_1	
uid_1_2_840_10008_3_1_2_5_4	
uid_1_2_840_10008_3_1_2_5_5	
uid_1_2_840_10008_3_1_2_6_1	
uid_1_2_840_10008_4_2	
uid_1_2_840_10008_5_1_1_1	
uid_1_2_840_10008_5_1_1_2	
uid_1_2_840_10008_5_1_1_4	
uid_1_2_840_10008_5_1_1_4_1	
uid_1_2_840_10008_5_1_1_4_2	
uid_1_2_840_10008_5_1_1_9	
uid_1_2_840_10008_5_1_1_9_1	
uid_1_2_840_10008_5_1_1_14	
uid_1_2_840_10008_5_1_1_15	
uid_1_2_840_10008_5_1_1_16	
uid_1_2_840_10008_5_1_1_16_376	
uid_1_2_840_10008_5_1_1_17	
uid_1_2_840_10008_5_1_1_17_376	
uid_1_2_840_10008_5_1_1_18	
uid_1_2_840_10008_5_1_1_18_1	
uid_1_2_840_10008_5_1_1_22	
uid_1_2_840_10008_5_1_1_23	
uid_1_2_840_10008_5_1_1_24	



## Enumerator

uid_1_2_840_10008_5_1_1_24_1	
uid_1_2_840_10008_5_1_1_25	
uid_1_2_840_10008_5_1_1_26	
uid_1_2_840_10008_5_1_1_27	
uid_1_2_840_10008_5_1_1_29	
uid_1_2_840_10008_5_1_1_30	
uid_1_2_840_10008_5_1_1_31	
uid_1_2_840_10008_5_1_1_32	
uid_1_2_840_10008_5_1_1_33	
uid_1_2_840_10008_5_1_4_1_1_1	
uid_1_2_840_10008_5_1_4_1_1_1_1	
uid_1_2_840_10008_5_1_4_1_1_1_1_1	
uid_1_2_840_10008_5_1_4_1_1_1_2	
uid_1_2_840_10008_5_1_4_1_1_1_2_1	
uid_1_2_840_10008_5_1_4_1_1_1_3	
uid_1_2_840_10008_5_1_4_1_1_1_3_1	
uid_1_2_840_10008_5_1_4_1_1_2	
uid_1_2_840_10008_5_1_4_1_1_2_1	
uid_1_2_840_10008_5_1_4_1_1_3	
uid_1_2_840_10008_5_1_4_1_1_3_1	
uid_1_2_840_10008_5_1_4_1_1_4	
uid_1_2_840_10008_5_1_4_1_1_4_1	
uid_1_2_840_10008_5_1_4_1_1_4_2	
uid_1_2_840_10008_5_1_4_1_1_5	
uid_1_2_840_10008_5_1_4_1_1_6	
uid_1_2_840_10008_5_1_4_1_1_6_1	
uid_1_2_840_10008_5_1_4_1_1_7	
uid_1_2_840_10008_5_1_4_1_1_7_1	
uid_1_2_840_10008_5_1_4_1_1_7_2	
uid_1_2_840_10008_5_1_4_1_1_7_3	
uid_1_2_840_10008_5_1_4_1_1_7_4	
uid_1_2_840_10008_5_1_4_1_1_8	
uid_1_2_840_10008_5_1_4_1_1_9	
uid_1_2_840_10008_5_1_4_1_1_9_1	
uid_1_2_840_10008_5_1_4_1_1_9_1_1	
uid_1_2_840_10008_5_1_4_1_1_9_1_2	
uid_1_2_840_10008_5_1_4_1_1_9_1_3	
uid_1_2_840_10008_5_1_4_1_1_9_2_1	
uid_1_2_840_10008_5_1_4_1_1_9_3_1	
uid_1_2_840_10008_5_1_4_1_1_9_4_1	
uid_1_2_840_10008_5_1_4_1_1_10	
uid_1_2_840_10008_5_1_4_1_1_11	
uid_1_2_840_10008_5_1_4_1_1_11_1	
uid_1_2_840_10008_5_1_4_1_1_11_2	
uid_1_2_840_10008_5_1_4_1_1_11_3	
uid_1_2_840_10008_5_1_4_1_1_11_4	

## Enumerator

uid_1_2_840_10008_5_1_4_1_1_12_1	
uid_1_2_840_10008_5_1_4_1_1_12_1_1	
uid_1_2_840_10008_5_1_4_1_1_12_2	
uid_1_2_840_10008_5_1_4_1_1_12_2_1	
uid_1_2_840_10008_5_1_4_1_1_13_1_1	
uid_1_2_840_10008_5_1_4_1_1_13_1_2	
uid_1_2_840_10008_5_1_4_1_1_12_3	
uid_1_2_840_10008_5_1_4_1_1_20	
uid_1_2_840_10008_5_1_4_1_1_66	
uid_1_2_840_10008_5_1_4_1_1_66_1	
uid_1_2_840_10008_5_1_4_1_1_66_2	
uid_1_2_840_10008_5_1_4_1_1_66_3	
uid_1_2_840_10008_5_1_4_1_1_66_4	
uid_1_2_840_10008_5_1_4_1_1_67	
uid_1_2_840_10008_5_1_4_1_1_77_1	
uid_1_2_840_10008_5_1_4_1_1_77_2	
uid_1_2_840_10008_5_1_4_1_1_77_1_1	
uid_1_2_840_10008_5_1_4_1_1_77_1_1↵ _1	
uid_1_2_840_10008_5_1_4_1_1_77_1_2	
uid_1_2_840_10008_5_1_4_1_1_77_1_2↵ _1	
uid_1_2_840_10008_5_1_4_1_1_77_1_3	
uid_1_2_840_10008_5_1_4_1_1_77_1_4	
uid_1_2_840_10008_5_1_4_1_1_77_1_4↵ _1	
uid_1_2_840_10008_5_1_4_1_1_77_1_5↵ _1	
uid_1_2_840_10008_5_1_4_1_1_77_1_5↵ _2	
uid_1_2_840_10008_5_1_4_1_1_77_1_5↵ _3	
uid_1_2_840_10008_5_1_4_1_1_77_1_5↵ _4	
uid_1_2_840_10008_5_1_4_1_1_88_1	
uid_1_2_840_10008_5_1_4_1_1_88_2	
uid_1_2_840_10008_5_1_4_1_1_88_3	
uid_1_2_840_10008_5_1_4_1_1_88_4	
uid_1_2_840_10008_5_1_4_1_1_88_11	
uid_1_2_840_10008_5_1_4_1_1_88_22	
uid_1_2_840_10008_5_1_4_1_1_88_33	
uid_1_2_840_10008_5_1_4_1_1_88_40	
uid_1_2_840_10008_5_1_4_1_1_88_50	
uid_1_2_840_10008_5_1_4_1_1_88_59	
uid_1_2_840_10008_5_1_4_1_1_88_65	
uid_1_2_840_10008_5_1_4_1_1_88_67	
uid_1_2_840_10008_5_1_4_1_1_104_1	

## Enumerator

uid_1_2_840_10008_5_1_4_1_1_104_2	
uid_1_2_840_10008_5_1_4_1_1_128	
uid_1_2_840_10008_5_1_4_1_1_129	
uid_1_2_840_10008_5_1_4_1_1_481_1	
uid_1_2_840_10008_5_1_4_1_1_481_2	
uid_1_2_840_10008_5_1_4_1_1_481_3	
uid_1_2_840_10008_5_1_4_1_1_481_4	
uid_1_2_840_10008_5_1_4_1_1_481_5	
uid_1_2_840_10008_5_1_4_1_1_481_6	
uid_1_2_840_10008_5_1_4_1_1_481_7	
uid_1_2_840_10008_5_1_4_1_1_481_8	
uid_1_2_840_10008_5_1_4_1_1_481_9	
uid_1_2_840_10008_5_1_4_1_2_1_1	
uid_1_2_840_10008_5_1_4_1_2_1_2	
uid_1_2_840_10008_5_1_4_1_2_1_3	
uid_1_2_840_10008_5_1_4_1_2_2_1	
uid_1_2_840_10008_5_1_4_1_2_2_2	
uid_1_2_840_10008_5_1_4_1_2_2_3	
uid_1_2_840_10008_5_1_4_1_2_3_1	
uid_1_2_840_10008_5_1_4_1_2_3_2	
uid_1_2_840_10008_5_1_4_1_2_3_3	
uid_1_2_840_10008_5_1_4_31	
uid_1_2_840_10008_5_1_4_32_1	
uid_1_2_840_10008_5_1_4_32_2	
uid_1_2_840_10008_5_1_4_32_3	
uid_1_2_840_10008_5_1_4_32	
uid_1_2_840_10008_5_1_4_33	
uid_1_2_840_10008_5_1_4_34_1	
uid_1_2_840_10008_5_1_4_34_2	
uid_1_2_840_10008_5_1_4_34_3	
uid_1_2_840_10008_5_1_4_34_4	
uid_1_2_840_10008_5_1_4_34_4_1	
uid_1_2_840_10008_5_1_4_34_4_2	
uid_1_2_840_10008_5_1_4_34_4_3	
uid_1_2_840_10008_5_1_4_34_4_4	
uid_1_2_840_10008_5_1_4_34_5	
uid_1_2_840_10008_5_1_4_37_1	
uid_1_2_840_10008_5_1_4_37_2	
uid_1_2_840_10008_5_1_4_37_3	
uid_1_2_840_10008_5_1_4_38_1	
uid_1_2_840_10008_5_1_4_38_2	
uid_1_2_840_10008_5_1_4_38_3	
uid_1_2_840_10008_5_1_4_41	
uid_1_2_840_10008_5_1_4_42	
uid_1_2_840_10008_15_0_3_1	
uid_1_2_840_10008_15_0_3_2	

## Enumerator

uid_1_2_840_10008_15_0_3_3	
uid_1_2_840_10008_15_0_3_4	
uid_1_2_840_10008_15_0_3_5	
uid_1_2_840_10008_15_0_3_6	
uid_1_2_840_10008_15_0_3_7	
uid_1_2_840_10008_15_0_3_8	
uid_1_2_840_10008_15_0_3_9	
uid_1_2_840_10008_15_0_3_10	
uid_1_2_840_10008_15_0_3_11	
uid_1_2_840_10008_15_0_3_12	
uid_1_2_840_10008_15_0_3_13	
uid_1_2_840_10008_15_0_3_14	
uid_1_2_840_10008_15_0_3_15	
uid_1_2_840_10008_15_0_3_16	
uid_1_2_840_10008_15_0_3_17	
uid_1_2_840_10008_15_0_3_18	
uid_1_2_840_10008_15_0_3_19	
uid_1_2_840_10008_15_0_3_20	
uid_1_2_840_10008_15_0_3_21	
uid_1_2_840_10008_15_0_3_22	
uid_1_2_840_10008_15_0_3_23	
uid_1_2_840_10008_15_0_3_24	
uid_1_2_840_10008_15_0_3_25	
uid_1_2_840_10008_15_0_3_26	
uid_1_2_840_10008_15_0_3_27	
uid_1_2_840_10008_15_0_3_28	
uid_1_2_840_10008_15_0_3_29	
uid_1_2_840_10008_15_0_3_30	
uid_1_2_840_10008_15_0_3_31	
uid_1_2_840_10008_15_0_4_1	
uid_1_2_840_10008_15_0_4_2	
uid_1_2_840_10008_15_0_4_3	
uid_1_2_840_10008_15_0_4_4	
uid_1_2_840_10008_15_0_4_5	
uid_1_2_840_10008_15_0_4_6	
uid_1_2_840_10008_15_0_4_7	
uid_1_2_840_10008_15_0_4_8	
uid_1_2_840_10008_5_1_4_1_1_77_1_6	
uid_1_2_840_10008_5_1_4_1_1_6_2	
uid_1_2_840_10008_5_1_4_1_1_66_5	
uid_1_2_840_10008_5_1_4_1_1_13_1_3	
uid_1_2_840_10008_5_1_4_1_1_2_2	
uid_1_2_840_10008_5_1_4_1_1_4_4	
uid_1_2_840_10008_5_1_4_1_1_128_1	
uid_1_2_840_10008_1_2_4_101	
uid_1_2_840_10008_1_2_4_102	

## Enumerator

uid_1_2_840_10008_1_2_4_103	
uid_1_2_840_10008_1_5_2	
uid_1_2_840_10008_1_5_3	
uid_1_2_840_10008_1_5_4	
uid_1_2_840_10008_1_5_5	
uid_1_2_840_10008_1_5_6	
uid_1_2_840_10008_1_5_7	
uid_1_2_840_10008_1_5_8	
uid_1_2_840_10008_1_20	
uid_1_2_840_10008_2_16_5	
uid_1_2_840_10008_2_16_6	
uid_1_2_840_10008_2_16_7	
uid_1_2_840_10008_2_16_8	
uid_1_2_840_10008_2_16_9	
uid_1_2_840_10008_2_16_10	
uid_1_2_840_10008_2_16_11	
uid_1_2_840_10008_2_16_12	
uid_1_2_840_10008_2_16_13	
uid_1_2_840_10008_2_16_14	
uid_1_2_840_10008_5_1_1_40	
uid_1_2_840_10008_5_1_1_40_1	
uid_1_2_840_10008_5_1_4_1_1_9_4_2	
uid_1_2_840_10008_5_1_4_1_1_9_5_1	
uid_1_2_840_10008_5_1_4_1_1_9_6_1	
uid_1_2_840_10008_5_1_4_1_1_11_5	
uid_1_2_840_10008_5_1_4_1_1_11_6	
uid_1_2_840_10008_1_2_4_104	
uid_1_2_840_10008_1_2_4_105	
uid_1_2_840_10008_1_2_4_106	
uid_1_2_840_10008_1_2_4_107	
uid_1_2_840_10008_1_2_4_108	
uid_1_2_840_10008_1_5_1	
uid_1_2_840_10008_5_1_4_1_1_11_7	
uid_1_2_840_10008_5_1_4_1_1_11_8	
uid_1_2_840_10008_5_1_4_1_1_11_9	
uid_1_2_840_10008_5_1_4_1_1_11_10	
uid_1_2_840_10008_5_1_4_1_1_11_11	
uid_1_2_840_10008_5_1_4_1_1_12_77	
uid_1_2_840_10008_5_1_4_1_1_13_1_4	
uid_1_2_840_10008_5_1_4_1_1_13_1_5	
uid_1_2_840_10008_5_1_4_1_1_14_1	
uid_1_2_840_10008_5_1_4_1_1_14_2	
uid_1_2_840_10008_5_1_4_1_1_30	
uid_1_2_840_10008_5_1_4_1_1_40	
uid_1_2_840_10008_5_1_4_1_1_66_6	
uid_1_2_840_10008_5_1_4_1_1_68_1	

## Enumerator

uid_1_2_840_10008_5_1_4_1_1_68_2	
uid_1_2_840_10008_5_1_4_1_1_77_1_5↔ _5	
uid_1_2_840_10008_5_1_4_1_1_77_1_5↔ _6	
uid_1_2_840_10008_5_1_4_1_1_77_1_5↔ _7	
uid_1_2_840_10008_5_1_4_1_1_77_1_5↔ _8	
uid_1_2_840_10008_5_1_4_1_1_78_1	
uid_1_2_840_10008_5_1_4_1_1_78_2	
uid_1_2_840_10008_5_1_4_1_1_78_3	
uid_1_2_840_10008_5_1_4_1_1_78_4	
uid_1_2_840_10008_5_1_4_1_1_78_5	
uid_1_2_840_10008_5_1_4_1_1_78_6	
uid_1_2_840_10008_5_1_4_1_1_78_7	
uid_1_2_840_10008_5_1_4_1_1_78_8	
uid_1_2_840_10008_5_1_4_1_1_79_1	
uid_1_2_840_10008_5_1_4_1_1_80_1	
uid_1_2_840_10008_5_1_4_1_1_81_1	
uid_1_2_840_10008_5_1_4_1_1_82_1	
uid_1_2_840_10008_5_1_4_1_1_88_34	
uid_1_2_840_10008_5_1_4_1_1_88_35	
uid_1_2_840_10008_5_1_4_1_1_88_68	
uid_1_2_840_10008_5_1_4_1_1_88_69	
uid_1_2_840_10008_5_1_4_1_1_88_70	
uid_1_2_840_10008_5_1_4_1_1_88_71	
uid_1_2_840_10008_5_1_4_1_1_88_72	
uid_1_2_840_10008_5_1_4_1_1_88_73	
uid_1_2_840_10008_5_1_4_1_1_88_74	
uid_1_2_840_10008_5_1_4_1_1_88_75	
uid_1_2_840_10008_5_1_4_1_1_90_1	
uid_1_2_840_10008_5_1_4_1_1_104_3	
uid_1_2_840_10008_5_1_4_1_1_130	
uid_1_2_840_10008_5_1_4_1_1_131	
uid_1_2_840_10008_5_1_4_1_1_200_1	
uid_1_2_840_10008_5_1_4_1_1_200_2	
uid_1_2_840_10008_5_1_4_1_1_200_3	
uid_1_2_840_10008_5_1_4_1_1_200_4	
uid_1_2_840_10008_5_1_4_1_1_200_5	
uid_1_2_840_10008_5_1_4_1_1_200_6	
uid_1_2_840_10008_5_1_4_1_1_481_10	
uid_1_2_840_10008_5_1_4_1_1_481_11	
uid_1_2_840_10008_5_1_4_1_1_501_1	
uid_1_2_840_10008_5_1_4_1_1_501_2_1	
uid_1_2_840_10008_5_1_4_1_1_501_2_2	
uid_1_2_840_10008_5_1_4_1_1_501_3	

## Enumerator

uid_1_2_840_10008_5_1_4_1_1_501_4	
uid_1_2_840_10008_5_1_4_1_1_501_5	
uid_1_2_840_10008_5_1_4_1_1_501_6	
uid_1_2_840_10008_5_1_4_1_1_601_1	
uid_1_2_840_10008_5_1_4_1_1_601_2	
uid_1_2_840_10008_5_1_4_1_2_4_2	
uid_1_2_840_10008_5_1_4_1_2_4_3	
uid_1_2_840_10008_5_1_4_1_2_5_3	
uid_1_2_840_10008_5_1_4_20_1	
uid_1_2_840_10008_5_1_4_20_2	
uid_1_2_840_10008_5_1_4_20_3	
uid_1_2_840_10008_5_1_4_34_5_1	
uid_1_2_840_10008_5_1_4_34_6	
uid_1_2_840_10008_5_1_4_34_6_1	
uid_1_2_840_10008_5_1_4_34_6_2	
uid_1_2_840_10008_5_1_4_34_6_3	
uid_1_2_840_10008_5_1_4_34_6_4	
uid_1_2_840_10008_5_1_4_34_7	
uid_1_2_840_10008_5_1_4_34_8	
uid_1_2_840_10008_5_1_4_34_9	
uid_1_2_840_10008_5_1_4_34_10	
uid_1_2_840_10008_5_1_4_38_4	
uid_1_2_840_10008_5_1_4_39_1	
uid_1_2_840_10008_5_1_4_39_2	
uid_1_2_840_10008_5_1_4_39_3	
uid_1_2_840_10008_5_1_4_39_4	
uid_1_2_840_10008_5_1_4_43_1	
uid_1_2_840_10008_5_1_4_43_2	
uid_1_2_840_10008_5_1_4_43_3	
uid_1_2_840_10008_5_1_4_43_4	
uid_1_2_840_10008_5_1_4_44_1	
uid_1_2_840_10008_5_1_4_44_2	
uid_1_2_840_10008_5_1_4_44_3	
uid_1_2_840_10008_5_1_4_44_4	
uid_1_2_840_10008_5_1_4_45_1	
uid_1_2_840_10008_5_1_4_45_2	
uid_1_2_840_10008_5_1_4_45_3	
uid_1_2_840_10008_5_1_4_45_4	
uid_1_2_840_10008_7_1_1	
uid_1_2_840_10008_7_1_2	
uid_1_2_840_10008_8_1_1	
uid_1_2_840_10008_5_1_4_1_1_4_3	
uid_1_2_840_10008_15_1_1	

## 10.324.4 Member Function Documentation

### 10.324.4.1 GetName()

```
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<<\(\)](#).

### 10.324.4.2 GetNumberOfTransferSyntaxStrings()

```
static unsigned int gdcm::UIDs::GetNumberOfTransferSyntaxStrings ( ) [static]
```

### 10.324.4.3 GetString()

```
const char * gdcm::UIDs::GetString ( ) const
```

When object is Initialize function return the uid return NULL when not initialized

#### Examples

[GenerateStandardSOPClasses.cxx](#).

Referenced by [gdcm::operator<<\(\)](#).

### 10.324.4.4 GetTransferSyntaxString()

```
static const char *const * gdcm::UIDs::GetTransferSyntaxString (
    unsigned int ts ) [static]
```



#### 10.324.4.5 GetTransferSyntaxStrings()

```
static TransferSyntaxStringsType gdcm::UIDs::GetTransferSyntaxStrings ( ) [static]
```

#### 10.324.4.6 GetUIDName()

```
static const char * gdcm::UIDs::GetUIDName (
    unsigned int ts ) [static]
```

#### 10.324.4.7 GetUIDString()

```
static const char * gdcm::UIDs::GetUIDString (
    unsigned int ts ) [static]
```

#### 10.324.4.8 operator TType()

```
gdcm::UIDs::operator TType ( ) const [inline]
```

#### 10.324.4.9 SetFromUID()

```
bool gdcm::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:

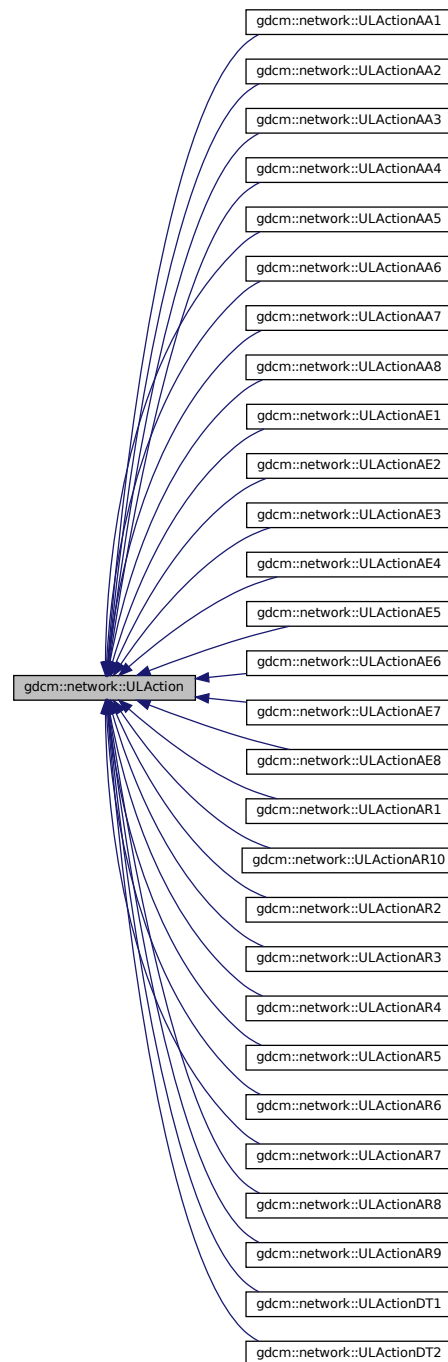
- [gdcmUIDs.h](#)

## 10.325 gdcm::network::ULAction Class Reference

[ULAction.](#)

```
#include <gdcmULAction.h>
```

Inheritance diagram for gdcm::network::ULAction:



## Public Member Functions

- [ULAction](#) ()=default
- [ULAction](#) (const [ULAction](#) &inAction)=delete
- virtual [~ULAction](#) ()=default
- void [operator=](#) (const [ULAction](#) &)=delete
- virtual [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaiting, [ForEvent](#), [EEventID](#) &outRaisedEvent)=0

### 10.325.1 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 those 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.

### 10.325.2 Constructor & Destructor Documentation

#### 10.325.2.1 [ULAction](#)() [1/2]

```
gdcmm::network::ULAction::ULAction ( ) [default]
```

**10.325.2.2 ~ULAction()**

```
virtual gdcm::network::ULAction::~~ULAction ( ) [virtual], [default]
```

**10.325.2.3 ULAction() [2/2]**

```
gdcm::network::ULAction::ULAction (
    const ULAction & inAction ) [delete]
```

**10.325.3 Member Function Documentation****10.325.3.1 operator=()**

```
void gdcm::network::ULAction::operator= (
    const ULAction & ) [delete]
```

**10.325.3.2 PerformAction()**

```
virtual EStateID gdcm::network::ULAction::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [pure virtual]
```

Implemented in [gdcm::network::ULActionAA1](#), [gdcm::network::ULActionAA2](#), [gdcm::network::ULActionAA3](#), [gdcm::network::ULActionAA4](#), [gdcm::network::ULActionAA5](#), [gdcm::network::ULActionAA6](#), [gdcm::network::ULActionAA7](#), [gdcm::network::ULActionAA8](#), [gdcm::network::ULActionAE1](#), [gdcm::network::ULActionAE2](#), [gdcm::network::ULActionAE3](#), [gdcm::network::ULActionAE4](#), [gdcm::network::ULActionAE5](#), [gdcm::network::ULActionAE6](#), [gdcm::network::ULActionAE7](#), [gdcm::network::ULActionAE8](#), [gdcm::network::ULActionAR1](#), [gdcm::network::ULActionAR2](#), [gdcm::network::ULActionAR3](#), [gdcm::network::ULActionAR4](#), [gdcm::network::ULActionAR5](#), [gdcm::network::ULActionAR6](#), [gdcm::network::ULActionAR7](#), [gdcm::network::ULActionAR8](#), [gdcm::network::ULActionAR9](#), [gdcm::network::ULActionAR10](#), [gdcm::network::ULActionDT1](#), and [gdcm::network::ULActionDT2](#).

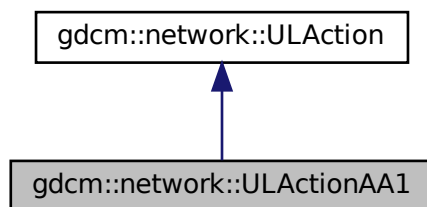
The documentation for this class was generated from the following file:

- [gdcmULAction.h](#)

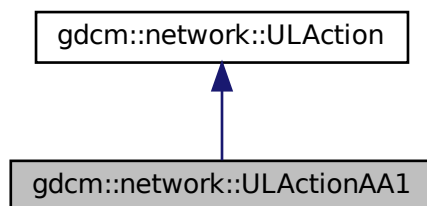
## 10.326 gdcm::network::ULActionAA1 Class Reference

```
#include <gdcmULActionAA.h>
```

Inheritance diagram for gdcm::network::ULActionAA1:



Collaboration diagram for gdcm::network::ULActionAA1:



### Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.326.1 Member Function Documentation

### 10.326.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionAA1::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

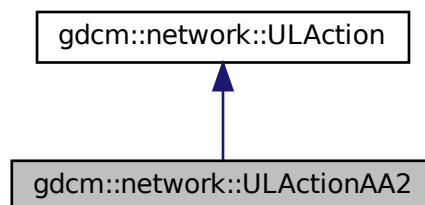
The documentation for this class was generated from the following file:

- [gdcmmULActionAA.h](#)

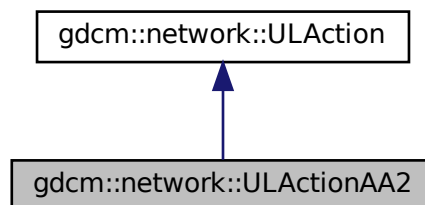
## 10.327 gdcmm::network::ULActionAA2 Class Reference

```
#include <gdcmmULActionAA.h>
```

Inheritance diagram for gdcmm::network::ULActionAA2:



Collaboration diagram for gdcmm::network::ULActionAA2:



## Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.327.1 Member Function Documentation

#### 10.327.1.1 PerformAction()

```
EStateID gdcm::network::ULActionAA2::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcm::network::ULAction](#).

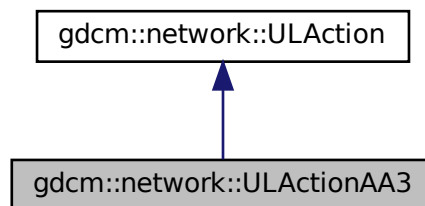
The documentation for this class was generated from the following file:

- [gdcmULActionAA.h](#)

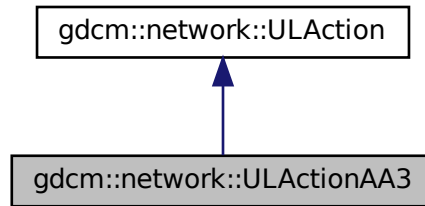
## 10.328 gdcm::network::ULActionAA3 Class Reference

```
#include <gdcmULActionAA.h>
```

Inheritance diagram for `gdcm::network::ULActionAA3`:



Collaboration diagram for `gdcmm::network::ULActionAA3`:



## Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent) override`

### 10.328.1 Member Function Documentation

#### 10.328.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionAA3::PerformAction (  
    Subject * s,  
    ULEvent & inEvent,  
    ULConnection & inConnection,  
    bool & outWaitingForEvent,  
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements `gdcmm::network::ULAction`.

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

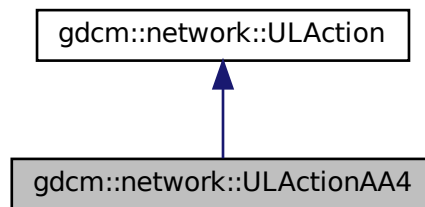
- `gdcmmULActionAA.h`



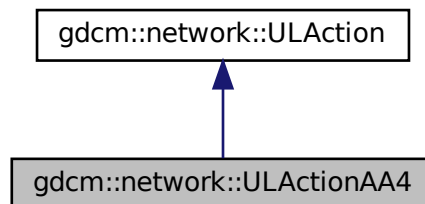
## 10.329 gdcm::network::ULActionAA4 Class Reference

```
#include <gdcmULActionAA.h>
```

Inheritance diagram for gdcm::network::ULActionAA4:



Collaboration diagram for gdcm::network::ULActionAA4:



### Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.329.1 Member Function Documentation

### 10.329.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionAA4::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

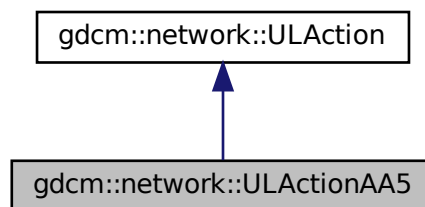
The documentation for this class was generated from the following file:

- [gdcmmULActionAA.h](#)

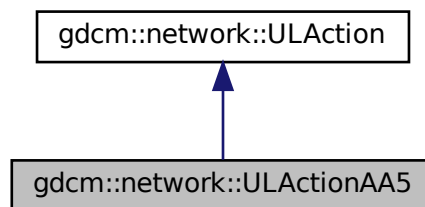
## 10.330 gdcmm::network::ULActionAA5 Class Reference

```
#include <gdcmmULActionAA.h>
```

Inheritance diagram for gdcmm::network::ULActionAA5:



Collaboration diagram for gdcmm::network::ULActionAA5:



## Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.330.1 Member Function Documentation

#### 10.330.1.1 PerformAction()

```
EStateID gdcm::network::ULActionAA5::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcm::network::ULAction](#).

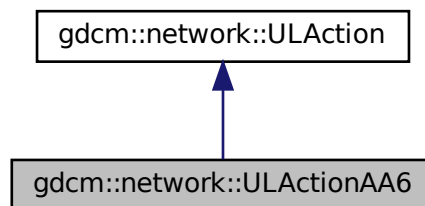
The documentation for this class was generated from the following file:

- [gdcmULActionAA.h](#)

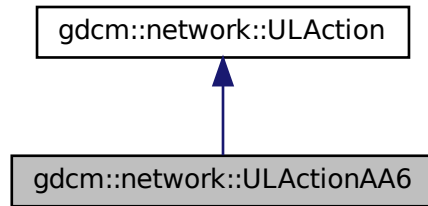
## 10.331 gdcm::network::ULActionAA6 Class Reference

```
#include <gdcmULActionAA.h>
```

Inheritance diagram for gdcm::network::ULActionAA6:



Collaboration diagram for `gdcmm::network::ULActionAA6`:



## Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent) override`

### 10.331.1 Member Function Documentation

#### 10.331.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionAA6::PerformAction (  
    Subject * s,  
    ULEvent & inEvent,  
    ULConnection & inConnection,  
    bool & outWaitingForEvent,  
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements `gdcmm::network::ULAction`.

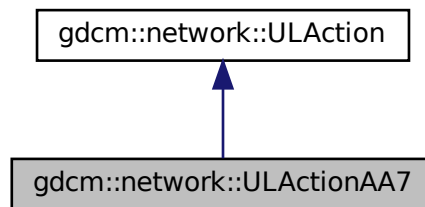
The documentation for this class was generated from the following file:

- `gdcmmULActionAA.h`

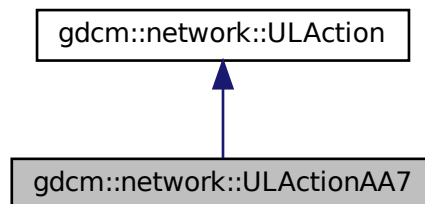
## 10.332 gdcm::network::ULActionAA7 Class Reference

```
#include <gdcmULActionAA.h>
```

Inheritance diagram for gdcm::network::ULActionAA7:



Collaboration diagram for gdcm::network::ULActionAA7:



### Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.332.1 Member Function Documentation

### 10.332.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionAA7::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

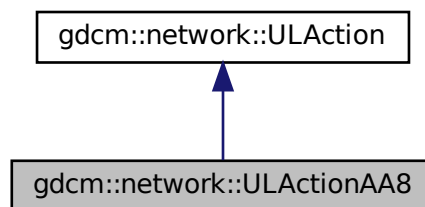
The documentation for this class was generated from the following file:

- [gdcmmULActionAA.h](#)

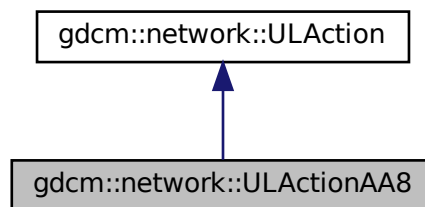
## 10.333 gdcmm::network::ULActionAA8 Class Reference

```
#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) override

### 10.333.1 Member Function Documentation

#### 10.333.1.1 PerformAction()

```
EStateID gdcm::network::ULActionAA8::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcm::network::ULAction](#).

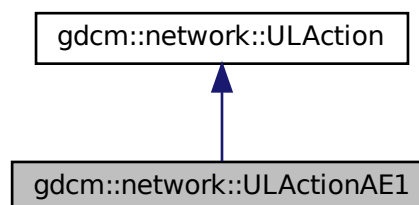
The documentation for this class was generated from the following file:

- [gdcmULActionAA.h](#)

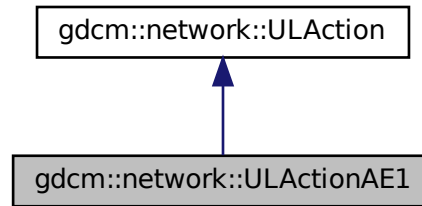
## 10.334 gdcm::network::ULActionAE1 Class Reference

```
#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) override

### 10.334.1 Member Function Documentation

#### 10.334.1.1 PerformAction()

```
EStateID gdcm::network::ULActionAE1::PerformAction (  
    Subject * s,  
    ULEvent & inEvent,  
    ULConnection & inConnection,  
    bool & outWaitingForEvent,  
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcm::network::ULAction](#).

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

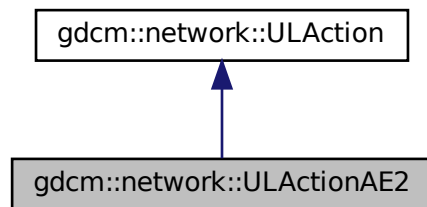
- [gdcmULActionAE.h](#)



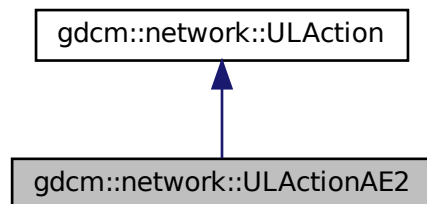
## 10.335 gdcm::network::ULActionAE2 Class Reference

```
#include <gdcmULActionAE.h>
```

Inheritance diagram for gdcm::network::ULActionAE2:



Collaboration diagram for gdcm::network::ULActionAE2:



### Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.335.1 Member Function Documentation

### 10.335.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionAE2::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

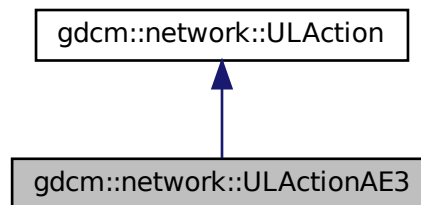
The documentation for this class was generated from the following file:

- [gdcmmULActionAE.h](#)

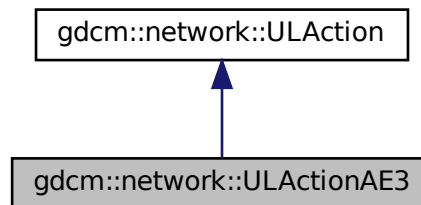
## 10.336 gdcmm::network::ULActionAE3 Class Reference

```
#include <gdcmmULActionAE.h>
```

Inheritance diagram for gdcmm::network::ULActionAE3:



Collaboration diagram for gdcmm::network::ULActionAE3:



## Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.336.1 Member Function Documentation

#### 10.336.1.1 PerformAction()

```
EStateID gdcm::network::ULActionAE3::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcm::network::ULAction](#).

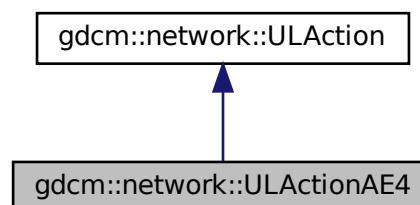
The documentation for this class was generated from the following file:

- [gdcmULActionAE.h](#)

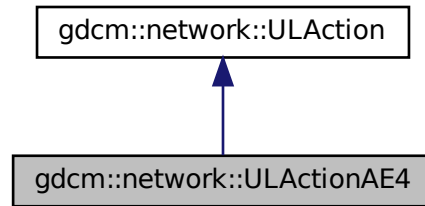
## 10.337 gdcm::network::ULActionAE4 Class Reference

```
#include <gdcmULActionAE.h>
```

Inheritance diagram for `gdcm::network::ULActionAE4`:



Collaboration diagram for `gdcm::network::ULActionAE4`:



## Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.337.1 Member Function Documentation

#### 10.337.1.1 PerformAction()

```
EStateID gdcm::network::ULActionAE4::PerformAction (  
    Subject * s,  
    ULEvent & inEvent,  
    ULConnection & inConnection,  
    bool & outWaitingForEvent,  
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcm::network::ULAction](#).

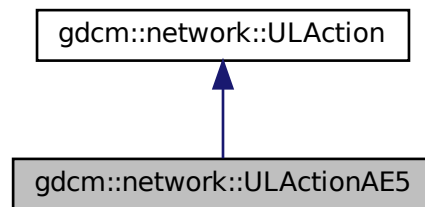
The documentation for this class was generated from the following file:

- [gdcmULActionAE.h](#)

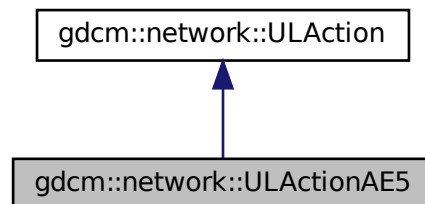
## 10.338 gdcm::network::ULActionAE5 Class Reference

```
#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) override

### 10.338.1 Member Function Documentation

### 10.338.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionAE5::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

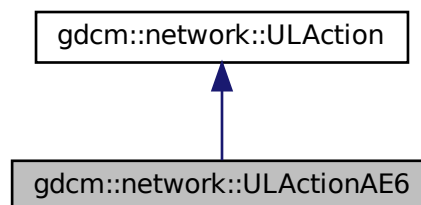
The documentation for this class was generated from the following file:

- [gdcmmULActionAE.h](#)

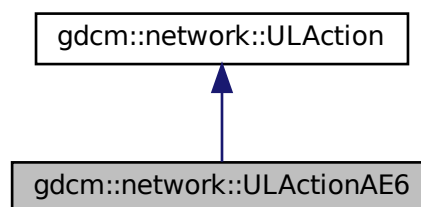
## 10.339 gdcmm::network::ULActionAE6 Class Reference

```
#include <gdcmmULActionAE.h>
```

Inheritance diagram for gdcmm::network::ULActionAE6:



Collaboration diagram for gdcmm::network::ULActionAE6:



## Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.339.1 Member Function Documentation

#### 10.339.1.1 PerformAction()

```
EStateID gdcm::network::ULActionAE6::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcm::network::ULAction](#).

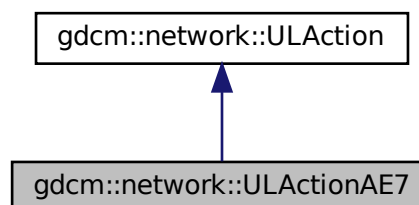
The documentation for this class was generated from the following file:

- [gdcmULActionAE.h](#)

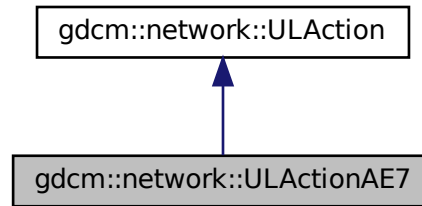
## 10.340 gdcm::network::ULActionAE7 Class Reference

```
#include <gdcmULActionAE.h>
```

Inheritance diagram for gdcm::network::ULActionAE7:



Collaboration diagram for `gdcm::network::ULActionAE7`:



## Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.340.1 Member Function Documentation

#### 10.340.1.1 PerformAction()

```
EStateID gdcm::network::ULActionAE7::PerformAction (  
    Subject * s,  
    ULEvent & inEvent,  
    ULConnection & inConnection,  
    bool & outWaitingForEvent,  
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcm::network::ULAction](#).

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

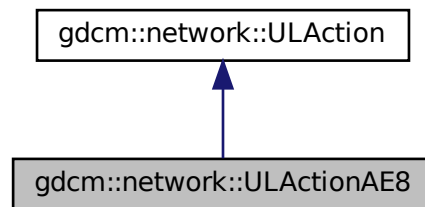
- [gdcmULActionAE.h](#)



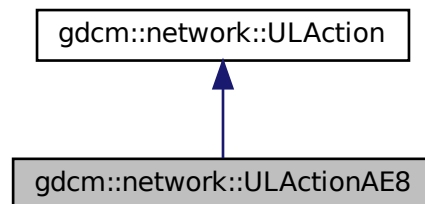
## 10.341 gdcm::network::ULActionAE8 Class Reference

```
#include <gdcmULActionAE.h>
```

Inheritance diagram for gdcm::network::ULActionAE8:



Collaboration diagram for gdcm::network::ULActionAE8:



### Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.341.1 Member Function Documentation

### 10.341.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionAE8::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

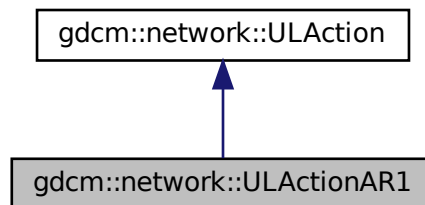
The documentation for this class was generated from the following file:

- [gdcmmULActionAE.h](#)

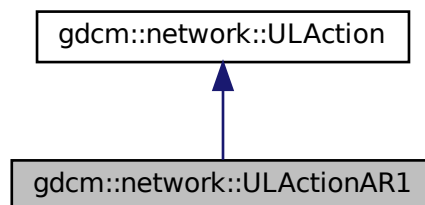
## 10.342 gdcmm::network::ULActionAR1 Class Reference

```
#include <gdcmmULActionAR.h>
```

Inheritance diagram for gdcmm::network::ULActionAR1:



Collaboration diagram for gdcmm::network::ULActionAR1:



## Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.342.1 Member Function Documentation

#### 10.342.1.1 PerformAction()

```
EStateID gdcm::network::ULActionAR1::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcm::network::ULAction](#).

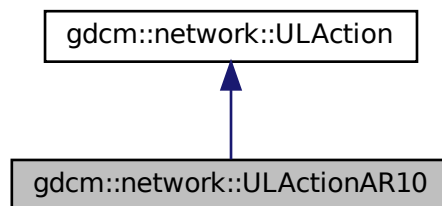
The documentation for this class was generated from the following file:

- [gdcmULActionAR.h](#)

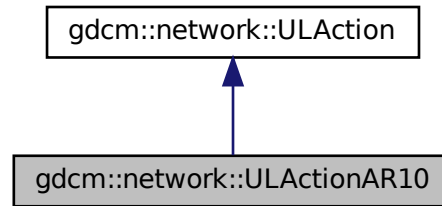
## 10.343 gdcm::network::ULActionAR10 Class Reference

```
#include <gdcmULActionAR.h>
```

Inheritance diagram for gdcm::network::ULActionAR10:



Collaboration diagram for `gdcm::network::ULActionAR10`:



## Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent) override`

### 10.343.1 Member Function Documentation

#### 10.343.1.1 PerformAction()

```
EStateID gdcm::network::ULActionAR10::PerformAction (  
    Subject * s,  
    ULEvent & inEvent,  
    ULConnection & inConnection,  
    bool & outWaitingForEvent,  
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements `gdcm::network::ULAction`.

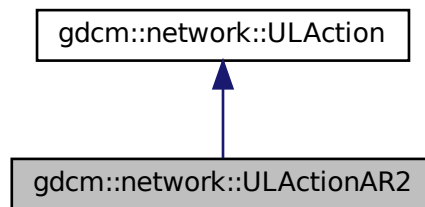
The documentation for this class was generated from the following file:

- `gdcmULActionAR.h`

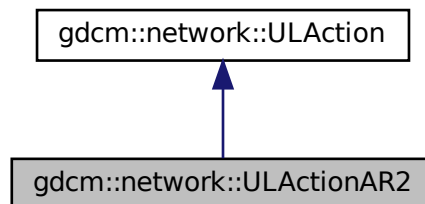
## 10.344 gdcm::network::ULActionAR2 Class Reference

```
#include <gdcmULActionAR.h>
```

Inheritance diagram for gdcm::network::ULActionAR2:



Collaboration diagram for gdcm::network::ULActionAR2:



### Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

#### 10.344.1 Member Function Documentation

### 10.344.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionAR2::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

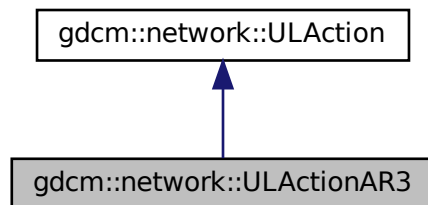
The documentation for this class was generated from the following file:

- [gdcmmULActionAR.h](#)

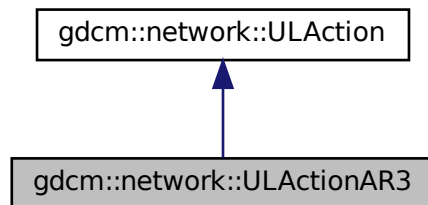
## 10.345 gdcmm::network::ULActionAR3 Class Reference

```
#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) override

### 10.345.1 Member Function Documentation

#### 10.345.1.1 PerformAction()

```
EStateID gdcm::network::ULActionAR3::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcm::network::ULAction](#).

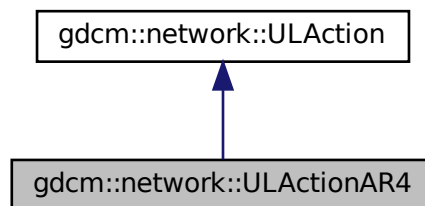
The documentation for this class was generated from the following file:

- [gdcmULActionAR.h](#)

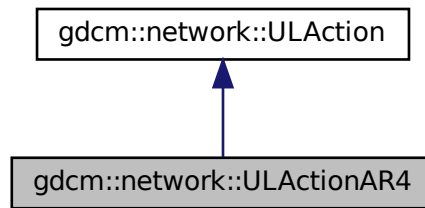
## 10.346 gdcm::network::ULActionAR4 Class Reference

```
#include <gdcmULActionAR.h>
```

Inheritance diagram for gdcm::network::ULActionAR4:



Collaboration diagram for `gdcmm::network::ULActionAR4`:



## Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.346.1 Member Function Documentation

#### 10.346.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionAR4::PerformAction (  
    Subject * s,  
    ULEvent & inEvent,  
    ULConnection & inConnection,  
    bool & outWaitingForEvent,  
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

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

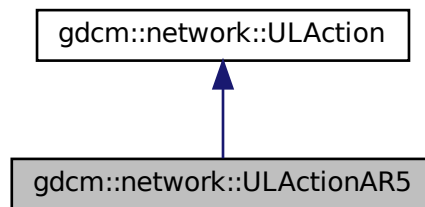
- [gdcmmULActionAR.h](#)



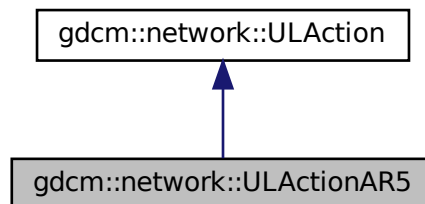
## 10.347 gdcm::network::ULActionAR5 Class Reference

```
#include <gdcmULActionAR.h>
```

Inheritance diagram for gdcm::network::ULActionAR5:



Collaboration diagram for gdcm::network::ULActionAR5:



### Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.347.1 Member Function Documentation

### 10.347.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionAR5::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

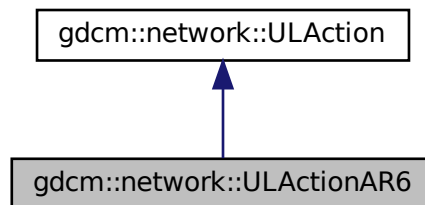
The documentation for this class was generated from the following file:

- [gdcmmULActionAR.h](#)

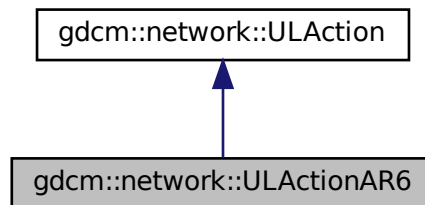
## 10.348 gdcmm::network::ULActionAR6 Class Reference

```
#include <gdcmmULActionAR.h>
```

Inheritance diagram for gdcmm::network::ULActionAR6:



Collaboration diagram for gdcmm::network::ULActionAR6:



## Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.348.1 Member Function Documentation

#### 10.348.1.1 PerformAction()

```
EStateID gdcm::network::ULActionAR6::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcm::network::ULAction](#).

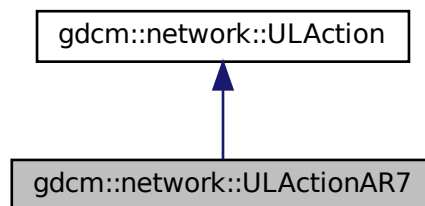
The documentation for this class was generated from the following file:

- [gdcmULActionAR.h](#)

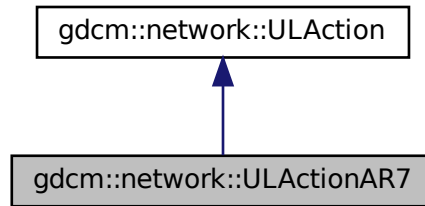
## 10.349 gdcm::network::ULActionAR7 Class Reference

```
#include <gdcmULActionAR.h>
```

Inheritance diagram for gdcm::network::ULActionAR7:



Collaboration diagram for `gdcm::network::ULActionAR7`:



## Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)` override

### 10.349.1 Member Function Documentation

#### 10.349.1.1 PerformAction()

```
EStateID gdcm::network::ULActionAR7::PerformAction (  
    Subject * s,  
    ULEvent & inEvent,  
    ULConnection & inConnection,  
    bool & outWaitingForEvent,  
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements `gdcm::network::ULAction`.

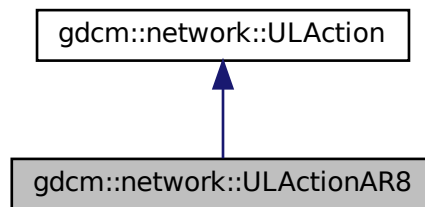
The documentation for this class was generated from the following file:

- `gdcmULActionAR.h`

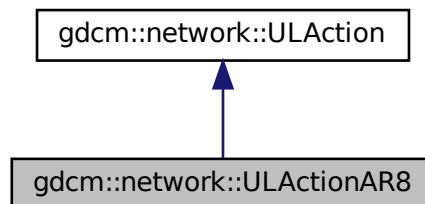
## 10.350 gdcm::network::ULActionAR8 Class Reference

```
#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) override

#### 10.350.1 Member Function Documentation

### 10.350.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionAR8::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

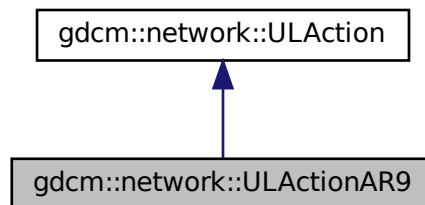
The documentation for this class was generated from the following file:

- [gdcmmULActionAR.h](#)

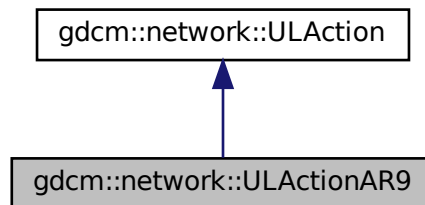
## 10.351 gdcmm::network::ULActionAR9 Class Reference

```
#include <gdcmmULActionAR.h>
```

Inheritance diagram for gdcmm::network::ULActionAR9:



Collaboration diagram for gdcmm::network::ULActionAR9:



## Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.351.1 Member Function Documentation

#### 10.351.1.1 PerformAction()

```
EStateID gdcm::network::ULActionAR9::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcm::network::ULAction](#).

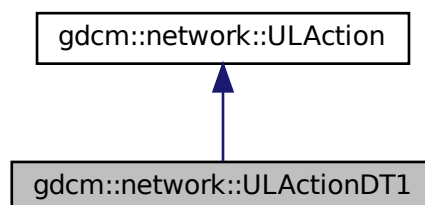
The documentation for this class was generated from the following file:

- [gdcmULActionAR.h](#)

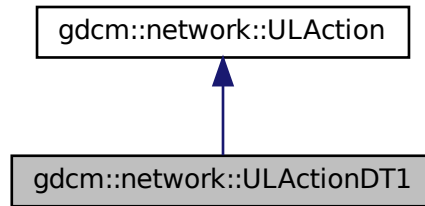
## 10.352 gdcm::network::ULActionDT1 Class Reference

```
#include <gdcmULActionDT.h>
```

Inheritance diagram for gdcm::network::ULActionDT1:



Collaboration diagram for `gdcm::network::ULActionDT1`:



## Public Member Functions

- `EStateID PerformAction (Subject *s, ULEvent &inEvent, ULConnection &inConnection, bool &outWaitingForEvent, EEventID &outRaisedEvent)` override

### 10.352.1 Member Function Documentation

#### 10.352.1.1 PerformAction()

```
EStateID gdcm::network::ULActionDT1::PerformAction (  
    Subject * s,  
    ULEvent & inEvent,  
    ULConnection & inConnection,  
    bool & outWaitingForEvent,  
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements `gdcm::network::ULAction`.

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

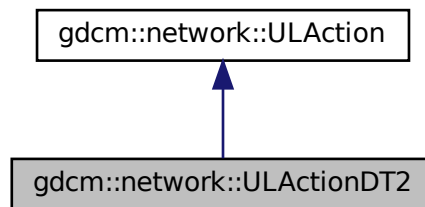
- `gdcmULActionDT.h`



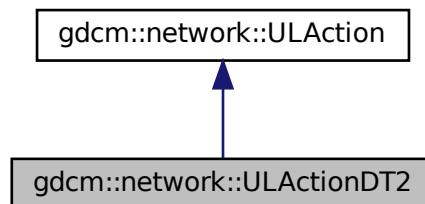
## 10.353 gdcm::network::ULActionDT2 Class Reference

```
#include <gdcmULActionDT.h>
```

Inheritance diagram for gdcm::network::ULActionDT2:



Collaboration diagram for gdcm::network::ULActionDT2:



### Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

### 10.353.1 Member Function Documentation

### 10.353.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionDT2::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

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

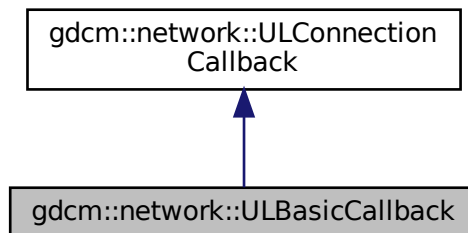
- [gdcmmULActionDT.h](#)

## 10.354 gdcmm::network::ULBasicCallback Class Reference

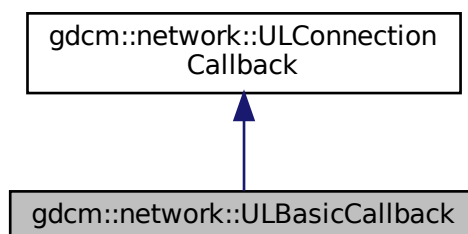
[ULBasicCallback](#).

```
#include <gdcmmULBasicCallback.h>
```

Inheritance diagram for `gdcmm::network::ULBasicCallback`:



Collaboration diagram for `gdcmm::network::ULBasicCallback`:



## Public Member Functions

- [ULBasicCallback](#) ()=default
- [~ULBasicCallback](#) () override=default
- std::vector< [DataSet](#) > const & [GetDataSets](#) () const
- std::vector< [DataSet](#) > const & [GetResponses](#) () const
- void [HandleDataSet](#) (const [DataSet](#) &inDataSet) override
- void [HandleResponse](#) (const [DataSet](#) &inDataSet) override

## Additional Inherited Members

### 10.354.1 Detailed Description

[ULBasicCallback](#).

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](#).

### 10.354.2 Constructor & Destructor Documentation

#### 10.354.2.1 ULBasicCallback()

```
gdcm::network::ULBasicCallback::ULBasicCallback ( ) [default]
```

#### 10.354.2.2 ~ULBasicCallback()

```
gdcm::network::ULBasicCallback::~~ULBasicCallback ( ) [override], [default]
```

### 10.354.3 Member Function Documentation

#### 10.354.3.1 GetDataSets()

```
std::vector< DataSet > const & gdcm::network::ULBasicCallback::GetDataSets ( ) const
```

### 10.354.3.2 GetResponses()

```
std::vector< DataSet > const & gdcm::network::ULBasicCallback::GetResponses ( ) const
```

### 10.354.3.3 HandleDataSet()

```
void gdcm::network::ULBasicCallback::HandleDataSet (
    const DataSet & inDataSet ) [override], [virtual]
```

Implements [gdcm::network::ULConnectionCallback](#).

### 10.354.3.4 HandleResponse()

```
void gdcm::network::ULBasicCallback::HandleResponse (
    const DataSet & inDataSet ) [override], [virtual]
```

Implements [gdcm::network::ULConnectionCallback](#).

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

- [gdcmULBasicCallback.h](#)

## 10.355 gdcm::network::ULConnection Class Reference

[ULConnection](#).

```
#include <gdcmULConnection.h>
```

## Public Member Functions

- [ULConnection](#) (const [ULConnection](#) &)=delete
- [ULConnection](#) (const [ULConnectionInfo](#) &inUserInformation)
- virtual [~ULConnection](#) ()
- void [AddAcceptedPresentationContext](#) (const [PresentationContextAC](#) &inPC)
- [PresentationContextRQ](#) [FindContext](#) (const [DataElement](#) &de) const
- std::vector< [PresentationContextAC](#) > & [GetAcceptedPresentationContexts](#) ()
- std::vector< [PresentationContextAC](#) > const & [GetAcceptedPresentationContexts](#) () const
- 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 [operator=](#) (const [ULConnection](#) &)=delete
- void [SetMaxPDUSize](#) (uint32\_t inSize)
- void [SetPresentationContexts](#) (const std::vector< [PresentationContext](#) > &inContexts)
- void [SetPresentationContexts](#) (const std::vector< [PresentationContextRQ](#) > &inContexts)
- void [SetState](#) (const [EStateID](#) &inState)
- void [StopProtocol](#) ()

## Friends

- class [ULActionAE6](#)
- class [ULConnectionManager](#)

### 10.355.1 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 gdcmm 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.

## 10.355.2 Constructor & Destructor Documentation

### 10.355.2.1 ULConnection() [1/2]

```
gdcM::network::ULConnection::ULConnection (
    const ULConnectionInfo & inUserInformation )
```

### 10.355.2.2 ~ULConnection()

```
virtual gdcM::network::ULConnection::~~ULConnection ( ) [virtual]
```

### 10.355.2.3 ULConnection() [2/2]

```
gdcM::network::ULConnection::ULConnection (
    const ULConnection & ) [delete]
```

## 10.355.3 Member Function Documentation

### 10.355.3.1 AddAcceptedPresentationContext()

```
void gdcM::network::ULConnection::AddAcceptedPresentationContext (
    const PresentationContextAC & inPC )
```

### 10.355.3.2 FindContext()

```
PresentationContextRQ gdcM::network::ULConnection::FindContext (
    const DataElement & de ) const
```

### 10.355.3.3 GetAcceptedPresentationContexts() [1/2]

```
std::vector< PresentationContextAC > & gdcm::network::ULConnection::GetAcceptedPresentation←  
Contexts ( )
```

### 10.355.3.4 GetAcceptedPresentationContexts() [2/2]

```
std::vector< PresentationContextAC > const & gdcm::network::ULConnection::GetAcceptedPresentation←  
Contexts ( ) const
```

### 10.355.3.5 GetConnectionInfo()

```
const ULConnectionInfo & gdcm::network::ULConnection::GetConnectionInfo ( ) const
```

### 10.355.3.6 GetMaxPDUSize()

```
uint32_t gdcm::network::ULConnection::GetMaxPDUSize ( ) const
```

### 10.355.3.7 GetPresentationContextACByID()

```
const PresentationContextAC * gdcm::network::ULConnection::GetPresentationContextACByID (   
    uint8_t id ) const
```

### 10.355.3.8 GetPresentationContextIDFromPresentationContext()

```
uint8_t gdcm::network::ULConnection::GetPresentationContextIDFromPresentationContext (   
    PresentationContextRQ const & pc ) const
```

return 0 upon error

#### 10.355.3.9 GetPresentationContextRQByID()

```
const PresentationContextRQ * gdcm::network::ULConnection::GetPresentationContextRQByID (
    uint8_t id ) const
```

#### 10.355.3.10 GetPresentationContexts()

```
std::vector< PresentationContextRQ > const & gdcm::network::ULConnection::GetPresentationContexts
( ) const
```

#### 10.355.3.11 GetProtocol()

```
std::iostream * gdcm::network::ULConnection::GetProtocol ( )
```

#### 10.355.3.12 GetState()

```
EStateID gdcm::network::ULConnection::GetState ( ) const
```

#### 10.355.3.13 GetTimer()

```
ARTIMTimer & gdcm::network::ULConnection::GetTimer ( )
```

#### 10.355.3.14 InitializeConnection()

```
bool gdcm::network::ULConnection::InitializeConnection ( )
```

used to establish scu connections



### 10.355.3.15 InitializeIncomingConnection()

```
bool gdcm::network::ULConnection::InitializeIncomingConnection ( )
```

used to establish scp connections

### 10.355.3.16 operator=()

```
void gdcm::network::ULConnection::operator= (
    const ULConnection & ) [delete]
```

### 10.355.3.17 SetMaxPDUSize()

```
void gdcm::network::ULConnection::SetMaxPDUSize (
    uint32_t inSize )
```

### 10.355.3.18 SetPresentationContexts() [1/2]

```
void gdcm::network::ULConnection::SetPresentationContexts (
    const std::vector< PresentationContext > & inContexts )
```

### 10.355.3.19 SetPresentationContexts() [2/2]

```
void gdcm::network::ULConnection::SetPresentationContexts (
    const std::vector< PresentationContextRQ > & inContexts )
```

### 10.355.3.20 SetState()

```
void gdcm::network::ULConnection::SetState (
    const EStateID & inState )
```

### 10.355.3.21 StopProtocol()

```
void gdcmm::network::ULConnection::StopProtocol ( )
```

## 10.355.4 Friends And Related Function Documentation

### 10.355.4.1 ULActionAE6

```
friend class ULActionAE6 [friend]
```

### 10.355.4.2 ULConnectionManager

```
friend class ULConnectionManager [friend]
```

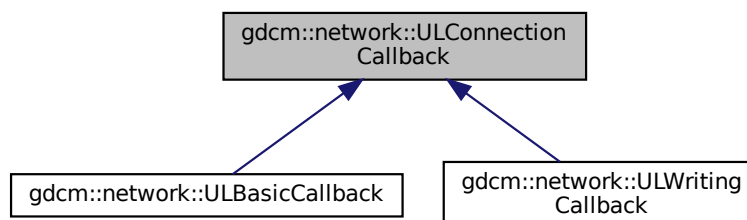
The documentation for this class was generated from the following file:

- [gdcmmULConnection.h](#)

## 10.356 gdcmm::network::ULConnectionCallback Class Reference

```
#include <gdcmmULConnectionCallback.h>
```

Inheritance diagram for gdcmm::network::ULConnectionCallback:



## Public Member Functions

- [ULConnectionCallback](#) ()
- virtual [~ULConnectionCallback](#) ()=default
- bool [DataSetHandles](#) () const
- virtual void [HandleDataSet](#) (const [DataSet](#) &inDataSet)=0
- virtual void [HandleResponse](#) (const [DataSet](#) &inDataSet)=0
- void [ResetHandledDataSet](#) ()
- void [SetImplicitFlag](#) (const bool imp)

## Protected Member Functions

- void [DataSetHandled](#) ()

## Protected Attributes

- bool [mImplicit](#)

### 10.356.1 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.

### 10.356.2 Constructor & Destructor Documentation

#### 10.356.2.1 [ULConnectionCallback](#)()

```
gdcm::network::ULConnectionCallback::ULConnectionCallback ( ) [inline]
```

#### 10.356.2.2 [~ULConnectionCallback](#)()

```
virtual gdcm::network::ULConnectionCallback::~~ULConnectionCallback ( ) [virtual], [default]
```

### 10.356.3 Member Function Documentation

#### 10.356.3.1 DataSetHandled()

```
void gdcm::network::ULConnectionCallback::DataSetHandled ( ) [inline], [protected]
```

#### 10.356.3.2 DataSetHandles()

```
bool gdcm::network::ULConnectionCallback::DataSetHandles ( ) const [inline]
```

#### 10.356.3.3 HandleDataSet()

```
virtual void gdcm::network::ULConnectionCallback::HandleDataSet (
    const DataSet & inDataSet ) [pure virtual]
```

Implemented in [gdcm::network::ULBasicCallback](#), and [gdcm::network::ULWritingCallback](#).

#### 10.356.3.4 HandleResponse()

```
virtual void gdcm::network::ULConnectionCallback::HandleResponse (
    const DataSet & inDataSet ) [pure virtual]
```

Implemented in [gdcm::network::ULBasicCallback](#), and [gdcm::network::ULWritingCallback](#).

#### 10.356.3.5 ResetHandledDataSet()

```
void gdcm::network::ULConnectionCallback::ResetHandledDataSet ( ) [inline]
```

#### 10.356.3.6 SetImplicitFlag()

```
void gdcm::network::ULConnectionCallback::SetImplicitFlag (
    const bool imp ) [inline]
```

## 10.356.4 Member Data Documentation

### 10.356.4.1 mImplicit

```
bool gdcm::network::ULConnectionCallback::mImplicit [protected]
```

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

- [gdcmULConnectionCallback.h](#)

## 10.357 gdcm::network::ULConnectionInfo Class Reference

[ULConnectionInfo](#).

```
#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
- bool [Initialize](#) ([UserInformation](#) const &inUserInformation, const char \*inCalledAETitle, const char \*inCallingAETitle, unsigned long inCalledIPAddress, int inCalledIPPort, std::string inCalledComputerName)
- void [SetMaxPDULength](#) (unsigned long inMaxPDULength)

### 10.357.1 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.

### 10.357.2 Constructor & Destructor Documentation

### 10.357.2.1 ULConnectionInfo()

```
gdcm::network::ULConnectionInfo::ULConnectionInfo ( )
```

## 10.357.3 Member Function Documentation

### 10.357.3.1 GetCalledAETitle()

```
const char * gdcm::network::ULConnectionInfo::GetCalledAETitle ( ) const
```

### 10.357.3.2 GetCalledComputerName()

```
std::string gdcm::network::ULConnectionInfo::GetCalledComputerName ( ) const
```

### 10.357.3.3 GetCalledIPAddress()

```
unsigned long gdcm::network::ULConnectionInfo::GetCalledIPAddress ( ) const
```

### 10.357.3.4 GetCalledIPPort()

```
int gdcm::network::ULConnectionInfo::GetCalledIPPort ( ) const
```

### 10.357.3.5 GetCallingAETitle()

```
const char * gdcm::network::ULConnectionInfo::GetCallingAETitle ( ) const
```

### 10.357.3.6 GetMaxPDULength()

```
unsigned long gdcm::network::ULConnectionInfo::GetMaxPDULength ( ) const
```

### 10.357.3.7 Initialize()

```
bool gdcm::network::ULConnectionInfo::Initialize (
    UserInformation const & inUserInformation,
    const char * inCalledAETitle,
    const char * inCallingAETitle,
    unsigned long inCalledIPAddress,
    int inCalledIPPort,
    std::string inCalledComputerName )
```

### 10.357.3.8 SetMaxPDULength()

```
void gdcm::network::ULConnectionInfo::SetMaxPDULength (
    unsigned long inMaxPDULength )
```

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

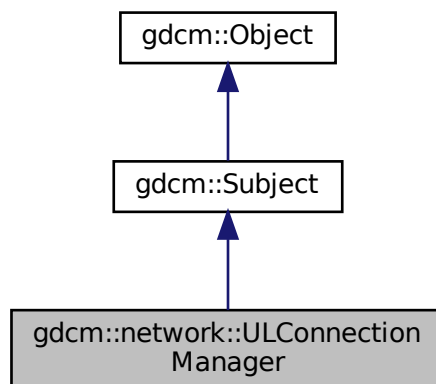
- [gdcmULConnectionInfo.h](#)

## 10.358 gdcm::network::ULConnectionManager Class Reference

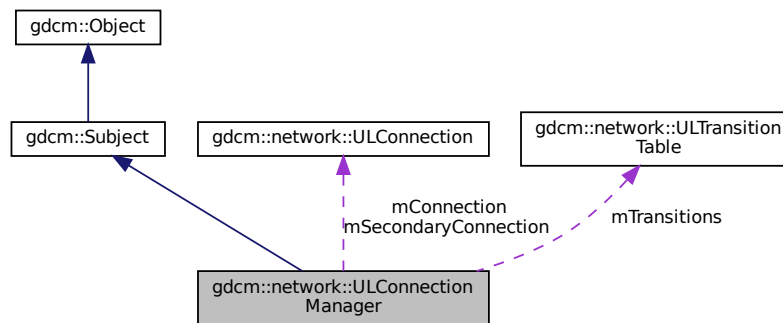
[ULConnectionManager](#).

```
#include <gdcmULConnectionManager.h>
```

Inheritance diagram for gdcm::network::ULConnectionManager:



Collaboration diagram for `gdcM::network::ULConnectionManager`:



## Public Member Functions

- [ULConnectionManager](#) ()
- [~ULConnectionManager](#) () override
- 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)
- bool [SendMove](#) (const [BaseRootQuery](#) \*inRootQuery, [ULConnectionCallback](#) \*inCallback)
- *return false upon error*
- std::vector< [DataSet](#) > [SendNAction](#) (const [BaseQuery](#) \*inQuery)
- void [SendNAction](#) (const [BaseQuery](#) \*inQuery, [ULConnectionCallback](#) \*inCallback)
- std::vector< [DataSet](#) > [SendNCreate](#) (const [BaseQuery](#) \*inQuery)
- void [SendNCreate](#) (const [BaseQuery](#) \*inQuery, [ULConnectionCallback](#) \*inCallback)
- std::vector< [DataSet](#) > [SendNDelete](#) (const [BaseQuery](#) \*inQuery)
- void [SendNDelete](#) (const [BaseQuery](#) \*inQuery, [ULConnectionCallback](#) \*inCallback)
- std::vector< [DataSet](#) > [SendNEventReport](#) (const [BaseQuery](#) \*inQuery)
- void [SendNEventReport](#) (const [BaseQuery](#) \*inQuery, [ULConnectionCallback](#) \*inCallback)
- std::vector< [DataSet](#) > [SendNGet](#) (const [BaseQuery](#) \*inQuery)
- void [SendNGet](#) (const [BaseQuery](#) \*inQuery, [ULConnectionCallback](#) \*inCallback)
- std::vector< [DataSet](#) > [SendNSet](#) (const [BaseQuery](#) \*inQuery)
- void [SendNSet](#) (const [BaseQuery](#) \*inQuery, [ULConnectionCallback](#) \*inCallback)
- std::vector< [DataSet](#) > [SendStore](#) (const [File](#) &file, std::istream \*pStream=nullptr, std::streampos dataSetOffset=0)
- void [SendStore](#) (const [File](#) &file, [ULConnectionCallback](#) \*inCallback, std::istream \*pStream=nullptr, std::streampos dataSetOffset=0)
- *callback based API*



## Protected Member Functions

- [ULConnectionManager](#) (const [ULConnectionManager](#) &inCM)
- [EStateID RunEventLoop](#) ([ULEvent](#) &inEvent, [ULConnection](#) \*inWhichConnection, [ULConnectionCallback](#) \*in↔ Callback, const bool &startWaiting)
- [EStateID RunMoveEventLoop](#) ([ULEvent](#) &inEvent, [ULConnectionCallback](#) \*inCallback)

## Protected Attributes

- [ULConnection](#) \* mConnection
- [ULConnection](#) \* mSecondaryConnection
- [ULTransitionTable](#) mTransitions

### 10.358.1 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.

### 10.358.2 Constructor & Destructor Documentation

#### 10.358.2.1 [ULConnectionManager](#)() [1/2]

```
gdcm::network::ULConnectionManager::ULConnectionManager (
    const ULConnectionManager & inCM ) [protected]
```

#### 10.358.2.2 [ULConnectionManager](#)() [2/2]

```
gdcm::network::ULConnectionManager::ULConnectionManager ( )
```

#### 10.358.2.3 [~ULConnectionManager](#)()

```
gdcm::network::ULConnectionManager::~~ULConnectionManager ( ) [override]
```

## 10.358.3 Member Function Documentation

### 10.358.3.1 BreakConnection()

```
bool gdcm::network::ULConnectionManager::BreakConnection (
    const double & inTimeout )
```

### 10.358.3.2 BreakConnectionNow()

```
void gdcm::network::ULConnectionManager::BreakConnectionNow ( )
```

### 10.358.3.3 EstablishConnection()

```
bool gdcm::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.

### 10.358.3.4 EstablishConnectionMove()

```
bool gdcm::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

### 10.358.3.5 RunEventLoop()

```
EStateID gdcmm::network::ULConnectionManager::RunEventLoop (
    ULEvent & inEvent,
    ULConnection * inWhichConnection,
    ULConnectionCallback * inCallback,
    const bool & startWaiting ) [protected]
```

### 10.358.3.6 RunMoveEventLoop()

```
EStateID gdcmm::network::ULConnectionManager::RunMoveEventLoop (
    ULEvent & inEvent,
    ULConnectionCallback * inCallback ) [protected]
```

### 10.358.3.7 SendEcho()

```
std::vector< PresentationDataValue > gdcmm::network::ULConnectionManager::SendEcho ( )
```

### 10.358.3.8 SendFind() [1/2]

```
std::vector< DataSet > gdcmm::network::ULConnectionManager::SendFind (
    const BaseRootQuery * inRootQuery )
```

### 10.358.3.9 SendFind() [2/2]

```
void gdcmm::network::ULConnectionManager::SendFind (
    const BaseRootQuery * inRootQuery,
    ULConnectionCallback * inCallback )
```

### 10.358.3.10 SendMove() [1/2]

```
std::vector< DataSet > gdcmm::network::ULConnectionManager::SendMove (
    const BaseRootQuery * inRootQuery )
```

**10.358.3.11 SendMove()** [2/2]

```
bool gdcmm::network::ULConnectionManager::SendMove (
    const BaseRootQuery * inRootQuery,
    ULConnectionCallback * inCallback )
```

return false upon error

**10.358.3.12 SendNAction()** [1/2]

```
std::vector< DataSet > gdcmm::network::ULConnectionManager::SendNAction (
    const BaseQuery * inQuery )
```

**10.358.3.13 SendNAction()** [2/2]

```
void gdcmm::network::ULConnectionManager::SendNAction (
    const BaseQuery * inQuery,
    ULConnectionCallback * inCallback )
```

**10.358.3.14 SendNCreate()** [1/2]

```
std::vector< DataSet > gdcmm::network::ULConnectionManager::SendNCreate (
    const BaseQuery * inQuery )
```

**10.358.3.15 SendNCreate()** [2/2]

```
void gdcmm::network::ULConnectionManager::SendNCreate (
    const BaseQuery * inQuery,
    ULConnectionCallback * inCallback )
```

**10.358.3.16 SendNDelete()** [1/2]

```
std::vector< DataSet > gdcmm::network::ULConnectionManager::SendNDelete (
    const BaseQuery * inQuery )
```

**10.358.3.17 SendNDelete() [2/2]**

```
void gdcm::network::ULConnectionManager::SendNDelete (
    const BaseQuery * inQuery,
    ULConnectionCallback * inCallback )
```

**10.358.3.18 SendNEventReport() [1/2]**

```
std::vector< DataSet > gdcm::network::ULConnectionManager::SendNEventReport (
    const BaseQuery * inQuery )
```

**10.358.3.19 SendNEventReport() [2/2]**

```
void gdcm::network::ULConnectionManager::SendNEventReport (
    const BaseQuery * inQuery,
    ULConnectionCallback * inCallback )
```

**10.358.3.20 SendNGet() [1/2]**

```
std::vector< DataSet > gdcm::network::ULConnectionManager::SendNGet (
    const BaseQuery * inQuery )
```

**10.358.3.21 SendNGet() [2/2]**

```
void gdcm::network::ULConnectionManager::SendNGet (
    const BaseQuery * inQuery,
    ULConnectionCallback * inCallback )
```

**10.358.3.22 SendNSet() [1/2]**

```
std::vector< DataSet > gdcm::network::ULConnectionManager::SendNSet (
    const BaseQuery * inQuery )
```

### 10.358.3.23 SendNSet() [2/2]

```
void gdcm::network::ULConnectionManager::SendNSet (
    const BaseQuery * inQuery,
    ULConnectionCallback * inCallback )
```

### 10.358.3.24 SendStore() [1/2]

```
std::vector< DataSet > gdcm::network::ULConnectionManager::SendStore (
    const File & file,
    std::istream * pStream = nullptr,
    std::streampos dataSetOffset = 0 )
```

### 10.358.3.25 SendStore() [2/2]

```
void gdcm::network::ULConnectionManager::SendStore (
    const File & file,
    ULConnectionCallback * inCallback,
    std::istream * pStream = nullptr,
    std::streampos dataSetOffset = 0 )
```

callback based API

## 10.358.4 Member Data Documentation

### 10.358.4.1 mConnection

`ULConnection*` gdcm::network::ULConnectionManager::mConnection [protected]

### 10.358.4.2 mSecondaryConnection

`ULConnection*` gdcm::network::ULConnectionManager::mSecondaryConnection [protected]

### 10.358.4.3 mTransitions

```
ULTransitionTable gdcmm::network::ULConnectionManager::mTransitions [protected]
```

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

- [gdcmmULConnectionManager.h](#)

## 10.359 gdcmm::network::ULEvent Class Reference

[ULEvent](#).

```
#include <gdcmmULEvent.h>
```

### Public Member Functions

- [ULEvent](#) (const [EEventID](#) &inEventID, [BasePDU](#) \*inBasePDU, std::istream \*iStream=nullptr, std::streampos posDataSet=0)
- [ULEvent](#) (const [EEventID](#) &inEventID, std::vector< [BasePDU](#) \* > inBasePDU, std::istream \*iStream=nullptr, std::streampos posDataSet=0)
- [~ULEvent](#) ()
- std::streampos [GetDataSetPos](#) () const
- [EEventID](#) [GetEvent](#) () const
- std::istream \* [GetStream](#) () const
- std::vector< [BasePDU](#) \* > const & [GetPDUs](#) () const
- void [SetEvent](#) (const [EEventID](#) &inEvent)
- void [SetPDU](#) (std::vector< [BasePDU](#) \* > const &inPDU)

### 10.359.1 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!

### 10.359.2 Constructor & Destructor Documentation

### 10.359.2.1 ULEvent() [1/2]

```
gdcmm::network::ULEvent::ULEvent (
    const EEventID & inEventID,
    std::vector< BasePDU * > inBasePDU,
    std::istream * iStream = nullptr,
    std::streampos posDataSet = 0 ) [inline]
```

### 10.359.2.2 ULEvent() [2/2]

```
gdcmm::network::ULEvent::ULEvent (
    const EEventID & inEventID,
    BasePDU * inBasePDU,
    std::istream * iStream = nullptr,
    std::streampos posDataSet = 0 ) [inline]
```

### 10.359.2.3 ~ULEvent()

```
gdcmm::network::ULEvent::~~ULEvent ( ) [inline]
```

## 10.359.3 Member Function Documentation

### 10.359.3.1 GetDataSetPos()

```
std::streampos gdcmm::network::ULEvent::GetDataSetPos ( ) const [inline]
```

### 10.359.3.2 GetEvent()

```
EEventID gdcmm::network::ULEvent::GetEvent ( ) const [inline]
```

### 10.359.3.3 GetIStream()

```
std::istream * gdcmm::network::ULEvent::GetIStream ( ) const [inline]
```



#### 10.359.3.4 GetPDUs()

```
std::vector< BasePDU * > const & gdcm::network::ULEvent::GetPDUs ( ) const [inline]
```

#### 10.359.3.5 SetEvent()

```
void gdcm::network::ULEvent::SetEvent (
    const EEventID & inEvent ) [inline]
```

#### 10.359.3.6 SetPDU()

```
void gdcm::network::ULEvent::SetPDU (
    std::vector< BasePDU * > const & inPDU ) [inline]
```

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

- [gdcmULEvent.h](#)

## 10.360 gdcm::network::ULTransitionTable Class Reference

[ULTransitionTable](#) The transition table of all the ULEvents, new ULActions, and ULStates.

```
#include <gdcmULTransitionTable.h>
```

### Public Member Functions

- [ULTransitionTable](#) ()
- void [HandleEvent](#) ([Subject](#) \*s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) const
- void [PrintTable](#) () const

### 10.360.1 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 `TransitionTable` 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.

## 10.360.2 Constructor & Destructor Documentation

### 10.360.2.1 ULTransitionTable()

```
gdcm::network::ULTransitionTable::ULTransitionTable ( )
```

## 10.360.3 Member Function Documentation

### 10.360.3.1 HandleEvent()

```
void gdcm::network::ULTransitionTable::HandleEvent (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) const
```

### 10.360.3.2 PrintTable()

```
void gdcm::network::ULTransitionTable::PrintTable ( ) const
```

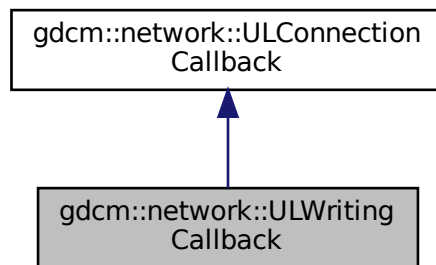
The documentation for this class was generated from the following file:

- [gdcmULTransitionTable.h](#)

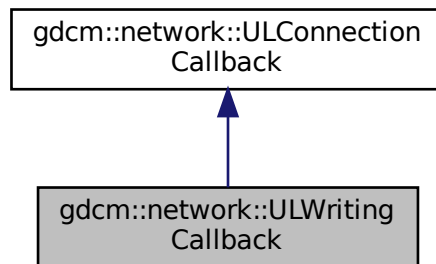
## 10.361 gdcm::network::ULWritingCallback Class Reference

```
#include <gdcmULWritingCallback.h>
```

Inheritance diagram for gdcm::network::ULWritingCallback:



Collaboration diagram for gdcm::network::ULWritingCallback:



### Public Member Functions

- [ULWritingCallback](#) ()=default
- [~ULWritingCallback](#) () override=default
- void [HandleDataSet](#) (const [DataSet](#) &inDataSet) override
- void [HandleResponse](#) (const [DataSet](#) &inDataSet) override
- void [SetDirectory](#) (const std::string &inDirectoryName)

*provide the directory into which all files are written.*

## Additional Inherited Members

### 10.361.1 Constructor & Destructor Documentation

#### 10.361.1.1 ULWritingCallback()

```
gdcm::network::ULWritingCallback::ULWritingCallback ( ) [default]
```

#### 10.361.1.2 ~ULWritingCallback()

```
gdcm::network::ULWritingCallback::~~ULWritingCallback ( ) [override], [default]
```

### 10.361.2 Member Function Documentation

#### 10.361.2.1 HandleDataSet()

```
void gdcm::network::ULWritingCallback::HandleDataSet (
    const DataSet & inDataSet ) [override], [virtual]
```

Implements [gdcm::network::ULConnectionCallback](#).

#### 10.361.2.2 HandleResponse()

```
void gdcm::network::ULWritingCallback::HandleResponse (
    const DataSet & inDataSet ) [override], [virtual]
```

Implements [gdcm::network::ULConnectionCallback](#).

### 10.361.2.3 SetDirectory()

```
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:

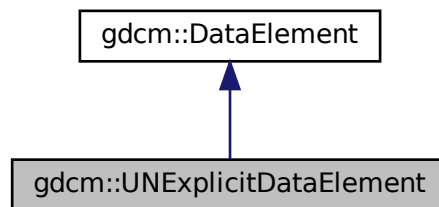
- [gdcmULWritingCallback.h](#)

## 10.362 gdcm::UNExplicitDataElement Class Reference

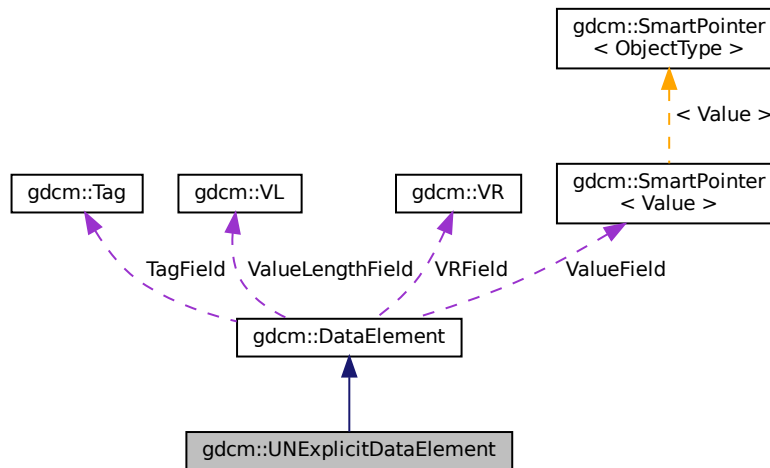
Class to read/write a [DataElement](#) as UNExplicit Data [Element](#).

```
#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, bool readvalues=true)
- template<typename TSwap >  
std::istream & [ReadWithLength](#) (std::istream &is, [VL](#) &length)

## Additional Inherited Members

### 10.362.1 Detailed Description

Class to read/write a [DataElement](#) as UNExplicit Data [Element](#).

#### Note

bla

### 10.362.2 Member Function Documentation

### 10.362.2.1 GetLength()

```
VL gdcm::UNExplicitDataElement::GetLength ( ) const
```

### 10.362.2.2 Read()

```
template<typename TSwap >  
std::istream & gdcm::UNExplicitDataElement::Read (  
    std::istream & is )
```

### 10.362.2.3 ReadPreValue()

```
template<typename TSwap >  
std::istream & gdcm::UNExplicitDataElement::ReadPreValue (  
    std::istream & is )
```

### 10.362.2.4 ReadValue()

```
template<typename TSwap >  
std::istream & gdcm::UNExplicitDataElement::ReadValue (  
    std::istream & is,  
    bool readvalues = true )
```

### 10.362.2.5 ReadWithLength()

```
template<typename TSwap >  
std::istream & gdcm::UNExplicitDataElement::ReadWithLength (  
    std::istream & is,  
    VL & length )
```

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

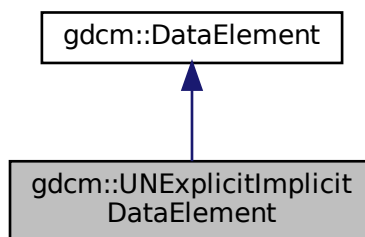
- [gdcmUNExplicitDataElement.h](#)

## 10.363 gdcM::UNExplicitImplicitDataElement Class Reference

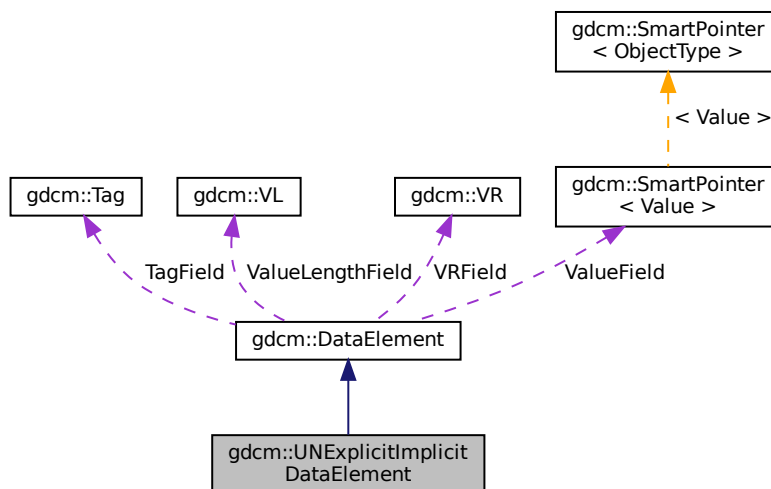
Class to read/write a [DataElement](#) as ExplicitImplicit Data [Element](#).

```
#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

### 10.363.1 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`

### 10.363.2 Member Function Documentation

#### 10.363.2.1 GetLength()

```
VL gdcm::UNExplicitImplicitDataElement::GetLength ( ) const
```

#### 10.363.2.2 Read()

```
template<typename TSwap >  
std::istream & gdcm::UNExplicitImplicitDataElement::Read (  
    std::istream & is )
```

#### 10.363.2.3 ReadPreValue()

```
template<typename TSwap >  
std::istream & gdcm::UNExplicitImplicitDataElement::ReadPreValue (  
    std::istream & is )
```

#### 10.363.2.4 ReadValue()

```
template<typename TSwap >
std::istream & gdcmm::UNExplicitImplicitDataElement::ReadValue (
    std::istream & is )
```

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

- [gdcmmUNExplicitImplicitDataElement.h](#)

### 10.364 gdcmm::Unpacker12Bits Class Reference

Pack/Unpack 12 bits pixel into 16bits.

```
#include <gdcmmUnpacker12Bits.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)

#### 10.364.1 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](#)

#### 10.364.2 Member Function Documentation

### 10.364.2.1 Pack()

```
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  $(n / 2) * 3$

### 10.364.2.2 Unpack()

```
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](#)

## 10.365 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)

## 10.365.1 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.

## 10.365.2 Member Enumeration Documentation

### 10.365.2.1 UsageType

```
enum gdcm::Usage::UsageType
```

#### Enumerator

Mandatory	
Conditional	
UserOption	
Invalid	

## 10.365.3 Constructor & Destructor Documentation

### 10.365.3.1 Usage()

```
gdcm::Usage::Usage (
    UsageType type = Invalid ) [inline]
```

## 10.365.4 Member Function Documentation

### 10.365.4.1 GetUsageString()

```
static const char * gdcm::Usage::GetUsageString (
    UsageType type ) [static]
```

### 10.365.4.2 GetUsageType()

```
static UsageType gdcm::Usage::GetUsageType (
    const char * type ) [static]
```

### 10.365.4.3 operator UsageType()

```
gdcm::Usage::operator UsageType ( ) const [inline]
```

## 10.365.5 Friends And Related Function Documentation

### 10.365.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & os,
    const Usage & vr ) [friend]
```

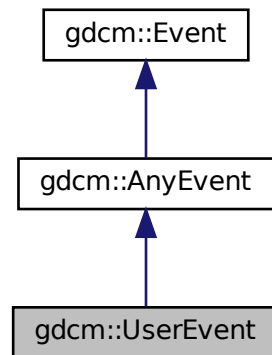
The documentation for this class was generated from the following file:

- [gdcmUsage.h](#)

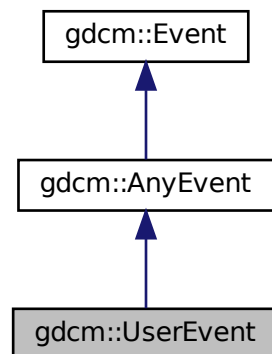
## 10.366 gdcm::UserEvent Class Reference

```
#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](#)

## 10.367 gdcm::network::UserInformation Class Reference

[UserInformation.](#)

```
#include <gdcmUserInformation.h>
```

### Public Member Functions

- [UserInformation](#) ()
- [UserInformation](#) (const [UserInformation](#) &)=delete
- [~UserInformation](#) ()
- void [AddRoleSelectionSub](#) ([RoleSelectionSub](#) const &r)
- void [AddSOPClassExtendedNegociationSub](#) ([SOPClassExtendedNegociationSub](#) const &s)
- [MaximumLengthSub](#) & [GetMaximumLengthSub](#) ()
- const [MaximumLengthSub](#) & [GetMaximumLengthSub](#) () const
- [UserInformation](#) & [operator=](#) (const [UserInformation](#) &)
- void [Print](#) (std::ostream &os) const
- std::istream & [Read](#) (std::istream &is)
- size\_t [Size](#) () const
- const std::ostream & [Write](#) (std::ostream &os) const

### 10.367.1 Detailed Description

[UserInformation.](#)

[Table](#) 9-16 USER INFORMATION ITEM FIELDS

TODO what is the goal of :

[Table](#) 9-20 USER INFORMATION ITEM FIELDS

### 10.367.2 Constructor & Destructor Documentation

#### 10.367.2.1 UserInformation() [1/2]

```
gdcm::network::UserInformation::UserInformation ( )
```

#### 10.367.2.2 ~UserInformation()

```
gdcm::network::UserInformation::~~UserInformation ( )
```

### 10.367.2.3 `UserInfo()` [2/2]

```
gdcm::network::UserInfo::UserInfo (
    const UserInfo & ) [delete]
```

## 10.367.3 Member Function Documentation

### 10.367.3.1 `AddRoleSelectionSub()`

```
void gdcm::network::UserInfo::AddRoleSelectionSub (
    RoleSelectionSub const & r )
```

### 10.367.3.2 `AddSOPClassExtendedNegociationSub()`

```
void gdcm::network::UserInfo::AddSOPClassExtendedNegociationSub (
    SOPClassExtendedNegociationSub const & s )
```

### 10.367.3.3 `GetMaximumLengthSub()` [1/2]

```
MaximumLengthSub & gdcm::network::UserInfo::GetMaximumLengthSub ( ) [inline]
```

### 10.367.3.4 `GetMaximumLengthSub()` [2/2]

```
const MaximumLengthSub & gdcm::network::UserInfo::GetMaximumLengthSub ( ) const [inline]
```

### 10.367.3.5 `operator=()`

```
UserInfo & gdcm::network::UserInfo::operator= (
    const UserInfo & )
```



### 10.367.3.6 Print()

```
void gdcm::network::UserInformation::Print (
    std::ostream & os ) const
```

### 10.367.3.7 Read()

```
std::istream & gdcm::network::UserInformation::Read (
    std::istream & is )
```

### 10.367.3.8 Size()

```
size_t gdcm::network::UserInformation::Size ( ) const
```

### 10.367.3.9 Write()

```
const std::ostream & gdcm::network::UserInformation::Write (
    std::ostream & os ) const
```

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

- [gdcmUserInformation.h](#)

## 10.368 gdcm::UUIDGenerator Class Reference

Class for generating unique UUID.

```
#include <gdcmUUIDGenerator.h>
```

### Public Member Functions

- const char \* [Generate](#) ()

### Static Public Member Functions

- static bool [IsValid](#) (const char \*uid)  
*Find out if the string is a valid UUID or not.*

### 10.368.1 Detailed Description

Class for generating unique UUID.

generate DCE 1.1 uid

### 10.368.2 Member Function Documentation

#### 10.368.2.1 Generate()

```
const char * gdcm::UUIDGenerator::Generate ( )
```

Return the generated uuid NOT THREAD SAFE

#### 10.368.2.2 IsValid()

```
static bool gdcm::UUIDGenerator::IsValid (
    const char * uid ) [static]
```

Find out if the string is a valid UUID or not.

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

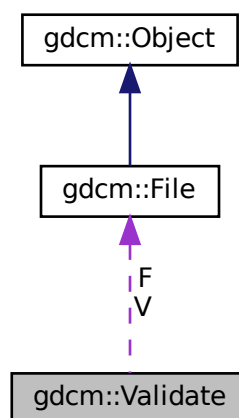
- [gdcmUUIDGenerator.h](#)

## 10.369 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](#)

### 10.369.1 Detailed Description

[Validate](#) class.

### 10.369.2 Constructor & Destructor Documentation

#### 10.369.2.1 Validate()

```
gdcm::Validate::Validate ( )
```

#### 10.369.2.2 ~Validate()

```
gdcm::Validate::~~Validate ( )
```

### 10.369.3 Member Function Documentation

#### 10.369.3.1 GetValidatedFile()

```
const File & gdcm::Validate::GetValidatedFile ( ) [inline]
```

### 10.369.3.2 SetFile()

```
void gdcM::Validate::SetFile (
    File const & f ) [inline]
```

### 10.369.3.3 Validation()

```
void gdcM::Validate::Validation ( )
```

## 10.369.4 Member Data Documentation

### 10.369.4.1 F

```
const File* gdcM::Validate::F [protected]
```

### 10.369.4.2 V

```
File gdcM::Validate::V [protected]
```

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

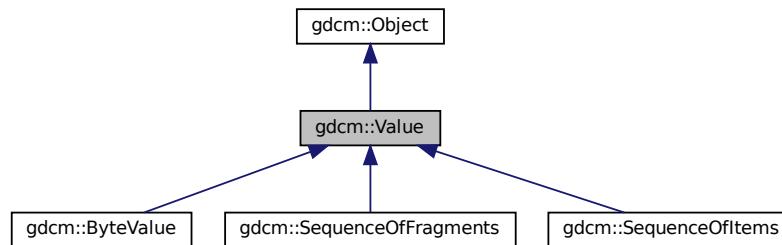
- [gdcMValidate.h](#)

## 10.370 gdcm::Value Class Reference

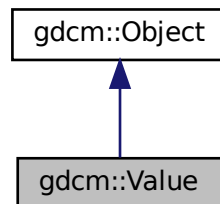
Class to represent the value of a Data [Element](#).

```
#include <gdcmValue.h>
```

Inheritance diagram for gdcm::Value:



Collaboration diagram for gdcm::Value:



### Public Member Functions

- [Value](#) ()=default
- [~Value](#) () override=default
- virtual void [Clear](#) ()=0
- virtual [VL GetLength](#) () const =0
- virtual bool [operator==](#) (const [Value](#) &val) const =0
- virtual void [SetLength](#) ([VL](#) l)=0

### Protected Member Functions

- virtual void [SetLengthOnly](#) ([VL](#) l)

## Friends

- class [DataElement](#)

### 10.370.1 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.

### 10.370.2 Constructor & Destructor Documentation

#### 10.370.2.1 Value()

```
gdcm::Value::Value ( ) [default]
```

#### 10.370.2.2 ~Value()

```
gdcm::Value::~~Value ( ) [override], [default]
```

### 10.370.3 Member Function Documentation

#### 10.370.3.1 Clear()

```
virtual void gdcm::Value::Clear ( ) [pure virtual]
```

Implemented in [gdcm::ByteValue](#), [gdcm::SequenceOfFragments](#), and [gdcm::SequenceOfItems](#).

### 10.370.3.2 GetLength()

```
virtual VL gdcm::Value::GetLength ( ) const [pure virtual]
```

Implemented in [gdcm::ByteValue](#), [gdcm::SequenceOfFragments](#), and [gdcm::SequenceOfItems](#).

Referenced by [gdcm::DataSet::InsertDataElement\(\)](#), and [gdcm::DataElement::SetValue\(\)](#).

### 10.370.3.3 operator==( )

```
virtual bool gdcm::Value::operator== (
    const Value & val ) const [pure virtual]
```

Implemented in [gdcm::ByteValue](#), [gdcm::SequenceOfFragments](#), and [gdcm::SequenceOfItems](#).

### 10.370.3.4 SetLength()

```
virtual void gdcm::Value::SetLength (
    VL l ) [pure virtual]
```

Implemented in [gdcm::SequenceOfFragments](#), [gdcm::SequenceOfItems](#), and [gdcm::ByteValue](#).

### 10.370.3.5 SetLengthOnly()

```
virtual void gdcm::Value::SetLengthOnly (
    VL l ) [protected], [virtual]
```

Reimplemented in [gdcm::ByteValue](#).

## 10.370.4 Friends And Related Function Documentation

### 10.370.4.1 DataElement

```
friend class DataElement [friend]
```

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

- [gdcmValue.h](#)

## 10.371 `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`, `bool readvalues`)
- static `const std::ostream & Write` (`std::ostream &os`, `const Value &v`)

### 10.371.1 Detailed Description

```
template<typename TDE, typename TSwap, typename TType = uint8_t>  
class gdcm::ValueIO< TDE, TSwap, TType >
```

Class to dispatch template calls.

### 10.371.2 Member Function Documentation

#### 10.371.2.1 `Read()`

```
template<typename TDE , typename TSwap , typename TType = uint8_t>  
static std::istream & gdcm::ValueIO< TDE, TSwap, TType >::Read (  
    std::istream & is,  
    Value & v,  
    bool readvalues ) [static]
```

#### 10.371.2.2 `Write()`

```
template<typename TDE , typename TSwap , typename TType = uint8_t>  
static const std::ostream & gdcm::ValueIO< TDE, TSwap, TType >::Write (  
    std::ostream & os,  
    const Value & v ) [static]
```

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

- [gdcmValueIO.h](#)



## 10.372 gdcm::MrProtocol::Vector3 Struct Reference

```
#include <gdcmMrProtocol.h>
```

### Public Attributes

- double [dCor](#)
- double [dSag](#)
- double [dTra](#)

### 10.372.1 Member Data Documentation

#### 10.372.1.1 dCor

```
double gdcm::MrProtocol::Vector3::dCor
```

#### 10.372.1.2 dSag

```
double gdcm::MrProtocol::Vector3::dSag
```

#### 10.372.1.3 dTra

```
double gdcm::MrProtocol::Vector3::dTra
```

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

- [gdcmMrProtocol.h](#)

## 10.373 gdcm::Version Class Reference

major/minor and build version

```
#include <gdcmVersion.h>
```

## Public Member Functions

- [Version](#) ()=default
- [~Version](#) ()=default
- 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)

### 10.373.1 Detailed Description

major/minor and build version

### 10.373.2 Constructor & Destructor Documentation

#### 10.373.2.1 [Version\(\)](#)

```
gdcmm::Version::Version ( ) [default]
```

#### 10.373.2.2 [~Version\(\)](#)

```
gdcmm::Version::~~Version ( ) [default]
```

### 10.373.3 Member Function Documentation

### 10.373.3.1 GetBuildVersion()

```
static int gdcm::Version::GetBuildVersion ( ) [static]
```

### 10.373.3.2 GetMajorVersion()

```
static int gdcm::Version::GetMajorVersion ( ) [static]
```

### 10.373.3.3 GetMinorVersion()

```
static int gdcm::Version::GetMinorVersion ( ) [static]
```

### 10.373.3.4 GetVersion()

```
static const char * gdcm::Version::GetVersion ( ) [static]
```

### 10.373.3.5 Print()

```
void gdcm::Version::Print (
    std::ostream & os = std::cout ) const
```

## 10.373.4 Friends And Related Function Documentation

### 10.373.4.1 operator<<

```
std::ostream & operator<< (
    std::ostream & _os,
    const Version & v ) [friend]
```

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

- [gdcmVersion.h](#)

## 10.374 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)

## 10.374.1 Detailed Description

[Value](#) Length.

### Warning

this is a 4bytes value ! Do not try to use it for 2bytes value length

### Examples

[BasicImageAnonymizer.cs](#), [DecompressImage.cs](#), [ReadAndDumpDICOMDIR2.cxx](#), and [rle2img.cxx](#).

## 10.374.2 Member Typedef Documentation

### 10.374.2.1 Type

```
typedef uint32_t gdcm::VL::Type
```

## 10.374.3 Constructor & Destructor Documentation

### 10.374.3.1 VL()

```
gdcm::VL::VL (
    uint32_t vl = 0 ) [inline]
```

## 10.374.4 Member Function Documentation

### 10.374.4.1 GetLength()

```
VL gdcm::VL::GetLength ( ) const [inline]
```

### Examples

[ReadAndDumpDICOMDIR2.cxx](#).

Referenced by [gdcm::FileMetaInformation::GetFullLength\(\)](#), [gdcm::DataSet::GetLength\(\)](#), and [gdcm::Item::Write\(\)](#).

**10.374.4.2 GetVL16Max()**

```
static uint16_t gdcml::VL::GetVL16Max ( ) [inline], [static]
```

**10.374.4.3 GetVL32Max()**

```
static uint32_t gdcml::VL::GetVL32Max ( ) [inline], [static]
```

**10.374.4.4 IsOdd()**

```
bool gdcml::VL::IsOdd ( ) const [inline]
```

Return whether or not the [VL](#) is odd or not.

**10.374.4.5 IsUndefined()**

```
bool gdcml::VL::IsUndefined ( ) const [inline]
```

**10.374.4.6 operator uint32\_t()**

```
gdcml::VL::operator uint32_t ( ) const [inline]
```

**10.374.4.7 operator++() [1/2]**

```
VL & gdcml::VL::operator++ ( ) [inline]
```

**10.374.4.8 operator++() [2/2]**

```
VL gdcml::VL::operator++ (
    int ) [inline]
```

#### 10.374.4.9 operator+=()

```
VL & gdcmm::VL::operator+= (
    VL const & vl ) [inline]
```

+= operator

#### 10.374.4.10 Read()

```
template<typename TSwap >
std::istream & gdcmm::VL::Read (
    std::istream & is ) [inline]
```

#### 10.374.4.11 Read16()

```
template<typename TSwap >
std::istream & gdcmm::VL::Read16 (
    std::istream & is ) [inline]
```

#### 10.374.4.12 SetToUndefined()

```
void gdcmm::VL::SetToUndefined ( ) [inline]
```

#### 10.374.4.13 Write()

```
template<typename TSwap >
const std::ostream & gdcmm::VL::Write (
    std::ostream & os ) const [inline]
```

Referenced by [gdcmm::Fragment::Write\(\)](#), [gdcmm::Item::Write\(\)](#), [gdcmm::SequenceOfFragments::Write\(\)](#), and [gdcmm::SequenceOfItems::Write\(\)](#)

#### 10.374.4.14 Write16()

```
template<typename TSwap >
const std::ostream & gdcmm::VL::Write16 (
    std::ostream & os ) const [inline]
```

## 10.374.5 Friends And Related Function Documentation

### 10.374.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & os,
    const VL & vl ) [friend]
```

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

- [gdcmVL.h](#)

## 10.375 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 ,
VM6_n = VM6 | VM8 | VM9 | VM16 | VM24 | VM32 | VM99 | VM256 ,
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 size\_t [GetNumberOfElementsFromArray](#) (const char \*array, size\_t length)
- static const char \* [GetVMString](#) ([VMType](#) vm)
- static [VMType](#) [GetVMType](#) (const char \*vm)
- static [VMType](#) [GetVMTypeFromLength](#) (size\_t 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)

## 10.375.1 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

## 10.375.2 Member Enumeration Documentation

### 10.375.2.1 VMType

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	
VM6_n	
VM7_7n	
VM30_30n	
VM47_47n	
VM_END	

## 10.375.3 Constructor & Destructor Documentation

### 10.375.3.1 VM()

```
gdcmm::VM::VM (
    VMType type = VM0 ) [inline]
```

## 10.375.4 Member Function Documentation

### 10.375.4.1 Compatible()

```
bool gdcmm::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.

### 10.375.4.2 GetIndex()

```
static unsigned int gdcmm::VM::GetIndex (
    VMType vm ) [static], [protected]
```

### 10.375.4.3 GetLength()

```
unsigned int gdcmm::VM::GetLength ( ) const
```

### 10.375.4.4 GetNumberOfElementsFromArray()

```
static size_t gdcmm::VM::GetNumberOfElementsFromArray (
    const char * array,
    size_t length ) [static]
```

#### 10.375.4.5 GetVMString()

```
static const char * gdcm::VM::GetVMString (
    VMType vm ) [static]
```

Return the string as written in the official DICOM dict from a custom enum type

#### 10.375.4.6 GetVMType()

```
static VMType gdcm::VM::GetVMType (
    const char * vm ) [static]
```

#### 10.375.4.7 GetVMTypeFromLength()

```
static VMType gdcm::VM::GetVMTypeFromLength (
    size_t length,
    unsigned int size ) [static]
```

#### 10.375.4.8 IsValid()

```
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

#### 10.375.4.9 operator VMType()

```
gdcm::VM::operator VMType ( ) const [inline]
```

### 10.375.5 Friends And Related Function Documentation

#### 10.375.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & os,
    const VM & vm ) [friend]
```

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

- [gdcmVM.h](#)

## 10.376 gdcm::VMToLength< T > Struct Template Reference

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

- [gdcmVM.h](#)

## 10.377 gdcm::VR Class Reference

[VR](#) class.

```
#include <gdcmVR.h>
```

### Public Types

- enum [VRType](#) : long long {  
    [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 ,  
    [OD](#) = 134217728 ,  
    [OF](#) = 8192 ,  
    [OL](#) = 268435456 ,  
    [OV](#) = 2147483648 ,  
    [OW](#) = 16384 ,  
    [PN](#) = 32768 ,  
    [SH](#) = 65536 ,  
    [SL](#) = 131072 ,  
    [SQ](#) = 262144 ,  
    [SS](#) = 524288 ,  
    [ST](#) = 1048576 ,  
    [SV](#) = 4294967296 ,  
    [TM](#) = 2097152 ,  
    [UC](#) = 536870912 ,  
    [UI](#) = 4194304 ,  
    [UL](#) = 8388608 ,  
    [UN](#) = 16777216 ,  
    [UR](#) = 1073741824 ,  
    [US](#) = 33554432 ,  
    [UT](#) = 67108864 ,

```

UV = 8589934592 ,
OB_OW = OB | OW ,
US_SS = US | SS ,
US_SS_OW = US | SS | OW ,
US_OW = US | 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 | OD | OF | OL | OV | SQ | SV | UC | UN | UR | UT | UV ,
VRASCII = AE | AS | CS | DA | DS | DT | IS | LO | LT | PN | SH | ST | TM | UC | UI | UR | UT ,
VRBINARY = AT | FL | FD | OB | OD | OF | OL | OV | OW | SL | SQ | SS | SV | UL | UN | US | UV ,
VR_VM1 = AS | LT | ST | UT | SQ | OF | OL | OV | OD | OW | OB | UN ,
VRALL = VRASCII | VRBINARY ,
VR_END = UV+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)

## 10.377.1 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](#), [GenFakeIdentifyFile.cxx](#), and [SimplePrint.cs](#).

## 10.377.2 Member Enumeration Documentation

### 10.377.2.1 VRType

```
enum gdcm::VR::VRType : long long
```

#### Enumerator

INVALID	
AE	
AS	
AT	
CS	
DA	
DS	
DT	
FD	
FL	
IS	
LO	
LT	
OB	
OD	
OF	
OL	
OV	
OW	
PN	
SH	

## Enumerator

SL	
SQ	
SS	
ST	
SV	
TM	
UC	
UI	
UL	
UN	
UR	
US	
UT	
UV	
OB_OW	
US_SS	
US_SS_OW	
US_OW	
VL16	
VL32	
VRASCII	
VRBINARY	
VR_VM1	
VRALL	
VR_END	

## Examples

[Cleaner.cs](#), [NewSequence.cs](#), and [SimplePrint.cs](#).

### 10.377.3 Constructor & Destructor Documentation

#### 10.377.3.1 VR()

```
gdcmm::VR::VR (
    VRType vr = INVALID ) [inline]
```

### 10.377.4 Member Function Documentation



#### 10.377.4.1 CanDisplay()

```
static bool gdcm::VR::CanDisplay (
    VRType vr ) [static]
```

#### 10.377.4.2 Compatible()

```
bool gdcm::VR::Compatible (
    VR const & vr ) const
```

##### Examples

[SimplePrint.cs](#).

#### 10.377.4.3 GetLength() [1/2]

```
int gdcm::VR::GetLength ( ) const [inline]
```

References [GetLength\(\)](#).

Referenced by [GetLength\(\)](#).

#### 10.377.4.4 GetLength() [2/2]

```
static uint32_t gdcm::VR::GetLength (
    VRType vr ) [inline], [static]
```

#### 10.377.4.5 GetSize()

```
unsigned int gdcm::VR::GetSize ( ) const [inline]
```

References [AE](#), [AS](#), [AT](#), [CS](#), [DA](#), [DS](#), [DT](#), [FD](#), [FL](#), [INVALID](#), [IS](#), [LT](#), [OB](#), [OB\\_OW](#), [OD](#), [OF](#), [OL](#), [OV](#), [OW](#), [PN](#), [SH](#), [SL](#), [SQ](#), [SS](#), [ST](#), [SV](#), [TM](#), [UC](#), [UL](#), [UN](#), [UR](#), [US](#), [US\\_OW](#), [US\\_SS](#), [US\\_SS\\_OW](#), [UT](#), [UV](#), [VL16](#), [VL32](#), [VR\\_END](#), [VR\\_VM1](#), [VRALL](#), [VRASCII](#), [VRBINARY](#), and [VRTypeTemplateCase](#).

#### 10.377.4.6 GetSizeof()

```
unsigned int gdcm::VR::GetSizeof ( ) const
```

#### 10.377.4.7 GetVRString()

```
static const char * gdcm::VR::GetVRString (
    VRType vr ) [static]
```

#### 10.377.4.8 GetVRStringFromFile()

```
static const char * gdcm::VR::GetVRStringFromFile (
    VRType vr ) [static]
```

#### 10.377.4.9 GetVRType()

```
static VRType gdcm::VR::GetVRType (
    const char * vr ) [static]
```

#### 10.377.4.10 GetVRTypeFromFile()

```
static VRType gdcm::VR::GetVRTypeFromFile (
    const char * vr ) [static]
```

#### 10.377.4.11 IsASCII()

```
static bool gdcm::VR::IsASCII (
    VRType vr ) [static]
```

#### 10.377.4.12 IsASCII2()

```
static bool gdcm::VR::IsASCII2 (
    VRType vr ) [static]
```

#### 10.377.4.13 IsBinary()

```
static bool gdcm::VR::IsBinary (
    VRType vr ) [static]
```

#### 10.377.4.14 IsBinary2()

```
static bool gdcm::VR::IsBinary2 (
    VRType vr ) [static]
```

#### 10.377.4.15 IsDual()

```
bool gdcm::VR::IsDual ( ) const
```

#### 10.377.4.16 IsSwap()

```
static bool gdcm::VR::IsSwap (
    const char * vr ) [static]
```

#### 10.377.4.17 IsValid() [1/2]

```
static bool gdcm::VR::IsValid (
    const char * vr ) [static]
```

**10.377.4.18 IsValid() [2/2]**

```
static bool gdcm::VR::IsValid (
    const char * vr1,
    VRType vr2 ) [static]
```

**10.377.4.19 IsVRFile()**

```
bool gdcm::VR::IsVRFile ( ) const
```

Referenced by [gdcm::DataElement::SetVR\(\)](#).

**10.377.4.20 operator VRType()**

```
gdcm::VR::operator VRType ( ) const [inline]
```

**10.377.4.21 Read()**

```
std::istream & gdcm::VR::Read (
    std::istream & is ) [inline]
```

References [gdcmDebugMacro](#), [INVALID](#), and [VR\\_END](#).

**10.377.4.22 Write()**

```
const std::ostream & gdcm::VR::Write (
    std::ostream & os ) const [inline]
```

References [gdcmAssertAlwaysMacro](#), and [INVALID](#).

**10.377.5 Friends And Related Function Documentation**

### 10.377.5.1 operator<<

```
std::ostream & operator<< (
    std::ostream & os,
    const VR & vr ) [friend]
```

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

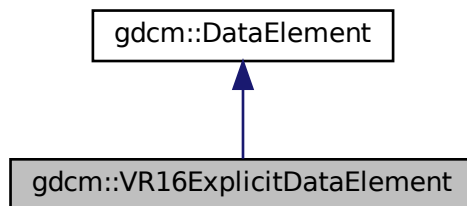
- [gdcmVR.h](#)

## 10.378 gdcm::VR16ExplicitDataElement Class Reference

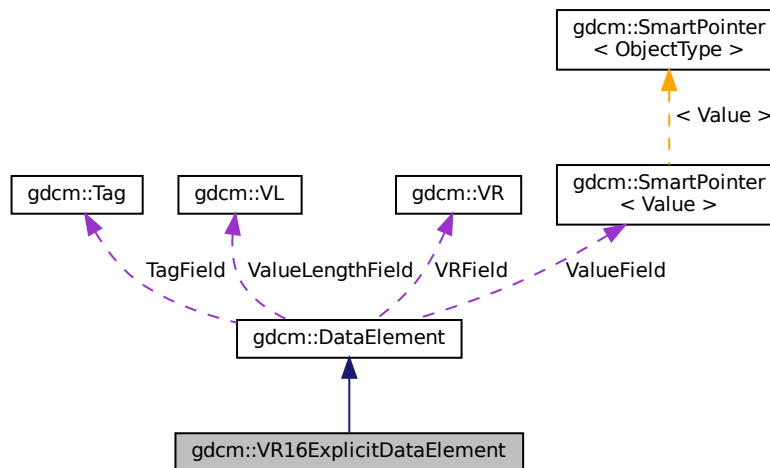
Class to read/write a [DataElement](#) as Explicit Data [Element](#).

```
#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, bool readvalues=true)
- template<typename TSwap >  
std::istream & [ReadWithLength](#) (std::istream &is, [VL](#) &length)

## Additional Inherited Members

### 10.378.1 Detailed Description

Class to read/write a [DataElement](#) as Explicit Data [Element](#).

#### Note

This class support 16 bits when finding an unknown [VR](#): For instance: Siemens\_CT\_Sensation64\_has\_VR\_RT.↵  
dcm

### 10.378.2 Member Function Documentation

### 10.378.2.1 GetLength()

```
VL gdcm::VR16ExplicitDataElement::GetLength ( ) const
```

### 10.378.2.2 Read()

```
template<typename TSwap >  
std::istream & gdcm::VR16ExplicitDataElement::Read (  
    std::istream & is )
```

### 10.378.2.3 ReadPreValue()

```
template<typename TSwap >  
std::istream & gdcm::VR16ExplicitDataElement::ReadPreValue (  
    std::istream & is )
```

### 10.378.2.4 ReadValue()

```
template<typename TSwap >  
std::istream & gdcm::VR16ExplicitDataElement::ReadValue (  
    std::istream & is,  
    bool readvalues = true )
```

### 10.378.2.5 ReadWithLength()

```
template<typename TSwap >  
std::istream & gdcm::VR16ExplicitDataElement::ReadWithLength (  
    std::istream & is,  
    VL & length )
```

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

- [gdcmVR16ExplicitDataElement.h](#)

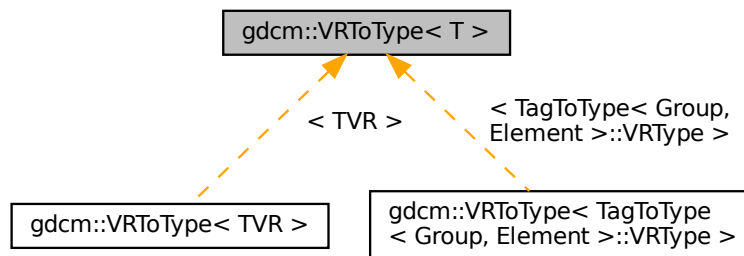
## 10.379 gdcM::VRToEncoding< T > Struct Template Reference

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

- [gdcMVR.h](#)

## 10.380 gdcM::VRToType< T > Struct Template Reference

Inheritance diagram for gdcM::VRToType< T >:



### 10.380.1 Detailed Description

```
template<long long T>
struct gdcM::VRToType< T >
```

Examples

[DumpGEMSMovieGroup.cxx](#).

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

- [gdcMVR.h](#)

## 10.381 gdcM::VRVLSize< T > Class Template Reference

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

- [gdcMAttribute.h](#)



## 10.382 gdcm::VRVLSIZE< 0 > Class Reference

```
#include <gdcmAttribute.h>
```

### Static Public Member Functions

- static uint16\_t [Read](#) (std::istream &\_is)
- static void [Write](#) (std::ostream &os)

### 10.382.1 Member Function Documentation

#### 10.382.1.1 Read()

```
static uint16_t gdcm::VRVLSIZE< 0 >::Read (  
    std::istream & _is ) [inline], [static]
```

#### 10.382.1.2 Write()

```
static void gdcm::VRVLSIZE< 0 >::Write (  
    std::ostream & os ) [inline], [static]
```

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

- [gdcmAttribute.h](#)

## 10.383 gdcm::VRVLSIZE< 1 > Class Reference

```
#include <gdcmAttribute.h>
```

### Static Public Member Functions

- static uint32\_t [Read](#) (std::istream &\_is)
- static void [Write](#) (std::ostream &os)

### 10.383.1 Member Function Documentation

### 10.383.1.1 Read()

```
static uint32_t gdcM::VRVLSize< 1 >::Read (
    std::istream & _is ) [inline], [static]
```

### 10.383.1.2 Write()

```
static void gdcM::VRVLSize< 1 >::Write (
    std::ostream & os ) [inline], [static]
```

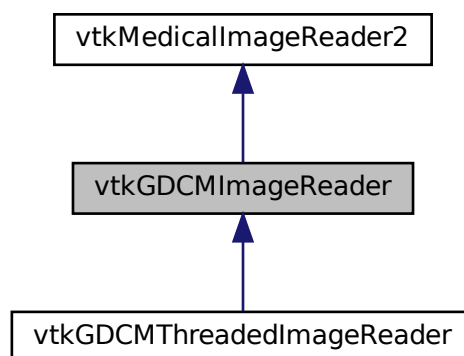
The documentation for this class was generated from the following file:

- [gdcMAttribute.h](#)

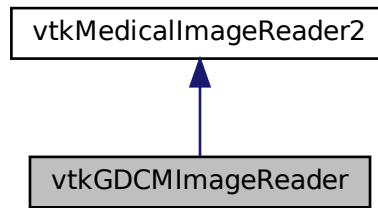
## 10.384 vtkGDCMImageReader Class Reference

```
#include <vtkGDCMImageReader.h>
```

Inheritance diagram for vtkGDCMImageReader:



Collaboration 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](#) ([ApplyLookupTable](#), int)
- int [vtkBooleanMacro](#) ([ApplyYBRToRGB](#), int)
- [vtkBooleanMacro](#) ([LoadIconImage](#), int)
- [vtkBooleanMacro](#) ([LoadOverlays](#), int)
- [vtkBooleanMacro](#) ([LossyFlag](#), int)
- [vtkGetMacro](#) ([ApplyLookupTable](#), int)
- [vtkGetMacro](#) ([ApplyYBRToRGB](#), int) [vtkSetMacro](#)([ApplyYBRToRGB](#)
- [vtkGetMacro](#) ([ImageFormat](#), int)
- [vtkGetMacro](#) ([LoadIconImage](#), int)
- [vtkGetMacro](#) ([LoadOverlays](#), int)
- [vtkGetMacro](#) ([LossyFlag](#), int)
- [vtkGetMacro](#) ([NumberOfIconImages](#), int)
- [vtkGetMacro](#) ([NumberOfOverlays](#), int)
- [vtkGetMacro](#) ([PlanarConfiguration](#), int)
- [vtkGetMacro](#) ([Scale](#), double)
- [vtkGetMacro](#) ([Shift](#), double)
- [vtkGetObjectMacro](#) ([Curve](#), vtkPolyData)
- [vtkGetObjectMacro](#) ([DirectionCosines](#), vtkMatrix4x4)
- [vtkGetObjectMacro](#) ([FileNames](#), vtkStringArray)
- [vtkGetObjectMacro](#) ([MedicalImageProperties](#), vtkMedicalImageProperties)
- [vtkGetVector3Macro](#) ([ImagePositionPatient](#), double)
- [vtkGetVector6Macro](#) ([ImageOrientationPatient](#), double)
- [vtkSetMacro](#) ([ApplyLookupTable](#), int)

- [vtkSetMacro](#) ([LoadIconImage](#), int)
- [vtkSetMacro](#) ([LoadOverlays](#), int)
- [vtkSetMacro](#) ([LossyFlag](#), int)
- [vtkTypeMacro](#) ([vtkGDCMImageReader](#), [vtkMedicalImageReader2](#))

## Static Public Member Functions

- static [vtkGDCMImageReader](#) \* [New](#) ()

## Protected Member Functions

- [vtkGDCMImageReader](#) ()
- [~vtkGDCMImageReader](#) ()
- void [ExecuteData](#) ([vtkDataObject](#) \*out)
- void [ExecuteInformation](#) ()
- void [FillMedicalImageInformation](#) (const [gdcml::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](#) (FilePattern)
- [vtkGetStringMacro](#) (FilePrefix)
- [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](#)

## 10.384.1 Detailed Description

### Examples

[AWTMedical3.java](#), [Convert16BitsTo8Bits.cxx](#), [ConvertMultiFrameToSingleFrame.cxx](#), [ConvertRGBToLuminance.cxx](#), [ConvertSingleBitTo8Bits.cxx](#), [HelloActiviz.cs](#), [HelloActiviz2.cs](#), [HelloActiviz3.cs](#), [HelloActiviz4.cs](#), [HelloActiviz5.cs](#), [HelloVTKWorld.cs](#), [HelloVTKWorld.java](#), [MIPViewer.java](#), [MPRViewer.java](#), [MPRViewer2.java](#), [MagnifyFile.cxx](#), [MetaImageMD5Activiz.cs](#), [ReadSeriesIntoVTK.java](#), [RefCounting.cs](#), [gdcmorthoplanes.cxx](#), [gdcmreslice.cxx](#), [gdcmtexture.cxx](#), [gdcmvolume.cxx](#), [offscreenimage.cxx](#), and [reslicesphere.cxx](#).

## 10.384.2 Constructor & Destructor Documentation

### 10.384.2.1 vtkGDCMImageReader()

```
vtkGDCMImageReader::vtkGDCMImageReader ( ) [protected]
```

### Examples

[HelloActiviz2.cs](#).

### 10.384.2.2 ~vtkGDCMImageReader()

```
vtkGDCMImageReader::~~vtkGDCMImageReader ( ) [protected]
```

## 10.384.3 Member Function Documentation

### 10.384.3.1 CanReadFile()

```
virtual int vtkGDCMImageReader::CanReadFile (
    const char * fname ) [virtual]
```

### Examples

[AWTMedical3.java](#), and [MetaImageMD5Activiz.cs](#).

#### 10.384.3.2 ExecuteData()

```
void vtkGDCMImageReader::ExecuteData (
    vtkDataObject * out ) [protected]
```

#### 10.384.3.3 ExecuteInformation()

```
void vtkGDCMImageReader::ExecuteInformation ( ) [protected]
```

#### 10.384.3.4 FillMedicalImageInformation()

```
void vtkGDCMImageReader::FillMedicalImageInformation (
    const gdcmm::ImageReader & reader ) [protected]
```

#### 10.384.3.5 GetDescriptiveName()

```
virtual const char * vtkGDCMImageReader::GetDescriptiveName ( ) [inline], [virtual]
```

#### 10.384.3.6 GetFileExtensions()

```
virtual const char * vtkGDCMImageReader::GetFileExtensions ( ) [inline], [virtual]
```

#### 10.384.3.7 GetIconImage()

```
vtkImageData * vtkGDCMImageReader::GetIconImage ( )
```

#### 10.384.3.8 GetOverlay()

```
vtkImageData * vtkGDCMImageReader::GetOverlay (
    int i )
```

### 10.384.3.9 LoadSingleFile()

```
int vtkGDCMImageReader::LoadSingleFile (
    const char * filename,
    char * pointer,
    unsigned long & outlen ) [protected]
```

### 10.384.3.10 New()

```
static vtkGDCMImageReader * vtkGDCMImageReader::New ( ) [static]
```

#### Examples

[Convert16BitsTo8Bits.cxx](#), [ConvertMultiFrameToSingleFrame.cxx](#), [ConvertRGBToLuminance.cxx](#), [ConvertSingleBitTo8Bits.cxx](#), [HelloActiviz.cs](#), [HelloActiviz3.cs](#), [HelloActiviz4.cs](#), [HelloActiviz5.cs](#), [HelloVTKWorld.cs](#), [MagnifyFile.cxx](#), [MetalImageMD5Activiz.cs](#), [RefCounting.cs](#), [gdcmmorthoplanes.cxx](#), [gdcmreslice.cxx](#), [gdcmttexture.cxx](#), [gdcmvolume.cxx](#), [offscreenimage.cxx](#), and [reslicesphere.cxx](#).

### 10.384.3.11 PrintSelf()

```
virtual void vtkGDCMImageReader::PrintSelf (
    ostream & os,
    vtkIndent indent ) [virtual]
```

Reimplemented in [vtkGDCMThreadedImageReader](#).

### 10.384.3.12 RequestDataCompat()

```
int vtkGDCMImageReader::RequestDataCompat ( ) [protected]
```

### 10.384.3.13 RequestInformationCompat()

```
int vtkGDCMImageReader::RequestInformationCompat ( ) [protected]
```

**10.384.3.14 SetCurve()**

```
virtual void vtkGDCMImageReader::SetCurve (
    vtkPolyData * pd ) [virtual]
```

**10.384.3.15 SetFileNames()**

```
virtual void vtkGDCMImageReader::SetFileNames (
    vtkStringArray * ) [virtual]
```

**Examples**

[AWTMedical3.java](#), [HelloActiviz3.cs](#), [HelloActiviz4.cs](#), [HelloActiviz5.cs](#), [MIPViewer.java](#), [MPRViewer.java](#), [MPRViewer2.java](#), [ReadSeriesIntoVTK.java](#), and [gdcmmorthoplanes.cxx](#).

**10.384.3.16 SetFilePattern()**

```
void vtkGDCMImageReader::SetFilePattern (
    const char * ) [inline], [protected]
```

**10.384.3.17 SetFilePrefix()**

```
void vtkGDCMImageReader::SetFilePrefix (
    const char * ) [inline], [protected]
```

**10.384.3.18 SetMedicalImageProperties()**

```
virtual void vtkGDCMImageReader::SetMedicalImageProperties (
    vtkMedicalImageProperties * pd ) [virtual]
```

**10.384.3.19 vtkBooleanMacro() [1/5]**

```
vtkGDCMImageReader::vtkBooleanMacro (
    ApplyLookupTable ,
    int )
```



**10.384.3.20 vtkBooleanMacro()** [2/5]

```
int vtkGDCMImageReader::vtkBooleanMacro (
    ApplyYBRToRGB ,
    int )
```

**10.384.3.21 vtkBooleanMacro()** [3/5]

```
vtkGDCMImageReader::vtkBooleanMacro (
    LoadIconImage ,
    int )
```

**10.384.3.22 vtkBooleanMacro()** [4/5]

```
vtkGDCMImageReader::vtkBooleanMacro (
    LoadOverlays ,
    int )
```

**10.384.3.23 vtkBooleanMacro()** [5/5]

```
vtkGDCMImageReader::vtkBooleanMacro (
    LossyFlag ,
    int )
```

**10.384.3.24 vtkGetMacro()** [1/11]

```
vtkGDCMImageReader::vtkGetMacro (
    ApplyLookupTable ,
    int )
```

**10.384.3.25 vtkGetMacro()** [2/11]

```
vtkGDCMImageReader::vtkGetMacro (
    ApplyYBRToRGB ,
    int )
```

**10.384.3.26 vtkGetMacro()** [3/11]

```
vtkGDCMImageReader::vtkGetMacro (
    ImageFormat ,
    int )
```

**10.384.3.27 vtkGetMacro()** [4/11]

```
vtkGDCMImageReader::vtkGetMacro (
    LoadIconImage ,
    int )
```

**10.384.3.28 vtkGetMacro()** [5/11]

```
vtkGDCMImageReader::vtkGetMacro (
    LoadOverlays ,
    int )
```

**10.384.3.29 vtkGetMacro()** [6/11]

```
vtkGDCMImageReader::vtkGetMacro (
    LossyFlag ,
    int )
```

**10.384.3.30 vtkGetMacro()** [7/11]

```
vtkGDCMImageReader::vtkGetMacro (
    NumberOfIconImages ,
    int )
```

**10.384.3.31 vtkGetMacro()** [8/11]

```
vtkGDCMImageReader::vtkGetMacro (
    NumberOfOverlays ,
    int )
```

**10.384.3.32 vtkGetMacro()** [9/11]

```
vtkGDCMImageReader::vtkGetMacro (
    PlanarConfiguration ,
    int )
```

**10.384.3.33 vtkGetMacro()** [10/11]

```
vtkGDCMImageReader::vtkGetMacro (
    Scale ,
    double )
```

**10.384.3.34 vtkGetMacro()** [11/11]

```
vtkGDCMImageReader::vtkGetMacro (
    Shift ,
    double )
```

**10.384.3.35 vtkGetObjectMacro()** [1/4]

```
vtkGDCMImageReader::vtkGetObjectMacro (
    Curve ,
    vtkPolyData )
```

**10.384.3.36 vtkGetObjectMacro()** [2/4]

```
vtkGDCMImageReader::vtkGetObjectMacro (
    DirectionCosines ,
    vtkMatrix4x4 )
```

**10.384.3.37 vtkGetObjectMacro()** [3/4]

```
vtkGDCMImageReader::vtkGetObjectMacro (
    FileNames ,
    vtkStringArray )
```

**10.384.3.38 vtkGetObjectMacro() [4/4]**

```
vtkGDCMImageReader::vtkGetObjectMacro (
    MedicalImageProperties ,
    vtkMedicalImageProperties )
```

**10.384.3.39 vtkGetStringMacro() [1/2]**

```
vtkGDCMImageReader::vtkGetStringMacro (
    FilePattern ) [protected]
```

**10.384.3.40 vtkGetStringMacro() [2/2]**

```
vtkGDCMImageReader::vtkGetStringMacro (
    FilePrefix ) [protected]
```

**10.384.3.41 vtkGetVector3Macro()**

```
vtkGDCMImageReader::vtkGetVector3Macro (
    ImagePositionPatient ,
    double )
```

**10.384.3.42 vtkGetVector6Macro()**

```
vtkGDCMImageReader::vtkGetVector6Macro (
    ImageOrientationPatient ,
    double )
```

**10.384.3.43 vtkSetMacro() [1/4]**

```
vtkGDCMImageReader::vtkSetMacro (
    ApplyLookupTable ,
    int )
```

**10.384.3.44 vtkSetMacro() [2/4]**

```
vtkGDCMImageReader::vtkSetMacro (
    LoadIconImage ,
    int )
```

**10.384.3.45 vtkSetMacro() [3/4]**

```
vtkGDCMImageReader::vtkSetMacro (
    LoadOverlays ,
    int )
```

**10.384.3.46 vtkSetMacro() [4/4]**

```
vtkGDCMImageReader::vtkSetMacro (
    LossyFlag ,
    int )
```

**10.384.3.47 vtkSetVector6Macro()**

```
vtkGDCMImageReader::vtkSetVector6Macro (
    ImageOrientationPatient ,
    double ) [protected]
```

**10.384.3.48 vtkTypeMacro()**

```
vtkGDCMImageReader::vtkTypeMacro (
    vtkGDCMImageReader ,
    vtkMedicalImageReader2 )
```

**10.384.4 Member Data Documentation**

#### 10.384.4.1 ApplyInverseVideo

```
int vtkGDCMImageReader::ApplyInverseVideo [protected]
```

#### 10.384.4.2 ApplyLookupTable

```
int vtkGDCMImageReader::ApplyLookupTable [protected]
```

#### 10.384.4.3 ApplyPlanarConfiguration

```
int vtkGDCMImageReader::ApplyPlanarConfiguration [protected]
```

#### 10.384.4.4 ApplyShiftScale

```
int vtkGDCMImageReader::ApplyShiftScale [protected]
```

#### 10.384.4.5 ApplyYBRToRGB

```
int vtkGDCMImageReader::ApplyYBRToRGB [protected]
```

#### 10.384.4.6 Curve

```
vtkPolyData* vtkGDCMImageReader::Curve [protected]
```

#### 10.384.4.7 DirectionCosines

```
vtkMatrix4x4* vtkGDCMImageReader::DirectionCosines [protected]
```

#### 10.384.4.8 FileNames

```
vtkStringArray* vtkGDCMImageReader::FileNames [protected]
```

#### 10.384.4.9 ForceRescale

```
int vtkGDCMImageReader::ForceRescale [protected]
```

#### 10.384.4.10 IconDataScalarType

```
int vtkGDCMImageReader::IconDataScalarType [protected]
```

#### 10.384.4.11 IconImageDataExtent

```
int vtkGDCMImageReader::IconImageDataExtent[6] [protected]
```

#### 10.384.4.12 IconNumberOfScalarComponents

```
int vtkGDCMImageReader::IconNumberOfScalarComponents [protected]
```

#### 10.384.4.13 ImageFormat

```
int vtkGDCMImageReader::ImageFormat [protected]
```

#### 10.384.4.14 ImageOrientationPatient

```
double vtkGDCMImageReader::ImageOrientationPatient[6] [protected]
```

**10.384.4.15 ImagePositionPatient**

```
double vtkGDCMImageReader::ImagePositionPatient[3] [protected]
```

**10.384.4.16 LoadIconImage**

```
int vtkGDCMImageReader::LoadIconImage [protected]
```

**10.384.4.17 LoadOverlays**

```
int vtkGDCMImageReader::LoadOverlays [protected]
```

**10.384.4.18 LossyFlag**

```
int vtkGDCMImageReader::LossyFlag [protected]
```

**10.384.4.19 MedicalImageProperties**

```
vtkMedicalImageProperties* vtkGDCMImageReader::MedicalImageProperties [protected]
```

**10.384.4.20 NumberOfIconImages**

```
int vtkGDCMImageReader::NumberOfIconImages [protected]
```

**10.384.4.21 NumberOfOverlays**

```
int vtkGDCMImageReader::NumberOfOverlays [protected]
```



#### 10.384.4.22 PlanarConfiguration

```
int vtkGDCMImageReader::PlanarConfiguration [protected]
```

#### 10.384.4.23 Scale

```
double vtkGDCMImageReader::Scale [protected]
```

#### 10.384.4.24 Shift

```
double vtkGDCMImageReader::Shift [protected]
```

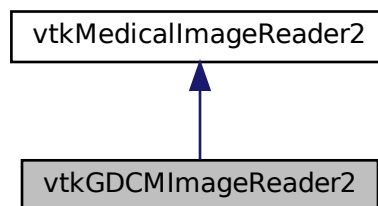
The documentation for this class was generated from the following file:

- [vtkGDCMImageReader.h](#)

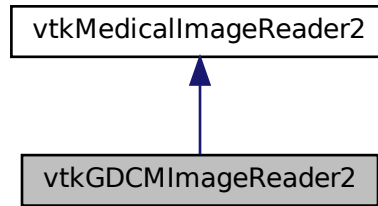
### 10.385 vtkGDCMImageReader2 Class Reference

```
#include <vtkGDCMImageReader2.h>
```

Inheritance diagram for vtkGDCMImageReader2:



Collaboration diagram for vtkGDCMImageReader2:



## Public Member Functions

- virtual int [CanReadFile](#) (const char \*fname)
- virtual const char \* [GetDescriptiveName](#) ()
- virtual const char \* [GetFileExtensions](#) ()
- vtkImageData \* [GetIconImage](#) ()
- vtkAlgorithmOutput \* [GetIconImagePort](#) ()
- vtkImageData \* [GetOverlay](#) (int i)
- vtkAlgorithmOutput \* [GetOverlayPort](#) (int index)
- virtual void [PrintSelf](#) (ostream &os, vtkIndent indent)
- virtual void [SetCurve](#) (vtkPolyData \*pd)
- virtual void [SetMedicalImageProperties](#) (vtkMedicalImageProperties \*pd)
- [vtkBooleanMacro](#) ([ApplyLookupTable](#), int)
- int [vtkBooleanMacro](#) ([ApplyYBRToRGB](#), int)
- [vtkBooleanMacro](#) ([LoadIconImage](#), int)
- [vtkBooleanMacro](#) ([LoadOverlays](#), int)
- [vtkBooleanMacro](#) ([LossyFlag](#), int)
- [vtkGetMacro](#) ([ApplyLookupTable](#), int)
- [vtkGetMacro](#) ([ApplyYBRToRGB](#), int) [vtkSetMacro](#)([ApplyYBRToRGB](#)
- [vtkGetMacro](#) ([ImageFormat](#), int)
- [vtkGetMacro](#) ([LoadIconImage](#), int)
- [vtkGetMacro](#) ([LoadOverlays](#), int)
- [vtkGetMacro](#) ([LossyFlag](#), int)
- [vtkGetMacro](#) ([NumberOfIconImages](#), int)
- [vtkGetMacro](#) ([NumberOfOverlays](#), int)
- [vtkGetMacro](#) ([PlanarConfiguration](#), int)
- [vtkGetMacro](#) ([Scale](#), double)
- [vtkGetMacro](#) ([Shift](#), double)
- [vtkGetObjectMacro](#) ([Curve](#), vtkPolyData)
- [vtkGetObjectMacro](#) ([DirectionCosines](#), vtkMatrix4x4)
- [vtkGetVector3Macro](#) ([ImagePositionPatient](#), double)
- [vtkGetVector6Macro](#) ([ImageOrientationPatient](#), double)
- [vtkSetMacro](#) ([ApplyLookupTable](#), int)
- [vtkSetMacro](#) ([LoadIconImage](#), int)
- [vtkSetMacro](#) ([LoadOverlays](#), int)
- [vtkSetMacro](#) ([LossyFlag](#), int)
- [vtkTypeMacro](#) ([vtkGDCMImageReader2](#), vtkMedicalImageReader2)

## Static Public Member Functions

- static [vtkGDCMImageReader2](#) \* [New](#) ()

## Protected Member Functions

- [vtkGDCMImageReader2](#) ()
- [~vtkGDCMImageReader2](#) ()
- void [FillMedicalImageInformation](#) (const [gdcml::ImageReader](#) &reader)
- int [LoadSingleFile](#) (const char \*filename, char \*pointer, unsigned long &outlen)
- int [ProcessRequest](#) (vtkInformation \*request, vtkInformationVector \*\*inputVector, vtkInformationVector \*output↔Vector)
- int [RequestData](#) (vtkInformation \*request, vtkInformationVector \*\*inputVector, vtkInformationVector \*output↔Vector)
- int [RequestDataCompat](#) ()
- int [RequestInformation](#) (vtkInformation \*request, vtkInformationVector \*\*inputVector, vtkInformationVector \*outputVector)
- int [RequestInformationCompat](#) ()
- void [SetFilePattern](#) (const char \*)
- void [SetFilePrefix](#) (const char \*)
- [vtkGetStringMacro](#) (FilePattern)
- [vtkGetStringMacro](#) (FilePrefix)
- [vtkSetVector6Macro](#) (ImageOrientationPatient, double)

## Protected Attributes

- int [ApplyInverseVideo](#)
- int [ApplyLookupTable](#)
- int [ApplyPlanarConfiguration](#)
- int [ApplyShiftScale](#)
- int [ApplyYBRTToRGB](#)
- vtkPolyData \* [Curve](#)
- vtkMatrix4x4 \* [DirectionCosines](#)
- int [ForceRescale](#)
- int [IconDataScalarType](#)
- int [IconImageDataExtent](#) [6]
- int [IconNumberOfScalarComponents](#)
- int [ImageFormat](#)
- double [ImageOrientationPatient](#) [6]
- double [ImagePositionPatient](#) [3]
- int [LoadIconImage](#)
- int [LoadOverlays](#)
- int [LossyFlag](#)
- int [NumberOfIconImages](#)
- int [NumberOfOverlays](#)
- int [PlanarConfiguration](#)
- double [Scale](#)
- double [Shift](#)

## 10.385.1 Detailed Description

### Examples

[Compute3DSpacing.cxx](#).

## 10.385.2 Constructor & Destructor Documentation

### 10.385.2.1 vtkGDCMImageReader2()

```
vtkGDCMImageReader2::vtkGDCMImageReader2 ( ) [protected]
```

### 10.385.2.2 ~vtkGDCMImageReader2()

```
vtkGDCMImageReader2::~~vtkGDCMImageReader2 ( ) [protected]
```

## 10.385.3 Member Function Documentation

### 10.385.3.1 CanReadFile()

```
virtual int vtkGDCMImageReader2::CanReadFile (
    const char * fname ) [virtual]
```

### 10.385.3.2 FillMedicalImageInformation()

```
void vtkGDCMImageReader2::FillMedicalImageInformation (
    const gdcm::ImageReader & reader ) [protected]
```

### 10.385.3.3 GetDescriptiveName()

```
virtual const char * vtkGDCMImageReader2::GetDescriptiveName ( ) [inline], [virtual]
```

#### 10.385.3.4 GetFileExtensions()

```
virtual const char * vtkGDCMImageReader2::GetFileExtensions ( ) [inline], [virtual]
```

#### 10.385.3.5 GetIconImage()

```
vtkImageData * vtkGDCMImageReader2::GetIconImage ( )
```

#### 10.385.3.6 GetIconImagePort()

```
vtkAlgorithmOutput * vtkGDCMImageReader2::GetIconImagePort ( )
```

#### 10.385.3.7 GetOverlay()

```
vtkImageData * vtkGDCMImageReader2::GetOverlay (
    int i )
```

#### 10.385.3.8 GetOverlayPort()

```
vtkAlgorithmOutput * vtkGDCMImageReader2::GetOverlayPort (
    int index )
```

#### 10.385.3.9 LoadSingleFile()

```
int vtkGDCMImageReader2::LoadSingleFile (
    const char * filename,
    char * pointer,
    unsigned long & outlen ) [protected]
```

#### 10.385.3.10 New()

```
static vtkGDCMImageReader2 * vtkGDCMImageReader2::New ( ) [static]
```

#### Examples

[Compute3DSpacing.cxx](#).

#### 10.385.3.11 PrintSelf()

```
virtual void vtkGDCMImageReader2::PrintSelf (
    ostream & os,
    vtkIndent indent ) [virtual]
```

#### 10.385.3.12 ProcessRequest()

```
int vtkGDCMImageReader2::ProcessRequest (
    vtkInformation * request,
    vtkInformationVector ** inputVector,
    vtkInformationVector * outputVector ) [protected]
```

#### 10.385.3.13 RequestData()

```
int vtkGDCMImageReader2::RequestData (
    vtkInformation * request,
    vtkInformationVector ** inputVector,
    vtkInformationVector * outputVector ) [protected]
```

#### 10.385.3.14 RequestDataCompat()

```
int vtkGDCMImageReader2::RequestDataCompat ( ) [protected]
```

### 10.385.3.15 RequestInformation()

```
int vtkGDCMImageReader2::RequestInformation (
    vtkInformation * request,
    vtkInformationVector ** inputVector,
    vtkInformationVector * outputVector ) [protected]
```

### 10.385.3.16 RequestInformationCompat()

```
int vtkGDCMImageReader2::RequestInformationCompat ( ) [protected]
```

### 10.385.3.17 SetCurve()

```
virtual void vtkGDCMImageReader2::SetCurve (
    vtkPolyData * pd ) [virtual]
```

### 10.385.3.18 SetFilePattern()

```
void vtkGDCMImageReader2::SetFilePattern (
    const char * ) [inline], [protected]
```

### 10.385.3.19 SetFilePrefix()

```
void vtkGDCMImageReader2::SetFilePrefix (
    const char * ) [inline], [protected]
```

### 10.385.3.20 SetMedicalImageProperties()

```
virtual void vtkGDCMImageReader2::SetMedicalImageProperties (
    vtkMedicalImageProperties * pd ) [virtual]
```

**10.385.3.21 vtkBooleanMacro()** [1/5]

```
vtkGDCMImageReader2::vtkBooleanMacro (
    ApplyLookupTable ,
    int )
```

**10.385.3.22 vtkBooleanMacro()** [2/5]

```
int vtkGDCMImageReader2::vtkBooleanMacro (
    ApplyYBRToRGB ,
    int )
```

**10.385.3.23 vtkBooleanMacro()** [3/5]

```
vtkGDCMImageReader2::vtkBooleanMacro (
    LoadIconImage ,
    int )
```

**10.385.3.24 vtkBooleanMacro()** [4/5]

```
vtkGDCMImageReader2::vtkBooleanMacro (
    LoadOverlays ,
    int )
```

**10.385.3.25 vtkBooleanMacro()** [5/5]

```
vtkGDCMImageReader2::vtkBooleanMacro (
    LossyFlag ,
    int )
```

**10.385.3.26 vtkGetMacro()** [1/11]

```
vtkGDCMImageReader2::vtkGetMacro (
    ApplyLookupTable ,
    int )
```



**10.385.3.27 vtkGetMacro()** [2/11]

```
vtkGDCMImageReader2::vtkGetMacro (
    ApplyYBRToRGB ,
    int )
```

**10.385.3.28 vtkGetMacro()** [3/11]

```
vtkGDCMImageReader2::vtkGetMacro (
    ImageFormat ,
    int )
```

**10.385.3.29 vtkGetMacro()** [4/11]

```
vtkGDCMImageReader2::vtkGetMacro (
    LoadIconImage ,
    int )
```

**10.385.3.30 vtkGetMacro()** [5/11]

```
vtkGDCMImageReader2::vtkGetMacro (
    LoadOverlays ,
    int )
```

**10.385.3.31 vtkGetMacro()** [6/11]

```
vtkGDCMImageReader2::vtkGetMacro (
    LossyFlag ,
    int )
```

**10.385.3.32 vtkGetMacro()** [7/11]

```
vtkGDCMImageReader2::vtkGetMacro (
    NumberOfIconImages ,
    int )
```

**10.385.3.33 vtkGetMacro()** [8/11]

```
vtkGDCMImageReader2::vtkGetMacro (
    NumberOfOverlays ,
    int )
```

**10.385.3.34 vtkGetMacro()** [9/11]

```
vtkGDCMImageReader2::vtkGetMacro (
    PlanarConfiguration ,
    int )
```

**10.385.3.35 vtkGetMacro()** [10/11]

```
vtkGDCMImageReader2::vtkGetMacro (
    Scale ,
    double )
```

**10.385.3.36 vtkGetMacro()** [11/11]

```
vtkGDCMImageReader2::vtkGetMacro (
    Shift ,
    double )
```

**10.385.3.37 vtkGetObjectMacro()** [1/2]

```
vtkGDCMImageReader2::vtkGetObjectMacro (
    Curve ,
    vtkPolyData )
```

**10.385.3.38 vtkGetObjectMacro()** [2/2]

```
vtkGDCMImageReader2::vtkGetObjectMacro (
    DirectionCosines ,
    vtkMatrix4x4 )
```

**10.385.3.39 vtkGetStringMacro()** [1/2]

```
vtkGDCMImageReader2::vtkGetStringMacro (
    FilePattern ) [protected]
```

**10.385.3.40 vtkGetStringMacro()** [2/2]

```
vtkGDCMImageReader2::vtkGetStringMacro (
    FilePrefix ) [protected]
```

**10.385.3.41 vtkGetVector3Macro()**

```
vtkGDCMImageReader2::vtkGetVector3Macro (
    ImagePositionPatient ,
    double )
```

**10.385.3.42 vtkGetVector6Macro()**

```
vtkGDCMImageReader2::vtkGetVector6Macro (
    ImageOrientationPatient ,
    double )
```

**10.385.3.43 vtkSetMacro()** [1/4]

```
vtkGDCMImageReader2::vtkSetMacro (
    ApplyLookupTable ,
    int )
```

**10.385.3.44 vtkSetMacro()** [2/4]

```
vtkGDCMImageReader2::vtkSetMacro (
    LoadIconImage ,
    int )
```

**10.385.3.45 vtkSetMacro() [3/4]**

```
vtkGDCMImageReader2::vtkSetMacro (
    LoadOverlays ,
    int )
```

**10.385.3.46 vtkSetMacro() [4/4]**

```
vtkGDCMImageReader2::vtkSetMacro (
    LossyFlag ,
    int )
```

**10.385.3.47 vtkSetVector6Macro()**

```
vtkGDCMImageReader2::vtkSetVector6Macro (
    ImageOrientationPatient ,
    double ) [protected]
```

**10.385.3.48 vtkTypeMacro()**

```
vtkGDCMImageReader2::vtkTypeMacro (
    vtkGDCMImageReader2 ,
    vtkMedicalImageReader2 )
```

**10.385.4 Member Data Documentation****10.385.4.1 ApplyInverseVideo**

```
int vtkGDCMImageReader2::ApplyInverseVideo [protected]
```

**10.385.4.2 ApplyLookupTable**

```
int vtkGDCMImageReader2::ApplyLookupTable [protected]
```

### 10.385.4.3 ApplyPlanarConfiguration

```
int vtkGDCMImageReader2::ApplyPlanarConfiguration [protected]
```

### 10.385.4.4 ApplyShiftScale

```
int vtkGDCMImageReader2::ApplyShiftScale [protected]
```

### 10.385.4.5 ApplyYBRToRGB

```
int vtkGDCMImageReader2::ApplyYBRToRGB [protected]
```

### 10.385.4.6 Curve

```
vtkPolyData* vtkGDCMImageReader2::Curve [protected]
```

### 10.385.4.7 DirectionCosines

```
vtkMatrix4x4* vtkGDCMImageReader2::DirectionCosines [protected]
```

### 10.385.4.8 ForceRescale

```
int vtkGDCMImageReader2::ForceRescale [protected]
```

### 10.385.4.9 IconDataScalarType

```
int vtkGDCMImageReader2::IconDataScalarType [protected]
```

**10.385.4.10 IconImageDataExtent**

```
int vtkGDCMImageReader2::IconImageDataExtent[6] [protected]
```

**10.385.4.11 IconNumberOfScalarComponents**

```
int vtkGDCMImageReader2::IconNumberOfScalarComponents [protected]
```

**10.385.4.12 ImageFormat**

```
int vtkGDCMImageReader2::ImageFormat [protected]
```

**10.385.4.13 ImageOrientationPatient**

```
double vtkGDCMImageReader2::ImageOrientationPatient[6] [protected]
```

**10.385.4.14 ImagePositionPatient**

```
double vtkGDCMImageReader2::ImagePositionPatient[3] [protected]
```

**10.385.4.15 LoadIconImage**

```
int vtkGDCMImageReader2::LoadIconImage [protected]
```

**10.385.4.16 LoadOverlays**

```
int vtkGDCMImageReader2::LoadOverlays [protected]
```

#### 10.385.4.17 LossyFlag

```
int vtkGDCMImageReader2::LossyFlag [protected]
```

#### 10.385.4.18 NumberOfIconImages

```
int vtkGDCMImageReader2::NumberOfIconImages [protected]
```

#### 10.385.4.19 NumberOfOverlays

```
int vtkGDCMImageReader2::NumberOfOverlays [protected]
```

#### 10.385.4.20 PlanarConfiguration

```
int vtkGDCMImageReader2::PlanarConfiguration [protected]
```

#### 10.385.4.21 Scale

```
double vtkGDCMImageReader2::Scale [protected]
```

#### 10.385.4.22 Shift

```
double vtkGDCMImageReader2::Shift [protected]
```

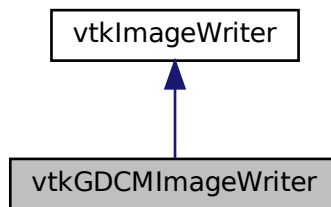
The documentation for this class was generated from the following file:

- [vtkGDCMImageReader2.h](#)

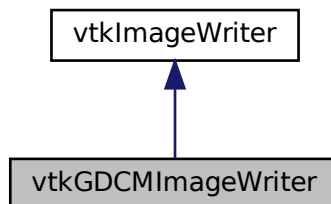
## 10.386 vtkGDCMImageWriter Class Reference

```
#include <vtkGDCMImageWriter.h>
```

Inheritance diagram for vtkGDCMImageWriter:



Collaboration diagram for vtkGDCMImageWriter:



### 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](#) (FileLowerLeft, int)
- [vtkBooleanMacro](#) (LossyFlag, int)
- [vtkGetMacro](#) (CompressionType, int)
- [vtkGetMacro](#) (FileLowerLeft, int)
- [vtkGetMacro](#) (ImageFormat, int)
- [vtkGetMacro](#) (LossyFlag, int)
- [vtkGetMacro](#) (PlanarConfiguration, int)
- [vtkGetMacro](#) (Scale, double)
- [vtkGetMacro](#) (Shift, double)
- [vtkGetObjectMacro](#) (DirectionCosines, vtkMatrix4x4)
- [vtkGetObjectMacro](#) (FileNames, vtkStringArray)
- [vtkGetObjectMacro](#) (MedicalImageProperties, vtkMedicalImageProperties)
- [vtkGetStringMacro](#) (SeriesUID)
- [vtkGetStringMacro](#) (StudyUID)
- [vtkSetMacro](#) (CompressionType, int)
- [vtkSetMacro](#) (FileLowerLeft, int)
- [vtkSetMacro](#) (ImageFormat, int)
- [vtkSetMacro](#) (LossyFlag, int)
- [vtkSetMacro](#) (PlanarConfiguration, int)
- [vtkSetMacro](#) (Scale, double)
- [vtkSetMacro](#) (Shift, double)
- [vtkSetStringMacro](#) (SeriesUID)
- [vtkSetStringMacro](#) (StudyUID)
- [vtkTypeMacro](#) (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)

## 10.386.1 Detailed Description

### Examples

[Convert16BitsTo8Bits.cxx](#), [ConvertMultiFrameToSingleFrame.cxx](#), [ConvertRGBToLuminance.cxx](#), [ConvertSingleBitTo8Bits.cxx](#), [CreateFakePET.cxx](#), [CreateFakeRTDOSE.cxx](#), [HelloActiviz.cs](#), [HelloActiviz2.cs](#), [HelloVTKWorld.cs](#), [HelloVTKWorld.java](#), [HelloVTKWorld2.cs](#), [MagnifyFile.cxx](#), [RefCounting.cs](#), and [gdcmorthoplanes.cxx](#).

## 10.386.2 Member Enumeration Documentation

### 10.386.2.1 CompressionTypes

```
enum vtkGDCMImageWriter::CompressionTypes
```

#### Enumerator

NO_COMPRESSION	
JPEG_COMPRESSION	
JPEG2000_COMPRESSION	
JPEGLS_COMPRESSION	
RLE_COMPRESSION	

## 10.386.3 Constructor & Destructor Documentation

### 10.386.3.1 vtkGDCMImageWriter()

```
vtkGDCMImageWriter::vtkGDCMImageWriter ( ) [protected]
```

### 10.386.3.2 ~vtkGDCMImageWriter()

```
vtkGDCMImageWriter::~~vtkGDCMImageWriter ( ) [protected]
```

## 10.386.4 Member Function Documentation

#### 10.386.4.1 GetDescriptiveName()

```
virtual const char * vtkGDCMImageWriter::GetDescriptiveName ( ) [inline], [virtual]
```

#### 10.386.4.2 GetFileExtensions()

```
virtual const char * vtkGDCMImageWriter::GetFileExtensions ( ) [inline], [virtual]
```

#### 10.386.4.3 GetFileName()

```
virtual char * vtkGDCMImageWriter::GetFileName ( ) [protected], [virtual]
```

#### 10.386.4.4 New()

```
static vtkGDCMImageWriter * vtkGDCMImageWriter::New ( ) [static]
```

##### Examples

[Convert16BitsTo8Bits.cxx](#), [ConvertMultiFrameToSingleFrame.cxx](#), [ConvertRGBToLuminance.cxx](#), [ConvertSingleBitTo8Bits.cxx](#), [CreateFakePET.cxx](#), [CreateFakeRTDOSE.cxx](#), [HelloActiviz.cs](#), [HelloVTKWorld.cs](#), [HelloVTKWorld2.cs](#), [MagnifyFile.cxx](#), [RefCounting.cs](#), and [gdcmorphoplanes.cxx](#).

#### 10.386.4.5 PrintSelf()

```
virtual void vtkGDCMImageWriter::PrintSelf (
    ostream & os,
    vtkIndent indent ) [virtual]
```

#### 10.386.4.6 SetDirectionCosines()

```
virtual void vtkGDCMImageWriter::SetDirectionCosines (
    vtkMatrix4x4 * matrix ) [virtual]
```

##### Examples

[Convert16BitsTo8Bits.cxx](#), [ConvertRGBToLuminance.cxx](#), [ConvertSingleBitTo8Bits.cxx](#), [HelloActiviz2.cs](#), [HelloVTKWorld.cs](#), [HelloVTKWorld.java](#), [MagnifyFile.cxx](#), and [gdcmorphoplanes.cxx](#).

#### 10.386.4.7 SetDirectionCosinesFromImageOrientationPatient()

```
virtual void vtkGDCMImageWriter::SetDirectionCosinesFromImageOrientationPatient (
    const double dircos[6] ) [virtual]
```

#### 10.386.4.8 SetFileNames()

```
virtual void vtkGDCMImageWriter::SetFileNames (
    vtkStringArray * ) [virtual]
```

##### Examples

[ConvertMultiFrameToSingleFrame.cxx](#), and [CreateFakePET.cxx](#).

#### 10.386.4.9 SetMedicalImageProperties()

```
virtual void vtkGDCMImageWriter::SetMedicalImageProperties (
    vtkMedicalImageProperties * ) [virtual]
```

##### Examples

[Convert16BitsTo8Bits.cxx](#), [ConvertRGBToLuminance.cxx](#), [ConvertSingleBitTo8Bits.cxx](#), [HelloActiviz.cs](#), [HelloActiviz2.cs](#), [HelloVTKWorld.cs](#), [HelloVTKWorld.java](#), [MagnifyFile.cxx](#), and [gdcmmorthoplanes.cxx](#).

#### 10.386.4.10 vtkBooleanMacro() [1/2]

```
vtkGDCMImageWriter::vtkBooleanMacro (
    FileLowerLeft ,
    int )
```

#### 10.386.4.11 vtkBooleanMacro() [2/2]

```
vtkGDCMImageWriter::vtkBooleanMacro (
    LossyFlag ,
    int )
```

**10.386.4.12 vtkGetMacro()** [1/7]

```
vtkGDCMImageWriter::vtkGetMacro (
    CompressionType ,
    int )
```

**10.386.4.13 vtkGetMacro()** [2/7]

```
vtkGDCMImageWriter::vtkGetMacro (
    FileLowerLeft ,
    int )
```

**10.386.4.14 vtkGetMacro()** [3/7]

```
vtkGDCMImageWriter::vtkGetMacro (
    ImageFormat ,
    int )
```

**10.386.4.15 vtkGetMacro()** [4/7]

```
vtkGDCMImageWriter::vtkGetMacro (
    LossyFlag ,
    int )
```

**10.386.4.16 vtkGetMacro()** [5/7]

```
vtkGDCMImageWriter::vtkGetMacro (
    PlanarConfiguration ,
    int )
```

**10.386.4.17 vtkGetMacro()** [6/7]

```
vtkGDCMImageWriter::vtkGetMacro (
    Scale ,
    double )
```

**10.386.4.18 vtkGetMacro() [7/7]**

```
vtkGDCMImageWriter::vtkGetMacro (
    Shift ,
    double )
```

**10.386.4.19 vtkGetObjectMacro() [1/3]**

```
vtkGDCMImageWriter::vtkGetObjectMacro (
    DirectionCosines ,
    vtkMatrix4x4 )
```

**10.386.4.20 vtkGetObjectMacro() [2/3]**

```
vtkGDCMImageWriter::vtkGetObjectMacro (
    FileNames ,
    vtkStringArray )
```

**10.386.4.21 vtkGetObjectMacro() [3/3]**

```
vtkGDCMImageWriter::vtkGetObjectMacro (
    MedicalImageProperties ,
    vtkMedicalImageProperties )
```

**10.386.4.22 vtkGetStringMacro() [1/2]**

```
vtkGDCMImageWriter::vtkGetStringMacro (
    SeriesUID )
```

**10.386.4.23 vtkGetStringMacro() [2/2]**

```
vtkGDCMImageWriter::vtkGetStringMacro (
    StudyUID )
```

**10.386.4.24 vtkSetMacro()** [1/7]

```
vtkGDCMImageWriter::vtkSetMacro (
    CompressionType ,
    int )
```

**10.386.4.25 vtkSetMacro()** [2/7]

```
vtkGDCMImageWriter::vtkSetMacro (
    FileLowerLeft ,
    int )
```

**10.386.4.26 vtkSetMacro()** [3/7]

```
vtkGDCMImageWriter::vtkSetMacro (
    ImageFormat ,
    int )
```

**10.386.4.27 vtkSetMacro()** [4/7]

```
vtkGDCMImageWriter::vtkSetMacro (
    LossyFlag ,
    int )
```

**10.386.4.28 vtkSetMacro()** [5/7]

```
vtkGDCMImageWriter::vtkSetMacro (
    PlanarConfiguration ,
    int )
```

**10.386.4.29 vtkSetMacro()** [6/7]

```
vtkGDCMImageWriter::vtkSetMacro (
    Scale ,
    double )
```

**10.386.4.30 vtkSetMacro() [7/7]**

```
vtkGDCMImageWriter::vtkSetMacro (
    Shift ,
    double )
```

**10.386.4.31 vtkSetStringMacro() [1/2]**

```
vtkGDCMImageWriter::vtkSetStringMacro (
    SeriesUID )
```

**10.386.4.32 vtkSetStringMacro() [2/2]**

```
vtkGDCMImageWriter::vtkSetStringMacro (
    StudyUID )
```

**10.386.4.33 vtkTypeMacro()**

```
vtkGDCMImageWriter::vtkTypeMacro (
    vtkGDCMImageWriter ,
    vtkImageWriter )
```

**10.386.4.34 Write()**

```
virtual void vtkGDCMImageWriter::Write ( ) [virtual]
```

**Examples**

[Convert16BitsTo8Bits.cxx](#), [ConvertMultiFrameToSingleFrame.cxx](#), [ConvertRGBToLuminance.cxx](#), [ConvertSingleBitTo8Bits.cxx](#), [CreateFakePET.cxx](#), [CreateFakeRTDOSE.cxx](#), [HelloActiviz.cs](#), [HelloActiviz2.cs](#), [HelloVTKWorld.cs](#), [HelloVTKWorld.java](#), [HelloVTKWorld2.cs](#), [MagnifyFile.cxx](#), and [gdcmorthoplanes.cxx](#).



#### 10.386.4.35 WriteGDCMData()

```
int vtkGDCMImageWriter::WriteGDCMData (
    vtkImageData * data,
    int timeStep ) [protected]
```

#### 10.386.4.36 WriteSlice()

```
void vtkGDCMImageWriter::WriteSlice (
    vtkImageData * data ) [protected]
```

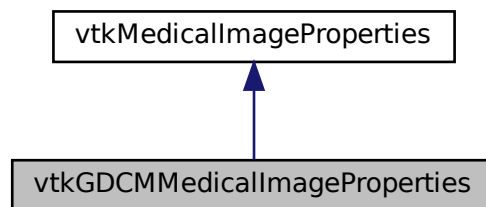
The documentation for this class was generated from the following file:

- [vtkGDCMImageWriter.h](#)

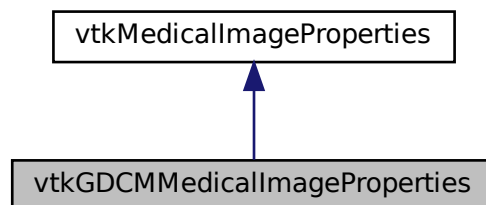
### 10.387 vtkGDCMMedicalImageProperties Class Reference

```
#include <vtkGDCMMedicalImageProperties.h>
```

Inheritance diagram for vtkGDCMMedicalImageProperties:



Collaboration diagram for vtkGDCMMedicalImageProperties:



## Public Member Functions

- virtual void [Clear](#) ()
- void [PrintSelf](#) (ostream &os, vtkIndent indent)
- [vtkTypeMacro](#) ([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 [vtkGDCMImageReader2](#)
- class [vtkGDCMImageWriter](#)

## 10.387.1 Constructor & Destructor Documentation

### 10.387.1.1 [vtkGDCMMedicalImageProperties\(\)](#)

```
vtkGDCMMedicalImageProperties::vtkGDCMMedicalImageProperties ( ) [protected]
```

### 10.387.1.2 [~vtkGDCMMedicalImageProperties\(\)](#)

```
vtkGDCMMedicalImageProperties::~~vtkGDCMMedicalImageProperties ( ) [protected]
```

## 10.387.2 Member Function Documentation

### 10.387.2.1 Clear()

```
virtual void vtkGDCMMedicalImageProperties::Clear ( ) [virtual]
```

### 10.387.2.2 GetFile()

```
gdcM::File const & vtkGDCMMedicalImageProperties::GetFile (
    unsigned int t ) [protected]
```

### 10.387.2.3 New()

```
static vtkGDCMMedicalImageProperties * vtkGDCMMedicalImageProperties::New ( ) [static]
```

### 10.387.2.4 PrintSelf()

```
void vtkGDCMMedicalImageProperties::PrintSelf (
    ostream & os,
    vtkIndent indent )
```

### 10.387.2.5 PushBackFile()

```
void vtkGDCMMedicalImageProperties::PushBackFile (
    gdcM::File const & f ) [protected]
```

### 10.387.2.6 vtkTypeMacro()

```
vtkGDCMMedicalImageProperties::vtkTypeMacro (
    vtkGDCMMedicalImageProperties ,
    vtkMedicalImageProperties )
```

## 10.387.3 Friends And Related Function Documentation

### 10.387.3.1 vtkGDCMImageReader

```
friend class vtkGDCMImageReader [friend]
```

### 10.387.3.2 vtkGDCMImageReader2

```
friend class vtkGDCMImageReader2 [friend]
```

### 10.387.3.3 vtkGDCMImageWriter

```
friend class vtkGDCMImageWriter [friend]
```

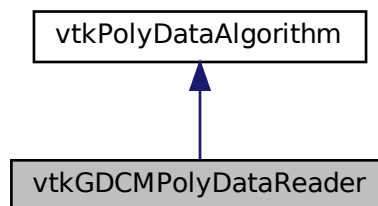
The documentation for this class was generated from the following file:

- [vtkGDCMMedicalImageProperties.h](#)

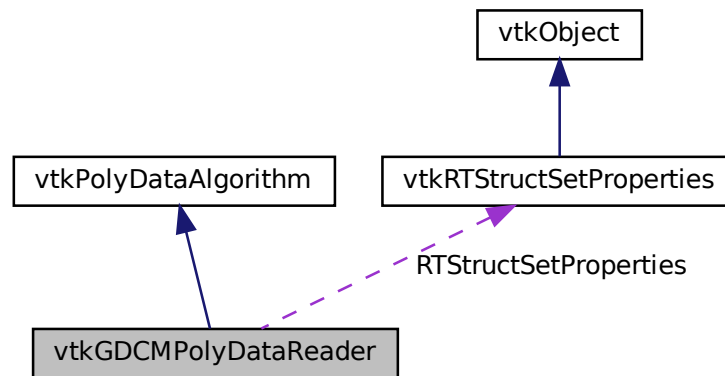
## 10.388 vtkGDCMPolyDataReader Class Reference

```
#include <vtkGDCMPolyDataReader.h>
```

Inheritance diagram for vtkGDCMPolyDataReader:



Collaboration diagram for vtkGDCMPolyDataReader:



## Public Member Functions

- virtual void [PrintSelf](#) (ostream &os, vtkIndent indent)
- [vtkGetObjectMacro](#) (MedicalImageProperties, vtkMedicalImageProperties)
- [vtkGetObjectMacro](#) (RTStructSetProperties, vtkRTStructSetProperties)
- [vtkGetStringMacro](#) (FileName)
- [vtkSetStringMacro](#) (FileName)
- [vtkTypeMacro](#) (vtkGDCMPolyDataReader, vtkPolyDataAlgorithm)

## Static Public Member Functions

- static [vtkGDCMPolyDataReader \\* New](#) ()

## Protected Member Functions

- [vtkGDCMPolyDataReader](#) ()
- [~vtkGDCMPolyDataReader](#) ()
- void [FillMedicalImageInformation](#) (const [gdcmm::Reader](#) &reader)
- int [RequestData](#) (vtkInformation \*, vtkInformationVector \*\*, vtkInformationVector \*)
- int [RequestData\\_HemodynamicWaveformStorage](#) ([gdcmm::Reader](#) const &reader, vtkInformationVector \*outputVector)
- int [RequestData\\_RTStructureSetStorage](#) ([gdcmm::Reader](#) const &reader, vtkInformationVector \*outputVector)
- int [RequestInformation](#) (vtkInformation \*vtkNotUsed(request), vtkInformationVector \*\*vtkNotUsed(inputVector), vtkInformationVector \*outputVector)
- int [RequestInformation\\_HemodynamicWaveformStorage](#) ([gdcmm::Reader](#) const &reader)
- int [RequestInformation\\_RTStructureSetStorage](#) ([gdcmm::Reader](#) const &reader)

## Protected Attributes

- char \* [FileName](#)
- vtkMedicalImageProperties \* [MedicalImageProperties](#)
- vtkRTStructSetProperties \* [RTStructSetProperties](#)

### 10.388.1 Detailed Description

#### Examples

[GenerateRTSTRUCT.cxx](#), [gdcmscene.cxx](#), and [rtstructapp.cxx](#).

### 10.388.2 Constructor & Destructor Documentation

#### 10.388.2.1 vtkGDCMPolyDataReader()

```
vtkGDCMPolyDataReader::vtkGDCMPolyDataReader ( ) [protected]
```

#### 10.388.2.2 ~vtkGDCMPolyDataReader()

```
vtkGDCMPolyDataReader::~~vtkGDCMPolyDataReader ( ) [protected]
```

### 10.388.3 Member Function Documentation

#### 10.388.3.1 FillMedicalImageInformation()

```
void vtkGDCMPolyDataReader::FillMedicalImageInformation (
    const gdcm::Reader & reader ) [protected]
```

#### 10.388.3.2 New()

```
static vtkGDCMPolyDataReader * vtkGDCMPolyDataReader::New ( ) [static]
```

#### Examples

[GenerateRTSTRUCT.cxx](#), [gdcmscene.cxx](#), and [rtstructapp.cxx](#).

### 10.388.3.3 PrintSelf()

```
virtual void vtkGDCMPolyDataReader::PrintSelf (
    ostream & os,
    vtkIndent indent ) [virtual]
```

### 10.388.3.4 RequestData()

```
int vtkGDCMPolyDataReader::RequestData (
    vtkInformation * ,
    vtkInformationVector ** ,
    vtkInformationVector * ) [protected]
```

### 10.388.3.5 RequestData\_HemodynamicWaveformStorage()

```
int vtkGDCMPolyDataReader::RequestData_HemodynamicWaveformStorage (
    gdcM::Reader const & reader,
    vtkInformationVector * outputVector ) [protected]
```

### 10.388.3.6 RequestData\_RTStructureSetStorage()

```
int vtkGDCMPolyDataReader::RequestData_RTStructureSetStorage (
    gdcM::Reader const & reader,
    vtkInformationVector * outputVector ) [protected]
```

### 10.388.3.7 RequestInformation()

```
int vtkGDCMPolyDataReader::RequestInformation (
    vtkInformation * vtkNotUsed(request),
    vtkInformationVector ** vtkNotUsed(inputVector),
    vtkInformationVector * outputVector ) [protected]
```

### 10.388.3.8 RequestInformation\_HemodynamicWaveformStorage()

```
int vtkGDCMPolyDataReader::RequestInformation_HemodynamicWaveformStorage (
    gdcM::Reader const & reader ) [protected]
```

### 10.388.3.9 RequestInformation\_RTStructureSetStorage()

```
int vtkGDCMPolyDataReader::RequestInformation_RTStructureSetStorage (
    gdcM::Reader const & reader ) [protected]
```

### 10.388.3.10 vtkGetObjectMacro() [1/2]

```
vtkGDCMPolyDataReader::vtkGetObjectMacro (
    MedicalImageProperties ,
    vtkMedicalImageProperties )
```

### 10.388.3.11 vtkGetObjectMacro() [2/2]

```
vtkGDCMPolyDataReader::vtkGetObjectMacro (
    RTStructSetProperties ,
    vtkRTStructSetProperties )
```

### 10.388.3.12 vtkGetStringMacro()

```
vtkGDCMPolyDataReader::vtkGetStringMacro (
    FileName )
```

### 10.388.3.13 vtkSetStringMacro()

```
vtkGDCMPolyDataReader::vtkSetStringMacro (
    FileName )
```

### 10.388.3.14 vtkTypeMacro()

```
vtkGDCMPolyDataReader::vtkTypeMacro (
    vtkGDCMPolyDataReader ,
    vtkPolyDataAlgorithm )
```



## 10.388.4 Member Data Documentation

### 10.388.4.1 FileName

```
char* vtkGDCMPolyDataReader::FileName [protected]
```

### 10.388.4.2 MedicalImageProperties

```
vtkMedicalImageProperties* vtkGDCMPolyDataReader::MedicalImageProperties [protected]
```

### 10.388.4.3 RTStructSetProperties

```
vtkRTStructSetProperties* vtkGDCMPolyDataReader::RTStructSetProperties [protected]
```

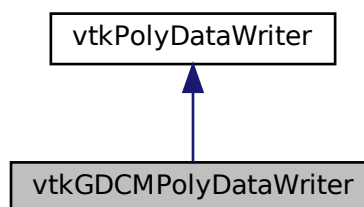
The documentation for this class was generated from the following file:

- [vtkGDCMPolyDataReader.h](#)

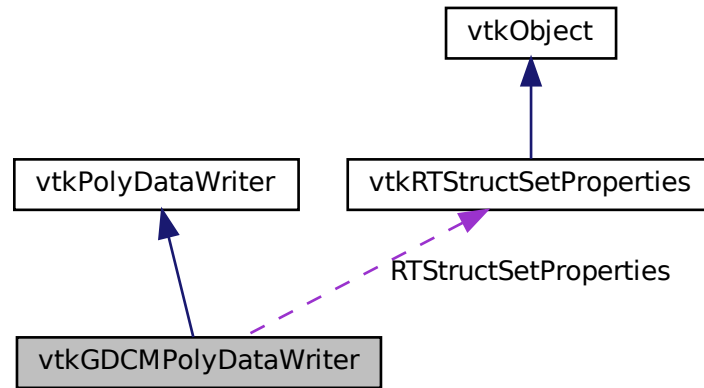
## 10.389 vtkGDCMPolyDataWriter Class Reference

```
#include <vtkGDCMPolyDataWriter.h>
```

Inheritance diagram for vtkGDCMPolyDataWriter:



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)
- [vtkTypeMacro](#) (vtkGDCMPolyDataWriter, vtkPolyDataWriter)

## Static Public Member Functions

- static [vtkGDCMPolyDataWriter \\* New](#) ()

## Protected Member Functions

- [vtkGDCMPolyDataWriter](#) ()
- [~vtkGDCMPolyDataWriter](#) ()
- void [WriteData](#) ()
- void [WriteRTSTRUCTData](#) (gdcm::File &file, int num)
- void [WriteRTSTRUCTInfo](#) (gdcm::File &file)

## Protected Attributes

- vtkMedicalImageProperties \* [MedicalImageProperties](#)
- [vtkRTStructSetProperties](#) \* [RTStructSetProperties](#)

## 10.389.1 Detailed Description

### Examples

[GenerateRTSTRUCT.cxx](#), and [rtstructapp.cxx](#).

## 10.389.2 Constructor & Destructor Documentation

### 10.389.2.1 vtkGDCMPolyDataWriter()

```
vtkGDCMPolyDataWriter::vtkGDCMPolyDataWriter ( ) [protected]
```

### 10.389.2.2 ~vtkGDCMPolyDataWriter()

```
vtkGDCMPolyDataWriter::~vtkGDCMPolyDataWriter ( ) [protected]
```

## 10.389.3 Member Function Documentation

### 10.389.3.1 InitializeRTStructSet()

```
void vtkGDCMPolyDataWriter::InitializeRTStructSet (
    vtkStdString inDirectory,
    vtkStdString inStructLabel,
    vtkStdString inStructName,
    vtkStringArray * inROINames,
    vtkStringArray * inROIAlgorithmName,
    vtkStringArray * inROIType )
```

### Examples

[GenerateRTSTRUCT.cxx](#).

### 10.389.3.2 New()

```
static vtkGDCMPolyDataWriter * vtkGDCMPolyDataWriter::New ( ) [static]
```

#### Examples

[GenerateRTSTRUCT.cxx](#), and [rtstructapp.cxx](#).

### 10.389.3.3 PrintSelf()

```
virtual void vtkGDCMPolyDataWriter::PrintSelf (
    ostream & os,
    vtkIndent indent ) [virtual]
```

### 10.389.3.4 SetMedicalImageProperties()

```
virtual void vtkGDCMPolyDataWriter::SetMedicalImageProperties (
    vtkMedicalImageProperties * pd ) [virtual]
```

#### Examples

[GenerateRTSTRUCT.cxx](#), and [rtstructapp.cxx](#).

### 10.389.3.5 SetNumberOfInputPorts()

```
void vtkGDCMPolyDataWriter::SetNumberOfInputPorts (
    int n )
```

#### Examples

[GenerateRTSTRUCT.cxx](#), and [rtstructapp.cxx](#).

### 10.389.3.6 SetRTStructSetProperties()

```
virtual void vtkGDCMPolyDataWriter::SetRTStructSetProperties (
    vtkRTStructSetProperties * pd ) [virtual]
```

#### Examples

[GenerateRTSTRUCT.cxx](#), and [rtstructapp.cxx](#).

### 10.389.3.7 vtkTypeMacro()

```
vtkGDCMPolyDataWriter::vtkTypeMacro (
    vtkGDCMPolyDataWriter ,
    vtkPolyDataWriter )
```

### 10.389.3.8 WriteData()

```
void vtkGDCMPolyDataWriter::WriteData ( ) [protected]
```

### 10.389.3.9 WriteRTSTRUCTData()

```
void vtkGDCMPolyDataWriter::WriteRTSTRUCTData (
    gdcM::File & file,
    int num ) [protected]
```

### 10.389.3.10 WriteRTSTRUCTInfo()

```
void vtkGDCMPolyDataWriter::WriteRTSTRUCTInfo (
    gdcM::File & file ) [protected]
```

## 10.389.4 Member Data Documentation

### 10.389.4.1 MedicalImageProperties

```
vtkMedicalImageProperties* vtkGDCMPolyDataWriter::MedicalImageProperties [protected]
```

### 10.389.4.2 RTStructSetProperties

```
vtkRTStructSetProperties* vtkGDCMPolyDataWriter::RTStructSetProperties [protected]
```

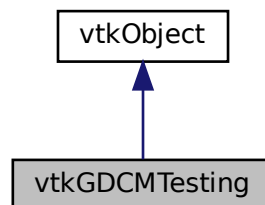
The documentation for this class was generated from the following file:

- [vtkGDCMPolyDataWriter.h](#)

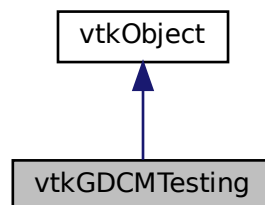
## 10.390 vtkGDCMTesting Class Reference

```
#include <vtkGDCMTesting.h>
```

Inheritance diagram for vtkGDCMTesting:



Collaboration diagram for vtkGDCMTesting:



## Public Types

- typedef const char \*const (\* [MD5MetaImagesType](#))[3]

## Public Member Functions

- void [PrintSelf](#) (ostream &os, vtkIndent indent)
- [vtkTypeMacro](#) ([vtkGDCMTesting](#), vtkObject)

## Static Public Member Functions

- static const char \* [GetGDCMDataRoot](#) ()
- static const char \*const \* [GetMD5MetaImage](#) (unsigned int file)
- static const char \* [GetMHDMD5FromFile](#) (const char \*filepath)
- static unsigned int [GetNumberOfMD5MetaImages](#) ()
- static const char \* [GetRAWMD5FromFile](#) (const char \*filepath)
- static const char \* [GetVTKDataRoot](#) ()
- static [vtkGDCMTesting](#) \* [New](#) ()

## Protected Member Functions

- [vtkGDCMTesting](#) ()
- [~vtkGDCMTesting](#) ()

### 10.390.1 Detailed Description

#### Examples

[HelloActiviz5.cs](#), [HelloVTKWorld2.cs](#), [MetaImageMD5Activiz.cs](#), [ReadSeriesIntoVTK.java](#), and [RefCounting.cs](#).

### 10.390.2 Member Typedef Documentation

#### 10.390.2.1 MD5MetaImagesType

```
typedef const char* const (* vtkGDCMTesting::MD5MetaImagesType) [3]
```

### 10.390.3 Constructor & Destructor Documentation

### 10.390.3.1 vtkGDCMTesting()

```
vtkGDCMTesting::vtkGDCMTesting ( ) [protected]
```

### 10.390.3.2 ~vtkGDCMTesting()

```
vtkGDCMTesting::~~vtkGDCMTesting ( ) [protected]
```

## 10.390.4 Member Function Documentation

### 10.390.4.1 GetGDCMDataRoot()

```
static const char * vtkGDCMTesting::GetGDCMDataRoot ( ) [static]
```

#### Examples

[HelloActiviz5.cs](#), and [ReadSeriesIntoVTK.java](#).

### 10.390.4.2 GetMD5MetaImage()

```
static const char *const * vtkGDCMTesting::GetMD5MetaImage (
    unsigned int file ) [static]
```

### 10.390.4.3 GetMHDMD5FromFile()

```
static const char * vtkGDCMTesting::GetMHDMD5FromFile (
    const char * filepath ) [static]
```

#### Examples

[MetaImageMD5Activiz.cs](#).



#### 10.390.4.4 GetNumberOfMD5MetaImages()

```
static unsigned int vtkGDCMTesting::GetNumberOfMD5MetaImages ( ) [static]
```

#### 10.390.4.5 GetRAWMD5FromFile()

```
static const char * vtkGDCMTesting::GetRAWMD5FromFile (
    const char * filepath ) [static]
```

##### Examples

[MetaImageMD5Activiz.cs](#).

#### 10.390.4.6 GetVTKDataRoot()

```
static const char * vtkGDCMTesting::GetVTKDataRoot ( ) [static]
```

##### Examples

[HelloActiviz5.cs](#), and [HelloVTKWorld2.cs](#).

#### 10.390.4.7 New()

```
static vtkGDCMTesting * vtkGDCMTesting::New ( ) [static]
```

##### Examples

[RefCounting.cs](#).

#### 10.390.4.8 PrintSelf()

```
void vtkGDCMTesting::PrintSelf (
    ostream & os,
    vtkIndent indent )
```

#### 10.390.4.9 vtkTypeMacro()

```
vtkGDCMTesting::vtkTypeMacro (
    vtkGDCMTesting ,
    vtkObject )
```

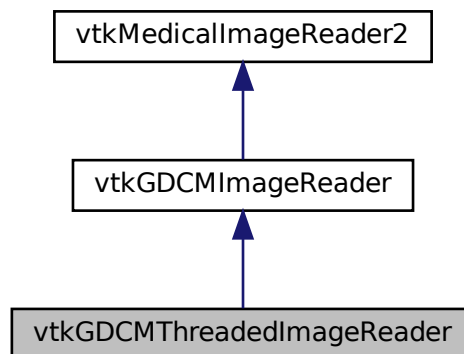
The documentation for this class was generated from the following file:

- [vtkGDCMTesting.h](#)

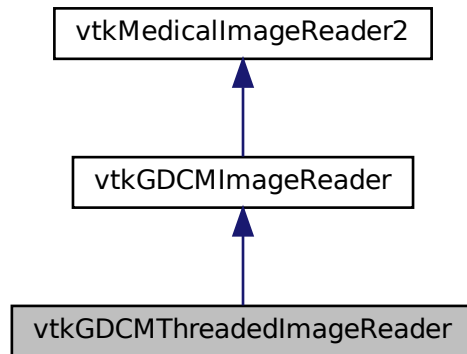
### 10.391 vtkGDCMThreadedImageReader Class Reference

```
#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](#) (Scale, double)
- [vtkSetMacro](#) (Shift, double)
- [vtkSetMacro](#) (UseShiftScale, int)
- [vtkTypeMacro](#) (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

### 10.391.1 Constructor & Destructor Documentation

#### 10.391.1.1 `vtkGDCMThreadedImageReader()`

```
vtkGDCMThreadedImageReader::vtkGDCMThreadedImageReader ( ) [protected]
```

#### 10.391.1.2 `~vtkGDCMThreadedImageReader()`

```
vtkGDCMThreadedImageReader::~~vtkGDCMThreadedImageReader ( ) [protected]
```

### 10.391.2 Member Function Documentation

#### 10.391.2.1 `ExecuteData()`

```
void vtkGDCMThreadedImageReader::ExecuteData (
    vtkDataObject * out ) [protected]
```

#### 10.391.2.2 `ExecuteInformation()`

```
void vtkGDCMThreadedImageReader::ExecuteInformation ( ) [protected]
```

#### 10.391.2.3 `New()`

```
static vtkGDCMThreadedImageReader * vtkGDCMThreadedImageReader::New ( ) [static]
```

#### 10.391.2.4 `PrintSelf()`

```
virtual void vtkGDCMThreadedImageReader::PrintSelf (
    ostream & os,
    vtkIndent indent ) [virtual]
```

Reimplemented from [vtkGDCMImageReader](#).

### 10.391.2.5 ReadFiles()

```
void vtkGDCMThreadedImageReader::ReadFiles (
    unsigned int nfiles,
    const char * filenames[] ) [protected]
```

### 10.391.2.6 RequestDataCompat()

```
void vtkGDCMThreadedImageReader::RequestDataCompat ( ) [protected]
```

### 10.391.2.7 vtkBooleanMacro()

```
vtkGDCMThreadedImageReader::vtkBooleanMacro (
    UseShiftScale ,
    int )
```

### 10.391.2.8 vtkGetMacro()

```
vtkGDCMThreadedImageReader::vtkGetMacro (
    UseShiftScale ,
    int )
```

### 10.391.2.9 vtkSetMacro() [1/3]

```
vtkGDCMThreadedImageReader::vtkSetMacro (
    Scale ,
    double )
```

### 10.391.2.10 vtkSetMacro() [2/3]

```
vtkGDCMThreadedImageReader::vtkSetMacro (
    Shift ,
    double )
```

### 10.391.2.11 `vtkSetMacro()` [3/3]

```
vtkGDCMThreadedImageReader::vtkSetMacro (
    UseShiftScale ,
    int )
```

### 10.391.2.12 `vtkTypeMacro()`

```
vtkGDCMThreadedImageReader::vtkTypeMacro (
    vtkGDCMThreadedImageReader ,
    vtkGDCMImageReader )
```

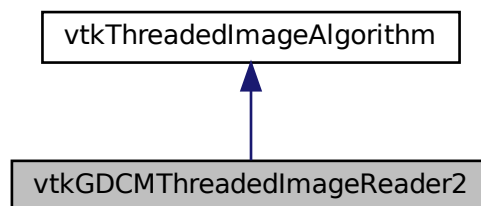
The documentation for this class was generated from the following file:

- [vtkGDCMThreadedImageReader.h](#)

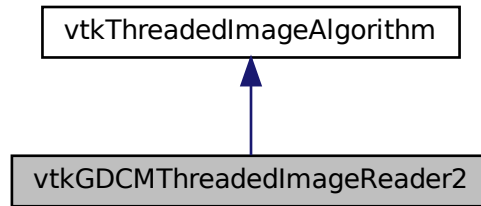
## 10.392 `vtkGDCMThreadedImageReader2` Class Reference

```
#include <vtkGDCMThreadedImageReader2.h>
```

Inheritance diagram for `vtkGDCMThreadedImageReader2`:



Collaboration diagram for vtkGDCMThreadedImageReader2:



## 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](#) (DataScalarType, int)
- [vtkGetMacro](#) (FileLowerLeft, int)
- [vtkGetMacro](#) (LoadOverlays, int)
- [vtkGetMacro](#) (NumberOfOverlays, int)
- [vtkGetMacro](#) (NumberOfScalarComponents, int)
- [vtkGetMacro](#) (Scale, double)
- [vtkGetMacro](#) (Shift, double)
- [vtkGetMacro](#) (UseShiftScale, int)
- [vtkGetObjectMacro](#) (FileNames, vtkStringArray)
- [vtkGetVector3Macro](#) (DataOrigin, double)
- [vtkGetVector3Macro](#) (DataSpacing, double)
- [vtkGetVector6Macro](#) (DataExtent, int)
- [vtkSetMacro](#) (DataScalarType, int)
- [vtkSetMacro](#) (FileLowerLeft, int)
- [vtkSetMacro](#) (LoadOverlays, int)
- [vtkSetMacro](#) (NumberOfScalarComponents, int)
- [vtkSetMacro](#) (Scale, double)
- [vtkSetMacro](#) (Shift, double)
- [vtkSetMacro](#) (UseShiftScale, int)
- [vtkSetVector3Macro](#) (DataOrigin, double)
- [vtkSetVector3Macro](#) (DataSpacing, double)
- [vtkSetVector6Macro](#) (DataExtent, int)
- [vtkTypeMacro](#) ([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)

## 10.392.1 Constructor & Destructor Documentation

### 10.392.1.1 [vtkGDCMThreadedImageReader2\(\)](#)

```
vtkGDCMThreadedImageReader2::vtkGDCMThreadedImageReader2 ( ) [protected]
```

### 10.392.1.2 [~vtkGDCMThreadedImageReader2\(\)](#)

```
vtkGDCMThreadedImageReader2::~~vtkGDCMThreadedImageReader2 ( ) [protected]
```

## 10.392.2 Member Function Documentation

### 10.392.2.1 [GetFileName\(\)](#)

```
virtual const char * vtkGDCMThreadedImageReader2::GetFileName (
    int i = 0 ) [virtual]
```

### 10.392.2.2 [New\(\)](#)

```
static vtkGDCMThreadedImageReader2 * vtkGDCMThreadedImageReader2::New ( ) [static]
```



### 10.392.2.3 PrintSelf()

```
virtual void vtkGDCMThreadedImageReader2::PrintSelf (
    ostream & os,
    vtkIndent indent ) [virtual]
```

### 10.392.2.4 RequestInformation()

```
int vtkGDCMThreadedImageReader2::RequestInformation (
    vtkInformation * request,
    vtkInformationVector ** inputVector,
    vtkInformationVector * outputVector ) [protected]
```

### 10.392.2.5 SetFileName()

```
virtual void vtkGDCMThreadedImageReader2::SetFileName (
    const char * filename ) [virtual]
```

### 10.392.2.6 SetFileNames()

```
virtual void vtkGDCMThreadedImageReader2::SetFileNames (
    vtkStringArray * ) [virtual]
```

### 10.392.2.7 SplitExtent()

```
int vtkGDCMThreadedImageReader2::SplitExtent (
    int splitExt[6],
    int startExt[6],
    int num,
    int total )
```

### 10.392.2.8 ThreadedRequestData()

```
void vtkGDCMThreadedImageReader2::ThreadedRequestData (
    vtkInformation * request,
    vtkInformationVector ** inputVector,
    vtkInformationVector * outputVector,
    vtkImageData *** inData,
    vtkImageData ** outData,
    int outExt[6],
    int id ) [protected]
```

### 10.392.2.9 vtkBooleanMacro() [1/3]

```
vtkGDCMThreadedImageReader2::vtkBooleanMacro (
    FileLowerLeft ,
    int )
```

### 10.392.2.10 vtkBooleanMacro() [2/3]

```
vtkGDCMThreadedImageReader2::vtkBooleanMacro (
    LoadOverlays ,
    int )
```

### 10.392.2.11 vtkBooleanMacro() [3/3]

```
vtkGDCMThreadedImageReader2::vtkBooleanMacro (
    UseShiftScale ,
    int )
```

### 10.392.2.12 vtkGetMacro() [1/8]

```
vtkGDCMThreadedImageReader2::vtkGetMacro (
    DataScalarType ,
    int )
```

**10.392.2.13 vtkGetMacro()** [2/8]

```
vtkGDCMThreadedImageReader2::vtkGetMacro (
    FileLowerLeft ,
    int )
```

**10.392.2.14 vtkGetMacro()** [3/8]

```
vtkGDCMThreadedImageReader2::vtkGetMacro (
    LoadOverlays ,
    int )
```

**10.392.2.15 vtkGetMacro()** [4/8]

```
vtkGDCMThreadedImageReader2::vtkGetMacro (
    NumberOfOverlays ,
    int )
```

**10.392.2.16 vtkGetMacro()** [5/8]

```
vtkGDCMThreadedImageReader2::vtkGetMacro (
    NumberOfScalarComponents ,
    int )
```

**10.392.2.17 vtkGetMacro()** [6/8]

```
vtkGDCMThreadedImageReader2::vtkGetMacro (
    Scale ,
    double )
```

**10.392.2.18 vtkGetMacro()** [7/8]

```
vtkGDCMThreadedImageReader2::vtkGetMacro (
    Shift ,
    double )
```

**10.392.2.19 vtkGetMacro() [8/8]**

```
vtkGDCMThreadedImageReader2::vtkGetMacro (
    UseShiftScale ,
    int )
```

**10.392.2.20 vtkGetObjectMacro()**

```
vtkGDCMThreadedImageReader2::vtkGetObjectMacro (
    FileNames ,
    vtkStringArray )
```

**10.392.2.21 vtkGetVector3Macro() [1/2]**

```
vtkGDCMThreadedImageReader2::vtkGetVector3Macro (
    DataOrigin ,
    double )
```

**10.392.2.22 vtkGetVector3Macro() [2/2]**

```
vtkGDCMThreadedImageReader2::vtkGetVector3Macro (
    DataSpacing ,
    double )
```

**10.392.2.23 vtkGetVector6Macro()**

```
vtkGDCMThreadedImageReader2::vtkGetVector6Macro (
    DataExtent ,
    int )
```

**10.392.2.24 vtkSetMacro() [1/7]**

```
vtkGDCMThreadedImageReader2::vtkSetMacro (
    DataScalarType ,
    int )
```

**10.392.2.25 vtkSetMacro()** [2/7]

```
vtkGDCMThreadedImageReader2::vtkSetMacro (
    FileLowerLeft ,
    int )
```

**10.392.2.26 vtkSetMacro()** [3/7]

```
vtkGDCMThreadedImageReader2::vtkSetMacro (
    LoadOverlays ,
    int )
```

**10.392.2.27 vtkSetMacro()** [4/7]

```
vtkGDCMThreadedImageReader2::vtkSetMacro (
    NumberOfScalarComponents ,
    int )
```

**10.392.2.28 vtkSetMacro()** [5/7]

```
vtkGDCMThreadedImageReader2::vtkSetMacro (
    Scale ,
    double )
```

**10.392.2.29 vtkSetMacro()** [6/7]

```
vtkGDCMThreadedImageReader2::vtkSetMacro (
    Shift ,
    double )
```

**10.392.2.30 vtkSetMacro()** [7/7]

```
vtkGDCMThreadedImageReader2::vtkSetMacro (
    UseShiftScale ,
    int )
```

**10.392.2.31 vtkSetVector3Macro()** [1/2]

```
vtkGDCMThreadedImageReader2::vtkSetVector3Macro (
    DataOrigin ,
    double )
```

**10.392.2.32 vtkSetVector3Macro()** [2/2]

```
vtkGDCMThreadedImageReader2::vtkSetVector3Macro (
    DataSpacing ,
    double )
```

**10.392.2.33 vtkSetVector6Macro()**

```
vtkGDCMThreadedImageReader2::vtkSetVector6Macro (
    DataExtent ,
    int )
```

**10.392.2.34 vtkTypeMacro()**

```
vtkGDCMThreadedImageReader2::vtkTypeMacro (
    vtkGDCMThreadedImageReader2 ,
    vtkThreadedImageAlgorithm )
```

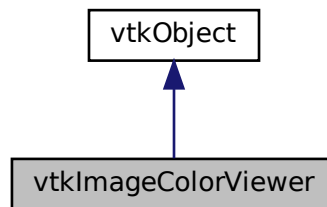
The documentation for this class was generated from the following file:

- [vtkGDCMThreadedImageReader2.h](#)

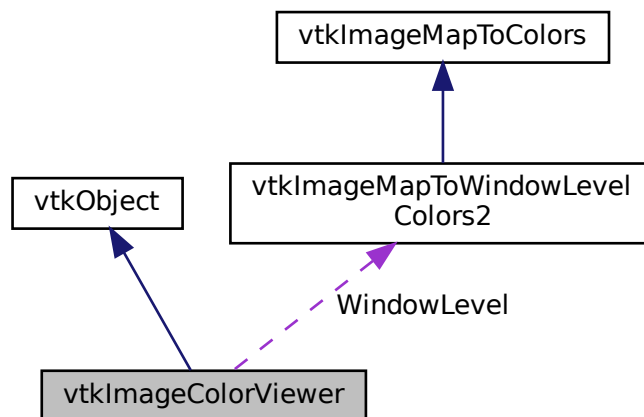
## 10.393 vtkImageColorViewer Class Reference

```
#include <vtkImageColorViewer.h>
```

Inheritance diagram for vtkImageColorViewer:



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 int \* [GetSliceRange](#) ()
- virtual void [GetSliceRange](#) (int &min, int &max)
- virtual void [GetSliceRange](#) (int range[2])
- 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 GetWholeZMax())
- [VTK\\_LEGACY](#) (int GetWholeZMin())
- [VTK\\_LEGACY](#) (int GetZSlice())
- [VTK\\_LEGACY](#) (void SetZSlice(int))
- [vtkBooleanMacro](#) (OffScreenRendering, int)
- [vtkGetMacro](#) (Slice, int)
- [vtkGetMacro](#) (SliceOrientation, int)
- [vtkGetObjectMacro](#) (ImageActor, vtkImageActor)
- [vtkGetObjectMacro](#) (InteractorStyle, vtkInteractorStyleImage)
- [vtkGetObjectMacro](#) (Renderer, vtkRenderer)
- [vtkGetObjectMacro](#) (RenderWindow, vtkRenderWindow)
- [vtkGetObjectMacro](#) (WindowLevel, vtkImageMapToWindowLevelColors2)
- [vtkTypeMacro](#) (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](#)

## Friends

- class [vtkImageColorViewerCallback](#)

### 10.393.1 Detailed Description

#### Examples

[gdcmrtionplan.cxx](#), and [gdcmrtplan.cxx](#).

### 10.393.2 Member Enumeration Documentation

#### 10.393.2.1 anonymous enum

anonymous enum

## Enumerator

SLICE_ORIENTATION_YZ	
SLICE_ORIENTATION_XZ	
SLICE_ORIENTATION_XY	

### 10.393.3 Constructor & Destructor Documentation

#### 10.393.3.1 vtkImageColorViewer()

```
vtkImageColorViewer::vtkImageColorViewer ( ) [protected]
```

#### 10.393.3.2 ~vtkImageColorViewer()

```
vtkImageColorViewer::~~vtkImageColorViewer ( ) [protected]
```

### 10.393.4 Member Function Documentation

#### 10.393.4.1 AddInput()

```
virtual void vtkImageColorViewer::AddInput (
    vtkImageData * input ) [virtual]
```

#### 10.393.4.2 AddInputConnection()

```
virtual void vtkImageColorViewer::AddInputConnection (
    vtkAlgorithmOutput * input ) [virtual]
```

**10.393.4.3 GetColorLevel()**

```
virtual double vtkImageColorViewer::GetColorLevel ( ) [virtual]
```

**10.393.4.4 GetColorWindow()**

```
virtual double vtkImageColorViewer::GetColorWindow ( ) [virtual]
```

**10.393.4.5 GetInput()**

```
virtual vtkImageData * vtkImageColorViewer::GetInput ( ) [virtual]
```

**10.393.4.6 GetOffScreenRendering()**

```
virtual int vtkImageColorViewer::GetOffScreenRendering ( ) [virtual]
```

**10.393.4.7 GetOverlayVisibility()**

```
double vtkImageColorViewer::GetOverlayVisibility ( )
```

**10.393.4.8 GetPosition()**

```
virtual int * vtkImageColorViewer::GetPosition ( ) [virtual]
```

**10.393.4.9 GetSize()**

```
virtual int * vtkImageColorViewer::GetSize ( ) [virtual]
```

**10.393.4.10 GetSliceMax()**

```
virtual int vtkImageColorViewer::GetSliceMax ( ) [virtual]
```

**10.393.4.11 GetSliceMin()**

```
virtual int vtkImageColorViewer::GetSliceMin ( ) [virtual]
```

**10.393.4.12 GetSliceRange() [1/3]**

```
virtual int * vtkImageColorViewer::GetSliceRange ( ) [virtual]
```

**10.393.4.13 GetSliceRange() [2/3]**

```
virtual void vtkImageColorViewer::GetSliceRange (
    int & min,
    int & max ) [virtual]
```

**10.393.4.14 GetSliceRange() [3/3]**

```
virtual void vtkImageColorViewer::GetSliceRange (
    int range[2] ) [inline], [virtual]
```

**10.393.4.15 GetWindowName()**

```
virtual const char * vtkImageColorViewer::GetWindowName ( ) [virtual]
```

**10.393.4.16 InstallPipeline()**

```
virtual void vtkImageColorViewer::InstallPipeline ( ) [protected], [virtual]
```

#### 10.393.4.17 New()

```
static vtkImageColorViewer * vtkImageColorViewer::New ( ) [static]
```

##### Examples

[gdcmr tionplan.cxx](#), and [gdcmr tplan.cxx](#).

#### 10.393.4.18 PrintSelf()

```
void vtkImageColorViewer::PrintSelf (
    ostream & os,
    vtkIndent indent )
```

#### 10.393.4.19 Render()

```
virtual void vtkImageColorViewer::Render (
    void ) [virtual]
```

##### Examples

[gdcmr tionplan.cxx](#), and [gdcmr tplan.cxx](#).

#### 10.393.4.20 SetColorLevel()

```
virtual void vtkImageColorViewer::SetColorLevel (
    double s ) [virtual]
```

#### 10.393.4.21 SetColorWindow()

```
virtual void vtkImageColorViewer::SetColorWindow (
    double s ) [virtual]
```

**10.393.4.22 SetDisplayId()**

```
virtual void vtkImageColorViewer::SetDisplayId (
    void * a ) [virtual]
```

**10.393.4.23 SetInput()**

```
virtual void vtkImageColorViewer::SetInput (
    vtkImageData * in ) [virtual]
```

**Examples**

[gdcmrptionplan.cxx](#), and [gdcmrtpplan.cxx](#).

**10.393.4.24 SetInputConnection()**

```
virtual void vtkImageColorViewer::SetInputConnection (
    vtkAlgorithmOutput * input ) [virtual]
```

**10.393.4.25 SetOffScreenRendering()**

```
virtual void vtkImageColorViewer::SetOffScreenRendering (
    int ) [virtual]
```

**10.393.4.26 SetOverlayVisibility()**

```
void vtkImageColorViewer::SetOverlayVisibility (
    double vis )
```

**10.393.4.27 SetParentId()**

```
virtual void vtkImageColorViewer::SetParentId (
    void * a ) [virtual]
```

**10.393.4.28 SetPosition() [1/2]**

```
virtual void vtkImageColorViewer::SetPosition (
    int a,
    int b ) [virtual]
```

**10.393.4.29 SetPosition() [2/2]**

```
virtual void vtkImageColorViewer::SetPosition (
    int a[2] ) [inline], [virtual]
```

References [SetPosition\(\)](#).

Referenced by [SetPosition\(\)](#).

**10.393.4.30 SetRenderer()**

```
virtual void vtkImageColorViewer::SetRenderer (
    vtkRenderer * arg ) [virtual]
```

**10.393.4.31 SetRenderWindow()**

```
virtual void vtkImageColorViewer::SetRenderWindow (
    vtkRenderWindow * arg ) [virtual]
```

**10.393.4.32 SetSize() [1/2]**

```
virtual void vtkImageColorViewer::SetSize (
    int a,
    int b ) [virtual]
```

**Examples**

[gdcmrtionplan.cxx](#), and [gdcmrtplan.cxx](#).

**10.393.4.33 SetSize() [2/2]**

```
virtual void vtkImageColorViewer::SetSize (
    int a[2] ) [inline], [virtual]
```

References [SetSize\(\)](#).

Referenced by [SetSize\(\)](#).

**10.393.4.34 SetSlice()**

```
virtual void vtkImageColorViewer::SetSlice (
    int s ) [virtual]
```

**10.393.4.35 SetSliceOrientation()**

```
virtual void vtkImageColorViewer::SetSliceOrientation (
    int orientation ) [virtual]
```

**10.393.4.36 SetSliceOrientationToXY()**

```
virtual void vtkImageColorViewer::SetSliceOrientationToXY ( ) [inline], [virtual]
```

References [SLICE\\_ORIENTATION\\_XY](#).

**10.393.4.37 SetSliceOrientationToXZ()**

```
virtual void vtkImageColorViewer::SetSliceOrientationToXZ ( ) [inline], [virtual]
```

References [SLICE\\_ORIENTATION\\_XZ](#).

**10.393.4.38 SetSliceOrientationToYZ()**

```
virtual void vtkImageColorViewer::SetSliceOrientationToYZ ( ) [inline], [virtual]
```

References [SLICE\\_ORIENTATION\\_YZ](#).



#### 10.393.4.39 SetupInteractor()

```
virtual void vtkImageColorViewer::SetupInteractor (
    vtkRenderWindowInteractor * ) [virtual]
```

##### Examples

[gdcmrptionplan.cxx](#), and [gdcmrtpian.cxx](#).

#### 10.393.4.40 SetWindowId()

```
virtual void vtkImageColorViewer::SetWindowId (
    void * a ) [virtual]
```

#### 10.393.4.41 UnInstallPipeline()

```
virtual void vtkImageColorViewer::UnInstallPipeline ( ) [protected], [virtual]
```

#### 10.393.4.42 UpdateDisplayExtent()

```
virtual void vtkImageColorViewer::UpdateDisplayExtent ( ) [virtual]
```

#### 10.393.4.43 UpdateOrientation()

```
virtual void vtkImageColorViewer::UpdateOrientation ( ) [protected], [virtual]
```

#### 10.393.4.44 VTK\_LEGACY() [1/4]

```
vtkImageColorViewer::VTK_LEGACY (
    int GetWholeZMax() )
```

**10.393.4.45 VTK\_LEGACY() [2/4]**

```
vtkImageColorViewer::VTK_LEGACY (
    int  GetWholeZMin() )
```

**10.393.4.46 VTK\_LEGACY() [3/4]**

```
vtkImageColorViewer::VTK_LEGACY (
    int  GetZSlice() )
```

**10.393.4.47 VTK\_LEGACY() [4/4]**

```
vtkImageColorViewer::VTK_LEGACY (
    void  SetZSlice(int) )
```

**10.393.4.48 vtkBooleanMacro()**

```
vtkImageColorViewer::vtkBooleanMacro (
    OffScreenRendering ,
    int )
```

**10.393.4.49 vtkGetMacro() [1/2]**

```
vtkImageColorViewer::vtkGetMacro (
    Slice ,
    int )
```

**10.393.4.50 vtkGetMacro() [2/2]**

```
vtkImageColorViewer::vtkGetMacro (
    SliceOrientation ,
    int )
```

**10.393.4.51 vtkGetObjectMacro() [1/5]**

```
vtkImageColorViewer::vtkGetObjectMacro (
    ImageActor ,
    vtkImageActor )
```

**10.393.4.52 vtkGetObjectMacro() [2/5]**

```
vtkImageColorViewer::vtkGetObjectMacro (
    InteractorStyle ,
    vtkInteractorStyleImage )
```

**10.393.4.53 vtkGetObjectMacro() [3/5]**

```
vtkImageColorViewer::vtkGetObjectMacro (
    Renderer ,
    vtkRenderer )
```

**10.393.4.54 vtkGetObjectMacro() [4/5]**

```
vtkImageColorViewer::vtkGetObjectMacro (
    RenderWindow ,
    vtkRenderWindow )
```

**10.393.4.55 vtkGetObjectMacro() [5/5]**

```
vtkImageColorViewer::vtkGetObjectMacro (
    WindowLevel ,
    vtkImageMapToWindowLevelColors2 )
```

**10.393.4.56 vtkTypeMacro()**

```
vtkImageColorViewer::vtkTypeMacro (
    vtkImageColorViewer ,
    vtkObject )
```

## 10.393.5 Friends And Related Function Documentation

### 10.393.5.1 vtkImageColorViewerCallback

```
friend class vtkImageColorViewerCallback [friend]
```

## 10.393.6 Member Data Documentation

### 10.393.6.1 FirstRender

```
int vtkImageColorViewer::FirstRender [protected]
```

### 10.393.6.2 ImageActor

```
vtkImageActor* vtkImageColorViewer::ImageActor [protected]
```

### 10.393.6.3 Interactor

```
vtkRenderWindowInteractor* vtkImageColorViewer::Interactor [protected]
```

### 10.393.6.4 InteractorStyle

```
vtkInteractorStyleImage* vtkImageColorViewer::InteractorStyle [protected]
```

### 10.393.6.5 OverlayImageActor

```
vtkImageActor* vtkImageColorViewer::OverlayImageActor [protected]
```

### 10.393.6.6 Renderer

```
vtkRenderer* vtkImageColorViewer::Renderer [protected]
```

### 10.393.6.7 RenderWindow

```
vtkRenderWindow* vtkImageColorViewer::RenderWindow [protected]
```

### 10.393.6.8 Slice

```
int vtkImageColorViewer::Slice [protected]
```

### 10.393.6.9 SliceOrientation

```
int vtkImageColorViewer::SliceOrientation [protected]
```

### 10.393.6.10 WindowLevel

```
vtkImageMapToWindowLevelColors2* vtkImageColorViewer::WindowLevel [protected]
```

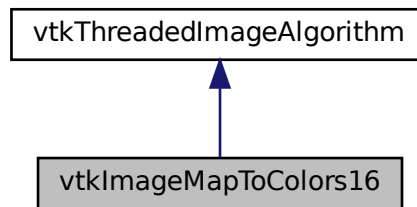
The documentation for this class was generated from the following file:

- [vtkImageColorViewer.h](#)

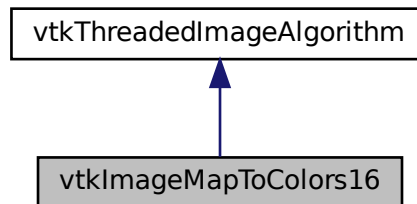
## 10.394 vtkImageMapToColors16 Class Reference

```
#include <vtkImageMapToColors16.h>
```

Inheritance diagram for vtkImageMapToColors16:



Collaboration diagram for vtkImageMapToColors16:



### 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](#) ([ActiveComponent](#), int)
- [vtkGetMacro](#) ([OutputFormat](#), int)

- [vtkGetMacro](#) ([PassAlphaToOutput](#), int)
- [vtkGetObjectMacro](#) ([LookupTable](#), vtkScalarsToColors)
- [vtkSetMacro](#) ([ActiveComponent](#), int)
- [vtkSetMacro](#) ([OutputFormat](#), int)
- [vtkSetMacro](#) ([PassAlphaToOutput](#), int)
- [vtkTypeMacro](#) ([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](#)

## 10.394.1 Constructor & Destructor Documentation

### 10.394.1.1 vtkImageMapToColors16()

```
vtkImageMapToColors16::vtkImageMapToColors16 ( ) [protected]
```

### 10.394.1.2 ~vtkImageMapToColors16()

```
vtkImageMapToColors16::~~vtkImageMapToColors16 ( ) [protected]
```

## 10.394.2 Member Function Documentation

### 10.394.2.1 GetMTime()

```
virtual unsigned long vtkImageMapToColors16::GetMTime ( ) [virtual]
```

### 10.394.2.2 New()

```
static vtkImageMapToColors16 * vtkImageMapToColors16::New ( ) [static]
```

### 10.394.2.3 PrintSelf()

```
void vtkImageMapToColors16::PrintSelf (
    ostream & os,
    vtkIndent indent )
```

### 10.394.2.4 RequestData()

```
virtual int vtkImageMapToColors16::RequestData (
    vtkInformation * request,
    vtkInformationVector ** inputVector,
    vtkInformationVector * outputVector ) [protected], [virtual]
```

### 10.394.2.5 RequestInformation()

```
virtual int vtkImageMapToColors16::RequestInformation (
    vtkInformation * ,
    vtkInformationVector ** ,
    vtkInformationVector * ) [protected], [virtual]
```



### 10.394.2.6 SetLookupTable()

```
virtual void vtkImageMapToColors16::SetLookupTable (
    vtkScalarsToColors * ) [virtual]
```

### 10.394.2.7 SetOutputFormatToLuminance()

```
void vtkImageMapToColors16::SetOutputFormatToLuminance ( ) [inline]
```

### 10.394.2.8 SetOutputFormatToLuminanceAlpha()

```
void vtkImageMapToColors16::SetOutputFormatToLuminanceAlpha ( ) [inline]
```

### 10.394.2.9 SetOutputFormatToRGB()

```
void vtkImageMapToColors16::SetOutputFormatToRGB ( ) [inline]
```

### 10.394.2.10 SetOutputFormatToRGBA()

```
void vtkImageMapToColors16::SetOutputFormatToRGBA ( ) [inline]
```

### 10.394.2.11 ThreadedRequestData()

```
void vtkImageMapToColors16::ThreadedRequestData (
    vtkInformation * request,
    vtkInformationVector ** inputVector,
    vtkInformationVector * outputVector,
    vtkImageData *** inData,
    vtkImageData ** outData,
    int extent[6],
    int id ) [protected]
```

**10.394.2.12 vtkBooleanMacro()**

```
vtkImageMapToColors16::vtkBooleanMacro (
    PassAlphaToOutput ,
    int )
```

**10.394.2.13 vtkGetMacro() [1/3]**

```
vtkImageMapToColors16::vtkGetMacro (
    ActiveComponent ,
    int )
```

**10.394.2.14 vtkGetMacro() [2/3]**

```
vtkImageMapToColors16::vtkGetMacro (
    OutputFormat ,
    int )
```

**10.394.2.15 vtkGetMacro() [3/3]**

```
vtkImageMapToColors16::vtkGetMacro (
    PassAlphaToOutput ,
    int )
```

**10.394.2.16 vtkGetObjectMacro()**

```
vtkImageMapToColors16::vtkGetObjectMacro (
    LookupTable ,
    vtkScalarsToColors )
```

**10.394.2.17 vtkSetMacro() [1/3]**

```
vtkImageMapToColors16::vtkSetMacro (
    ActiveComponent ,
    int )
```

**10.394.2.18 vtkSetMacro() [2/3]**

```
vtkImageMapToColors16::vtkSetMacro (
    OutputFormat ,
    int )
```

**10.394.2.19 vtkSetMacro() [3/3]**

```
vtkImageMapToColors16::vtkSetMacro (
    PassAlphaToOutput ,
    int )
```

**10.394.2.20 vtkTypeMacro()**

```
vtkImageMapToColors16::vtkTypeMacro (
    vtkImageMapToColors16 ,
    vtkThreadedImageAlgorithm )
```

**10.394.3 Member Data Documentation****10.394.3.1 ActiveComponent**

```
int vtkImageMapToColors16::ActiveComponent [protected]
```

**10.394.3.2 DataWasPassed**

```
int vtkImageMapToColors16::DataWasPassed [protected]
```

**10.394.3.3 LookupTable**

```
vtkScalarsToColors* vtkImageMapToColors16::LookupTable [protected]
```

#### 10.394.3.4 OutputFormat

```
int vtkImageMapToColors16::OutputFormat [protected]
```

#### 10.394.3.5 PassAlphaToOutput

```
int vtkImageMapToColors16::PassAlphaToOutput [protected]
```

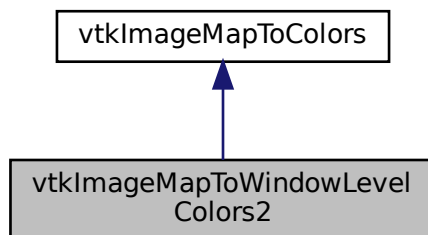
The documentation for this class was generated from the following file:

- [vtkImageMapToColors16.h](#)

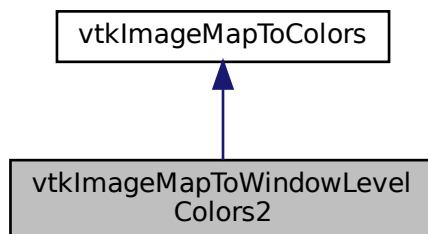
### 10.395 vtkImageMapToWindowLevelColors2 Class Reference

```
#include <vtkImageMapToWindowLevelColors2.h>
```

Inheritance diagram for vtkImageMapToWindowLevelColors2:



Collaboration diagram for vtkImageMapToWindowLevelColors2:



## Public Member Functions

- void [PrintSelf](#) (ostream &os, vtkIndent indent)
- [vtkGetMacro](#) ([Level](#), double)
- [vtkGetMacro](#) ([Window](#), double)
- [vtkSetMacro](#) ([Level](#), double)
- [vtkSetMacro](#) ([Window](#), double)
- [vtkTypeMacro](#) ([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](#)

## 10.395.1 Constructor & Destructor Documentation

### 10.395.1.1 [vtkImageMapToWindowLevelColors2\(\)](#)

```
vtkImageMapToWindowLevelColors2::vtkImageMapToWindowLevelColors2 ( ) [protected]
```

### 10.395.1.2 [~vtkImageMapToWindowLevelColors2\(\)](#)

```
vtkImageMapToWindowLevelColors2::~~vtkImageMapToWindowLevelColors2 ( ) [protected]
```

## 10.395.2 Member Function Documentation

### 10.395.2.1 New()

```
static vtkImageMapToWindowLevelColors2 * vtkImageMapToWindowLevelColors2::New ( ) [static]
```

### 10.395.2.2 PrintSelf()

```
void vtkImageMapToWindowLevelColors2::PrintSelf (
    ostream & os,
    vtkIndent indent )
```

### 10.395.2.3 RequestData()

```
virtual int vtkImageMapToWindowLevelColors2::RequestData (
    vtkInformation * request,
    vtkInformationVector ** inputVector,
    vtkInformationVector * outputVector ) [protected], [virtual]
```

### 10.395.2.4 RequestInformation()

```
virtual int vtkImageMapToWindowLevelColors2::RequestInformation (
    vtkInformation * ,
    vtkInformationVector ** ,
    vtkInformationVector * ) [protected], [virtual]
```

### 10.395.2.5 ThreadedRequestData()

```
void vtkImageMapToWindowLevelColors2::ThreadedRequestData (
    vtkInformation * request,
    vtkInformationVector ** inputVector,
    vtkInformationVector * outputVector,
    vtkImageData *** inData,
    vtkImageData ** outData,
    int extent[6],
    int id ) [protected]
```

**10.395.2.6 vtkGetMacro() [1/2]**

```
vtkImageMapToWindowLevelColors2::vtkGetMacro (
    Level ,
    double )
```

**10.395.2.7 vtkGetMacro() [2/2]**

```
vtkImageMapToWindowLevelColors2::vtkGetMacro (
    Window ,
    double )
```

**10.395.2.8 vtkSetMacro() [1/2]**

```
vtkImageMapToWindowLevelColors2::vtkSetMacro (
    Level ,
    double )
```

**10.395.2.9 vtkSetMacro() [2/2]**

```
vtkImageMapToWindowLevelColors2::vtkSetMacro (
    Window ,
    double )
```

**10.395.2.10 vtkTypeMacro()**

```
vtkImageMapToWindowLevelColors2::vtkTypeMacro (
    vtkImageMapToWindowLevelColors2 ,
    vtkImageMapToColors )
```

**10.395.3 Member Data Documentation**

### 10.395.3.1 Level

```
double vtkImageMapToWindowLevelColors2::Level [protected]
```

### 10.395.3.2 Window

```
double vtkImageMapToWindowLevelColors2::Window [protected]
```

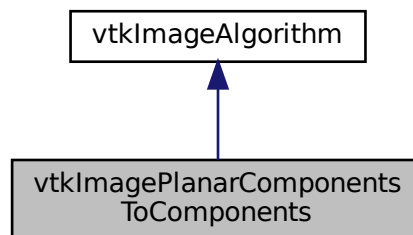
The documentation for this class was generated from the following file:

- [vtkImageMapToWindowLevelColors2.h](#)

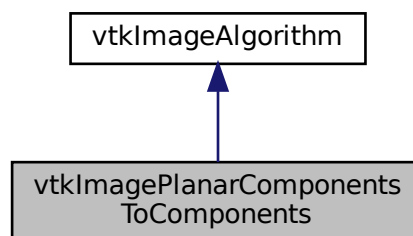
## 10.396 vtkImagePlanarComponentsToComponents Class Reference

```
#include <vtkImagePlanarComponentsToComponents.h>
```

Inheritance diagram for vtkImagePlanarComponentsToComponents:



Collaboration diagram for vtkImagePlanarComponentsToComponents:





## Public Member Functions

- void [PrintSelf](#) (ostream &os, vtkIndent indent)
- [vtkTypeMacro](#) ([vtkImagePlanarComponentsToComponents](#), vtkImageAlgorithm)

## Static Public Member Functions

- static [vtkImagePlanarComponentsToComponents](#) \* [New](#) ()

## Protected Member Functions

- [vtkImagePlanarComponentsToComponents](#) ()
- [~vtkImagePlanarComponentsToComponents](#) ()
- virtual int [RequestData](#) (vtkInformation \*, vtkInformationVector \*\*, vtkInformationVector \*)

## 10.396.1 Constructor & Destructor Documentation

### 10.396.1.1 [vtkImagePlanarComponentsToComponents\(\)](#)

```
vtkImagePlanarComponentsToComponents::vtkImagePlanarComponentsToComponents ( ) [protected]
```

### 10.396.1.2 [~vtkImagePlanarComponentsToComponents\(\)](#)

```
vtkImagePlanarComponentsToComponents::~~vtkImagePlanarComponentsToComponents ( ) [inline], [protected]
```

## 10.396.2 Member Function Documentation

### 10.396.2.1 [New\(\)](#)

```
static vtkImagePlanarComponentsToComponents * vtkImagePlanarComponentsToComponents::New ( ) [static]
```

### 10.396.2.2 PrintSelf()

```
void vtkImagePlanarComponentsToComponents::PrintSelf (
    ostream & os,
    vtkIndent indent )
```

### 10.396.2.3 RequestData()

```
virtual int vtkImagePlanarComponentsToComponents::RequestData (
    vtkInformation * ,
    vtkInformationVector ** ,
    vtkInformationVector * ) [protected], [virtual]
```

### 10.396.2.4 vtkTypeMacro()

```
vtkImagePlanarComponentsToComponents::vtkTypeMacro (
    vtkImagePlanarComponentsToComponents ,
    vtkImageAlgorithm )
```

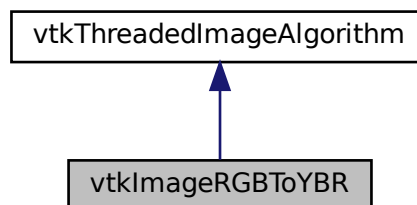
The documentation for this class was generated from the following file:

- [vtkImagePlanarComponentsToComponents.h](#)

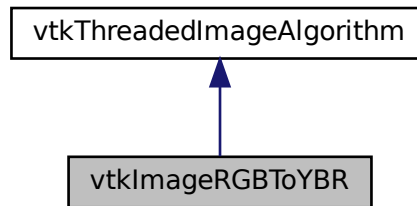
## 10.397 vtkImageRGBToYBR Class Reference

```
#include <vtkImageRGBToYBR.h>
```

Inheritance diagram for vtkImageRGBToYBR:



Collaboration diagram for vtkImageRGBToYBR:



## Public Member Functions

- void [PrintSelf](#) (ostream &os, vtkIndent indent)
- [vtkTypeMacro](#) ([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)

## 10.397.1 Constructor & Destructor Documentation

### 10.397.1.1 vtkImageRGBToYBR()

```
vtkImageRGBToYBR::vtkImageRGBToYBR ( ) [protected]
```

### 10.397.1.2 ~vtkImageRGBToYBR()

```
vtkImageRGBToYBR::~~vtkImageRGBToYBR ( ) [inline], [protected]
```

## 10.397.2 Member Function Documentation

### 10.397.2.1 New()

```
static vtkImageRGBToYBR * vtkImageRGBToYBR::New ( ) [static]
```

### 10.397.2.2 PrintSelf()

```
void vtkImageRGBToYBR::PrintSelf (
    ostream & os,
    vtkIndent indent )
```

### 10.397.2.3 ThreadedExecute()

```
void vtkImageRGBToYBR::ThreadedExecute (
    vtkImageData * inData,
    vtkImageData * outData,
    int ext[6],
    int id ) [protected]
```

### 10.397.2.4 vtkTypeMacro()

```
vtkImageRGBToYBR::vtkTypeMacro (
    vtkImageRGBToYBR ,
    vtkThreadedImageAlgorithm )
```

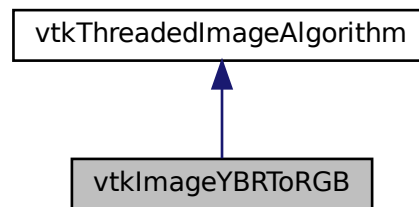
The documentation for this class was generated from the following file:

- [vtkImageRGBToYBR.h](#)

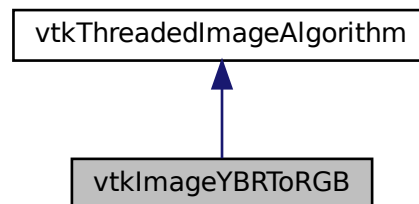
## 10.398 vtkImageYBRToRGB Class Reference

```
#include <vtkImageYBRToRGB.h>
```

Inheritance diagram for vtkImageYBRToRGB:



Collaboration diagram for vtkImageYBRToRGB:



### Public Member Functions

- void [PrintSelf](#) (ostream &os, vtkIndent indent)
- [vtkTypeMacro](#) ([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)

## 10.398.1 Constructor & Destructor Documentation

### 10.398.1.1 vtkImageYBRToRGB()

```
vtkImageYBRToRGB::vtkImageYBRToRGB ( ) [protected]
```

### 10.398.1.2 ~vtkImageYBRToRGB()

```
vtkImageYBRToRGB::~~vtkImageYBRToRGB ( ) [inline], [protected]
```

## 10.398.2 Member Function Documentation

### 10.398.2.1 New()

```
static vtkImageYBRToRGB * vtkImageYBRToRGB::New ( ) [static]
```

### 10.398.2.2 PrintSelf()

```
void vtkImageYBRToRGB::PrintSelf (
    ostream & os,
    vtkIndent indent )
```

### 10.398.2.3 ThreadedExecute()

```
void vtkImageYBRToRGB::ThreadedExecute (
    vtkImageData * inData,
    vtkImageData * outData,
    int ext[6],
    int id ) [protected]
```

### 10.398.2.4 vtkTypeMacro()

```
vtkImageYBRToRGB::vtkTypeMacro (
    vtkImageYBRToRGB ,
    vtkThreadedImageAlgorithm )
```

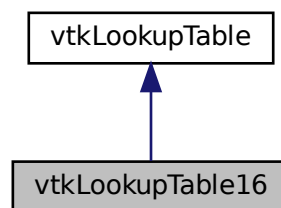
The documentation for this class was generated from the following file:

- [vtkImageYBRToRGB.h](#)

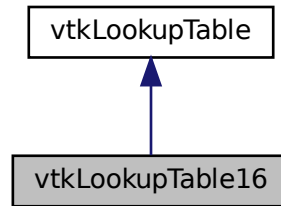
## 10.399 vtkLookupTable16 Class Reference

```
#include <vtkLookupTable16.h>
```

Inheritance diagram for vtkLookupTable16:



Collaboration diagram for vtkLookupTable16:



### Public Member Functions

- void [Build](#) ()
- unsigned short \* [GetPointer](#) (const vtkIdType id)
- void [PrintSelf](#) (ostream &os, vtkIndent indent)
- void [SetNumberOfTableValues](#) (vtkIdType number)
- [vtkTypeMacro](#) ([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](#)

## 10.399.1 Constructor & Destructor Documentation



### 10.399.1.1 vtkLookupTable16()

```
vtkLookupTable16::vtkLookupTable16 (
    int size = 256,
    int ext = 256 ) [protected]
```

### 10.399.1.2 ~vtkLookupTable16()

```
vtkLookupTable16::~~vtkLookupTable16 ( ) [protected]
```

## 10.399.2 Member Function Documentation

### 10.399.2.1 Build()

```
void vtkLookupTable16::Build ( )
```

### 10.399.2.2 GetPointer()

```
unsigned short * vtkLookupTable16::GetPointer (
    const vtkIdType id ) [inline]
```

### 10.399.2.3 MapScalarsThroughTable2()

```
void vtkLookupTable16::MapScalarsThroughTable2 (
    void * input,
    unsigned char * output,
    int inputDataType,
    int numberOfValues,
    int inputIncrement,
    int outputFormat ) [protected]
```

#### 10.399.2.4 New()

```
static vtkLookupTable16 * vtkLookupTable16::New ( ) [static]
```

#### 10.399.2.5 PrintSelf()

```
void vtkLookupTable16::PrintSelf (
    ostream & os,
    vtkIndent indent )
```

#### 10.399.2.6 SetNumberOfTableValues()

```
void vtkLookupTable16::SetNumberOfTableValues (
    vtkIdType number )
```

#### 10.399.2.7 vtkTypeMacro()

```
vtkLookupTable16::vtkTypeMacro (
    vtkLookupTable16 ,
    vtkLookupTable )
```

#### 10.399.2.8 WritePointer()

```
unsigned char * vtkLookupTable16::WritePointer (
    const vtkIdType id,
    const int number ) [inline]
```

References [Table16](#).

### 10.399.3 Member Data Documentation

### 10.399.3.1 Table16

```
vtkUnsignedShortArray* vtkLookupTable16::Table16 [protected]
```

Referenced by [WritePointer\(\)](#).

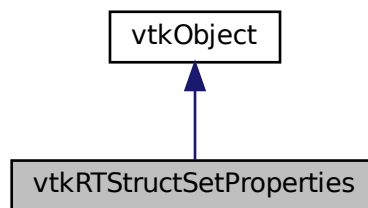
The documentation for this class was generated from the following file:

- [vtkLookupTable16.h](#)

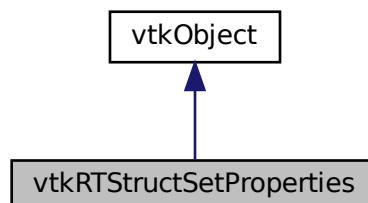
## 10.400 vtkRTStructSetProperties Class Reference

```
#include <vtkRTStructSetProperties.h>
```

Inheritance diagram for vtkRTStructSetProperties:



Collaboration diagram for vtkRTStructSetProperties:



## 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 \*ROIGenerationAlgorithm, const char \*ROIDescription=0)
- void [AddStructureSetROIObservation](#) (int refnumber, int observationnumber, const char \*rtroiinterpretedtype, const char \*roiinterpreter, const char \*roiobservationlabel=0)
- 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 \* [GetStructureSetROIDescription](#) (vtkIdType id)
- const char \* [GetStructureSetROIGenerationAlgorithm](#) (vtkIdType)
- const char \* [GetStructureSetROIName](#) (vtkIdType)
- int [GetStructureSetROINumber](#) (vtkIdType id)
- const char \* [GetStructureSetROIObservationLabel](#) (vtkIdType id)
- const char \* [GetStructureSetROIRefFrameRefUID](#) (vtkIdType)
- const char \* [GetStructureSetRTROIInterpretedType](#) (vtkIdType id)
- void [PrintSelf](#) (ostream &os, vtkIndent indent)
- [vtkGetStringMacro](#) (ReferenceFrameOfReferenceUID)
- [vtkGetStringMacro](#) (ReferenceSeriesInstanceUID)
- [vtkGetStringMacro](#) (SeriesInstanceUID)
- [vtkGetStringMacro](#) (SOPInstanceUID)
- [vtkGetStringMacro](#) (StructureSetDate)
- [vtkGetStringMacro](#) (StructureSetLabel)
- [vtkGetStringMacro](#) (StructureSetName)
- [vtkGetStringMacro](#) (StructureSetTime)
- [vtkGetStringMacro](#) (StudyInstanceUID)
- [vtkSetStringMacro](#) (ReferenceFrameOfReferenceUID)
- [vtkSetStringMacro](#) (ReferenceSeriesInstanceUID)
- [vtkSetStringMacro](#) (SeriesInstanceUID)
- [vtkSetStringMacro](#) (SOPInstanceUID)
- [vtkSetStringMacro](#) (StructureSetDate)
- [vtkSetStringMacro](#) (StructureSetLabel)
- [vtkSetStringMacro](#) (StructureSetName)
- [vtkSetStringMacro](#) (StructureSetTime)
- [vtkSetStringMacro](#) (StudyInstanceUID)
- [vtkTypeMacro](#) (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](#)

### 10.400.1 Detailed Description

Examples

[GenerateRTSTRUCT.cxx](#).

### 10.400.2 Constructor & Destructor Documentation

#### 10.400.2.1 vtkRTStructSetProperties()

```
vtkRTStructSetProperties::vtkRTStructSetProperties ( ) [protected]
```

#### 10.400.2.2 ~vtkRTStructSetProperties()

```
vtkRTStructSetProperties::~~vtkRTStructSetProperties ( ) [protected]
```

### 10.400.3 Member Function Documentation

#### 10.400.3.1 AddContourReferencedFrameOfReference()

```
void vtkRTStructSetProperties::AddContourReferencedFrameOfReference (
    vtkIdType pdnum,
    const char * classuid,
    const char * instanceuid )
```

#### 10.400.3.2 AddReferencedFrameOfReference()

```
void vtkRTStructSetProperties::AddReferencedFrameOfReference (
    const char * classuid,
    const char * instanceuid )
```

#### 10.400.3.3 AddStructureSetROI()

```
void vtkRTStructSetProperties::AddStructureSetROI (
    int roinumber,
    const char * refframerefuid,
    const char * roiname,
    const char * ROIGenerationAlgorithm,
    const char * ROIDescription = 0 )
```

#### 10.400.3.4 AddStructureSetROIObservation()

```
void vtkRTStructSetProperties::AddStructureSetROIObservation (
    int refnumber,
    int observationnumber,
    const char * rtroiinterpretedtype,
    const char * roiinterpreter,
    const char * roiobservationlabel = 0 )
```

#### 10.400.3.5 Clear()

```
virtual void vtkRTStructSetProperties::Clear ( ) [virtual]
```

### 10.400.3.6 DeepCopy()

```
virtual void vtkRTStructSetProperties::DeepCopy (
    vtkRTStructSetProperties * p ) [virtual]
```

### 10.400.3.7 GetContourReferencedFrameOfReferenceClassUID()

```
const char * vtkRTStructSetProperties::GetContourReferencedFrameOfReferenceClassUID (
    vtkIdType pdnum,
    vtkIdType id )
```

### 10.400.3.8 GetContourReferencedFrameOfReferenceInstanceUID()

```
const char * vtkRTStructSetProperties::GetContourReferencedFrameOfReferenceInstanceUID (
    vtkIdType pdnum,
    vtkIdType id )
```

### 10.400.3.9 GetNumberOfContourReferencedFrameOfReferences() [1/2]

```
vtkIdType vtkRTStructSetProperties::GetNumberOfContourReferencedFrameOfReferences ( )
```

### 10.400.3.10 GetNumberOfContourReferencedFrameOfReferences() [2/2]

```
vtkIdType vtkRTStructSetProperties::GetNumberOfContourReferencedFrameOfReferences (
    vtkIdType pdnum )
```

### 10.400.3.11 GetNumberOfReferencedFrameOfReferences()

```
vtkIdType vtkRTStructSetProperties::GetNumberOfReferencedFrameOfReferences ( )
```

**10.400.3.12 GetNumberOfStructureSetROIs()**

```
vtkIdType vtkRTStructSetProperties::GetNumberOfStructureSetROIs ( )
```

**10.400.3.13 GetReferencedFrameOfReferenceClassUID()**

```
const char * vtkRTStructSetProperties::GetReferencedFrameOfReferenceClassUID (
    vtkIdType id )
```

**10.400.3.14 GetReferencedFrameOfReferenceInstanceUID()**

```
const char * vtkRTStructSetProperties::GetReferencedFrameOfReferenceInstanceUID (
    vtkIdType id )
```

**10.400.3.15 GetStructureSetObservationNumber()**

```
int vtkRTStructSetProperties::GetStructureSetObservationNumber (
    vtkIdType id )
```

**10.400.3.16 GetStructureSetROIDescription()**

```
const char * vtkRTStructSetProperties::GetStructureSetROIDescription (
    vtkIdType id )
```

**10.400.3.17 GetStructureSetROIGenerationAlgorithm()**

```
const char * vtkRTStructSetProperties::GetStructureSetROIGenerationAlgorithm (
    vtkIdType id )
```



#### 10.400.3.18 GetStructureSetROIName()

```
const char * vtkRTStructSetProperties::GetStructureSetROIName (
    vtkIdType )
```

#### 10.400.3.19 GetStructureSetROINumber()

```
int vtkRTStructSetProperties::GetStructureSetROINumber (
    vtkIdType id )
```

#### 10.400.3.20 GetStructureSetROIObservationLabel()

```
const char * vtkRTStructSetProperties::GetStructureSetROIObservationLabel (
    vtkIdType id )
```

#### 10.400.3.21 GetStructureSetROIRefFrameRefUID()

```
const char * vtkRTStructSetProperties::GetStructureSetROIRefFrameRefUID (
    vtkIdType )
```

#### 10.400.3.22 GetStructureSetRTROIInterpretedType()

```
const char * vtkRTStructSetProperties::GetStructureSetRTROIInterpretedType (
    vtkIdType id )
```

#### 10.400.3.23 New()

```
static vtkRTStructSetProperties * vtkRTStructSetProperties::New ( ) [static]
```

#### Examples

[GenerateRTSTRUCT.cxx](#).

**10.400.3.24 PrintSelf()**

```
void vtkRTStructSetProperties::PrintSelf (
    ostream & os,
    vtkIndent indent )
```

**10.400.3.25 vtkGetStringMacro() [1/9]**

```
vtkRTStructSetProperties::vtkGetStringMacro (
    ReferenceFrameOfReferenceUID )
```

**10.400.3.26 vtkGetStringMacro() [2/9]**

```
vtkRTStructSetProperties::vtkGetStringMacro (
    ReferenceSeriesInstanceUID )
```

**10.400.3.27 vtkGetStringMacro() [3/9]**

```
vtkRTStructSetProperties::vtkGetStringMacro (
    SeriesInstanceUID )
```

**10.400.3.28 vtkGetStringMacro() [4/9]**

```
vtkRTStructSetProperties::vtkGetStringMacro (
    SOPInstanceUID )
```

**10.400.3.29 vtkGetStringMacro() [5/9]**

```
vtkRTStructSetProperties::vtkGetStringMacro (
    StructureSetDate )
```

**10.400.3.30 vtkGetStringMacro()** [6/9]

```
vtkRTStructSetProperties::vtkGetStringMacro (
    StructureSetLabel )
```

**10.400.3.31 vtkGetStringMacro()** [7/9]

```
vtkRTStructSetProperties::vtkGetStringMacro (
    StructureSetName )
```

**10.400.3.32 vtkGetStringMacro()** [8/9]

```
vtkRTStructSetProperties::vtkGetStringMacro (
    StructureSetTime )
```

**10.400.3.33 vtkGetStringMacro()** [9/9]

```
vtkRTStructSetProperties::vtkGetStringMacro (
    StudyInstanceUID )
```

**10.400.3.34 vtkSetStringMacro()** [1/9]

```
vtkRTStructSetProperties::vtkSetStringMacro (
    ReferenceFrameOfReferenceUID )
```

**10.400.3.35 vtkSetStringMacro()** [2/9]

```
vtkRTStructSetProperties::vtkSetStringMacro (
    ReferenceSeriesInstanceUID )
```

**10.400.3.36 vtkSetStringMacro()** [3/9]

```
vtkRTStructSetProperties::vtkSetStringMacro (
    SeriesInstanceUID )
```

**10.400.3.37 vtkSetStringMacro()** [4/9]

```
vtkRTStructSetProperties::vtkSetStringMacro (
    SOPInstanceUID )
```

**10.400.3.38 vtkSetStringMacro()** [5/9]

```
vtkRTStructSetProperties::vtkSetStringMacro (
    StructureSetDate )
```

**10.400.3.39 vtkSetStringMacro()** [6/9]

```
vtkRTStructSetProperties::vtkSetStringMacro (
    StructureSetLabel )
```

**10.400.3.40 vtkSetStringMacro()** [7/9]

```
vtkRTStructSetProperties::vtkSetStringMacro (
    StructureSetName )
```

**10.400.3.41 vtkSetStringMacro()** [8/9]

```
vtkRTStructSetProperties::vtkSetStringMacro (
    StructureSetTime )
```

#### 10.400.3.42 vtkSetStringMacro() [9/9]

```
vtkRTStructSetProperties::vtkSetStringMacro (
    StudyInstanceUID )
```

#### 10.400.3.43 vtkTypeMacro()

```
vtkRTStructSetProperties::vtkTypeMacro (
    vtkRTStructSetProperties ,
    vtkObject )
```

### 10.400.4 Member Data Documentation

#### 10.400.4.1 Internals

```
vtkRTStructSetPropertiesInternals* vtkRTStructSetProperties::Internals [protected]
```

#### 10.400.4.2 ReferenceFrameOfReferenceUID

```
char* vtkRTStructSetProperties::ReferenceFrameOfReferenceUID [protected]
```

#### 10.400.4.3 ReferenceSeriesInstanceUID

```
char* vtkRTStructSetProperties::ReferenceSeriesInstanceUID [protected]
```

#### 10.400.4.4 SeriesInstanceUID

```
char* vtkRTStructSetProperties::SeriesInstanceUID [protected]
```

#### 10.400.4.5 SOPInstanceUID

```
char* vtkRTStructSetProperties::SOPInstanceUID [protected]
```

#### 10.400.4.6 StructureSetDate

```
char* vtkRTStructSetProperties::StructureSetDate [protected]
```

#### 10.400.4.7 StructureSetLabel

```
char* vtkRTStructSetProperties::StructureSetLabel [protected]
```

#### 10.400.4.8 StructureSetName

```
char* vtkRTStructSetProperties::StructureSetName [protected]
```

#### 10.400.4.9 StructureSetTime

```
char* vtkRTStructSetProperties::StructureSetTime [protected]
```

#### 10.400.4.10 StudyInstanceUID

```
char* vtkRTStructSetProperties::StudyInstanceUID [protected]
```

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

- [vtkRTStructSetProperties.h](#)

## 10.401 gdcm::Waveform Class Reference

[Waveform](#) class.

```
#include <gdcmWaveform.h>
```

## Public Member Functions

- [Waveform](#) ()=default

### 10.401.1 Detailed Description

[Waveform](#) class.

### 10.401.2 Constructor & Destructor Documentation

#### 10.401.2.1 Waveform()

```
gdcm::Waveform::Waveform ( ) [default]
```

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

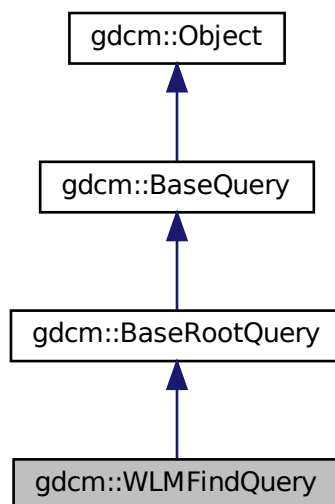
- [gdcmWaveform.h](#)

## 10.402 gdcm::WLMFindQuery Class Reference

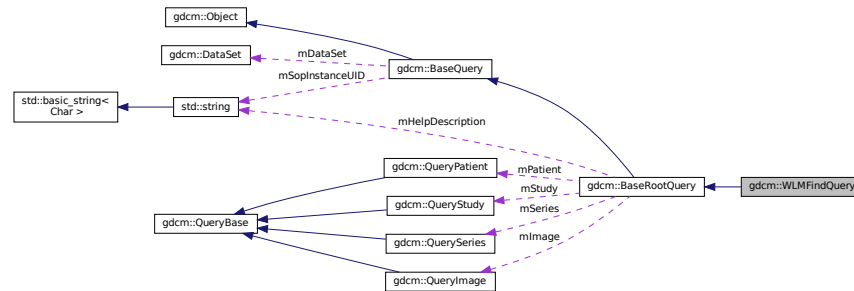
PatientRootQuery.

```
#include <gdcmWLMFindQuery.h>
```

Inheritance diagram for gdcm::WLMFindQuery:



Collaboration diagram for `gdcm::WLMFindQuery`:



## Public Member Functions

- [WLMFindQuery](#) ()
- [UIDs::TSName GetAbstractSyntaxUID](#) () const override
- `std::vector< Tag >` [GetTagListByLevel](#) (const [EQueryLevel](#) &inQueryLevel) override
- void [InitializeDataSet](#) (const [EQueryLevel](#) &inQueryLevel) override
- bool [ValidateQuery](#) (bool inStrict=true) const override

## Protected Member Functions

- [DataSet GetValidDataSet](#) () const

## Friends

- class [QueryFactory](#)

## Additional Inherited Members

### 10.402.1 Detailed Description

PatientRootQuery.

contains: the class which will produce a dataset for c-find with patient root

### 10.402.2 Constructor & Destructor Documentation



### 10.402.2.1 WLMFindQuery()

```
gdcm::WLMFindQuery::WLMFindQuery ( )
```

## 10.402.3 Member Function Documentation

### 10.402.3.1 GetAbstractSyntaxUID()

```
UIDs::TSName gdcm::WLMFindQuery::GetAbstractSyntaxUID ( ) const [override], [virtual]
```

Implements [gdcm::BaseQuery](#).

### 10.402.3.2 GetTagListByLevel()

```
std::vector< Tag > gdcm::WLMFindQuery::GetTagListByLevel (
    const EQueryLevel & inQueryLevel ) [override], [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](#).

### 10.402.3.3 GetValidDataSet()

```
DataSet gdcm::WLMFindQuery::GetValidDataSet ( ) const [protected]
```

### 10.402.3.4 InitializeDataSet()

```
void gdcm::WLMFindQuery::InitializeDataSet (
    const EQueryLevel & inQueryLevel ) [override], [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](#).

### 10.402.3.5 ValidateQuery()

```
bool gdcM::WLMFindQuery::ValidateQuery (
    bool inStrict = true ) const [override], [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](#).

## 10.402.4 Friends And Related Function Documentation

### 10.402.4.1 QueryFactory

```
friend class QueryFactory [friend]
```

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

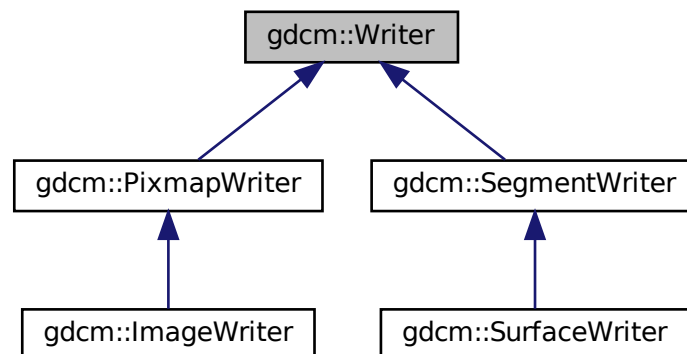
- [gdcMWLMFindQuery.h](#)

## 10.403 gdcM::Writer Class Reference

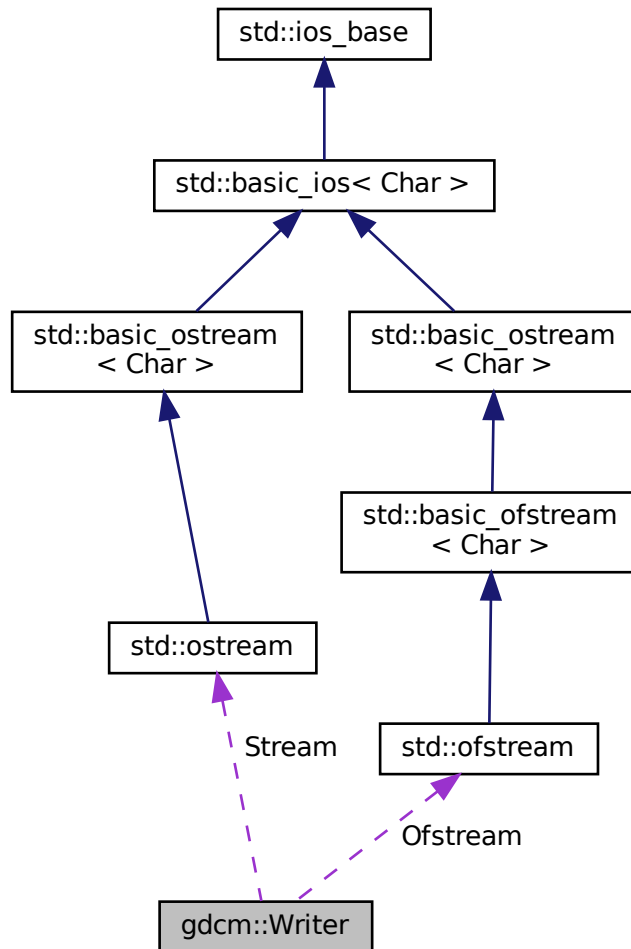
[Writer](#) ala DOM (Document [Object](#) Model)

```
#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

- bool [GetCheckFileMetaInformation](#) () const
- std::ostream \* [GetStreamPtr](#) () const
- void [SetWriteDataSetOnly](#) (bool b)

## Protected Attributes

- std::ofstream \* [Ofstream](#)
- std::ostream \* [Stream](#)

## Friends

- class [StreamImageWriter](#)

### 10.403.1 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 (guaranteed 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

[BasicAnonymizer.cs](#), [ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [Cleaner.cs](#), [ClinicalTrialAnnotate.cxx](#), [ClinicalTrialIdentificationWorkflow.cs](#), [CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [DeriveSeries.cxx](#), [DuplicatePCDE.cxx](#), [EncapsulateFileInRawData.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [FixOrientation.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GenerateDICOMDIR.cs](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [ManipulateFile.cs](#), [NewSequence.cs](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [ReformatFile.cs](#), [StreamImageReaderTest.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

## 10.403.2 Constructor & Destructor Documentation

### 10.403.2.1 Writer()

```
gdcm::Writer::Writer ( )
```

### 10.403.2.2 ~Writer()

```
virtual gdcm::Writer::~~Writer ( ) [virtual]
```

## 10.403.3 Member Function Documentation

### 10.403.3.1 CheckFileMetaInformationOff()

```
void gdcm::Writer::CheckFileMetaInformationOff ( ) [inline]
```

Examples

[CreateFakeRTDOSE.cxx](#), [FixBrokenJ2K.cxx](#), and [HelloWorld.cxx](#).

#### 10.403.3.2 CheckFileMetaInformationOn()

```
void gdcM::Writer::CheckFileMetaInformationOn ( ) [inline]
```

#### 10.403.3.3 GetCheckFileMetaInformation()

```
bool gdcM::Writer::GetCheckFileMetaInformation ( ) const [inline], [protected]
```

#### 10.403.3.4 GetFile()

```
File & gdcM::Writer::GetFile ( ) [inline]
```

##### Examples

[CreateJPIPDataSet.cxx](#), [EncapsulateFileInRawData.cxx](#), [Extracting\\_All\\_Resolution.cxx](#), [Fake\\_Image\\_Using\\_Stream\\_Image\\_Writer](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GetSubSequenceData.cxx](#), [MpegVideoInfo.cs](#), [QIDO-RS.cxx](#), [StreamImageReaderTest.cxx](#), [TemplateEmptyImage.cxx](#), [iU22tomultisc.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

#### 10.403.3.5 GetStreamPtr()

```
std::ostream * gdcM::Writer::GetStreamPtr ( ) const [inline], [protected]
```

#### 10.403.3.6 SetCheckFileMetaInformation()

```
void gdcM::Writer::SetCheckFileMetaInformation (
    bool b ) [inline]
```

Undocumented function, do not use (= leave default)

##### Examples

[GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), and [PatchFile.cxx](#).

### 10.403.3.7 SetFile()

```
void gdcm::Writer::SetFile (
    const File & f ) [inline]
```

Set/Get the DICOM file ([DataSet](#) + Header)

#### Examples

[BasicAnonymizer.cs](#), [BasicImageAnonymizer.cs](#), [ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [Cleaner.cs](#), [ClinicalTrialAnnotate.cxx](#), [ClinicalTrialIdentificationWorkflow.cs](#), [CompressImage.cxx](#), [CompressLossyJPEG.cs](#), [CreateFakeRTDOSE.cxx](#), [DecompressImage.cs](#), [DeriveSeries.cxx](#), [DuplicatePCDE.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [FixOrientation.cxx](#), [GenFakeImage.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GenerateDICOMDIR.cs](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [ManipulateFile.cs](#), [MergeTwoFiles.cxx](#), [NewSequence.cs](#), [PatchFile.cxx](#), [ReformatFile.cs](#), [StandardizeFiles.cs](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

### 10.403.3.8 SetFileName()

```
void gdcm::Writer::SetFileName (
    const char * filename_native )
```

Set the filename of DICOM file to write:

#### Examples

[BasicAnonymizer.cs](#), [BasicImageAnonymizer.cs](#), [ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [Cleaner.cs](#), [ClinicalTrialAnnotate.cxx](#), [ClinicalTrialIdentificationWorkflow.cs](#), [CompressImage.cxx](#), [CompressLossyJPEG.cs](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [DecompressImage.cs](#), [DeriveSeries.cxx](#), [DuplicatePCDE.cxx](#), [EncapsulateFileInRawData.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [FixOrientation.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenFakeImage.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GenerateDICOMDIR.cs](#), [GetSubSequenceData.cxx](#), [HelloVizWorld.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [ManipulateFile.cs](#), [MergeTwoFiles.cxx](#), [MpegVideoInfo.cs](#), [NewSequence.cs](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [ReformatFile.cs](#), [StandardizeFiles.cs](#), [TemplateEmptyImage.cxx](#), [csa2img.cxx](#), [iU22tomultisc.cxx](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

### 10.403.3.9 SetStream()

```
void gdcm::Writer::SetStream (
    std::ostream & output_stream ) [inline]
```

Set user ostream buffer.

#### 10.403.3.10 SetWriteDataSetOnly()

```
void gdcmm::Writer::SetWriteDataSetOnly (
    bool b ) [inline], [protected]
```

#### 10.403.3.11 Write()

```
virtual bool gdcmm::Writer::Write ( ) [virtual]
```

Main function to tell the writer to write.

Reimplemented in [gdcmm::ImageWriter](#), [gdcmm::PixmapWriter](#), [gdcmm::SegmentWriter](#), and [gdcmm::SurfaceWriter](#).

#### Examples

[BasicAnonymizer.cs](#), [ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [Cleaner.cs](#), [ClinicalTrialAnnotate.cxx](#), [ClinicalTrialIdentificationWorkflow.cs](#), [CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [DeriveSeries.cxx](#), [DuplicatePCDE.cxx](#), [EncapsulateFileInRawData.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [FixOrientation.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GenerateDICOMDIR.cs](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [ManipulateFile.cs](#), [NewSequence.cs](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [ReformatFile.cs](#), [pmsct\\_rgb1.cxx](#), and [rle2img.cxx](#).

### 10.403.4 Friends And Related Function Documentation

#### 10.403.4.1 StreamImageWriter

```
friend class StreamImageWriter [friend]
```

### 10.403.5 Member Data Documentation

#### 10.403.5.1 Ofstream

```
std::ofstream* gdcmm::Writer::Ofstream [protected]
```



### 10.403.5.2 Stream

```
std::ostream* gdcm::Writer::Stream [protected]
```

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

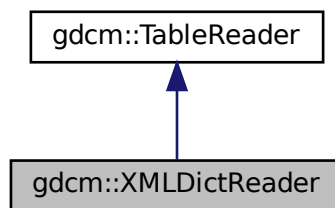
- [gdcmWriter.h](#)

## 10.404 gdcm::XMLDictReader Class Reference

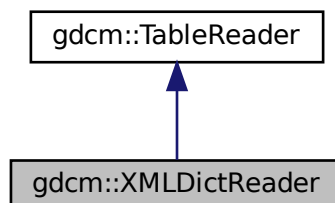
Class for representing a [XMLDictReader](#).

```
#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)

### 10.404.1 Detailed Description

Class for representing a [XMLDictReader](#).

#### Note

bla Will read the DICOMV3.xml file

### 10.404.2 Constructor & Destructor Documentation

#### 10.404.2.1 XMLDictReader()

```
gdcm::XMLDictReader::XMLDictReader ( )
```

#### 10.404.2.2 ~XMLDictReader()

```
gdcm::XMLDictReader::~~XMLDictReader ( ) [inline]
```

### 10.404.3 Member Function Documentation

### 10.404.3.1 CharacterDataHandler()

```
void gdcm::XMLDictReader::CharacterDataHandler (
    const char * data,
    int length ) [virtual]
```

Reimplemented from [gdcm::TableReader](#).

### 10.404.3.2 EndElement()

```
void gdcm::XMLDictReader::EndElement (
    const char * name ) [virtual]
```

Reimplemented from [gdcm::TableReader](#).

### 10.404.3.3 GetDict()

```
const Dict & gdcm::XMLDictReader::GetDict ( ) [inline]
```

### 10.404.3.4 HandleDescription()

```
void gdcm::XMLDictReader::HandleDescription (
    const char ** atts ) [protected]
```

### 10.404.3.5 HandleEntry()

```
void gdcm::XMLDictReader::HandleEntry (
    const char ** atts ) [protected]
```

### 10.404.3.6 StartElement()

```
void gdcm::XMLDictReader::StartElement (
    const char * name,
    const char ** atts ) [virtual]
```

Reimplemented from [gdcm::TableReader](#).

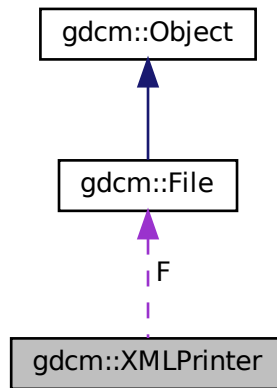
The documentation for this class was generated from the following file:

- [gdcmXMLDictReader.h](#)

## 10.405 gdcm::XMLPrinter Class Reference

```
#include <gdcmXMLPrinter.h>
```

Collaboration diagram for gdcm::XMLPrinter:



### Public Types

- enum `PrintStyles` {  
`OnlyUUID = 0` ,  
`LOADBULKDATA = 1` }

### Public Member Functions

- `XMLPrinter ()`
- virtual `~XMLPrinter ()`
- `PrintStyles GetPrintStyle () const`
- virtual void `HandleBulkData` (const char \*uuid, const `TransferSyntax` &ts, const char \*bulkdata, size\_t bulklen)
- void `Print` (std::ostream &os)
- void `PrintDataSet` (const `DataSet` &ds, const `TransferSyntax` &ts, std::ostream &os)
- void `SetFile` (`File` const &f)
- void `SetStyle` (`PrintStyles` ps)

### Protected Member Functions

- VR `PrintDataElement` (std::ostream &os, const `Dicts` &dicts, const `DataSet` &ds, const `DataElement` &de, const `TransferSyntax` &ts)
- void `PrintSQ` (const `SequenceOfItems` \*sqi, const `TransferSyntax` &ts, std::ostream &os)

## Protected Attributes

- const [File](#) \* [F](#)
- [PrintStyles](#) [PrintStyle](#)

## 10.405.1 Member Enumeration Documentation

### 10.405.1.1 PrintStyles

enum [gdcm::XMLPrinter::PrintStyles](#)

Enumerator

OnlyUUID	
LOADBULKDATA	

## 10.405.2 Constructor & Destructor Documentation

### 10.405.2.1 XMLPrinter()

```
gdcm::XMLPrinter::XMLPrinter ( )
```

### 10.405.2.2 ~XMLPrinter()

```
virtual gdcm::XMLPrinter::~~XMLPrinter ( ) [virtual]
```

## 10.405.3 Member Function Documentation

### 10.405.3.1 GetPrintStyle()

```
PrintStyles gdcm::XMLPrinter::GetPrintStyle ( ) const [inline]
```

### 10.405.3.2 HandleBulkData()

```
virtual void gdcM::XMLPrinter::HandleBulkData (
    const char * uuid,
    const TransferSyntax & ts,
    const char * bulkdata,
    size_t bulklen ) [virtual]
```

Virtual function mechanism to allow application programmer to override the default mechanism for BulkData handling. By default GDCM will simply discard the BulkData and only write the UUID

### 10.405.3.3 Print()

```
void gdcM::XMLPrinter::Print (
    std::ostream & os )
```

### 10.405.3.4 PrintDataElement()

```
VR gdcM::XMLPrinter::PrintDataElement (
    std::ostream & os,
    const Dicts & dicts,
    const DataSet & ds,
    const DataElement & de,
    const TransferSyntax & ts ) [protected]
```

### 10.405.3.5 PrintDataSet()

```
void gdcM::XMLPrinter::PrintDataSet (
    const DataSet & ds,
    const TransferSyntax & ts,
    std::ostream & os )
```

### 10.405.3.6 PrintSQ()

```
void gdcM::XMLPrinter::PrintSQ (
    const SequenceOfItems * sqi,
    const TransferSyntax & ts,
    std::ostream & os ) [protected]
```

### 10.405.3.7 SetFile()

```
void gdcm::XMLPrinter::SetFile (
    File const & f ) [inline]
```

### 10.405.3.8 SetStyle()

```
void gdcm::XMLPrinter::SetStyle (
    PrintStyles ps ) [inline]
```

## 10.405.4 Member Data Documentation

### 10.405.4.1 F

```
const File* gdcm::XMLPrinter::F [protected]
```

### 10.405.4.2 PrintStyle

```
PrintStyles gdcm::XMLPrinter::PrintStyle [protected]
```

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

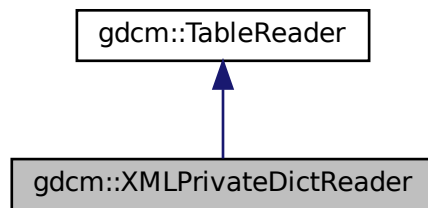
- [gdcmXMLPrinter.h](#)

## 10.406 gdcM::XMLPrivateDictReader Class Reference

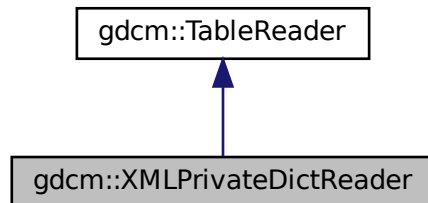
Class for representing a [XMLPrivateDictReader](#).

```
#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)

### 10.406.1 Detailed Description

Class for representing a [XMLPrivateDictReader](#).

#### Note

bla Will read the Private.xml file

### 10.406.2 Constructor & Destructor Documentation

#### 10.406.2.1 XMLPrivateDictReader()

```
gdcm::XMLPrivateDictReader::XMLPrivateDictReader ( )
```

#### 10.406.2.2 ~XMLPrivateDictReader()

```
gdcm::XMLPrivateDictReader::~~XMLPrivateDictReader ( ) [inline]
```

### 10.406.3 Member Function Documentation

#### 10.406.3.1 CharacterDataHandler()

```
void gdcm::XMLPrivateDictReader::CharacterDataHandler (
    const char * data,
    int length ) [virtual]
```

Reimplemented from [gdcm::TableReader](#).

#### 10.406.3.2 EndElement()

```
void gdcm::XMLPrivateDictReader::EndElement (
    const char * name ) [virtual]
```

Reimplemented from [gdcm::TableReader](#).

#### 10.406.3.3 GetPrivateDict()

```
const PrivateDict & gdcm::XMLPrivateDictReader::GetPrivateDict ( ) [inline]
```

#### 10.406.3.4 HandleDescription()

```
void gdcm::XMLPrivateDictReader::HandleDescription (
    const char ** atts ) [protected]
```

#### 10.406.3.5 HandleEntry()

```
void gdcm::XMLPrivateDictReader::HandleEntry (
    const char ** atts ) [protected]
```

#### 10.406.3.6 StartElement()

```
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 11

# File Documentation

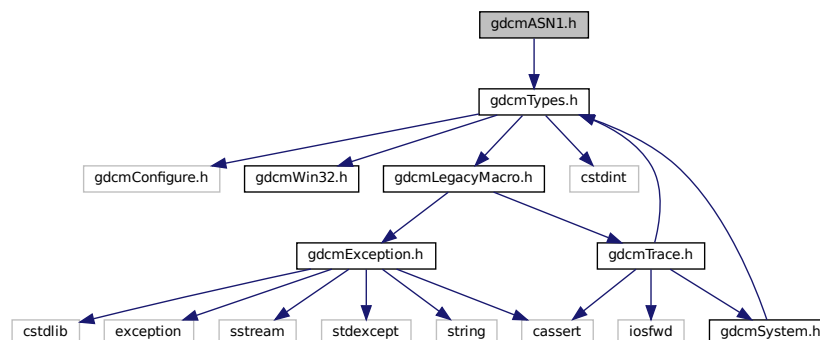
### 11.1 README.txt File Reference

### 11.2 TestsList.txt File Reference

### 11.3 gdcmASN1.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmASN1.h:



## Classes

- class `gdcm::ASN1`  
*Class for `ASN1`.*

## Namespaces

- namespace [gdcm](#)

## 11.4 gdcmASN1.h

[Go to the documentation of this file.](#)

```

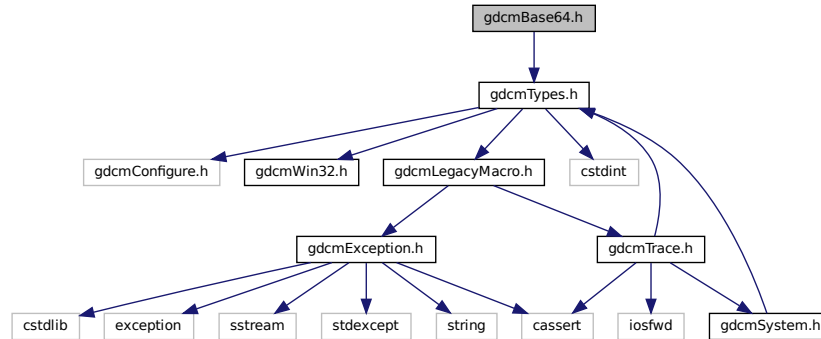
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMASN1_H
15 #define GDCMASN1_H
16
17 #include "gdcmTypes.h"
18
19
20 namespace gdcm
21 {
22 //-----
23 class ASN1Internals;
24 class GDCM_EXPORT ASN1
25 {
26 public :
27     ASN1();
28     ~ASN1();
29
30     static bool ParseDumpFile(const char *filename);
31     static bool ParseDump(const char *array, size_t length);
32
33     ASN1(const ASN1&) = delete;
34     void operator=(const ASN1&) = delete;
35 protected:
36     int TestPBKDF2();
37
38 private:
39     ASN1Internals *Internals;
40 };
41 // end namespace gdcm
42 //-----
43 #endif //GDCMASN1_H

```

## 11.5 gdcmBase64.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmBase64.h:



### Classes

- class [gdcm::Base64](#)  
Class for [Base64](#).

### Namespaces

- namespace [gdcm](#)

## 11.6 gdcmBase64.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMBASE64_H
15 #define GDCMBASE64_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21     class GDCM_EXPORT Base64
22     {
23     public:
24         Base64() {}
25         ~Base64() {}
26     };
27 }

```

```

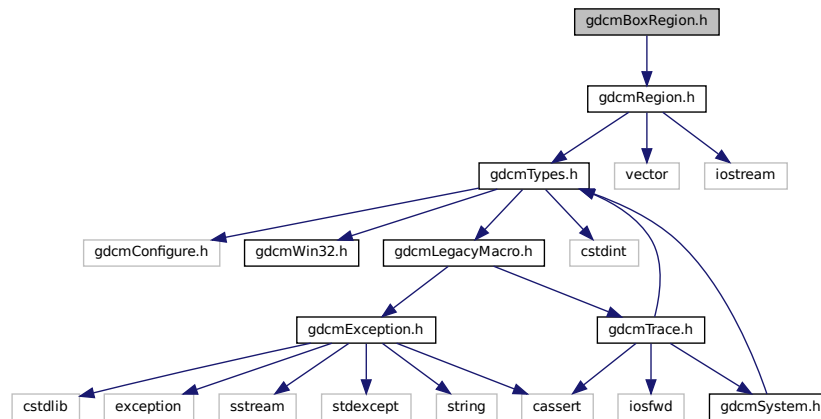
27 public:
28
29     static size_t GetEncodeLength(const char *src, size_t srclen );
30
31     static size_t Encode( char *dst, size_t dlen, const char *src, size_t slen );
32
33     static size_t GetDecodeLength( const char *src, size_t len );
34
35     static size_t Decode( char *dst, size_t dlen, const char *src, size_t slen );
36
37     Base64(const Base64&) = delete;
38     void operator=(const Base64&) = delete;
39 };
40
41 } // end namespace gdcmm
42
43 #endif // GDCMBASE64_H

```

## 11.7 gdcmmBoxRegion.h File Reference

#include "gdcmmRegion.h"

Include dependency graph for gdcmmBoxRegion.h:



### Classes

- class [gdcmm::BoxRegion](#)  
Class for manipulation box region.

### Namespaces

- namespace [gdcmm](#)

## 11.8 gdcmBoxRegion.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMBOXREGION_H
15 #define GDCMBOXREGION_H
16
17 #include "gdcmRegion.h"
18
19 namespace gdcm
20 {
21 class BoxRegionInternals;
22
23 //-----
24 class GDCM_EXPORT BoxRegion : public Region
25 {
26 public :
27     BoxRegion();
28     ~BoxRegion() override;
29
30     void SetDomain(unsigned int xmin, unsigned int xmax,
31                   unsigned int ymin, unsigned int ymax,
32                   unsigned int zmin, unsigned int zmax);
33
34     unsigned int GetXMin() const;
35     unsigned int GetXMax() const;
36     unsigned int GetYMin() const;
37     unsigned int GetYMax() const;
38     unsigned int GetZMin() const;
39     unsigned int GetZMax() const;
40
41     // Satisfy pure virtual parent class
42     Region *Clone() const override;
43     bool Empty() const override;
44     bool IsValid() const override;
45     size_t Area() const override;
46     BoxRegion ComputeBoundingBox() override;
47
48     void Print(std::ostream &os = std::cout) const override;
49
50     static BoxRegion BoundingBox(BoxRegion const & b1, BoxRegion const & b2 );
51
52     BoxRegion(const BoxRegion&);
53     void operator=(const BoxRegion&);
54 private:
55     BoxRegionInternals *Internals;
56 };
57
58 } // end namespace gdcm
59 //-----
60 #endif //GDCMREGION_H

```

## 11.9 gdcmByteSwap.h File Reference

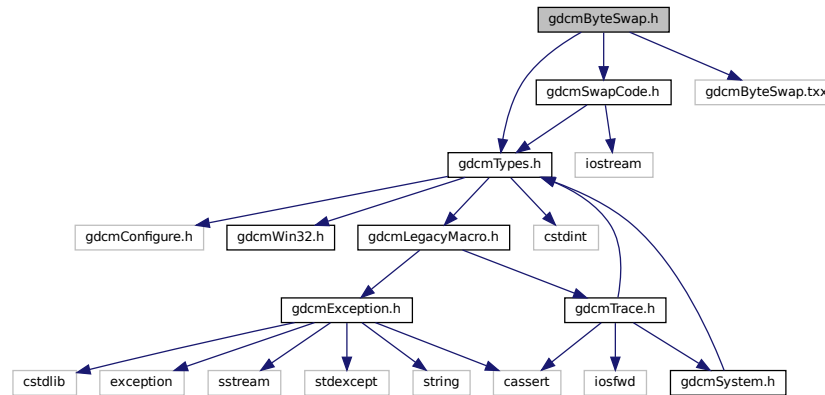
```

#include "gdcmTypes.h"
#include "gdcmSwapCode.h"

```

```
#include "gdcmByteSwap.txx"
```

Include dependency graph for gdcmByteSwap.h:



## Classes

- class [gdcm::ByteSwap< T >](#)  
*ByteSwap.*

## Namespaces

- namespace [gdcm](#)

## 11.10 gdcmByteSwap.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMBYTESWAP_H
15 #define GDCMBYTESWAP_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmSwapCode.h"
19
20 namespace gdcm
21 {
22
23     template<class T>
24     class ByteSwap

```



```

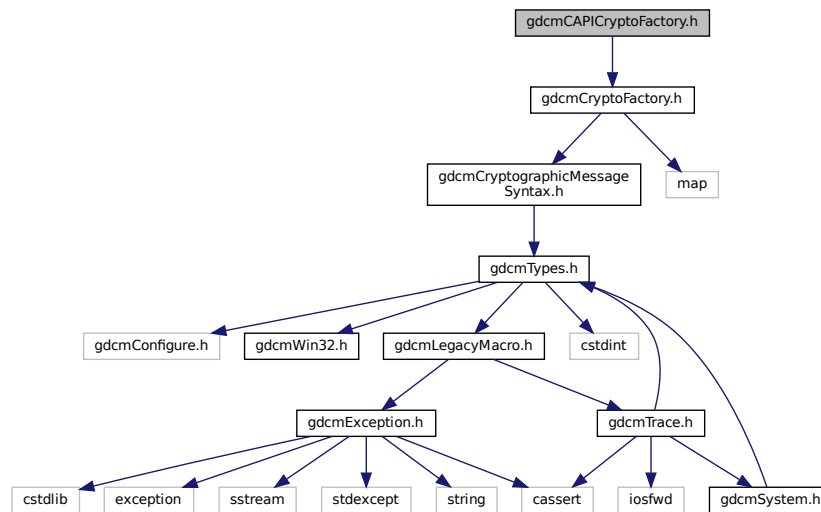
31 {
32 public:
33     static bool SystemIsBigEndian ();
34     static bool SystemIsLittleEndian ();
35
36     static void Swap(T &p);
37     static void SwapFromSwapCodeIntoSystem(T &p, SwapCode const &sc);
38     static void SwapRange(T *p, unsigned int num);
39     static void SwapRangeFromSwapCodeIntoSystem(T *p, SwapCode const &sc,
40         std::streamoff num);
41
42 protected:
43 // ByteSwap() {}
44 // ~ByteSwap() {}
45
46 private:
47
48 };
49
50 // end namespace gdcm
51
52 #include "gdcmByteSwap.txx"
53
54 #endif //GDCMBYTESWAP_H

```

## 11.11 gdcmCAPICryptoFactory.h File Reference

#include "gdcmCryptoFactory.h"

Include dependency graph for gdcmCAPICryptoFactory.h:



### Classes

- class `gdcm::CAPICryptoFactory`

### Namespaces

- namespace `gdcm`

## 11.12 gdcmCAPICryptoFactory.h

[Go to the documentation of this file.](#)

```

1  /*****
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 *****/
14 #ifndef GDCMCAPICRYPTOFACTORY_H
15 #define GDCMCAPICRYPTOFACTORY_H
16
17 #include "gdcmCryptoFactory.h"
18
19 namespace gdcm
20 {
21
22 class GDCM_EXPORT CAPICryptoFactory : public CryptoFactory
23 {
24 public:
25     CAPICryptoFactory(CryptoLib id);
26     CryptographicMessageSyntax* CreateCMSProvider();
27
28 private:
29     CAPICryptoFactory() {}
30 };
31
32 } // end namespace gdcm
33
34 #endif //GDCMCAPICRYPTOFACTORY_H

```

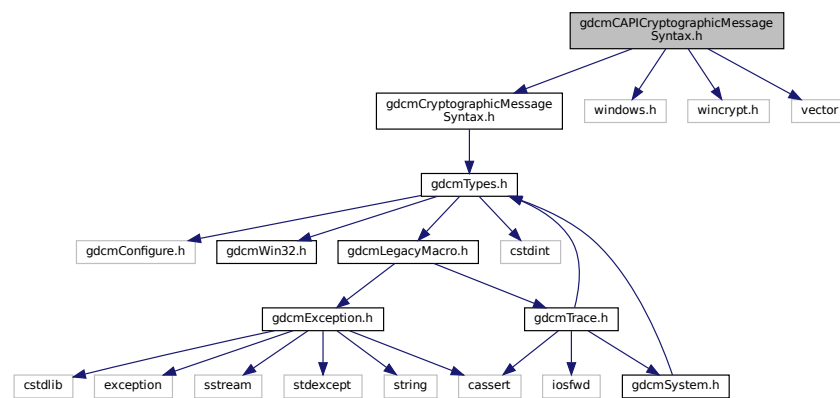
## 11.13 gdcmCAPICryptographicMessageSyntax.h File Reference

```

#include "gdcmCryptographicMessageSyntax.h"
#include <windows.h>
#include <wincrypt.h>
#include <vector>

```

Include dependency graph for gdcmCAPICryptographicMessageSyntax.h:



## Classes

- class [gdcm::CAPICryptographicMessageSyntax](#)

## Namespaces

- namespace [gdcm](#)

## 11.14 gdcmCAPICryptographicMessageSyntax.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCAPICRYPTOGRAPHICMESSAGESYNTAX_H
15 #define GDCMCAPICRYPTOGRAPHICMESSAGESYNTAX_H
16
17 #include "gdcmCryptographicMessageSyntax.h"
18 #include <windows.h>
19 #include <wincrypt.h>
20 #include <vector>
21
22 namespace gdcm
23 {
24
25 class GDCM_EXPORT CAPICryptographicMessageSyntax : public CryptographicMessageSyntax
26 {
27 public:
28     CAPICryptographicMessageSyntax();
29     ~CAPICryptographicMessageSyntax();
30
31     // X.509
32     bool ParseCertificateFile( const char *filename );
33     bool ParseKeyFile( const char *filename );
34
35     // PBE
36     bool SetPassword(const char * pass, size_t passLen);
37
38     void SetCipherType(CipherTypes type);
39
40     CipherTypes GetCipherType() const;
41
42     bool Encrypt(char *output, size_t &outlen, const char *array, size_t len) const;
43     bool Decrypt(char *output, size_t &outlen, const char *array, size_t len) const;
44
45     bool GetInitialized()const
46     {
47         return initialized;
48     }
49
50 private:
51     bool Initialize();
52     static ALG_ID GetAlgIdByObjId(const char * pszObjId);
53     static const char *GetCipherObjId() const;
54     static void ReverseBytes(unsigned char* data, DWORD len);
55     static bool LoadFile(const char * filename, unsigned char* & buffer, DWORD & bufLen);
56
57 private:
58     bool initialized;
59     HCRYPTPROV hProv;
60

```

```

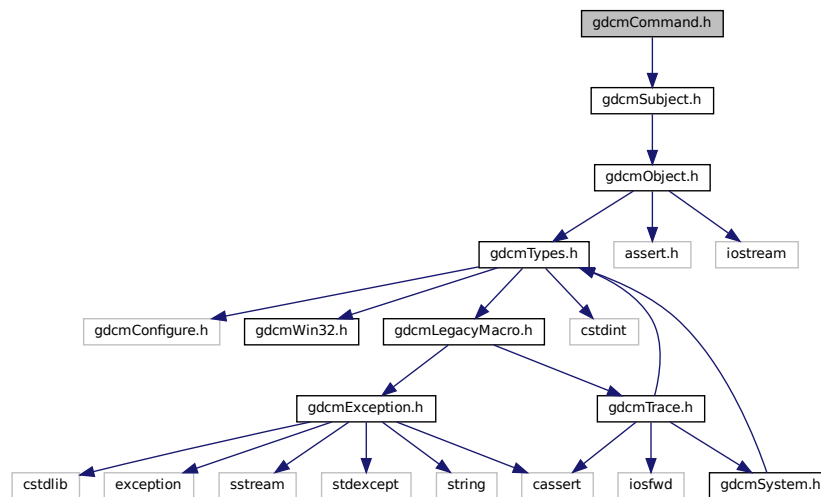
62  std::vector<PCCERT_CONTEXT> certifList;
63  HCRYPTKEY hRsaPrivK;
64  CipherTypes cipherType;
65 };
66
67 } // end namespace gdcM
68
69 #endif //GDCMCAPICRYPTOGRAPHICMESSAGESYNTAX_H

```

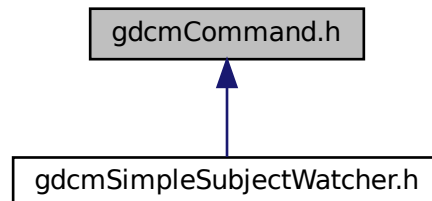
## 11.15 gdcMCommand.h File Reference

```
#include "gdcMSubject.h"
```

Include dependency graph for gdcMCommand.h:



This graph shows which files directly or indirectly include this file:



## 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](#)

## 11.16 gdcmCommand.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCOMMAND_H
15 #define GDCMCOMMAND_H
16
17 #include "gdcmSubject.h"
18
19 namespace gdcm
20 {
21 class Event;
22
23 class GDCM_EXPORT Command : public Subject
24 {
25 public:
26     Command(const Command&) = delete;
27     void operator=(const Command&) = delete;
28
29     virtual void Execute(Subject *caller, const Event & event ) = 0;
30
31     virtual void Execute(const Subject *caller, const Event & event ) = 0;
32
33 protected:
34     Command();
35     ~Command() override;
36 };
37
38 template <class T>
39 class MemberCommand : public Command
40 {
41 public:
42
43     typedef void (T::*TMemberFunctionPointer) (Subject*, const Event &);
44     typedef void (T::*TConstMemberFunctionPointer) (const Subject*,
45                                                       const Event &);
46
47     typedef MemberCommand      Self;
48     //typedef SmartPointer<Self> Pointer;
49
50     MemberCommand(const Self&) = delete;

```

```

69 void operator=(const Self&) = delete;
70
72 static SmartPointer<MemberCommand> New()
73 {
74     return new MemberCommand;
75 }
76
78 //gdcMacroTypeMacro(MemberCommand,Command);
79
82 void SetCallbackFunction(T* object,
83                         TMemberFunctionPointer memberFunction)
84 {
85     m_This = object;
86     m_MemberFunction = memberFunction;
87 }
88 void SetCallbackFunction(T* object,
89                         TConstMemberFunctionPointer memberFunction)
90 {
91     m_This = object;
92     m_ConstMemberFunction = memberFunction;
93 }
94
96 void Execute(Subject *caller, const Event & event )override
97 {
98     if( m_MemberFunction )
99     {
100         ((*m_This).*(m_MemberFunction))(caller, event);
101     }
102 }
103
105 void Execute( const Subject *caller, const Event & event )override
106 {
107     if( m_ConstMemberFunction )
108     {
109         ((*m_This).*(m_ConstMemberFunction))(caller, event);
110     }
111 }
112
113 protected:
114
115     T* m_This;
116     TMemberFunctionPointer m_MemberFunction;
117     TConstMemberFunctionPointer m_ConstMemberFunction;
118     MemberCommand():m_MemberFunction(nullptr),m_ConstMemberFunction(nullptr) {}
119     ~MemberCommand() override= default;
120
121 };
122
129 template <typename T>
130 class SimpleMemberCommand : public Command
131 {
132 public:
133
135     typedef void (T::*TMemberFunctionPointer)();
136
138     typedef SimpleMemberCommand Self;
139     //typedef SmartPointer<Self> Pointer;
140
141     SimpleMemberCommand(const Self&) = delete;
142     void operator=(const Self&) = delete;
143
145     //gdcMacroTypeMacro(SimpleMemberCommand,Command);
146
148     static SmartPointer<SimpleMemberCommand> New()
149     {
150         return new SimpleMemberCommand;
151     }
152
154     void SetCallbackFunction(T* object,
155                             TMemberFunctionPointer memberFunction)
156     {
157         m_This = object;
158         m_MemberFunction = memberFunction;
159     }
160
162     void Execute(Subject *,const Event & )override
163     {
164         if( m_MemberFunction )
165         {
166             ((*m_This).*(m_MemberFunction))();
167         }

```

```

168     }
169     void Execute(const Subject *,const Event & )override
170 {
171     if( m_MemberFunction )
172     {
173         ((*m_This).*(m_MemberFunction)) ();
174     }
175 }
176
177 protected:
178     T* m_This;
179     TMemberFunctionPointer m_MemberFunction;
180     SimpleMemberCommand():m_This(nullptr),m_MemberFunction(nullptr) {}
181     ~SimpleMemberCommand() override = default;
182 };
183
184 } // end namespace gdcm
185 -----
186 #endif //GDCMCOMMAND_H

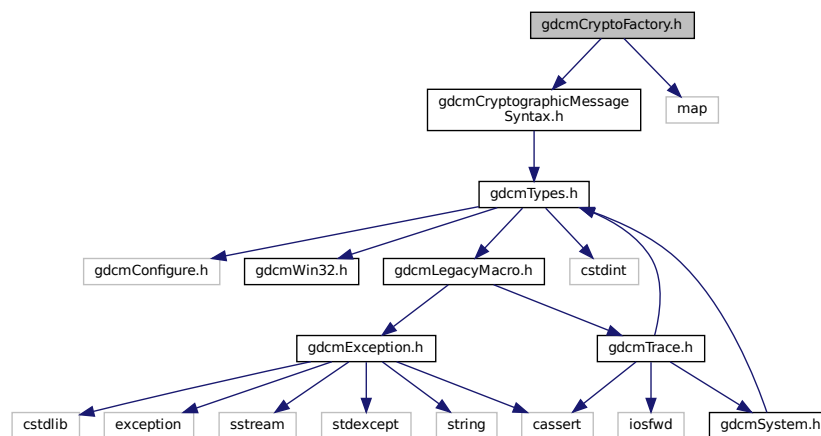
```

## 11.17 gdcmCryptoFactory.h File Reference

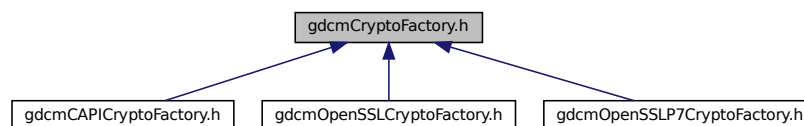
```
#include "gdcmCryptographicMessageSyntax.h"
```

```
#include <map>
```

Include dependency graph for gdcmCryptoFactory.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::CryptoFactory](#)  
Class to do handle the crypto factory.

## Namespaces

- namespace [gdcm](#)

## 11.18 gdcmCryptoFactory.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCRYPTOFACTORY_H
15 #define GDCMCRYPTOFACTORY_H
16
17 #include "gdcmCryptographicMessageSyntax.h"
18 #include <map>
19
20 namespace gdcm
21 {
22
23     class GDCM_EXPORT CryptoFactory
24     {
25     public:
26         enum CryptoLib {DEFAULT = 0, OPENSSSL = 1, CAPI = 2, OPENSSSL7 = 3};
27
28         virtual CryptographicMessageSyntax* CreateCMSProvider() = 0;
29         static CryptoFactory* GetFactoryInstance(CryptoLib id = DEFAULT);
30
31     protected:
32         CryptoFactory(CryptoLib id)
33         {
34             AddLib(id, this);
35         }
36
37     private:
38         static std::map<CryptoLib, CryptoFactory*> getInstanceMap()
39         {
40             static std::map<CryptoLib, CryptoFactory*> libs;
41             return libs;
42         }
43
44         static void AddLib(CryptoLib id, CryptoFactory* f)
45         {
46             if (getInstanceMap().insert(std::pair<CryptoLib, CryptoFactory*>(id, f)).second == false)
47             {
48                 gdcmErrorMacro( "Library already registered under id " << (int)id );
49             }
50         }
51
52     protected:
53         CryptoFactory()= default;
54         ~CryptoFactory()= default;
55     };
56
57 } // end namespace gdcm
58
59 #endif // GDCMCRYPTOFACTORY_H

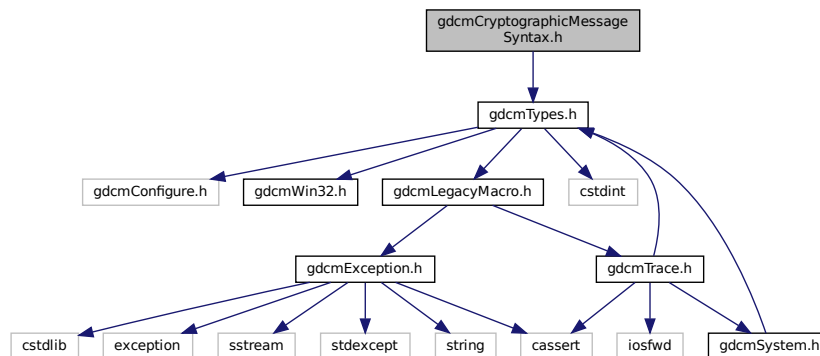
```



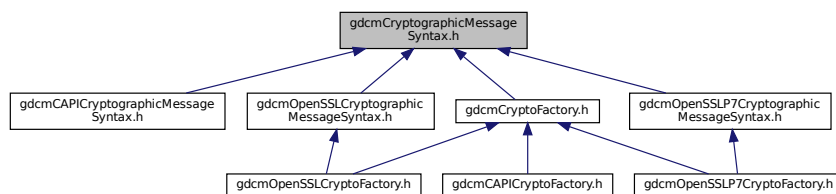
## 11.19 gdcmCryptographicMessageSyntax.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmCryptographicMessageSyntax.h:



This graph shows which files directly or indirectly include this file:



### Classes

- class [gdcm::CryptographicMessageSyntax](#)

### Namespaces

- namespace [gdcm](#)

## 11.20 gdcmCryptographicMessageSyntax.h

[Go to the documentation of this file.](#)

```

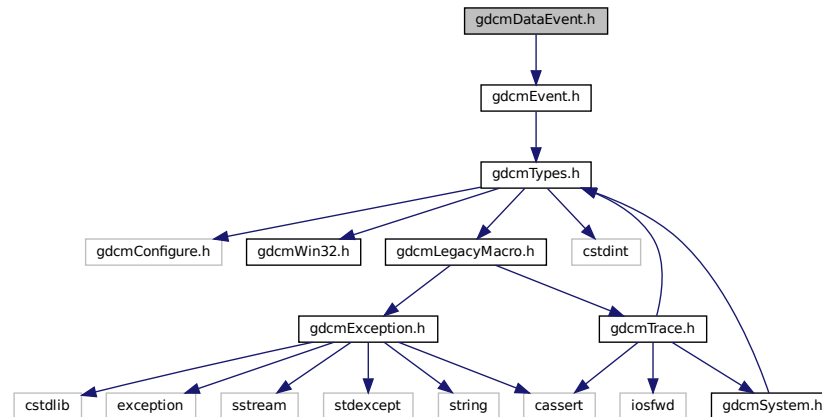
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCRYPTOGRAPHICMESSAGESYNTAX_H
15 #define GDCMCRYPTOGRAPHICMESSAGESYNTAX_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21
22 class GDCM_EXPORT CryptographicMessageSyntax
23 {
24 public:
25     CryptographicMessageSyntax() = default;
26
27     virtual ~CryptographicMessageSyntax() = default;
28     CryptographicMessageSyntax(const CryptographicMessageSyntax&) = delete;
29     void operator=(const CryptographicMessageSyntax&) = delete;
30
31     typedef enum {
32         DES3_CIPHER, // Triple DES
33         AES128_CIPHER, // CBC AES
34         AES192_CIPHER, // ' '
35         AES256_CIPHER // ' '
36     } CipherTypes;
37
38     // X.509
39     virtual bool ParseCertificateFile( const char *filename ) = 0;
40     virtual bool ParseKeyFile( const char *filename ) = 0;
41
42     // PBE
43     virtual bool SetPassword(const char * pass, size_t passLen) = 0;
44
45     virtual bool Encrypt(char *output, size_t &outlen, const char *array, size_t len) const = 0;
46     virtual bool Decrypt(char *output, size_t &outlen, const char *array, size_t len) const = 0;
47
48     virtual void SetCipherType(CipherTypes type) = 0;
49     virtual CipherTypes GetCipherType() const = 0;
50 };
51
52 } // end namespace gdcm
53
54 #endif //GDCMCRYPTOGRAPHICMESSAGESYNTAX_H

```

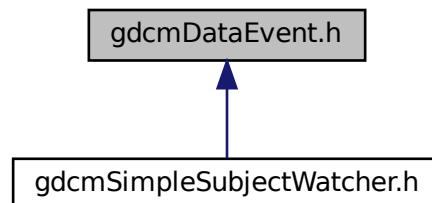
## 11.21 gdcmDataEvent.h File Reference

```
#include "gdcmEvent.h"
```

Include dependency graph for gdcmDataEvent.h:



This graph shows which files directly or indirectly include this file:



### Classes

- class [gdcm::DataEvent](#)  
*DataEvent*.

### Namespaces

- namespace [gdcm](#)

## 11.22 gdcmDataEvent.h

[Go to the documentation of this file.](#)

```

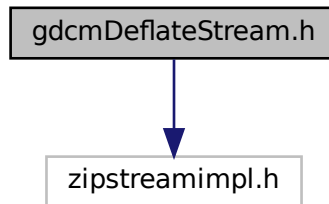
1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDATAEVENT_H
15 #define GDCMDATAEVENT_H
16
17 #include "gdcmEvent.h"
18
19 namespace gdcm
20 {
21
22     class DataEvent : public AnyEvent
23     {
24     public:
25         typedef DataEvent Self;
26         typedef AnyEvent Superclass;
27         DataEvent(const char *bytes = nullptr, size_t len = 0):Bytes(bytes),Length(len) {}
28         ~DataEvent() override = default;
29         DataEvent(const Self&s) : AnyEvent(s){};
30         void operator=(const Self&) = delete;
31
32         const char * GetEventName()const override { return "DataEvent"; }
33         bool CheckEvent(const ::gdcm::Event* e)const override
34         { return (dynamic_cast<const Self*>(e) == nullptr ? false : true) ; }
35         ::gdcm::Event* MakeObject()const override
36         { return new Self; }
37
38         void SetData(const char *bytes, size_t len) {
39             Bytes = bytes;
40             Length = len;
41         }
42         size_t GetDataLength()const { return Length; }
43         const char *GetData()const { return Bytes; }
44
45         //std::string GetValueAsString() const { return; }
46
47     private:
48         const char *Bytes;
49         size_t Length;
50     };
51
52 } // end namespace gdcm
53
54 #endif //GDCMDATAEVENT_H

```

## 11.23 gdcmDeflateStream.h File Reference

```
#include "zipstreamimpl.h"
```

Include dependency graph for gdcmDeflateStream.h:



## 11.24 gdcmDeflateStream.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDEFLATESTREAM_H
15 #define GDCMDEFLATESTREAM_H
16
17 #include "zipstreamimpl.h"
18
19 #endif //GDCMDEFLATESTREAM_H
  
```

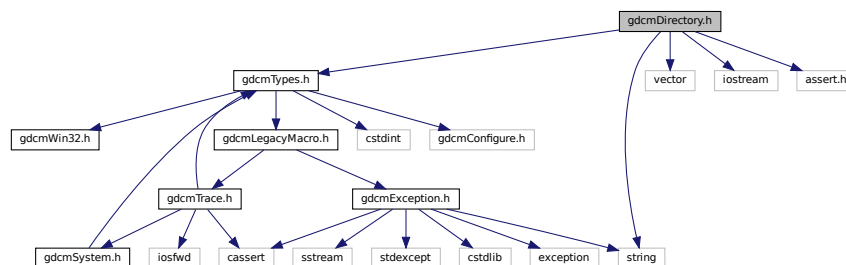
## 11.25 gdcmDirectory.h File Reference

```

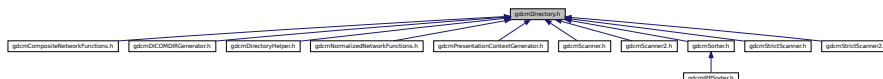
#include "gdcmTypes.h"
#include <string>
#include <vector>
#include <iostream>
  
```

```
#include <assert.h>
```

Include dependency graph for `gdcmDirectory.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::Directory`  
*Class for manipulation directories.*

## Namespaces

- namespace `gdcm`

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Directory &d)`

## 11.26 gdcmDirectory.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR

```

```

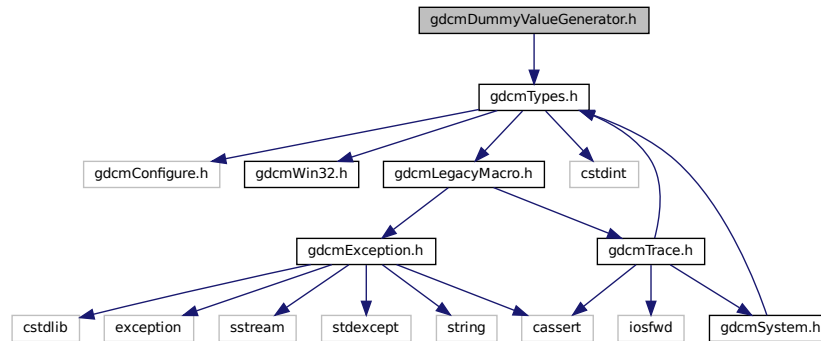
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDIRECTORY_H
15 #define GDCMDIRECTORY_H
16
17 #include "gdcmTypes.h"
18
19 #include <string>
20 #include <vector>
21 #include <iostream>
22 #include <assert.h>
23
24 namespace gdcm
25 {
26
27 //-----
28 class GDCM_EXPORT Directory
29 {
30     friend std::ostream& operator<<(std::ostream &_os, const Directory &d);
31 public :
32     Directory() = default;
33     ~Directory() = default;
34     typedef std::string FilenameType;
35     typedef std::vector<FilenameType> FilenamesType;
36
37     void Print(std::ostream &os = std::cout) const;
38
39     FilenameType const &GetToplevel()const { return Toplevel; }
40
41     FilenamesType const &GetFilenames()const {
42         assert( !(Toplevel.empty()) && "Need to call Explore first" );
43         return Filenames; }
44
45     FilenamesType const &GetDirectories()const { return Directories; }
46
47     unsigned int Load(FilenameType const &name, bool recursive = false);
48
49     // \todo later: GLOB
50     // The glob() function searches for all the pathnames matching pattern according to
51     // the rules used by the shell (see glob(7)). No tilde expansion or parameter
52     // substitution is done; if you want these, use wordexp(3).
53     // int Glob(...);
54
55 protected:
56     unsigned int Explore(FilenameType const &name, bool recursive);
57
58 private :
59     FilenamesType Filenames;
60     FilenamesType Directories;
61
62     FilenameType Toplevel;
63 };
64 //-----
65 inline std::ostream& operator<<(std::ostream &os, const Directory &d)
66 {
67     d.Print( os );
68     return os;
69 }
70
71 } // end namespace gdcm
72 //-----
73 #endif //GDCMDIRECTORY_H

```

## 11.27 gdcmDummyValueGenerator.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmDummyValueGenerator.h:



### Classes

- class [gdcm::DummyValueGenerator](#)  
*Class for generating dummy value.*

### Namespaces

- namespace [gdcm](#)

## 11.28 gdcmDummyValueGenerator.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDUMMYVALUEGENERATOR_H
15 #define GDCMDUMMYVALUEGENERATOR_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21
22
23
24
25
26 class GDCM_EXPORT DummyValueGenerator

```



```

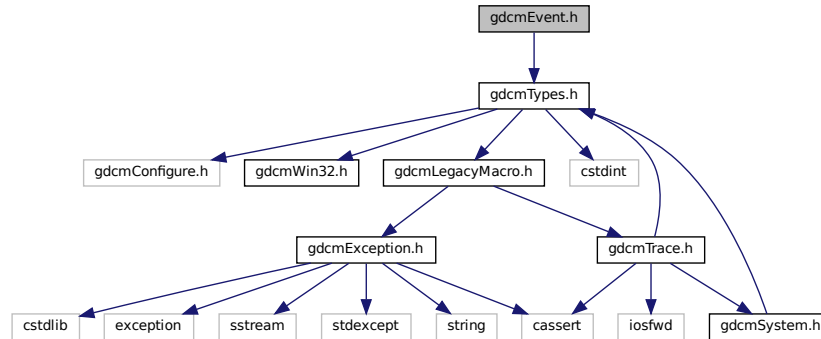
27 {
28 public:
29
35     static const char* Generate(const char *input);
36
37 private:
38 };
39
40
41 } // end namespace gdcm
42
43 #endif //GDCMDUMMYVALUEGENERATOR_H

```

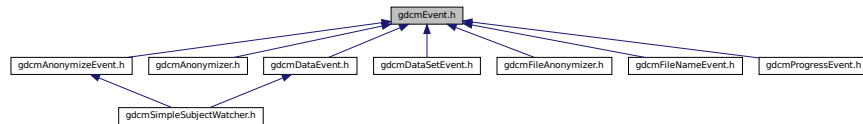
## 11.29 gdcmEvent.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmEvent.h:



This graph shows which files directly or indirectly include this file:



## 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.*

## 11.29.1 Macro Definition Documentation

### 11.29.1.1 gdcmEventMacro

```
#define gdcmEventMacro(
    classname,
    super )
```

#### Value:

```
\
class classname : public super { \
public: \
    typedef classname Self; \
    typedef super Superclass; \
    classname() {} \
    virtual ~classname() override = default; \
    virtual const char * GetEventName()const override { return #classname; } \
    virtual bool CheckEvent(const ::gdcm::Event* e) const override \
    { return dynamic_cast<const Self*>(e) ? true : false; } \
    virtual ::gdcm::Event* MakeObject() const override \
    { return new Self; } \
    classname(const Self&s) : super(s){}; \
private: \
    void operator=(const Self&); \
}
```

## 11.30 gdcmEvent.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMEVENT_H
15 #define GDCMEVENT_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21 //-----
22 class GDCM_EXPORT Event
23 {
24 public :
25     Event();
26     virtual ~Event();
27     Event(const Event&);
28     void operator=(const Event&) = delete;
29
30     virtual Event* MakeObject() const = 0;
31
32     virtual void Print(std::ostream& os) const;
33
34     virtual const char * GetEventName() const = 0;
35
36     virtual bool CheckEvent(const Event*) const = 0;
37 };
38
39 inline std::ostream& operator<<(std::ostream& os, Event &e)
40 {
41     e.Print(os);
42     return os;
43 }
44
45 /*
46 * Macro for creating new Events
47 */
48 #define gdcmEventMacro( classname , super ) \
49 \
50 class classname : public super { \
51 public: \
52     typedef classname Self; \
53     typedef super Superclass; \
54     classname() {} \
55     virtual ~classname() override = default; \
56     virtual const char * GetEventName() const override { return #classname; } \
57     virtual bool CheckEvent(const ::gdcm::Event* e) const override \
58     { return dynamic_cast<const Self*>(e) ? true : false; } \
59     virtual ::gdcm::Event* MakeObject() const override \
60     { return new Self; } \
61     classname(const Self&s) : super(s){}; \
62 private: \
63     void operator=(const Self&); \
64 }
65
66 gdcmEventMacro( NoEvent , Event );
67 gdcmEventMacro( AnyEvent , Event );
68 gdcmEventMacro( StartEvent , AnyEvent );
69 gdcmEventMacro( EndEvent , AnyEvent );
70 //gdcmEventMacro( ProgressEvent , AnyEvent );
71 gdcmEventMacro( ExitEvent , AnyEvent );
72 gdcmEventMacro( AbortEvent , AnyEvent );
73 gdcmEventMacro( ModifiedEvent , AnyEvent );
74 gdcmEventMacro( InitializeEvent , AnyEvent );
75 gdcmEventMacro( IterationEvent , AnyEvent );

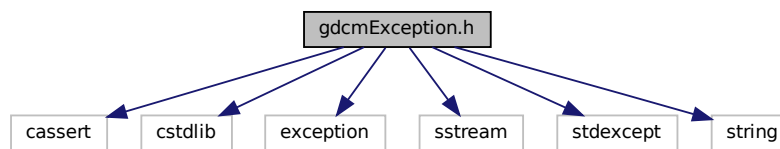
```

```
92 //gdcmEventMacro( AnonymizeEvent      , AnyEvent );
93 gdcmEventMacro( UserEvent              , AnyEvent );
94
95
96 } // end namespace gdcm
97 //-----
98 #endif //GDCMEVENT_H
```

### 11.31 gdcmException.h File Reference

```
#include <cassert>
#include <cstdlib>
#include <exception>
#include <sstream>
#include <stdexcept>
#include <string>
```

Include dependency graph for gdcmException.h:



This graph shows which files directly or indirectly include this file:



#### Classes

- class [gdcm::Exception](#)  
*Exception.*

#### Namespaces

- namespace [gdcm](#)

## 11.32 gdcmException.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMEXCEPTION_H
15 #define GDCMEXCEPTION_H
16
17 #include <cassert>
18 #include <cstdlib> // NULL
19 #include <exception>
20 #include <sstream> // ostringstream
21 #include <stdexcept> // logic_error
22 #include <string>
23
24 // Disable clang warning "dynamic exception specifications are deprecated".
25 // We need to be C++03 and C++11 compatible, and if we remove the 'throw()'
26 // specifier we'll get an error in C++03 by not matching the superclass.
27 #if defined(__clang__) && defined(__has_warning)
28 # if __has_warning("-Wdeprecated")
29 #  pragma clang diagnostic push
30 #  pragma clang diagnostic ignored "-Wdeprecated"
31 # endif
32 #endif
33
34 namespace gdcm
35 {
36
37 class Exception : public std::exception
38 {
39     typedef std::logic_error StringHolder;
40
41     static StringHolder CreateWhat(const char* const desc,
42                                   const char* const file,
43                                   const unsigned int lineNumber,
44                                   const char* const func)
45     {
46         assert(desc != nullptr);
47         assert(file != nullptr);
48         assert(func != nullptr);
49         std::ostringstream oswhat;
50         oswhat << file << ":" << lineNumber << " (" << func << "):\n";
51         oswhat << desc;
52         return StringHolder( oswhat.str() );
53     }
54
55 public:
56     explicit Exception(const char *desc = "None",
57                       const char *file = __FILE__,
58                       unsigned int lineNumber = __LINE__,
59                       // FIXME: __PRETTY_FUNCTION__ is the non-mangled version for __GNUC__ compiler
60                       const char *func = "" /*__FUNCTION__*/)
61     :
62       What( CreateWhat(desc, file, lineNumber, func) ),
63       Description(desc)
64     {
65     }
66
67 ~Exception() throw() override {}
68
69 const char* what() const throw() override
70 {
71     return What.what();
72 }
73
74 const char * GetDescription()const { return Description.what(); }
75
76 private:

```

```

95  StringHolder  What;
96  StringHolder  Description;
97  };
98
99  } // end namespace gdcm
100
101  // Undo warning suppression.
102  #if defined(__clang__) && defined(__has_warning)
103  # if __has_warning("-Wdeprecated")
104  #  pragma clang diagnostic pop
105  # endif
106  #endif
107
108  #endif

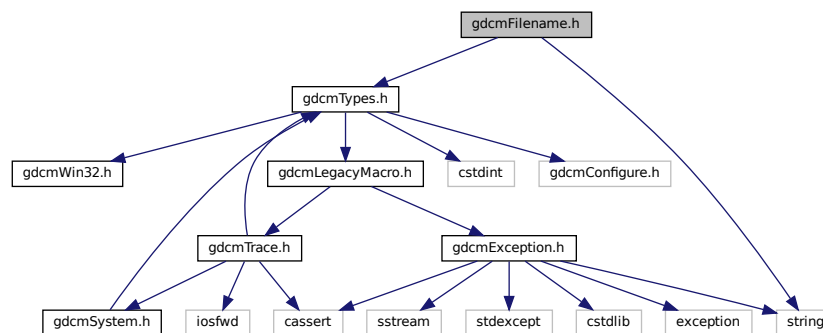
```

## 11.33 gdcmFilename.h File Reference

```
#include "gdcmTypes.h"
```

```
#include <string>
```

Include dependency graph for gdcmFilename.h:



## Classes

- class `gdcm::Filename`  
*Class to manipulate file name's.*

## Namespaces

- namespace `gdcm`

## 11.34 gdcmFilename.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMFILENAME_H
15 #define GDCMFILENAME_H
16
17 #include "gdcmTypes.h"
18
19 #include <string>
20
21 namespace gdcm
22 {
23     class GDCM_EXPORT Filename
24     {
25     public:
26         Filename(const char* filename = ""):FileName(filename ? filename : ""),Path(),Conversion() {}
27
28         const char *GetFileName()const { return FileName.c_str(); }
29         const char *GetPath();
30         const char *GetName();
31         const char *GetExtension();
32         const char *ToUnixSlashes();
33         const char *ToWindowsSlashes();
34
35         static const char *Join(const char *path, const char *filename);
36
37         bool IsEmpty()const { return FileName.empty(); }
38
39         operator const char * () const { return GetFileName(); }
40
41         // FIXME: I don't like this function
42         // It hides the realpath call (maybe useful)
43         // and it forces file to exist on the disk whereas Filename
44         // should be independent from file existence.
45         bool IsIdentical(Filename const &fn) const;
46
47         bool EndWith(const char ending[]) const;
48
49     private:
50         std::string FileName;
51         std::string Path;
52         std::string Conversion;
53     };
54 } // end namespace gdcm
55
56 #endif //GDCMFILENAME_H

```

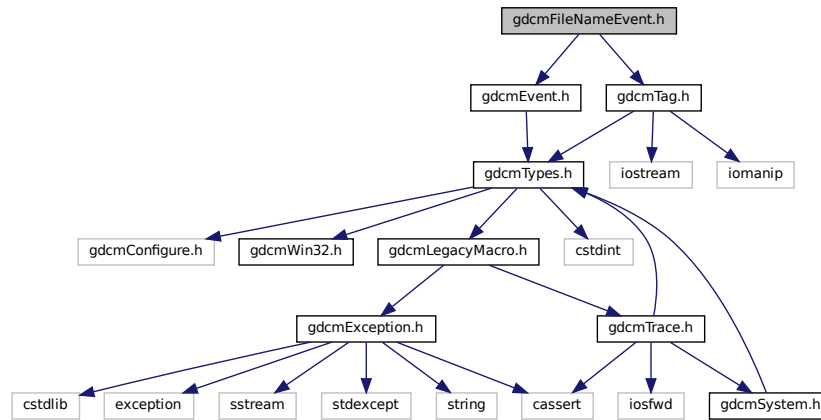
## 11.35 gdcmFileNameEvent.h File Reference

```

#include "gdcmEvent.h"
#include "gdcmTag.h"

```

Include dependency graph for `gdcmFileNameEvent.h`:



## Classes

- class `gdcm::FileNameEvent`  
*FileNameEvent*.

## Namespaces

- namespace `gdcm`

## 11.36 `gdcmFileNameEvent.h`

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMFILENAMEEVENT_H
15 #define GDCMFILENAMEEVENT_H
16
17 #include "gdcmEvent.h"
18 #include "gdcmTag.h"
19
20 namespace gdcm
21 {
22
23     class FileNameEvent : public AnyEvent
24     {
25     public:
26         FileNameEvent() {}
27         FileNameEvent(const std::string& filename) {}
28         FileNameEvent(const std::string& filename, const std::string& tag) {}
29     };
30
31 }

```



```

31 public:
32     typedef FileNameEvent Self;
33     typedef AnyEvent Superclass;
34     FileNameEvent(const char *s = ""):m_FileName(s) {}
35     ~FileNameEvent() override = default;
36
37     FileNameEvent(const Self&s) : AnyEvent(s){};
38     void operator=(const Self&) = delete;
39
40
41     const char * GetEventName()const override { return "FileNameEvent"; }
42     bool CheckEvent(const ::gdcm::Event* e)const override
43 { return dynamic_cast<const Self*>(e) ? true : false; }
44     ::gdcm::Event* MakeObject()const override
45 { return new Self; }
46
47     void SetFileName(const char *f) { m_FileName = f; }
48     const char *GetFileName()const { return m_FileName.c_str(); }
49 private:
50     std::string m_FileName;
51 };
52
53
54 } // end namespace gdcm
55
56 #endif //GDCMFILENAMEEVENT_H

```

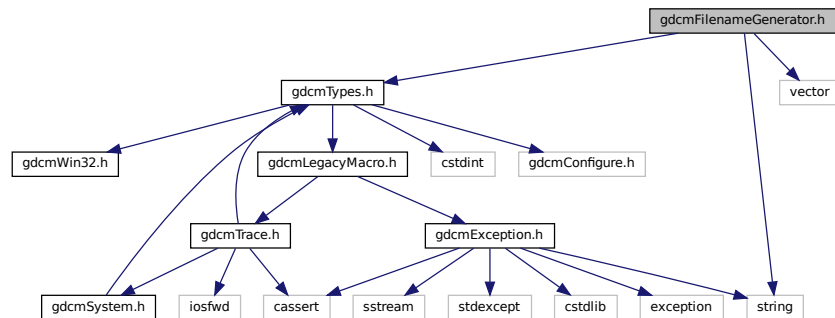
## 11.37 gdcmFilenameGenerator.h File Reference

```
#include "gdcmTypes.h"
```

```
#include <string>
```

```
#include <vector>
```

Include dependency graph for gdcmFilenameGenerator.h:



### Classes

- class `gdcm::FilenameGenerator`  
*FilenameGenerator.*

### Namespaces

- namespace `gdcm`

## 11.38 gdcmFilenameGenerator.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMFILENAMEGENERATOR_H
15 #define GDCMFILENAMEGENERATOR_H
16
17 #include "gdcmTypes.h"
18 #include <string>
19 #include <vector>
20
21
22 namespace gdcm
23 {
24
25     class GDCM_EXPORT FilenameGenerator
26     {
27     public:
28         FilenameGenerator():Pattern(),Prefix(),FileNames() {}
29         ~FilenameGenerator() = default;
30         // FIXME: already defines in gdcm::Directory
31         typedef std::string FilenameType;
32         typedef std::vector<FilenameType> FileNamesType;
33         typedef FileNamesType::size_type SizeType;
34
35         void SetPattern(const char *pattern) { Pattern = pattern; }
36         const char *GetPattern()const { return Pattern.c_str(); }
37
38         void SetPrefix(const char *prefix) { Prefix = prefix; }
39         const char *GetPrefix()const { return Prefix.c_str(); }
40
41         bool Generate();
42
43         void SetNumberOfFileNames(SizeType nfiles);
44         SizeType GetNumberOfFileNames() const;
45
46         const char * GetFilename(SizeType n) const;
47
48         FileNamesType const & GetFileNames()const { assert( !Pattern.empty() ); return FileNames; }
49
50     private:
51         FilenameType Pattern;
52         FilenameType Prefix;
53         FileNamesType FileNames;
54     };
55 } // end namespace gdcm
56
57 #endif //GDCMFILENAMEGENERATOR_H

```

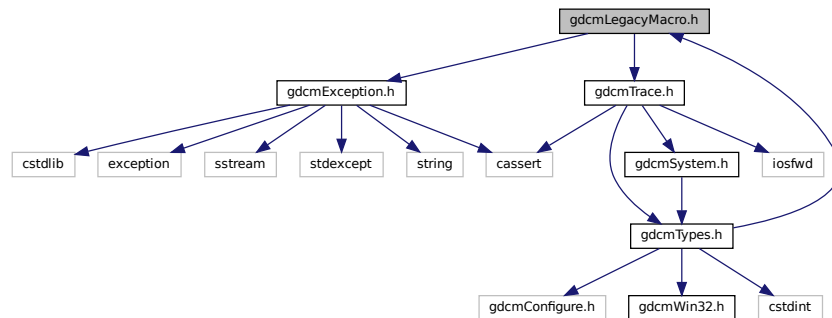
## 11.39 gdcmLegacyMacro.h File Reference

```

#include "gdcmException.h"
#include "gdcmTrace.h"

```

Include dependency graph for gdcmLegacyMacro.h:



This graph shows which files directly or indirectly include this file:



## 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.")
- #define [GDCM\\_NOOP\\_STATEMENT](#) static\_assert(true, "")

## 11.39.1 Macro Definition Documentation

### 11.39.1.1 GDCM\_LEGACY

```
#define GDCM_LEGACY(  
    method ) method;
```

### 11.39.1.2 GDCM\_LEGACY\_BODY

```
#define GDCM_LEGACY_BODY(  
    method,  
    version ) gdcmWarningMacro(#method " was deprecated for " version " and will be  
removed in a future version.")
```

### 11.39.1.3 GDCM\_LEGACY\_REPLACED\_BODY

```
#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.")
```

### 11.39.1.4 GDCM\_NOOP\_STATEMENT

```
#define GDCM_NOOP_STATEMENT static_assert(true, "")
```

The `static_assert(true, "")` idiom is commonly employed for C++11 or greater to ensure that it is compile-time only check that can not be part of the binary file. This allows a macro to be used anywhere that a statement is expected, and to enforce consistent use of ; after a macro. The `static_assert` is a `constexpr` that can be used in places where raw statements (i.e. `'do{} while(0)'`) are not allowed (i.e. after class member function definitions).

## 11.40 **gdcmLegacyMacro.h**

[Go to the documentation of this file.](#)

```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMLEGACYMACRO_H
15 #define GDCMLEGACYMACRO_H
16
17 #if !defined(GDCMTYPES_H) && !defined(SWIG)
18 #error you need to include gdcmTypes.h instead
19 #endif
20
21 #include "gdcmException.h"
22
23 //-----
24 // Setup legacy code policy.
25
26 // Define GDCM_LEGACY macro to mark legacy methods where they are
27 // declared in their class. Example usage:
28 //
29 //    // @deprecated Replaced by MyOtherMethod() as of GDCM 2.0.
30 //    GDCM_LEGACY(void MyMethod());
31 #if defined(GDCM_LEGACY_REMOVE)
32 # define GDCM_LEGACY(method)
33 #elif defined(GDCM_LEGACY_SILENT) || defined(SWIG)
34 // Provide legacy methods with no warnings.
35 # define GDCM_LEGACY(method) method;
36 #else
37 // Setup compile-time warnings for uses of deprecated methods if
38 // possible on this compiler.
39 # if defined(__GNUC__) && !defined(__INTEL_COMPILER) && (__GNUC__ > 3 || (__GNUC__ == 3 && __GNUC_MINOR__ >=
40 #   define GDCM_LEGACY(method) method __attribute__((deprecated));
```

```

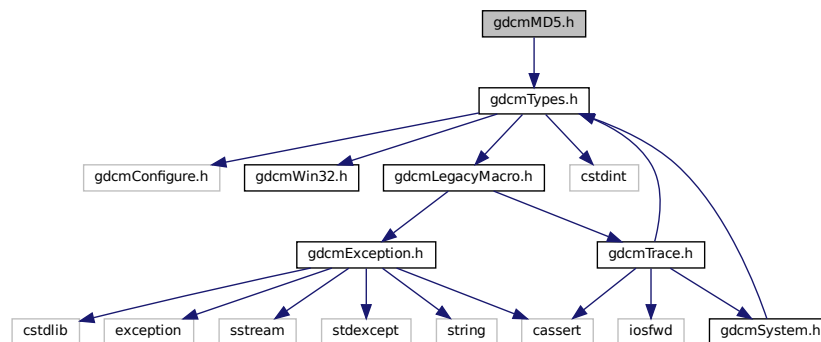
41 # elif defined(_MSC_VER) && _MSC_VER >= 1300
42 #   define GDCM_LEGACY(method) __declspec(deprecated) method;
43 # else
44 #   define GDCM_LEGACY(method) method;
45 # endif
46 #endif
47
48 # define GDCM_NOOP_STATEMENT static_assert(true, "")
49
50 // Macros to create runtime deprecation warning messages in function
51 // bodies. Example usage:
52 //
53 //   #if !defined(GDCM_LEGACY_REMOVE)
54 //   void gdcm::MyClass::MyOldMethod()
55 //   {
56 //       GDCM_LEGACY_BODY(gdcm::MyClass::MyOldMethod, "GDCM 2.0");
57 //   }
58 //   #endif
59 //
60 //   #if !defined(GDCM_LEGACY_REMOVE)
61 //   void gdcm::MyClass::MyMethod()
62 //   {
63 //       GDCM_LEGACY_REPLACED_BODY(gdcm::MyClass::MyMethod, "GDCM 2.0",
64 //                                   gdcm::MyClass::MyOtherMethod);
65 //   }
66 //   #endif
67
68 #if defined(GDCM_LEGACY_REMOVE) || defined(GDCM_LEGACY_SILENT)
69 # define GDCM_LEGACY_BODY(method, version)
70 # define GDCM_LEGACY_REPLACED_BODY(method, version, replace)
71 #else
72 # define GDCM_LEGACY_BODY(method, version) \
73   gdcmWarningMacro(#method " was deprecated for " version " and will be removed in a future version.")
74 # define GDCM_LEGACY_REPLACED_BODY(method, version, replace) \
75   gdcmWarningMacro(#method " was deprecated for " version " and will be removed in a future version. Use "
76                     #replace " instead.")
77 #endif
78
79 #include "gdcmTrace.h"
80
81 #endif // GDCM_LEGACYMACRO_H

```

## 11.41 gdcmMD5.h File Reference

#include "gdcmTypes.h"

Include dependency graph for gdcmMD5.h:



## Classes

- class `gdcm::MD5`

Class for [MD5](#).

## Namespaces

- namespace [gdcm](#)

## 11.42 gdcmMD5.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMMD5_H
15 #define GDCMMD5_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21 //-----
22 class GDCM_EXPORT MD5
23 {
24 public :
25     // Compute md5 from memory pointed by 'pointer' of size 'buf_len'
26     static bool Compute(const char *buffer, size_t buf_len, char digest_str[33]);
27
28     static bool ComputeFile(const char *filename, char digest_str[33]);
29 };
30
31 } // end namespace gdcm
32 //-----
33 #endif //GDCMMD5_H

```

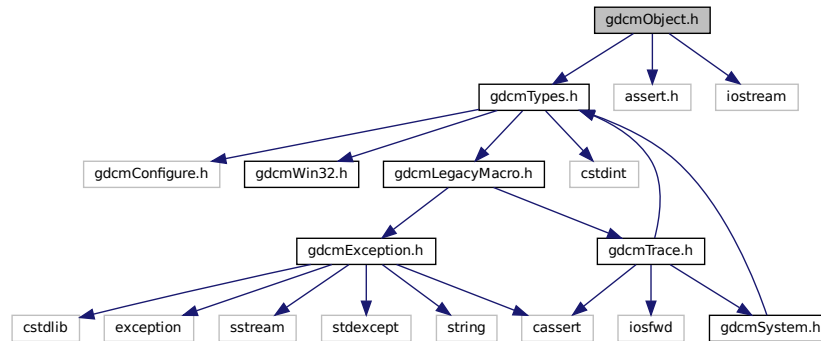
## 11.43 gdcmObject.h File Reference

```

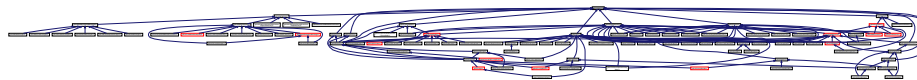
#include "gdcmTypes.h"
#include <assert.h>
#include <iostream>

```

Include dependency graph for gdcmObject.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::Object`  
*Object.*

## Namespaces

- namespace `gdcm`

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Object &obj)`

## 11.44 gdcmObject.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
  
```

```

10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMOBJECT_H
15 #define GDCMOBJECT_H
16
17 #include "gdcTypes.h"
18
19 #include <assert.h>
20 #include <iostream> // grrrr
21
22 //namespace std { class ostream; }
23 namespace gdc
24 {
25
26 template<class ObjectType> class SmartPointer;
27
28 class GDCM_EXPORT Object
29 {
30     template <class ObjectType> friend class SmartPointer;
31     friend std::ostream& operator<<(std::ostream &os, const Object &obj);
32
33 public:
34     Object():ReferenceCount(0) {}
35
36     // Implementation note:
37     // If I move ~Object in the protected section I can prevent people
38     // from writing:
39     // SmartPointer<Object> p = new Object;
40     // delete p; // due to SmartPointer::operator ObjectType * () const
41     // but on the other hand one could not define an Object on the stack
42     // Object obj;
43     // Furthermore it would not prevent anyone from doing:
44     // class MyObject : public Object {};
45     // SmartPointer<MyObject> o = new MyObject;
46     // delete o; // grrrrrr
47     virtual ~Object() {
48         // If your debugger reach here it means you are doing something silly
49         // like using SmartPointer on object allocated on the stack (vs heap)
50         assert(ReferenceCount == 0);
51     }
52
53     // http://www.parashift.com/c++-faq-lite/freestore-mgmt.html#faq-16.24
54     // Set the ref count to 0
55     // Do NOT copy the reference count !
56     Object(const Object&):ReferenceCount(0){}
57     void operator=(const Object&){}
58
59     //static Object* New() { return new Object; }
60
61 protected:
62     // For the purpose of the invasive SmartPointer implementation
63     void Register() {
64         ReferenceCount++;
65         assert( ReferenceCount > 0 );
66     }
67     void UnRegister() {
68         assert( ReferenceCount > 0 );
69         ReferenceCount--;
70         if(!ReferenceCount)
71         {
72             delete this;
73         }
74     }
75
76 public:
77     // For dealing with printing of object and polymorphism
78     virtual void Print(std::ostream &)const {}
79
80 private:
81     long ReferenceCount;
82 };
83
84 //-----
85 // function do not carry vtable. Thus define in the base class the operator
86 // and use the member function ->Print() to call the appropriate function
87 // NOTE: All subclass of Object needs to implement the Print function
88 inline std::ostream& operator<<(std::ostream &os, const Object &obj)
89 {
90     obj.Print(os);

```



```

100     return os;
101 }
102
103 } // end namespace gdcm
104
105 #endif //GDCMOBJECT_H

```

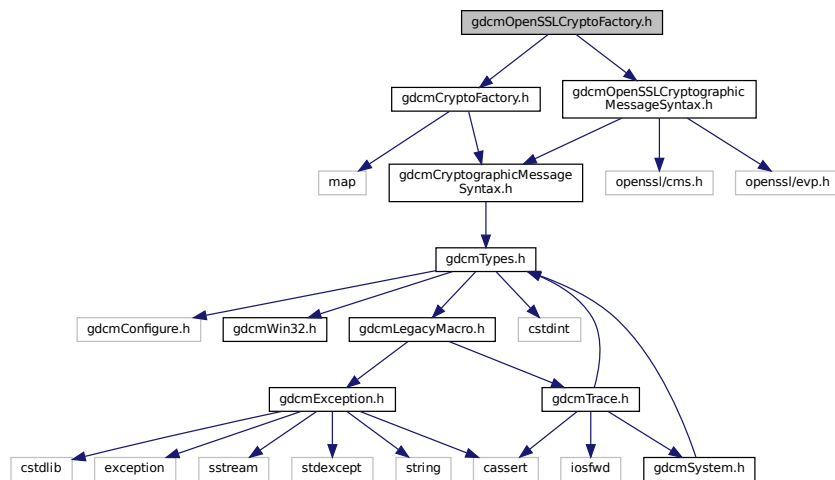
## 11.45 gdcmOpenSSLCryptoFactory.h File Reference

```

#include "gdcmCryptoFactory.h"
#include "gdcmOpenSSLCryptographicMessageSyntax.h"

```

Include dependency graph for gdcmOpenSSLCryptoFactory.h:



### Classes

- class [gdcm::OpenSSLCryptoFactory](#)

### Namespaces

- namespace [gdcm](#)

## 11.46 gdcmOpenSSLCryptoFactory.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.

```

```

7 See Copyright.txt or http://gdcms.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMOPENSSLCRYPTOFACTORY_H
15 #define GDCMOPENSSLCRYPTOFACTORY_H
16
17 #include "gdcmCryptoFactory.h"
18 #include "gdcmOpenSSLCryptographicMessageSyntax.h"
19
20 namespace gdcms
21 {
22
23 class GDCM_EXPORT OpenSSLCryptoFactory : public CryptoFactory
24 {
25 public:
26     OpenSSLCryptoFactory(CryptoLib id) : CryptoFactory(id)
27     {
28         gdcmsDebugMacro( "OpenSSL Factory registered." );
29     }
30
31 public:
32     CryptographicMessageSyntax* CreateCMSProvider()
33     {
34         InitOpenSSL();
35         return new OpenSSLCryptographicMessageSyntax();
36     }
37
38 protected:
39     void InitOpenSSL();
40
41 private:
42     OpenSSLCryptoFactory(){}
43 };
44
45 } // end namespace gdcms
46
47 #endif //GDCMOPENSSLCRYPTOFACTORY_H

```

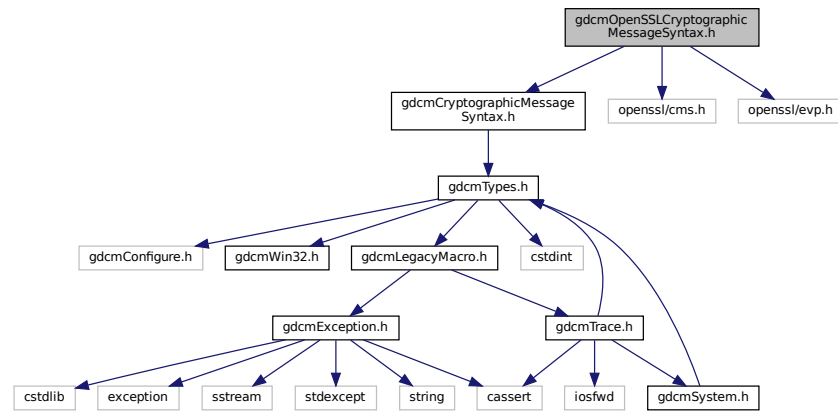
## 11.47 gdcmsOpenSSLCryptographicMessageSyntax.h File Reference

```
#include "gdcmsCryptographicMessageSyntax.h"
```

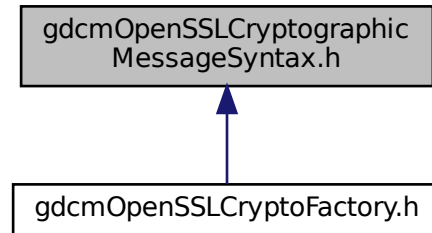
```
#include <openssl/cms.h>
```

```
#include <openssl/evp.h>
```

Include dependency graph for gdcmsOpenSSLCryptographicMessageSyntax.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::OpenSSLCryptographicMessageSyntax](#)

## Namespaces

- namespace [gdcm](#)

## 11.48 gdcmOpenSSLCryptographicMessageSyntax.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMOPENSSLCRYPTOGRAPHICMESSAGESYNTAX_H
15 #define GDCMOPENSSLCRYPTOGRAPHICMESSAGESYNTAX_H
16
17 #include "gdcmCryptographicMessageSyntax.h"
18 #include <openssl/cms.h>
19 #include <openssl/evp.h>
20
21 namespace gdcm
22 {
23
24 class GDCM_EXPORT OpenSSLCryptographicMessageSyntax : public CryptographicMessageSyntax
25 {
26 public:
27   OpenSSLCryptographicMessageSyntax();
28   ~OpenSSLCryptographicMessageSyntax();
29
30   // X.509
  
```

```

31 bool ParseCertificateFile( const char *filename );
32 bool ParseKeyFile( const char *filename );
33
34 // PBE
35 bool SetPassword(const char * pass, size_t passLen);
36
37 void SetCipherType(CipherTypes type);
38 CipherTypes GetCipherType() const;
39 bool Encrypt(char *output, size_t &outlen, const char *array, size_t len) const;
40 bool Decrypt(char *output, size_t &outlen, const char *array, size_t len) const;
41
42 private:
43 #ifdef GDCM_HAVE_CMS_RECIPIENT_PASSWORD
44 // ::stack_st_X509 *recips;
45 //else
46 STACK_OF(X509) *recips;
47 #endif
48 ::EVP_PKEY *pkey;
49 const EVP_CIPHER *internalCipherType;
50 char * password;
51 size_t passwordLength;
52 CipherTypes cipherType;
53
54 private:
55 OpenSSLCryptographicMessageSyntax(const OpenSSLCryptographicMessageSyntax&); // Not implemented.
56 void operator=(const OpenSSLCryptographicMessageSyntax&); // Not implemented.
57 const EVP_CIPHER *CreateCipher( CryptographicMessageSyntax::CipherTypes ciphertype);
58
59 };
60
61 // end namespace gdc
62
63 #endif //GDCMOPENSSLCRYPTOGRAPHICMESSAGESYNTAX_H

```

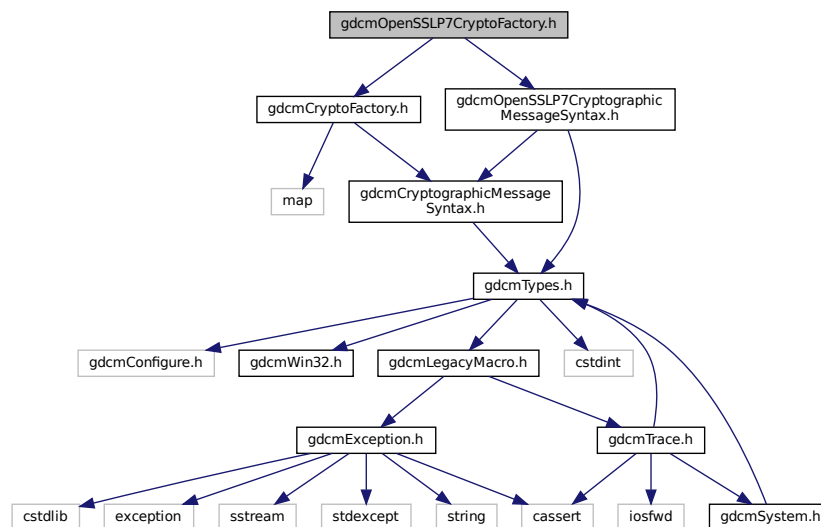
## 11.49 gdcOpenSSL7CryptoFactory.h File Reference

```

#include "gdcCryptoFactory.h"
#include "gdcOpenSSL7CryptographicMessageSyntax.h"

```

Include dependency graph for gdcOpenSSL7CryptoFactory.h:



## Classes

- class [gdcm::OpenSSL7CryptoFactory](#)

## Namespaces

- namespace [gdcm](#)

## 11.50 gdcmOpenSSL7CryptoFactory.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMOPENSSL7CRYPTOFACTORY_H
15 #define GDCMOPENSSL7CRYPTOFACTORY_H
16
17 #include "gdcmCryptoFactory.h"
18 #include "gdcmOpenSSL7CryptographicMessageSyntax.h"
19
20 namespace gdcm
21 {
22     class GDCM_EXPORT OpenSSL7CryptoFactory : public CryptoFactory
23     {
24     public:
25         OpenSSL7CryptoFactory(CryptoLib id) : CryptoFactory(id)
26         {
27             gdcmDebugMacro( "OpenSSL (PKCS7) Factory registered." );
28         }
29
30     public:
31         CryptographicMessageSyntax* CreateCMSProvider()
32         {
33             return new OpenSSL7CryptographicMessageSyntax();
34         }
35
36     private:
37         OpenSSL7CryptoFactory() {}
38     };
39 }
40
41 #endif //GDCMOPENSSL7CRYPTOFACTORY_H

```

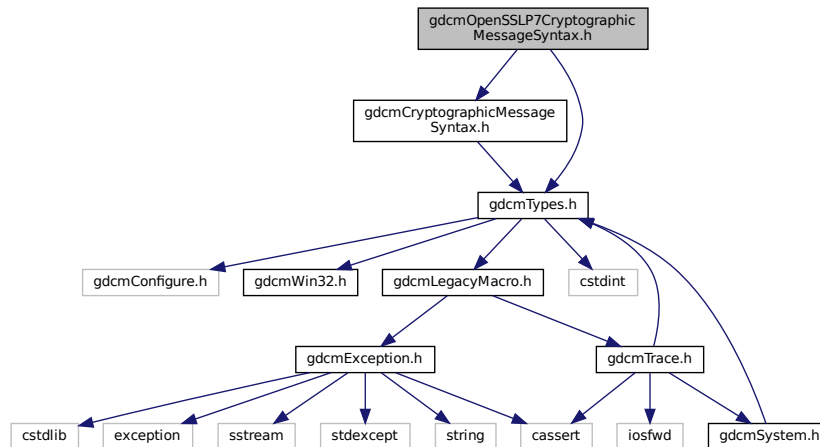
## 11.51 gdcmOpenSSL7CryptographicMessageSyntax.h File Reference

```

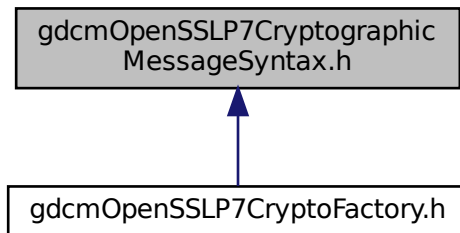
#include "gdcmCryptographicMessageSyntax.h"
#include "gdcmTypes.h"

```

Include dependency graph for `gdcOpenSSL7CryptographicMessageSyntax.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdc::OpenSSL7CryptographicMessageSyntax](#)

## Namespaces

- namespace [gdc](#)

## 11.52 gdcmOpenSSLP7CryptographicMessageSyntax.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMOPENSSLP7CRYPTOGRAPHICMESSAGESYNTAX_H
15 #define GDCMOPENSSLP7CRYPTOGRAPHICMESSAGESYNTAX_H
16
17 #include "gdcmCryptographicMessageSyntax.h"
18 #include "gdcmTypes.h"
19
20 namespace gdcm
21 {
22 class CryptographicMessageSyntaxInternals;
23 //-----
24
25 class GDCM_EXPORT OpenSSLP7CryptographicMessageSyntax : public CryptographicMessageSyntax
26 {
27 public:
28     OpenSSLP7CryptographicMessageSyntax();
29     ~OpenSSLP7CryptographicMessageSyntax();
30
31     // X.509
32     bool ParseCertificateFile( const char *filename );
33     bool ParseKeyFile( const char *filename );
34
35     // PBE
36     bool SetPassword(const char * /*pass*/, size_t /*passLen*/)
37     {
38         gdcmWarningMacro( "Openssl using PKCS7 does not support Password Based Encryption." );
39         return false;
40     }
41
42     void SetCipherType(CipherTypes type);
43     CipherTypes GetCipherType() const;
44
45     bool Encrypt(char *output, size_t &outlen, const char *array, size_t len) const;
46     bool Decrypt(char *output, size_t &outlen, const char *array, size_t len) const;
47
48 private:
49     CryptographicMessageSyntaxInternals *Internals;
50 private:
51     OpenSSLP7CryptographicMessageSyntax(const OpenSSLP7CryptographicMessageSyntax&); // Not implemented.
52     void operator=(const OpenSSLP7CryptographicMessageSyntax&); // Not implemented.
53 };
54 // end namespace gdcm
55 //-----
56 #endif //GDCMOPENSSLP7CRYPTOGRAPHICMESSAGESYNTAX_H

```

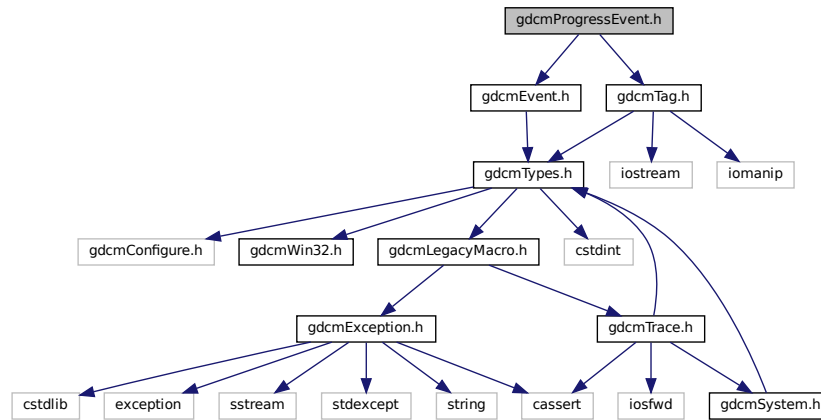
## 11.53 gdcmProgressEvent.h File Reference

```

#include "gdcmEvent.h"
#include "gdcmTag.h"

```

Include dependency graph for `gdcProgressEvent.h`:



## Classes

- class `gdc::ProgressEvent`  
*ProgressEvent.*

## Namespaces

- namespace `gdc`

## 11.54 `gdcProgressEvent.h`

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdc.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPROGRESSEVENT_H
15 #define GDCMPROGRESSEVENT_H
16
17 #include "gdcEvent.h"
18 #include "gdcTag.h"
19
20 namespace gdc
21 {
22
23     class ProgressEvent : public AnyEvent
24     {
25     public:
26         ProgressEvent() {}
27         ProgressEvent(const ProgressEvent&);
28         ProgressEvent& operator=(const ProgressEvent&);
29         ~ProgressEvent() {}
30     };
31
32 }

```



```

31 public:
32     typedef ProgressEvent Self;
33     typedef AnyEvent Superclass;
34     ProgressEvent(double p = 0):m_Progress(p) {}
35     ~ProgressEvent() override = default;
36
37     ProgressEvent(const Self&s) : AnyEvent(s){};
38     void operator=(const Self&) = delete;
39
40     const char * GetEventName()const override { return "ProgressEvent"; }
41     bool CheckEvent(const ::gdcm::Event* e)const override
42     { return dynamic_cast<const Self*>(e) ? true : false; }
43     ::gdcm::Event* MakeObject()const override
44     { return new Self; }
45
46     void SetProgress(double p) { m_Progress = p; }
47     double GetProgress()const { return m_Progress; }
48 private:
49     double m_Progress;
50 };
51
52
53 } // end namespace gdcm
54
55 #endif //GDCMPROGRESSEVENT_H

```

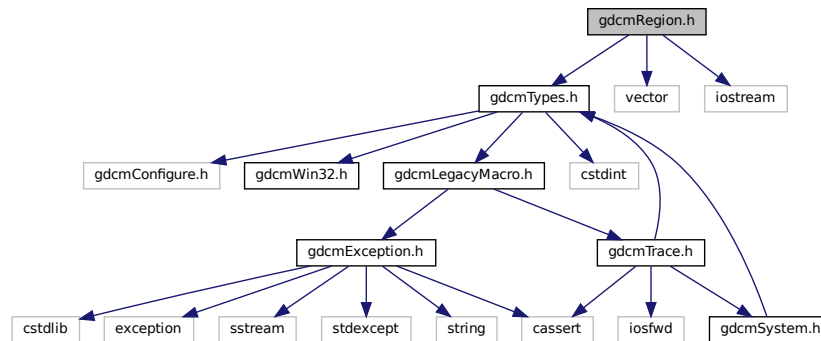
## 11.55 gdcmRegion.h File Reference

```
#include "gdcmTypes.h"
```

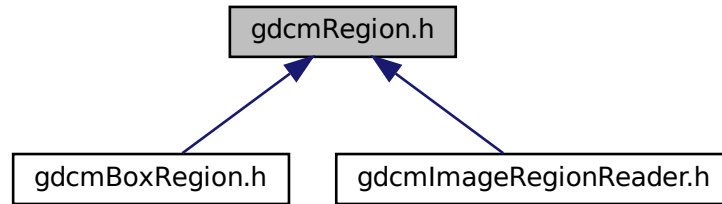
```
#include <vector>
```

```
#include <iostream>
```

Include dependency graph for gdcmRegion.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdc::Region](#)  
*Class for manipulation region.*

## Namespaces

- namespace [gdc](#)

## Functions

- `std::ostream & gdc::operator<< (std::ostream &os, const Region &r)`

## 11.56 gdcRegion.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdc.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMREGION_H
15 #define GDCMREGION_H
16
17 #include "gdcTypes.h"
18 #include <vector>
19 #include <iostream>
20
21 namespace gdc
22 {

```

```

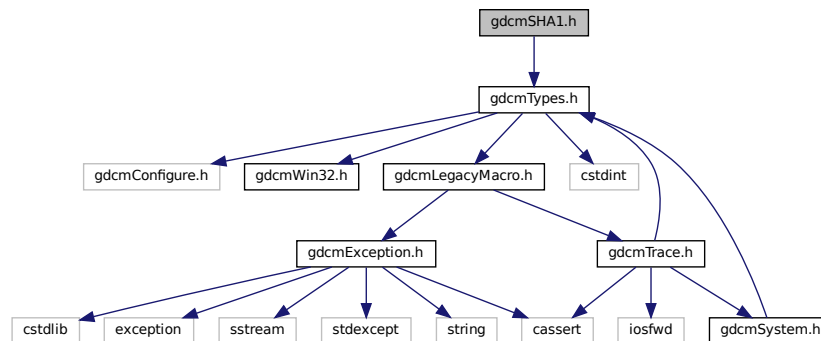
23 class BoxRegion;
27 //-----
28 class GDCM_EXPORT Region
29 {
30 public :
31     Region();
32     virtual ~Region();
33
34     virtual void Print(std::ostream &os = std::cout) const;
35
36     virtual bool Empty() const = 0;
37
38     virtual bool IsValid() const = 0;
39
40     virtual size_t Area() const = 0;
41
42     // implementation detail of heterogeneous container in C++
43     virtual Region *Clone() const = 0;
44
45     virtual BoxRegion ComputeBoundingBox() = 0;
46 private:
47 };
48 //-----
49 inline std::ostream& operator<<(std::ostream &os, const Region&r)
50 {
51     r.Print( os );
52     return os;
53 }
54 } // end namespace gdcm
55 //-----
56 #endif //GDCMREGION_H

```

## 11.57 gdcmSHA1.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmSHA1.h:



## Classes

- class [gdcm::SHA1](#)  
Class for [SHA1](#).

## Namespaces

- namespace [gdcm](#)

## 11.58 gdcmSHA1.h

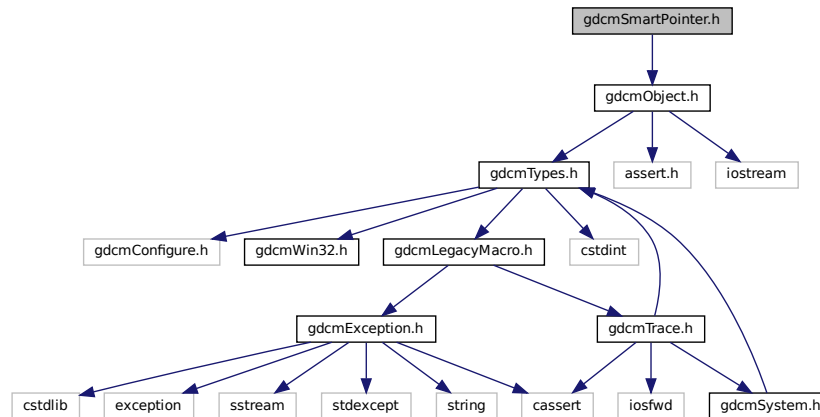
[Go to the documentation of this file.](#)

```
1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSHA1_H
15 #define GDCMSHA1_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21 //-----
22 class SHA1Internals;
23 class GDCM_EXPORT SHA1
24 {
25 public:
26     SHA1();
27     ~SHA1();
28     SHA1(const SHA1&) = delete;
29     void operator=(const SHA1&) = delete;
30
31     static bool Compute(const char *buffer, unsigned long buf_len, char digest_str[20*2+1]);
32
33     static bool ComputeFile(const char *filename, char digest_str[20*2+1]);
34
35 private:
36     SHA1Internals *Internals;
37 };
38 } // end namespace gdcm
39 //-----
40 #endif //GDCMSHA1_H
```

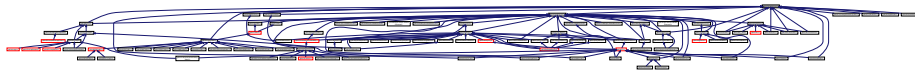
## 11.59 gdcmSmartPointer.h File Reference

```
#include "gdcmObject.h"
```

Include dependency graph for gdcmSmartPointer.h:



This graph shows which files directly or indirectly include this file:



### Classes

- class [gdcm::SmartPointer< ObjectType >](#)  
*Class for Smart Pointer.*

### Namespaces

- namespace [gdcm](#)

## 11.60 gdcmSmartPointer.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
  
```

```

8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSMARTPOINTER_H
15 #define GDCMSMARTPOINTER_H
16
17 #include "gdcmObject.h"
18
19 namespace gdcm
20 {
21     template<class ObjectType>
22     class SmartPointer
23     {
24     public:
25         SmartPointer():Pointer(nullptr) {}
26         SmartPointer(const SmartPointer<ObjectType>& p):Pointer(p.Pointer)
27         { Register(); }
28         SmartPointer(ObjectType* p):Pointer(p)
29         { Register(); }
30         SmartPointer(ObjectType const & p)
31         {
32             Pointer = const_cast<ObjectType*>(&p);
33             Register();
34         }
35         ~SmartPointer() {
36             UnRegister();
37             Pointer = nullptr;
38         }
39
40         ObjectType *operator -> ()const
41         { return Pointer; }
42
43         ObjectType& operator * ()const
44         {
45             assert( Pointer );
46             return *Pointer;
47         }
48
49         operator ObjectType * () const
50         { return Pointer; }
51
52         SmartPointer &operator = (SmartPointer const &r)
53         { return operator = (r.Pointer); }
54
55         SmartPointer &operator = (ObjectType *r)
56         {
57             // http://www.parashift.com/c++-faq-lite/freestore-mgmt.html#faq-16.22
58             // DO NOT CHANGE THE ORDER OF THESE STATEMENTS!
59             // (This order properly handles self-assignment)
60             // (This order also properly handles recursion, e.g., if a ObjectType contains SmartPointer<ObjectType>s)
61             if( Pointer != r )
62             {
63                 ObjectType* old = Pointer;
64                 Pointer = r;
65                 Register();
66                 if ( old ) { old->UnRegister(); }
67             }
68             return *this;
69         }
70
71         SmartPointer &operator = (ObjectType const &r)
72         {
73             ObjectType* tmp = const_cast<ObjectType*>(&r);
74             return operator = (tmp);
75         }
76
77         ObjectType *GetPointer()const
78         { return Pointer; }
79
80     private:
81         void Register()
82         {
83             if(Pointer) Pointer->Register();
84         }
85
86         void UnRegister()
87         {
88             if(Pointer) Pointer->UnRegister();
89         }
90     };
91 }

```

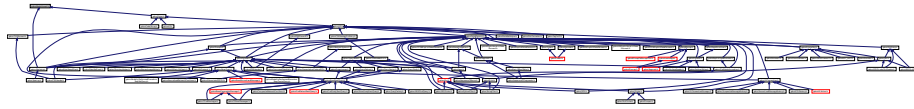
```

111     }
112
113     ObjectType* Pointer;
114 };
115
116 } // end namespace gdcm
117
118 #endif //GDCMSMARTPOINTER_H

```

## 11.61 gdcmStaticAssert.h File Reference

This graph shows which files directly or indirectly include this file:



### 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.*

## 11.61.1 Macro Definition Documentation

### 11.61.1.1 GDCM\_DO\_JOIN

```

#define GDCM_DO_JOIN(
    X,
    Y ) GDCM\_DO\_JOIN2 (X, Y)

```

### 11.61.1.2 GDCM\_DO\_JOIN2

```
#define GDCM_DO_JOIN2(
    X,
    Y ) X##Y
```

### 11.61.1.3 GDCM\_JOIN

```
#define GDCM_JOIN(
    X,
    Y ) GDCM_DO_JOIN( X, Y )
```

### 11.61.1.4 GDCM\_STATIC\_ASSERT

```
#define GDCM_STATIC_ASSERT(
    B )
```

#### Value:

```
typedef ::gdcmm::static_assert_test<\
    sizeof(::gdcmm::STATIC_ASSERTION_FAILURE< (bool) ( B ) >)>\
    GDCM_JOIN(gdcmm_static_assert_typedef_, __LINE__)
```

The GDCM\_JOIN + LINE is needed to create a uniq identifier.

## 11.62 gdcmStaticAssert.h

[Go to the documentation of this file.](#)

```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSTATICASSERT_H
15 #define GDCMSTATICASSERT_H
16
17
18 // the following was shamelessly borrowed from BOOST static assert:
19 namespace gdcm
20 {
21     template <bool x>
22     struct STATIC_ASSERTION_FAILURE;
23
24     template <>
25     struct STATIC_ASSERTION_FAILURE<true> { enum { value = 1 }; };
26
27     template <int x>
```



```

28  struct static_assert_test {};
29  }
30
31  #define GDCM_JOIN( X, Y ) GDCM_DO_JOIN( X, Y )
32  #define GDCM_DO_JOIN( X, Y ) GDCM_DO_JOIN2(X,Y)
33  #define GDCM_DO_JOIN2( X, Y ) X##Y
34
35  #define GDCM_STATIC_ASSERT( B ) \
36  typedef ::gdcm::static_assert_test<\
37  sizeof(::gdcm::STATIC_ASSERTION_FAILURE< (bool)( B ) >>>\
38  GDCM_JOIN(gdcm_static_assert_typedef_, __LINE__)
39
40
41
42  /* Example of use:
43  *
44  * template <class T>
45  * struct must_not_be_instantiated
46  * {
47  * // this will be triggered if this type is instantiated
48  * GDCM_STATIC_ASSERT(sizeof(T) == 0);
49  * };
50  *
51  */
52  #endif // GDCMSTATICASSERT_H

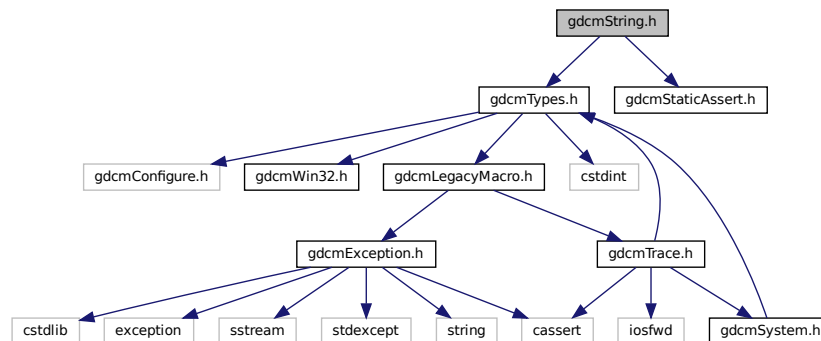
```

## 11.63 gdcmString.h File Reference

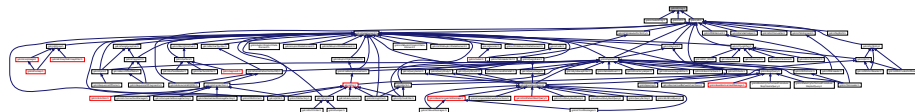
```
#include "gdcmTypes.h"
```

```
#include "gdcmStaticAssert.h"
```

Include dependency graph for gdcmString.h:



This graph shows which files directly or indirectly include this file:



## 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)`

## 11.64 gdcmString.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSTRING_H
15 #define GDCMSTRING_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmStaticAssert.h"
19
20 namespace gdcm
21 {
22
23     template <char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
24     class /*GDCM_EXPORT*/ String : public std::string /* PLEASE do not export me */
25     {
26     public:
27         // UI wants \0 for pad character, while ASCII ones wants space char... do not allow anything else
28         GDCM_STATIC_ASSERT( TPadChar == ' ' || TPadChar == 0 );
29
30     public:
31         // typedef are not inherited:
32         typedef std::string::value_type          value_type;
33         typedef std::string::pointer              pointer;
34         typedef std::string::reference            reference;
35         typedef std::string::const_reference      const_reference;
36         typedef std::string::size_type           size_type;
37         typedef std::string::difference_type      difference_type;
38         typedef std::string::iterator             iterator;
39         typedef std::string::const_iterator      const_iterator;
40         typedef std::string::reverse_iterator    reverse_iterator;
41         typedef std::string::const_reverse_iterator const_reverse_iterator;
42
43         String(): std::string() {}
44         String(const value_type* s): std::string(s)
45         {
46             if( size() % 2 )
47             {
48                 push_back( TPadChar );
49             }
50         }
51         String(const value_type* s, size_type n): std::string(s, n)
52         {
53             // We are being passed a const char* pointer, so s[n] == 0 (guaranteed!)
54             if( n % 2 )
55             {
56                 push_back( TPadChar );
57             }
58         }
59     };
60
61
62
63
64
65

```

```

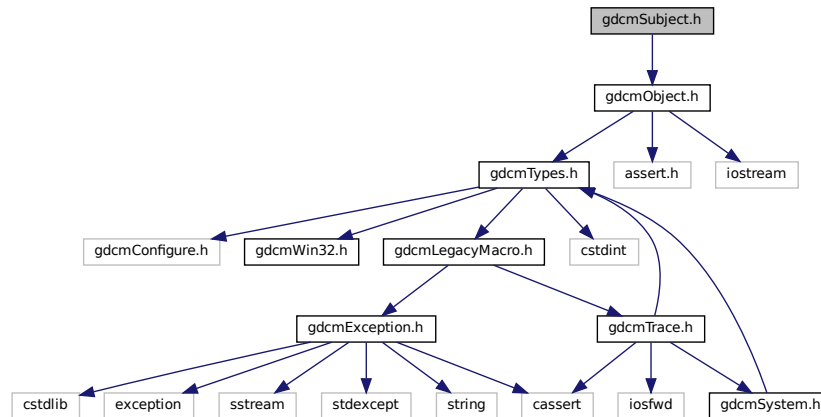
66 String(const std::string& s, size_type pos=0, size_type n=npos):
67     std::string(s, pos, n)
68 {
69     // FIXME: some users might already have padded the string 's' with a trailing \0...
70     if( size() % 2 )
71     {
72         push_back( TPadChar );
73     }
74 }
75
76 operator const char *() const { return this->c_str(); }
77
78
79 bool IsValid()const {
80     // Check Length:
81     size_type l = size();
82     if( l > TMaxLength ) return false;
83     return true;
84 }
85
86
87 gdcm::String<TDelimiter, TMaxLength, TPadChar> Truncate()const {
88     if( !IsValid() ) return *this;
89     std::string str = *this; // copy
90     str.resize( TMaxLength );
91     return str;
92 }
93
94 std::string Trim()const {
95     std::string str = *this; // copy
96     std::string::size_type pos1 = str.find_first_not_of(' ');
97     std::string::size_type pos2 = str.find_last_not_of(' ');
98     str = str.substr( (pos1 == std::string::npos) ? 0 : pos1,
99                     (pos2 == std::string::npos) ? (str.size() - 1) : (pos2 - pos1 + 1));
100     return str;
101 }
102
103 static std::string Trim(const char *input) {
104     if( !input ) return "";
105     std::string str = input;
106     std::string::size_type pos1 = str.find_first_not_of(' ');
107     std::string::size_type pos2 = str.find_last_not_of(' ');
108     str = str.substr( (pos1 == std::string::npos) ? 0 : pos1,
109                     (pos2 == std::string::npos) ? (str.size() - 1) : (pos2 - pos1 + 1));
110     return str;
111 }
112
113 };
114
115 template <char TDelimiter, unsigned int TMaxLength, char TPadChar>
116 inline std::istream& operator<>(std::istream &is, String<TDelimiter,TMaxLength,TPadChar> &ms)
117 {
118     if(is)
119     {
120         std::getline(is, ms, TDelimiter);
121         // no such thing as std::get where the delim char would be left, so I need to manually add it back...
122         // hopefully this is the right thing to do (no overhead)
123         if( !is.eof() ) is.putback( TDelimiter );
124     }
125     return is;
126 }
127
128 //template <char TDelimiter = EOF, unsigned int TMaxLength = 64, char TPadChar = ' '>
129 //String String::Trim() const
130 //{
131 //    String s;
132 //    return s;
133 //}
134 } // end namespace gdcm
135
136 #endif //GDCMSTRING_H

```

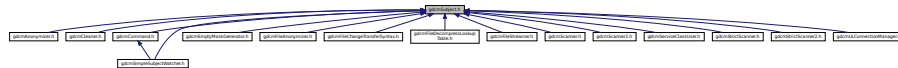
## 11.65 gdcmSubject.h File Reference

```
#include "gdcmObject.h"
```

Include dependency graph for gdcmSubject.h:



This graph shows which files directly or indirectly include this file:



### Classes

- class [gdcm::Subject](#)  
*Subject.*

### Namespaces

- namespace [gdcm](#)

## 11.66 gdcmSubject.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
  
```

```

7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSUBJECT_H
15 #define GDCMSUBJECT_H
16
17 #include "gdcmObject.h"
18
19 namespace gdcm
20 {
21 class Event;
22 class Command;
23 class SubjectInternals;
24 class GDCM_EXPORT Subject : public Object
25 {
26 public:
27     Subject();
28     ~Subject() override;
29
30     unsigned long AddObserver(const Event & event, Command *);
31     unsigned long AddObserver(const Event & event, Command *) const;
32
33     Command* GetCommand(unsigned long tag);
34
35     void InvokeEvent( const Event & );
36
37     void InvokeEvent( const Event & ) const;
38
39     void RemoveObserver(unsigned long tag);
40
41     void RemoveAllObservers();
42
43     bool HasObserver( const Event & event ) const;
44
45 protected:
46
47 private:
48     SubjectInternals *Internals;
49 private:
50 };
51
52 } // end namespace gdcm
53
54 #endif //GDCMSUBJECT_H

```

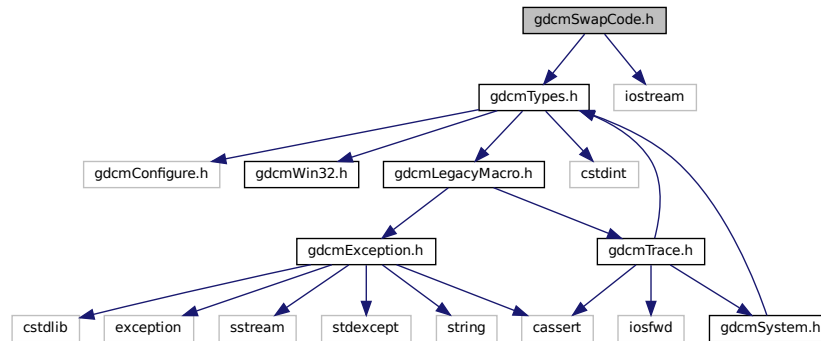
## 11.67 gdcmSwapCode.h File Reference

```

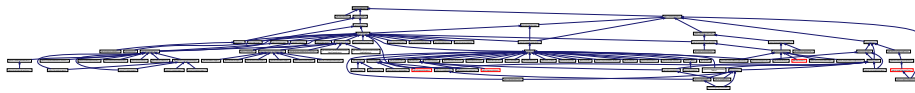
#include "gdcmTypes.h"
#include <iostream>

```

Include dependency graph for `gdcmSwapCode.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::SwapCode`  
*SwapCode* representation.

## Namespaces

- namespace `gdcm`

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const SwapCode &sc)`

## 11.68 gdcmSwapCode.h

[Go to the documentation of this file.](#)

```

1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8

```

```

9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSWAPCODE_H
15 #define GDCMSWAPCODE_H
16
17 #include "gdcmTypes.h"
18 #include <iostream>
19
20 namespace gdcm
21 {
22
23 class GDCM_EXPORT SwapCode
24 {
25 public:
26     typedef enum {
27         Unknown          = 0,
28         LittleEndian     = 1234,
29         BigEndian        = 4321,
30         BadLittleEndian  = 3412,
31         BadBigEndian     = 2143
32     } SwapCodeType;
33
34     operator SwapCodeType()const { return SwapCodeValue; }
35     SwapCode(SwapCodeType sc = Unknown):SwapCodeValue(sc) { }
36     static const char* GetSwapCodeString(SwapCode const & sc);
37
38     friend std::ostream& operator<<(std::ostream& os, const SwapCode& sc);
39 protected:
40     static int GetIndex(SwapCode const & sc);
41
42 private:
43     SwapCodeType SwapCodeValue;
44 };
45
46 //-----
47 inline std::ostream& operator<<(std::ostream& os, const SwapCode& sc)
48 {
49     os << SwapCode::GetSwapCodeString(sc);
50     return os;
51 }
52
53 } // end namespace gdcm
54
55 #endif //GDCMSWAPCODE_H

```

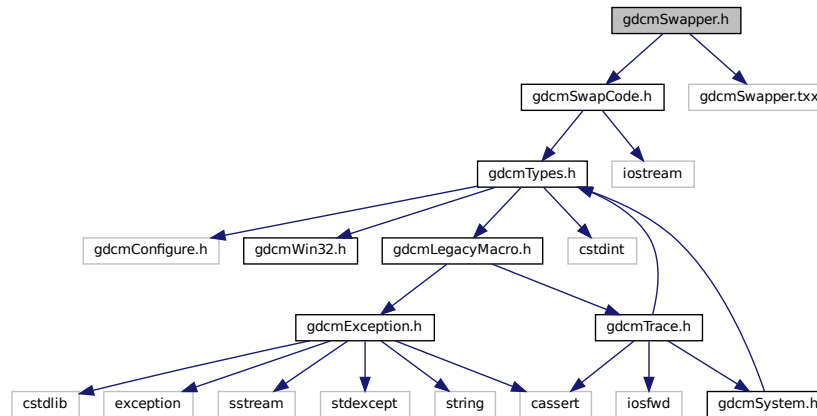
## 11.69 gdcmSwapper.h File Reference

```

#include "gdcmSwapCode.h"
#include "gdcmSwapper.txx"

```

Include dependency graph for `gdcmSwapper.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::SwapperDoOp`
- class `gdcm::SwapperNoOp`

## Namespaces

- namespace `gdcm`

## 11.70 gdcmSwapper.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13  =====*/

```

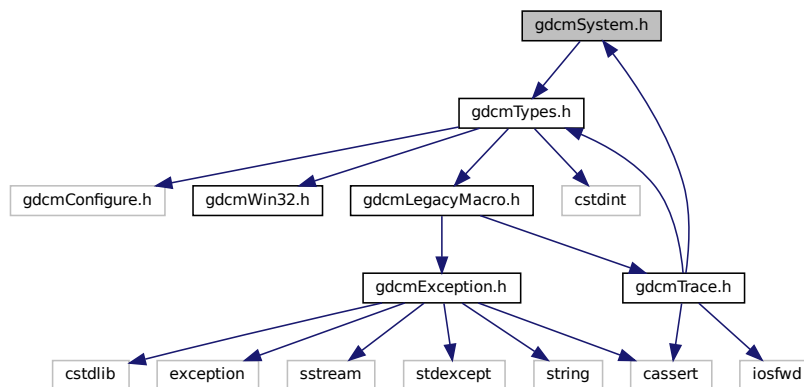


```
14 #ifndef GDCMSWAPPER_H
15 #define GDCMSWAPPER_H
16
17 #include "gdcmSwapCode.h"
18
19 namespace gdcm
20 {
21
22
23 #ifdef GDCM_WORDS_BIGENDIAN
24 class SwapperDoOp
25 {
26 public:
27     template <typename T> static T Swap(T val) {return val;}
28     template <typename T> static void SwapArray(T *, size_t ) {}
29 };
30
31 class SwapperNoOp
32 {
33 public:
34     template <typename T> static T Swap(T val);
35     template <typename T>
36     static void SwapArray(T *array, size_t n)
37     {
38         // TODO: need to unroll loop:
39         for(size_t i = 0; i < n; ++i)
40         {
41             array[i] = Swap<T>(array[i]);
42         }
43     }
44 };
45 #else
46 class SwapperNoOp
47 {
48 public:
49     template <typename T> static T Swap(T val) {return val;}
50     template <typename T> static void SwapArray(T *, size_t ) {}
51 };
52
53 class SwapperDoOp
54 {
55 public:
56     template <typename T> static T Swap(T val);
57     template <typename T>
58     static void SwapArray(T *array, size_t n)
59     {
60         // TODO: need to unroll loop:
61         for(size_t i = 0; i < n; ++i)
62         {
63             array[i] = Swap<T>(array[i]);
64         }
65     }
66 };
67 #endif
68
69
70 } // end namespace gdcm
71
72 #include "gdcmSwapper.txx"
73
74 #endif //GDCMSWAPPER_H
```

## 11.71 gdcmSystem.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmSystem.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::System](#)  
*Class to do system operation.*

## Namespaces

- namespace [gdcm](#)

## 11.72 gdcmSystem.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
  
```

```

10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSYSTEM_H
15 #define GDCMSYSTEM_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21
22 class GDCM_EXPORT System
23 {
24 public:
25     static bool MakeDirectory(const char *path);
26     static bool FileExists(const char* filename);
27     static bool FileIsDirectory(const char* name);
28     static bool FileIsSymlink(const char* name);
29     static bool RemoveFile(const char* source);
30     static bool DeleteDirectory(const char *source);
31
32     static std::wstring ConvertToUNC(const char *utf8path);
33
34     static const char *GetLastSystemError();
35
36     static size_t FileSize(const char* filename);
37
38     static time_t FileTime(const char* filename);
39
40     static const char *GetCurrentProcessFileName();
41
42     static const char *GetCurrentModuleFileName();
43
44     static const char *GetCurrentResourcesDirectory();
45
46     // TODO some system calls
47     // Chdir
48     // copy a file
49
50     static bool GetHostName(char hostname[255]);
51
52     // In the following the size '22' is explicitly listed. You need to pass in
53     // at least 22bytes of array. If the string is an output it will be
54     // automatically padded ( array[21] == 0 ) for you.
55     // Those functions: GetCurrentDateTime / FormatDateTime / ParseDateTime do
56     // not return the &YYZZ part of the DT structure as defined in DICOM PS 3.5 -
57     // 2008 In this case it is simple to split the date[22] into a DA and TM
58     // structure
59
60     static bool GetCurrentDateTime(char date[22]);
61
62     static bool FormatDateTime(char date[22], time_t t, long milliseconds = 0);
63
64     static bool ParseDateTime(time_t &timep, const char date[22]);
65
66     static bool ParseDateTime(time_t &timep, long &milliseconds, const char date[22]);
67
68     static const char *GetTimezoneOffsetFromUTC();
69
70     static size_t EncodeBytes(char *out, const unsigned char *data, int size);
71
72     static int StrCaseCmp(const char *s1, const char *s2);
73     static int StrNCmp(const char *s1, const char *s2, size_t n);
74
75     static const char * GetCWD();
76
77     static char *StrTokR(char *ptr, const char *sep, char **end);
78
79     static char *StrSep(char **stringp, const char *delim);
80
81     static const char *GetLocaleCharset();
82
83     /*
84     static void SetArgv0(const char *);
85     static const char* GetArgv0();
86     */
87
88 protected:
89     static bool GetPermissions(const char* file, unsigned short& mode);
90     static bool SetPermissions(const char* file, unsigned short mode);

```

```

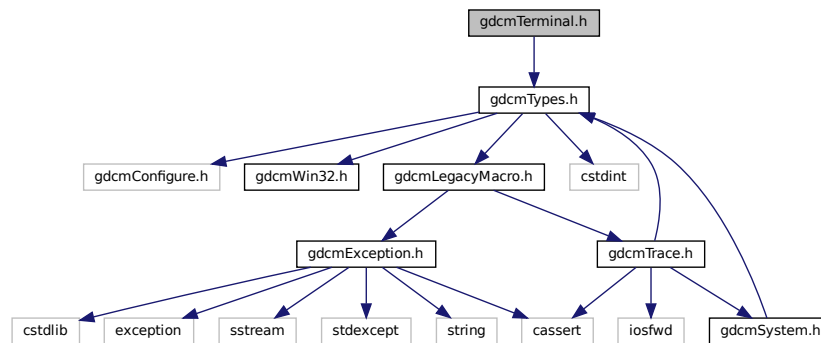
145
146 private:
147 };
148
149 } // end namespace gdcM
150
151 #endif //GDCMSYSTEM_H

```

## 11.73 gdcMTerminal.h File Reference

```
#include "gdcMTypes.h"
```

Include dependency graph for gdcMTerminal.h:



## Namespaces

- namespace [gdcM](#)
- namespace [gdcM::terminal](#)

*Class for Terminal.*

## Enumerations

- enum [gdcM::terminal::Attribute](#) {  
[gdcM::terminal::reset](#) = 0 ,  
[gdcM::terminal::bright](#) = 1 ,  
[gdcM::terminal::dim](#) = 2 ,  
[gdcM::terminal::underline](#) = 3 ,  
[gdcM::terminal::blink](#) = 5 ,  
[gdcM::terminal::reverse](#) = 7 ,  
[gdcM::terminal::hidden](#) = 8 }
- enum [gdcM::terminal::Color](#) {  
[gdcM::terminal::black](#) = 0 ,  
[gdcM::terminal::red](#) ,  
[gdcM::terminal::green](#) ,  
[gdcM::terminal::yellow](#) ,

```

    gdcm::terminal::blue ,
    gdcm::terminal::magenta ,
    gdcm::terminal::cyan ,
    gdcm::terminal::white }
• enum gdcm::terminal::Mode {
    gdcm::terminal::CONSOLE = 0 ,
    gdcm::terminal::VT100 }

```

## Functions

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

## 11.74 gdcmTerminal.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMTERMINAL_H
15 #define GDCMTERMINAL_H
16
17 #include "gdcmTypes.h"
18
19
20 namespace gdcm
21 {
22 //-----
23
24 namespace terminal
25 {
26     typedef enum
27     {
28         CONSOLE = 0,
29         VT100
30     } Mode;
31     typedef enum
32     {
33         black = 0,
34         red,
35         green,
36         yellow, // brown ??
37         blue,
38         magenta,
39         cyan,
40         white
41     } Color;
42     typedef enum
43     {
44         reset = 0,
45         bright = 1, // bold
46         dim = 2,
47         underline = 3,
48         blink = 5,

```

```

55     reverse    = 7,
56     hidden    = 8
57   } Attribute;
58   GDCM_EXPORT std::string setattribute( Attribute att );
59   GDCM_EXPORT std::string setfgcolor( Color c );
60   GDCM_EXPORT std::string setbgcolor( Color c );
61   GDCM_EXPORT void setmode( Mode m);
62 }
63
64 } // end namespace gdcmm
65 //-----
66 #endif //GDCMTERMINAL_H

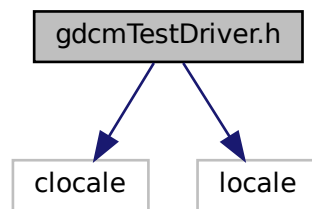
```

## 11.75 gdcmmTestDriver.h File Reference

```
#include <clocale>
```

```
#include <locale>
```

Include dependency graph for gdcmmTestDriver.h:



## 11.76 gdcmmTestDriver.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcmm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 // This header is included by all the C++ test drivers in GDCM.
15 #ifndef GDCMTESTDRIVER_H
16 #define GDCMTESTDRIVER_H
17
18 // CREATE_TEST_SOURCELIST supports the flag EXTRA_INCLUDE but only one per call.
19 // So there is no way to specify we want to include two files... instead
20 // gather the #include in a single file and include that one...
21 #include <clocale> // C setlocale()
22 #include <locale> // C++ locale
23
24 #endif // GDCMTESTDRIVER_H

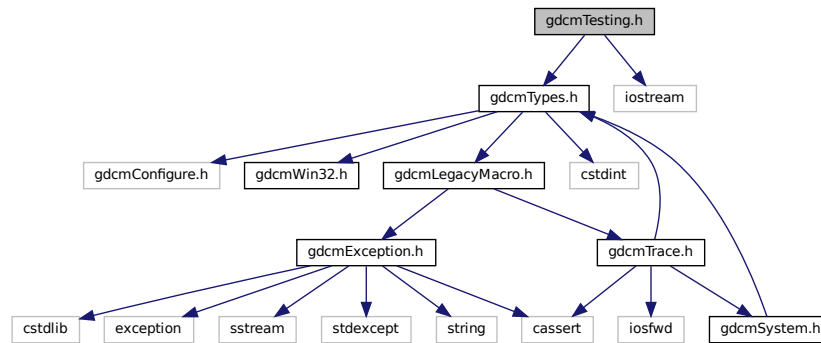
```

## 11.77 gdcmTesting.h File Reference

```
#include "gdcmTypes.h"
```

```
#include <iostream>
```

Include dependency graph for gdcmTesting.h:



### Classes

- class [gdcm::Testing](#)  
*class for testing*

### Namespaces

- namespace [gdcm](#)

## 11.78 gdcmTesting.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMTESTING_H
15 #define GDCMTESTING_H
16
17 #include "gdcmTypes.h"
18
19 #include <iostream>
20
21 namespace gdcm

```

```

22 {
23 //-----
24 class GDCM_EXPORT Testing
25 {
26 public :
27     Testing() = default;;
28     ~Testing() = default;;
29
30     static bool ComputeMD5(const char *buffer, size_t buf_len,
31         char digest_str[33]);
32     static bool ComputeFileMD5(const char *filename, char digest_str[33]);
33
34     void Print(std::ostream &os = std::cout);
35
36     static const char * const * GetFileNames();
37     static unsigned int GetNumberOfFileNames();
38     static const char * GetFileName(unsigned int file);
39
40     typedef const char* const (*MediaStorageDataFilesType)[2];
41     static MediaStorageDataFilesType GetMediaStorageDataFiles();
42     static unsigned int GetNumberOfMediaStorageDataFiles();
43     static const char * const * GetMediaStorageDataFile(unsigned int file);
44     static const char * GetMediaStorageFromFile(const char *filepath);
45
46     typedef const char* const (*MD5DataImagesType)[2];
47     static MD5DataImagesType GetMD5DataImages();
48     static unsigned int GetNumberOfMD5DataImages();
49     static const char * const * GetMD5DataImage(unsigned int file);
50     static const char * GetMD5FromFile(const char *filepath);
51
52     static const char * GetMD5FromBrokenFile(const char *filepath);
53
54     static std::streamoff GetStreamOffsetFromFile(const char *filepath);
55
56     static std::streamoff GetSelectedTagsOffsetFromFile(const char *filepath);
57
58     static std::streamoff GetSelectedPrivateGroupOffsetFromFile(const char *filepath);
59
60     static int GetLossyFlagFromFile(const char *filepath);
61
62     static const char * GetDataRoot();
63
64     static const char * GetDataExtraRoot();
65
66     static const char * GetPixelSpacingDataRoot();
67
68     static const char * GetTempDirectory(const char * subdir = nullptr);
69
70     static const wchar_t * GetTempDirectoryW(const wchar_t * subdir = nullptr);
71
72     static const char * GetTempFilename(const char *filename, const char * subdir = nullptr);
73
74     static const wchar_t* GetTempFilenameW(const wchar_t *filename, const wchar_t* subdir = nullptr);
75
76     static const char * GetSourceDirectory();
77 };
78 // end namespace gdcm
79 //-----
80 #endif //GDCMTESTING_H

```

## 11.79 gdcmTrace.h File Reference

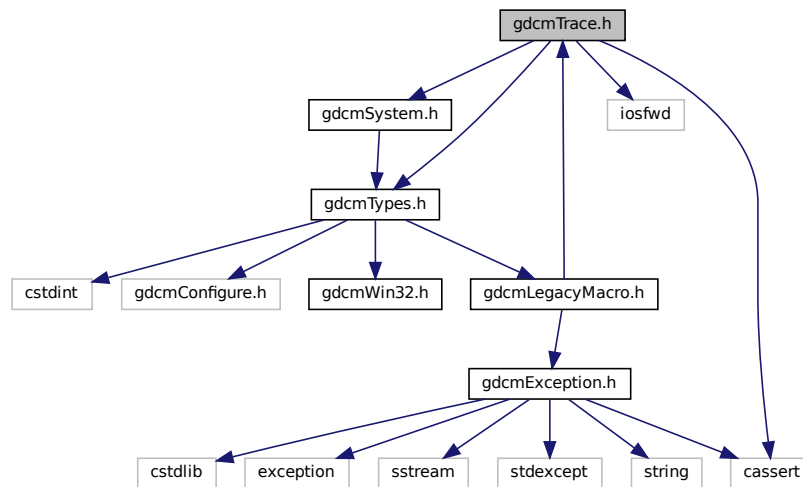
```

#include "gdcmTypes.h"
#include "gdcmSystem.h"
#include <iosfwd>
#include <cassert>

```



Include dependency graph for gdcmTrace.h:



This graph shows which files directly or indirectly include this file:



## 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.*

## 11.79.1 Macro Definition Documentation

### 11.79.1.1 GDCM\_FUNCTION

```
#define GDCM_FUNCTION "<unknown>"
```

### 11.79.1.2 gdcmAssertAlwaysMacro

```
#define gdcmAssertAlwaysMacro(  
    arg ) gdcmAssertMacro(arg)
```

AssertAlways.

#### 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>
------------	-------------------------------------------------------------------------------------------------------------------------------------

### 11.79.1.3 gdcmAssertMacro

```
#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::GetErrorStream();  
        _os << osmacro.str() << std::endl;  
        assert ( arg );  
    }  
}  
GDCM_NOOP_STATEMENT
```

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>
------------	-------------------------------------------------------------------------------------------------------------------------------------

### 11.79.1.4 gdcmDebugMacro

```
#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::GetDebugStream();  
        _os << osmacro.str() << "\n\n" << std::endl;  
    }  
}  
GDCM_NOOP_STATEMENT
```

Debug.

#### Parameters

<i>msg</i>	message part
------------	--------------

### 11.79.1.5 gdcmErrorMacro

```
#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::GetErrorStream();  
        _os << osmacro.str() << std::endl;  
    }  
}  
GDCM_NOOP_STATEMENT
```

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
------------	---------------------

### 11.79.1.6 gdcmWarningMacro

```
#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::GetWarningStream();
        _os << osmacro.str() << std::endl;
    }
}
GDCM_NOOP_STATEMENT
```

Warning.

#### Parameters

<i>msg</i>	message part
------------	--------------

## 11.80 gdcmTrace.h

[Go to the documentation of this file.](#)

```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMTRACE_H
15 #define GDCMTRACE_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmSystem.h"
19
20 #include <iosfwd>
21 #include <cassert>
22
23 namespace gdcm
24 {
25
26     class GDCM_EXPORT Trace
27     {
28     public:
29         Trace();
30         ~Trace();
31
32         static void SetStream(std::ostream &os);
33         static std::ostream &GetStream();
34
35         static void SetDebugStream(std::ostream &os);
36         static std::ostream &GetDebugStream();
37
38         static void SetWarningStream(std::ostream &os);
```

```

58  static std::ostream &GetWarningStream();
59
61  static void SetErrorStream(std::ostream &os);
62  static std::ostream &GetErrorStream();
63
66  static void SetStreamToFile( const char *filename );
67
69  static void SetDebug(bool debug);
70  static void DebugOn();
71  static void DebugOff();
72  static bool GetDebugFlag();
73
75  static void SetWarning(bool debug);
76  static void WarningOn();
77  static void WarningOff();
78  static bool GetWarningFlag();
79
81  static void SetError(bool debug);
82  static void ErrorOn();
83  static void ErrorOff();
84  static bool GetErrorFlag();
85
86 protected:
87 private:
88 };
89
90 // Here we define function this is the only way to be able to pass
91 // stuff with indirection like:
92 // gdcmDebug( "my message:" « i « '\t' );
93 // You cannot use function unless you use vsnprintf ...
94
95 // __FUNCTION__ is not always defined by preprocessor
96 // In c++ we should use __PRETTY_FUNCTION__ instead...
97 #ifdef GDCM_CXX_HAS_FUNCTION
98 // Handle particular case for GNU C++ which also defines __PRETTY_FUNCTION__
99 // which is a lot nice in C++
100 #ifdef __BORLANDC__
101 # define __FUNCTION__ __FUNC__
102 #endif
103 #ifdef __GNUC__
104 # define GDCM_FUNCTION __PRETTY_FUNCTION__
105 #else
106 # define GDCM_FUNCTION __FUNCTION__
107 #endif //__GNUC__
108 #else
109 # define GDCM_FUNCTION "<unknown>"
110 #endif //GDCM_CXX_HAS_FUNCTION
111
116 #if defined(NDEBUG) && !defined(GDCM_ALWAYS_TRACE_MACRO)
117 #define gdcmDebugMacro(msg) GDCM_NOOP_STATEMENT
118 #else
119 #define gdcmDebugMacro(msg)
120 {
121   if( gdcm::Trace::GetDebugFlag() )
122   {
123     std::ostringstream osmacro;
124     osmacro « "Debug: In " __FILE__ ", line " « __LINE__
125             « ", function " « GDCM_FUNCTION « '\n'
126             « "Last system error was: "
127             « gdcm::System::GetLastError() « '\n' « msg;
128     std::ostream &_os = gdcm::Trace::GetDebugStream();
129     _os « osmacro.str() « "\n\n" « std::endl;
130   }
131 }
132 GDCM_NOOP_STATEMENT
133 #endif //NDEBUG
134
139 #if defined(NDEBUG) && !defined(GDCM_ALWAYS_TRACE_MACRO)
140 #define gdcmWarningMacro(msg) GDCM_NOOP_STATEMENT
141 #else
142 #define gdcmWarningMacro(msg)
143 {
144   if( gdcm::Trace::GetWarningFlag() )
145   {
146     std::ostringstream osmacro;
147     osmacro « "Warning: In " __FILE__ ", line " « __LINE__
148             « ", function " « GDCM_FUNCTION « '\n'
149             « msg « "\n\n";
150     std::ostream &_os = gdcm::Trace::GetWarningStream();
151     _os « osmacro.str() « std::endl;
152   }

```

```

153 }
154 GDCM_NOOP_STATEMENT
155 #endif //NDEBUG
156
157 #if defined(NDEBUG) && !defined(GDCM_ALWAYS_TRACE_MACRO)
158 #define gdcmErrorMacro(msg) GDCM_NOOP_STATEMENT
159 #else
160 #define gdcmErrorMacro(msg)
161 {
162 if( gdcm::Trace::GetErrorFlag() )
163 {
164 std::ostringstream osmacro;
165 osmacro << "Error: In " __FILE__ ", line " << __LINE__
166 << ", function " << GDCM_FUNCTION << '\n'
167 << msg << "\n\n";
168 std::ostream &_os = gdcm::Trace::GetErrorStream();
169 _os << osmacro.str() << std::endl;
170 }
171 }
172 GDCM_NOOP_STATEMENT
173 #endif //NDEBUG
174
175 #if defined(NDEBUG) && !defined(GDCM_ALWAYS_TRACE_MACRO)
176 #define gdcmAssertMacro(arg) GDCM_NOOP_STATEMENT
177 #else
178 #define gdcmAssertMacro(arg)
179 {
180 if( !(arg) )
181 {
182 std::ostringstream osmacro;
183 osmacro << "Assert: In " __FILE__ ", line " << __LINE__
184 << ", function " << GDCM_FUNCTION
185 << "\n\n";
186 std::ostream &_os = gdcm::Trace::GetErrorStream();
187 _os << osmacro.str() << std::endl;
188 assert ( arg );
189 }
190 }
191 GDCM_NOOP_STATEMENT
192 #endif //NDEBUG
193
194 #if defined(NDEBUG)
195 // User asked for release compilation, but still need to report
196 // if grave issue.
197 #define gdcmAssertAlwaysMacro(arg) \
198 {
199 if( !(arg) )
200 {
201 std::ostringstream osmacro;
202 osmacro << "Assert: In " __FILE__ ", line " << __LINE__
203 << ", function " << GDCM_FUNCTION
204 << "\n\n";
205 throw osmacro.str();
206 }
207 }
208 GDCM_NOOP_STATEMENT
209 #else
210 // Simply reproduce gdcmAssertMacro behavior:
211 #define gdcmAssertAlwaysMacro(arg) gdcmAssertMacro(arg)
212 #endif //NDEBUG
213
214 } // end namespace gdcm
215 //-----
216 #endif //GDCMTRACE_H

```

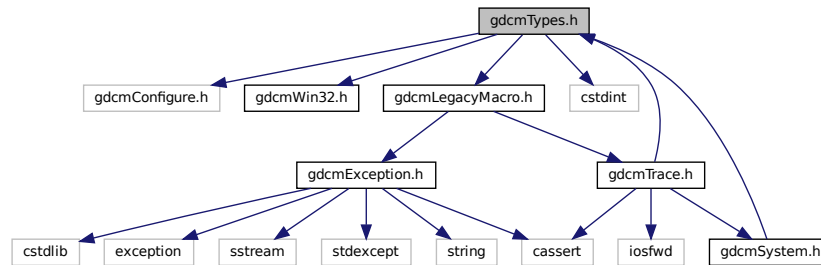
## 11.81 gdcmTypes.h File Reference

```

#include "gdcmConfigure.h"
#include "gdcmWin32.h"
#include "gdcmLegacyMacro.h"
#include <cstdint>

```

Include dependency graph for gdcmTypes.h:



## 11.82 gdcmTypes.h

[Go to the documentation of this file.](#)

```

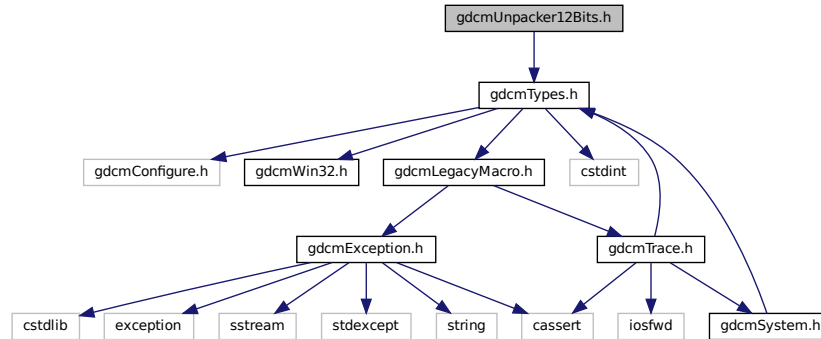
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMTYPES_H
15 #define GDCMTYPES_H
16
17 #include "gdcmConfigure.h"
18 #include "gdcmWin32.h"
19 #include "gdcmLegacyMacro.h"
20
21 //-----
22 #include <stdint>
23
24 //-----
25 #endif //GDCMTYPES_H

```

## 11.83 gdcmUnpacker12Bits.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmUnpacker12Bits.h:



### Classes

- class [gdcm::Unpacker12Bits](#)  
*Pack/Unpack 12 bits pixel into 16bits.*

### Namespaces

- namespace [gdcm](#)

## 11.84 gdcmUnpacker12Bits.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMUNPACKER12BITS_H
15 #define GDCMUNPACKER12BITS_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
34 class GDCM_EXPORT Unpacker12Bits
35 {

```



```

36 public:
40     static bool Pack(char *out, const char *in, size_t n);
41
45     static bool Unpack(char *out, const char *in, size_t n);
46 };
47
48 } // end namespace gdcm
49
50 #endif //GDCMUNPACKER12BITS_H

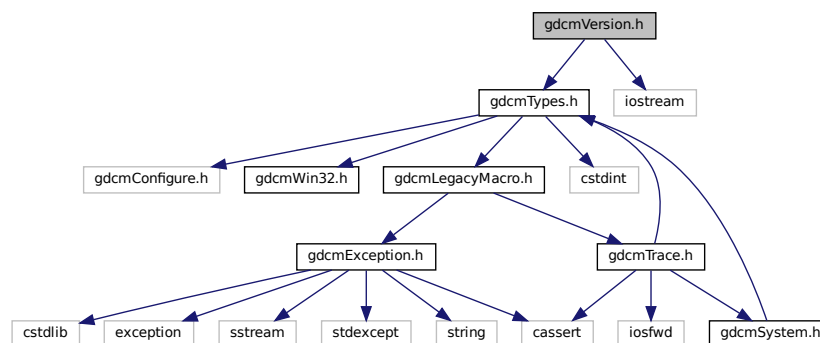
```

## 11.85 gdcmVersion.h File Reference

```
#include "gdcmTypes.h"
```

```
#include <iostream>
```

Include dependency graph for gdcmVersion.h:



### Classes

- class [gdcm::Version](#)  
major/minor and build version

### Namespaces

- namespace [gdcm](#)

### Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Version &v)`

## 11.86 gdcmVersion.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMVERSION_H
15 #define GDCMVERSION_H
16
17 #include "gdcmTypes.h"
18 #include <iostream>
19
20 namespace gdcm
21 {
22     //-----
23     class GDCM_EXPORT Version
24     {
25     public:
26         friend std::ostream& operator<<(std::ostream &os, const Version &v);
27     public:
28         static const char *GetVersion();
29         static int GetMajorVersion();
30         static int GetMinorVersion();
31         static int GetBuildVersion();
32
33         void Print(std::ostream &os = std::cout) const;
34
35     protected:
36         Version() = default;
37         ~Version() = default;
38     };
39     //-----
40     inline std::ostream& operator<<(std::ostream &os, const Version &v)
41     {
42         v.Print( os );
43         return os;
44     }
45 } // end namespace gdcm
46 //-----
47 #endif //GDCMVERSION_H

```

## 11.87 gdcmWin32.h File Reference

This graph shows which files directly or indirectly include this file:



### Macros

- #define [GDCM\\_EXPORT](#)

### 11.87.1 Macro Definition Documentation

## 11.87.1.1 GDCM\_EXPORT

```
#define GDCM_EXPORT
```

## 11.88 gdcmWin32.h

[Go to the documentation of this file.](#)

```
1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMWIN32_H
16 #define GDCMWIN32_H
17
18 #if !defined(GDCMTYPES_H)
19 #error you need to include gdcmTypes.h instead
20 #endif
21
22 //-----
23 // http://gcc.gnu.org/wiki/Visibility
24 #if defined(_WIN32) && defined(GDCM_BUILD_SHARED_LIBS)
25 #if defined(gdcmCommon_EXPORTS) || defined(gdcmDICT_EXPORTS) || defined(gdcmDSED_EXPORTS) ||
26     defined(gdcmIOD_EXPORTS) || defined(gdcmMSFF_EXPORTS) || defined(gdcmMEXD_EXPORTS) ||
27     defined(_gdcmSwig_EXPORTS) || defined(vtkgdcm_EXPORTS)
28 #define GDCM_EXPORT __declspec( dllexport )
29 #else
30 #define GDCM_EXPORT __declspec( dllimport )
31 #endif
32 #else
33 #define GDCM_EXPORT
34 #endif
35
36 #if __GNUC__ >= 4 && defined(GDCM_BUILD_SHARED_LIBS)
37 #define GDCM_EXPORT __attribute__((visibility("default")))
38 #define GDCM_LOCAL __attribute__((visibility("hidden")))
39 #else
40 #define GDCM_EXPORT
41 #endif
42
43 #if defined(GDCM_OVERRIDE_BROKEN_IMPLEMENTATION) && !defined(GDCM_FORCE_EXPORT)
44 #undef GDCM_EXPORT
45 #define GDCM_EXPORT
46 #endif
47
48 // In VTK 4.2 vtkWrapPython does not like anything other than VTK_*EXPORT
49 // [ 86%] Generating vtkGDCMImageReaderPython.cxx
50 // syntax error
51 // *** SYNTAX ERROR found in parsing the header file
52 // /usr/local/src/gdcm2/tags/gdcm-2-0-11/Utilities/VTK/vtkGDCMImageReader.h before line 128***
53 // make[2]: *** [Utilities/VTK/vtkGDCMImageReaderPython.cxx] Error 1
54 // make[1]: *** [Utilities/VTK/CMakeFiles/vtkgdcmPythonD.dir/all] Error 2
55 // make: *** [all] Error 2
56
57 #if defined(VTK_MAJOR_VERSION) && ( VTK_MAJOR_VERSION == 4 )
58 #undef VTK_EXPORT
59 #define VTK_EXPORT GDCM_EXPORT
60 #endif
61
62 //-----
63 //This is needed when compiling in debug mode
64 #ifdef _MSC_VER
65 // to allow construct such as: std::numeric_limits<int>::max() we need the following:
66 // warning C4003: not enough actual parameters for macro 'max'
67 #ifndef NOMINMAX
68 #define NOMINMAX
69 #endif
70 #endif
```

```

64 # pragma warning ( default : 4263 ) /* no override, call convention differs */
65 // 'identifier' : class 'type' needs to have dll-interface to be used by
66 // clients of class 'type2'
67 #pragma warning ( disable : 4251 )
68 // non dll-interface class 'type' used as base for dll-interface class 'type2'
69 #pragma warning ( disable : 4275 )
70 // 'identifier' : identifier was truncated to 'number' characters in the
71 // debug information
72 #pragma warning ( disable : 4786 )
73 // 'identifier' : decorated name length exceeded, name was truncated
74 #pragma warning ( disable : 4503 )
75 #endif // _MSC_VER
76
77 //-----
78 #endif // GDCMWIN32_H

```

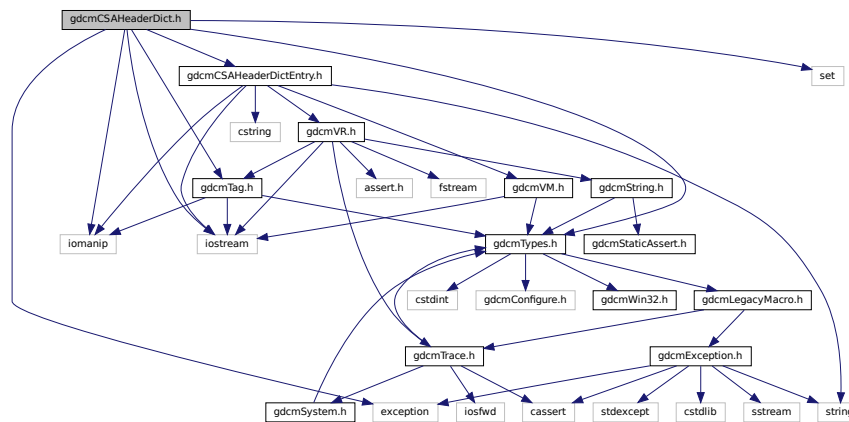
## 11.89 gdcmCSAHeaderDict.h File Reference

```

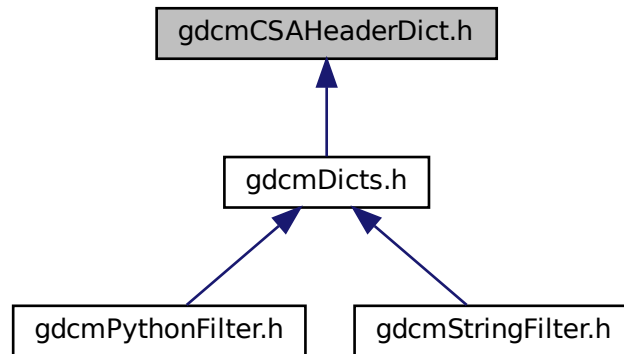
#include "gdcmTypes.h"
#include "gdcmTag.h"
#include "gdcmCSAHeaderDictEntry.h"
#include <iostream>
#include <iomanip>
#include <set>
#include <exception>

```

Include dependency graph for gdcmCSAHeaderDict.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::CSAHeaderDict](#)  
Class to represent a map of *CSAHeaderDictEntry*.
- class [gdcm::CSAHeaderDictException](#)

## Namespaces

- namespace [gdcm](#)

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const CSAHeaderDict &val)`

## 11.90 gdcmCSAHeaderDict.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
  
```

```

14 #ifndef GDCMCSAHEADERDICT_H
15 #define GDCMCSAHEADERDICT_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmTag.h"
19 #include "gdcmCSAHeaderDictEntry.h"
20
21 #include <iostream>
22 #include <iomanip>
23 #include <set>
24 #include <exception>
25
26 namespace gdcm
27 {
28
29 class GDCM_EXPORT CSAHeaderDictException : public std::exception {};
30
31 class GDCM_EXPORT CSAHeaderDict
32 {
33 public:
34     typedef std::set<CSAHeaderDictEntry> MapCSAHeaderDictEntry;
35     typedef MapCSAHeaderDictEntry::iterator Iterator;
36     typedef MapCSAHeaderDictEntry::const_iterator ConstIterator;
37     //static CSAHeaderDictEntry GroupLengthCSAHeaderDictEntry; // = CSAHeaderDictEntry("Group
38     Length",VR::UL,VM::VMI);
39
40     CSAHeaderDict():CSAHeaderDictInternal() {
41         assert( CSAHeaderDictInternal.empty() );
42     }
43     CSAHeaderDict &operator=(const CSAHeaderDict &_val) = delete;
44     CSAHeaderDict(const CSAHeaderDict &_val) = delete;
45
46     friend std::ostream& operator<<(std::ostream& _os, const CSAHeaderDict &_val);
47
48     ConstIterator Begin()const { return CSAHeaderDictInternal.begin(); }
49     ConstIterator End()const { return CSAHeaderDictInternal.end(); }
50
51     bool IsEmpty()const { return CSAHeaderDictInternal.empty(); }
52     void AddCSAHeaderDictEntry(const CSAHeaderDictEntry &de)
53     {
54         #ifndef NDEBUG
55         MapCSAHeaderDictEntry::size_type s = CSAHeaderDictInternal.size();
56         #endif
57         CSAHeaderDictInternal.insert( de );
58         assert( s < CSAHeaderDictInternal.size() );
59     }
60
61     const CSAHeaderDictEntry &GetCSAHeaderDictEntry(const char *name)const
62     {
63         MapCSAHeaderDictEntry::const_iterator it = CSAHeaderDictInternal.find( name );
64         if( it != CSAHeaderDictInternal.end() )
65         {
66             return *it;
67         }
68         throw CSAHeaderDictException();
69     }
70
71 protected:
72     friend class Dicts;
73     void LoadDefault();
74
75 private:
76     MapCSAHeaderDictEntry CSAHeaderDictInternal;
77 };
78
79 //-----
80 inline std::ostream& operator<<(std::ostream& os, const CSAHeaderDict &val)
81 {
82     CSAHeaderDict::MapCSAHeaderDictEntry::const_iterator it = val.CSAHeaderDictInternal.begin();
83     for(;it != val.CSAHeaderDictInternal.end(); ++it)
84     {
85         const CSAHeaderDictEntry &de = *it;
86         os << de << '\n';
87     }
88
89     return os;
90 }
91
92 } // end namespace gdcm

```

```

97
98 #endif //GDCMCSAHEADERDICT_H

```

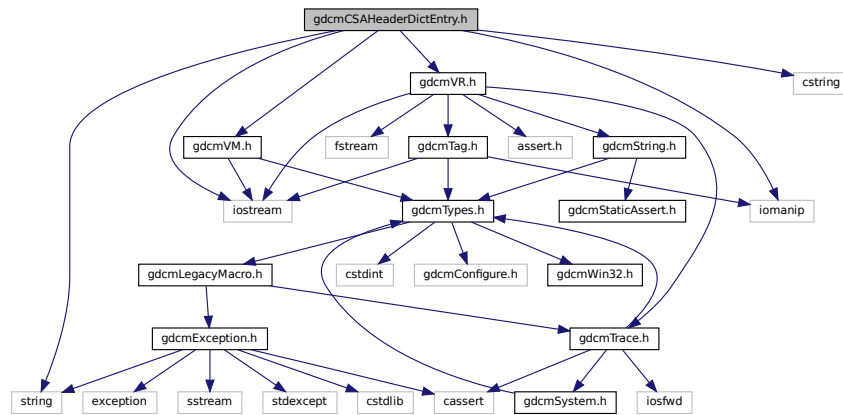
## 11.91 gdcmCSAHeaderDictEntry.h File Reference

```

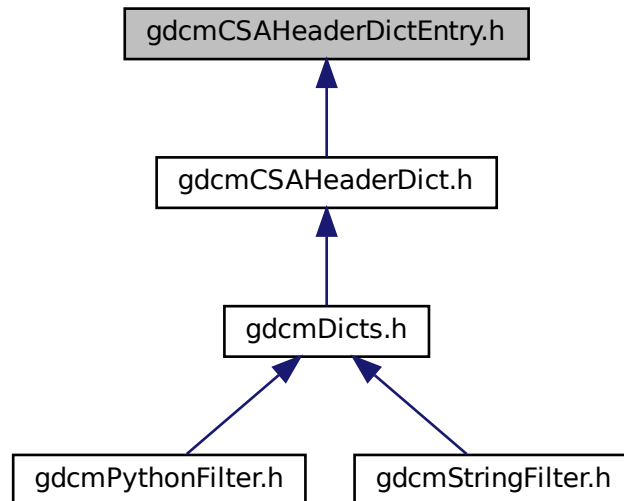
#include "gdcmVR.h"
#include "gdcmVM.h"
#include <string>
#include <iostream>
#include <iomanip>
#include <cstring>

```

Include dependency graph for gdcmCSAHeaderDictEntry.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcms::CSAHeaderDictEntry](#)  
Class to represent an Entry in the [Dict](#).

## Namespaces

- namespace [gdcms](#)

## Functions

- `std::ostream & gdcms::operator<< (std::ostream &os, const CSAHeaderDictEntry &val)`

## 11.92 gdcmsCSAHeaderDictEntry.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcms.sourceforge.net/Copyright.html for details.
  
```



```

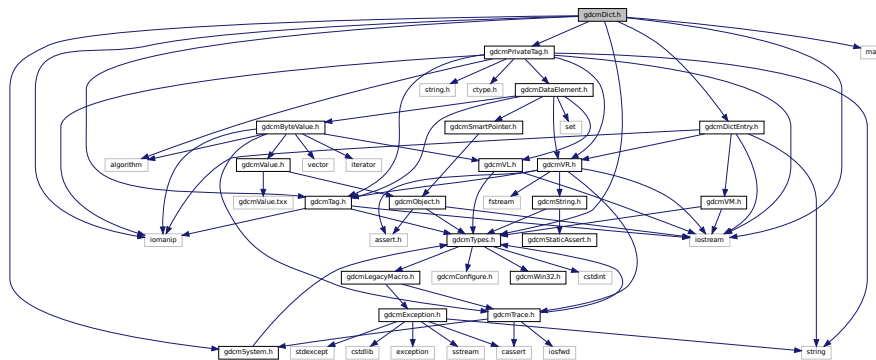
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCSAHEADERDICTENTRY_H
15 #define GDCMCSAHEADERDICTENTRY_H
16
17 #include "gdcmVR.h"
18 #include "gdcmVM.h"
19
20 #include <string>
21 #include <iostream>
22 #include <iomanip>
23
24 #include <cstring>
25
26 namespace gdcm
27 {
28     class GDCM_EXPORT CSAHeaderDictEntry
29     {
30     public:
31         CSAHeaderDictEntry(const char *name = "", VR const &vr = VR::INVALID, VM const &vm = VM::VM0, const char
            *desc = ""):Name(name),ValueRepresentation(vr),ValueMultiplicity(vm),Description(desc) {
32         }
33
34         friend std::ostream& operator<<(std::ostream& _os, const CSAHeaderDictEntry &_val);
35
36         const VR &GetVR()const { return ValueRepresentation; }
37         void SetVR(const VR &vr) { ValueRepresentation = vr; }
38
39         const VM &GetVM()const { return ValueMultiplicity; }
40         void SetVM(VM const &vm) { ValueMultiplicity = vm; }
41
42         const char *GetName()const { return Name.c_str(); }
43         void SetName(const char* name) { Name = name; }
44
45         const char *GetDescription()const { return Description.c_str(); }
46         void SetDescription(const char* desc) { Description = desc; }
47
48         bool operator<(const CSAHeaderDictEntry &entry)const
49         {
50             return strcmp(GetName(),entry.GetName()) < 0;
51         }
52
53     private:
54         std::string Name;
55         VR ValueRepresentation;
56         VM ValueMultiplicity;
57         std::string Description;
58         std::string Type; // TODO
59     };
60
61 //-----
62 inline std::ostream& operator<<(std::ostream& os, const CSAHeaderDictEntry &val)
63 {
64     if( val.Name.empty() )
65     {
66         os << "[No name]";
67     }
68     else
69     {
70         os << val.Name;
71     }
72     os << "\t" << val.ValueRepresentation << "\t" << val.ValueMultiplicity;
73     if( !val.Description.empty() )
74     {
75         os << "\t" << val.Description;
76     }
77     return os;
78 }
79
80 } // end namespace gdcm
81
82 #endif //GDCMCSAHEADERDICTENTRY_H

```

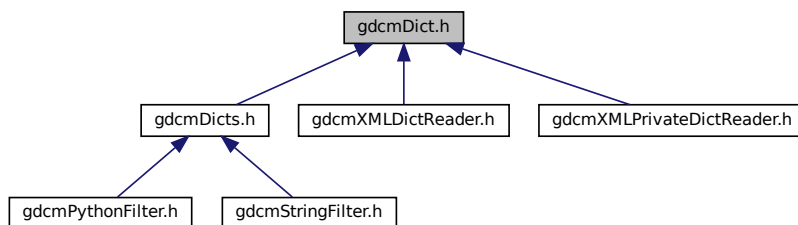
## 11.93 gdcmDict.h File Reference

```
#include "gdcmTypes.h"
#include "gdcmTag.h"
#include "gdcmPrivateTag.h"
#include "gdcmDictEntry.h"
#include "gdcmSystem.h"
#include <iostream>
#include <iomanip>
#include <map>
```

Include dependency graph for gdcmDict.h:



This graph shows which files directly or indirectly include this file:



## 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)`

## 11.94 gdcmDict.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDICT_H
15 #define GDCMDICT_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmTag.h"
19 #include "gdcmPrivateTag.h"
20 #include "gdcmDictEntry.h"
21 #include "gdcmSystem.h"
22
23 #include <iostream>
24 #include <iomanip>
25 #include <map>
26
27 /*
28 * FIXME / TODO
29 * I need to seriously rewrite this mess. a class template should work for both a public
30 * and a private dict
31 */
32
33 namespace gdcm
34 {
35 // Data Element Tag
36 class GDCM_EXPORT Dict
37 {
38 public:
39     typedef std::map<Tag, DictEntry> MapDictEntry;
40     typedef MapDictEntry::iterator Iterator;
41     typedef MapDictEntry::const_iterator ConstIterator;
42     //static DictEntry GroupLengthDictEntry; // = DictEntry("Group Length",VR::UL,VM::VM1);
43
44     Dict():DictInternal() {
45         assert( DictInternal.empty() );
46     }
47     Dict &operator=(const Dict &_val) = delete;
48     Dict(const Dict &_val) = delete;
49
50     friend std::ostream& operator<<(std::ostream& _os, const Dict &_val);
51
52     ConstIterator Begin()const { return DictInternal.begin(); }
53     ConstIterator End()const { return DictInternal.end(); }
54
55     bool IsEmpty()const { return DictInternal.empty(); }
56     void AddDictEntry(const Tag &tag, const DictEntry &de)

```

```

66     {
67 #ifndef NDEBUG
68     MapDictEntry::size_type s = DictInternal.size();
69 #endif
70     DictInternal.insert(
71         MapDictEntry::value_type(tag, de));
72     assert( s < DictInternal.size() );
73     }
74
75     const DictEntry &GetDictEntry(const Tag &tag) const
76 {
77     MapDictEntry::const_iterator it =
78         DictInternal.find(tag);
79     if (it == DictInternal.end())
80     {
81 #ifdef UNKNOWNPUBLICTAG
82         // test.acr
83         if( tag != Tag(0x28,0x15)
84             && tag != Tag(0x28,0x16)
85             && tag != Tag(0x28,0x199)
86             // gdcmData/TherapysGDCM1.dcm
87             && tag != Tag(0x20,0x1)
88             // gdcmData/0019004_Baseline_IMG1.dcm
89             && tag != Tag(0x8348,0x339)
90             && tag != Tag(0xb5e8,0x338)
91             // gdcmData/dicomdir_Acusson_WithPrivate_WithSR
92             && tag != Tag(0x40,0xa125)
93         )
94         {
95             assert( 0 && "Impossible" );
96         }
97 #endif
98         it = DictInternal.find( Tag(0xffff,0xffff) );
99         return it->second;
100     }
101     assert( DictInternal.count(tag) == 1 );
102     return it->second;
103 }
104
105 const char *GetKeywordFromTag(Tag const & tag) const
106 {
107     MapDictEntry::const_iterator it =
108         DictInternal.find(tag);
109     if (it == DictInternal.end())
110     {
111         return nullptr;
112     }
113     assert( DictInternal.count(tag) == 1 );
114     return it->second.GetKeyword();
115 }
116
117 const DictEntry &GetDictEntryByKeyword(const char *keyword, Tag & tag) const
118 {
119     MapDictEntry::const_iterator it =
120         DictInternal.begin();
121     if( keyword )
122     {
123         for(; it != DictInternal.end(); ++it)
124         {
125             if( strcmp( keyword, it->second.GetKeyword() ) == 0 )
126             {
127                 // Found a match !
128                 tag = it->first;
129                 break;
130             }
131         }
132     }
133     else
134     {
135         it = DictInternal.end();
136     }
137     if (it == DictInternal.end())
138     {
139         tag = Tag(0xffff,0xffff);
140         it = DictInternal.find( tag );
141         return it->second;
142     }
143     assert( DictInternal.count(tag) == 1 );
144     return it->second;
145 }
146
147
148
149
150
151

```

```

155 const DictEntry &GetDictEntryByName(const char *name, Tag & tag)const
156 {
157     MapDictEntry::const_iterator it =
158         DictInternal.begin();
159     if( name )
160     {
161         for(; it != DictInternal.end(); ++it)
162         {
163             if( strcmp( name, it->second.GetName() ) == 0 )
164             {
165                 // Found a match !
166                 tag = it->first;
167                 break;
168             }
169         }
170     }
171     else
172     {
173         it = DictInternal.end();
174     }
175     if (it == DictInternal.end())
176     {
177         tag = Tag(0xffff,0xffff);
178         it = DictInternal.find( tag );
179         return it->second;
180     }
181     assert( DictInternal.count(tag) == 1 );
182     return it->second;
183 }
184
185 protected:
186     friend class Dicts;
187     void LoadDefault();
188
189 private:
190     MapDictEntry DictInternal;
191 };
192 //-----
193 inline std::ostream& operator<<(std::ostream& os, const Dict &val)
194 {
195     Dict::MapDictEntry::const_iterator it = val.DictInternal.begin();
196     for(;it != val.DictInternal.end(); ++it)
197     {
198         const Tag &t = it->first;
199         const DictEntry &de = it->second;
200         os << t << " " << de << '\n';
201     }
202
203     return os;
204 }
205
206 // TODO
207 // For private dict, element < 0x10 should automatically defined:
208 // Name = "Private Creator"
209 // ValueRepresentation = LO
210 // ValueMultiplicity = 1
211 // Owner = ""
212
213 class GDCM_EXPORT PrivateDict
214 {
215     typedef std::map<PrivateTag, DictEntry> MapDictEntry;
216     friend std::ostream& operator<<(std::ostream& os, const PrivateDict &val);
217 public:
218     PrivateDict() = default;
219     ~PrivateDict() = default;
220     void AddDictEntry(const PrivateTag &tag, const DictEntry &de)
221     {
222         #ifndef NDEBUB
223             MapDictEntry::size_type s = DictInternal.size();
224         #endif
225         DictInternal.insert(
226             MapDictEntry::value_type(tag, de));
227         // The following code should only be used when manually constructing a Private.xml file by hand
228         // it will get rid of VR::UN duplicate (ie. if a VR != VR::Un can be found)
229         #if defined(NDEBUB) && 0
230             if( s == DictInternal.size() )
231             {
232                 MapDictEntry::iterator it =
233                     DictInternal.find(tag);
234                 assert( it != DictInternal.end() );
235                 DictEntry &duplicate = it->second;

```

```

239     assert( de.GetVR() == VR::UN || duplicate.GetVR() == VR::UN );
240     assert( de.GetVR() != duplicate.GetVR() );
241     if( duplicate.GetVR() == VR::UN )
242     {
243         assert( de.GetVR() != VR::UN );
244         duplicate.SetVR( de.GetVR() );
245         duplicate.SetVM( de.GetVM() );
246         assert( GetDictEntry(tag).GetVR() != VR::UN );
247         assert( GetDictEntry(tag).GetVR() == de.GetVR() );
248         assert( GetDictEntry(tag).GetVM() == de.GetVM() );
249     }
250     return;
251 }
252 #endif
253 assert( s < DictInternal.size() /**&& std::cout << ", " << de << std::endl*/ );
254 }
255 bool RemoveDictEntry(const PrivateTag &tag)
256 {
257     MapDictEntry::size_type s =
258     DictInternal.erase(tag);
259     assert( s == 1 || s == 0 );
260     return s == 1;
261 }
262 bool FindDictEntry(const PrivateTag &tag) const
263 {
264     MapDictEntry::const_iterator it =
265     DictInternal.find(tag);
266     if (it == DictInternal.end())
267     {
268         return false;
269     }
270     return true;
271 }
272 const DictEntry &GetDictEntry(const PrivateTag &tag) const
273 {
274     // if 0x10 -> return Private Creator
275     MapDictEntry::const_iterator it =
276     DictInternal.find(tag);
277     if (it == DictInternal.end())
278     {
279         //assert( 0 && "Impossible" );
280         it = DictInternal.find( PrivateTag(0xffff,0xffff,"GDCM Private Sentinel" ) );
281         assert (it != DictInternal.end());
282         return it->second;
283     }
284     assert( DictInternal.count(tag) == 1 );
285     return it->second;
286 }
287 void PrintXML() const
288 {
289     MapDictEntry::const_iterator it = DictInternal.begin();
290     std::cout << "<dict edition=\"2008\">\n";
291     for(;it != DictInternal.end(); ++it)
292     {
293         const PrivateTag &t = it->first;
294         const DictEntry &de = it->second;
295         std::cout << " <entry group=\"" << std::hex << std::setw(4)
296         << std::setfill('0') << t.GetGroup() << "\" <
297         \" element=\"" << std::setw(2) << std::setfill('0') << t.GetElement() << "\" <
298         \" vr=\""
299         << de.GetVR() << "\" vm=\"" << de.GetVM() << "\" owner=\""
300         << t.GetOwner();
301         const char *name = de.GetName();
302         if( *name == 0 )
303         {
304             std::cout << "\"/>\n";
305         }
306         else
307         {
308             std::cout << "\" name=\"" << de.GetName() << "\"/>\n";
309         }
310     }
311     std::cout << "</dict>\n";
312 }
313 bool IsEmpty() const { return DictInternal.empty(); }
314 protected:
315 friend class Dicts;
316 void LoadDefault();
317

```

```

322 private:
323     PrivateDict &operator=(const PrivateDict &_val) = delete;
324     PrivateDict(const PrivateDict &_val) = delete;
325
326     MapDictEntry DictInternal;
327 };
328 //-----
329 inline std::ostream& operator<<(std::ostream& os, const PrivateDict &val)
330 {
331     PrivateDict::MapDictEntry::const_iterator it = val.DictInternal.begin();
332     for(; it != val.DictInternal.end(); ++it)
333     {
334         const PrivateTag &t = it->first;
335         const DictEntry &de = it->second;
336         os << t << " " << de << '\n';
337     }
338
339     return os;
340 }
341
342 } // end namespace gdcm
343
344 #endif //GDCMDICT_H

```

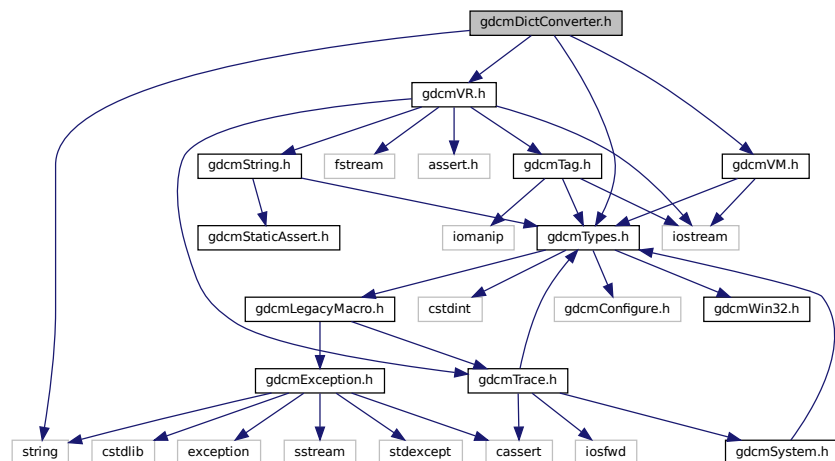
## 11.95 gdcmDictConverter.h File Reference

```

#include "gdcmTypes.h"
#include "gdcmVR.h"
#include "gdcmVM.h"
#include <string>

```

Include dependency graph for gdcmDictConverter.h:



## Classes

- class [gdcm::DictConverter](#)

*Class to convert a .dic file into something else:*

## Namespaces

- namespace [gdcm](#)

## 11.96 gdcmDictConverter.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMDICTCONVERTER_H
16 #define GDCMDICTCONVERTER_H
17
18 #include "gdcmTypes.h"
19 #include "gdcmVR.h"
20 #include "gdcmVM.h"
21
22 #include <string>
23
24 namespace gdcm
25 {
26
27 class DictConverterInternal;
28 class GDCM_EXPORT DictConverter
29 {
30 public:
31     DictConverter();
32     ~DictConverter();
33     void SetInputFileName(const char* filename);
34     const std::string &GetInputFilename() const;
35     void SetOutputFileName(const char* filename);
36     const std::string &GetOutputFilename() const;
37
38     int GetOutputType()const {
39         return OutputType;
40     }
41     void SetOutputType(int type) {
42         OutputType = type;
43     }
44     const std::string &GetDictName() const;
45     void SetDictName(const char *name);
46
47     void Convert();
48
49     // Leaving them public for now. Not really user oriented but may be
50     // useful
51     static bool ReadVR(const char *raw, VR::VRType &type);
52     static bool ReadVM(const char *raw, VM::VMType &type);
53     static bool Readuint16(const char *raw, uint16_t &ov);
54
55     enum OutputTypes {
56         DICT_DEFAULT = 0,
57         DICT_DEBUG,
58         DICT_XML
59     };
60
61 protected:
62     void WriteHeader();
63     void WriteFooter();
64     bool ConvertToXML(const char *raw, std::string &cxx);
65     bool ConvertToCXX(const char *raw, std::string &cxx);
66     void AddGroupLength();
67
68
69
70
71
72
73
74
75

```



```

76 private:
77     DictConverterInternal *Internal;
78
79     int OutputType;
80 };
81
82 } // end namespace gdc
83
84 #endif //GDCMDICTCONVERTER_H

```

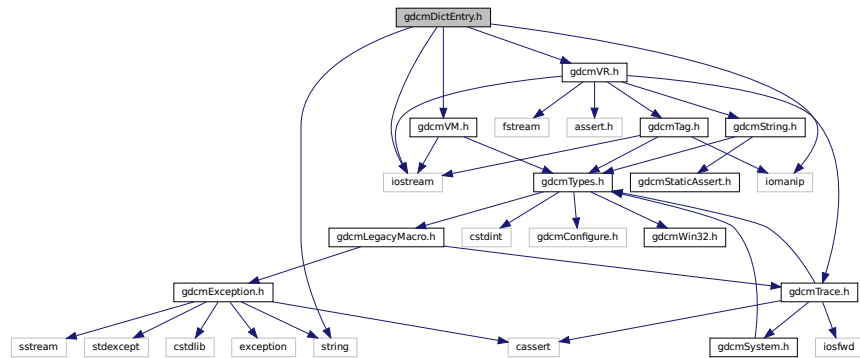
## 11.97 gdcDictEntry.h File Reference

```

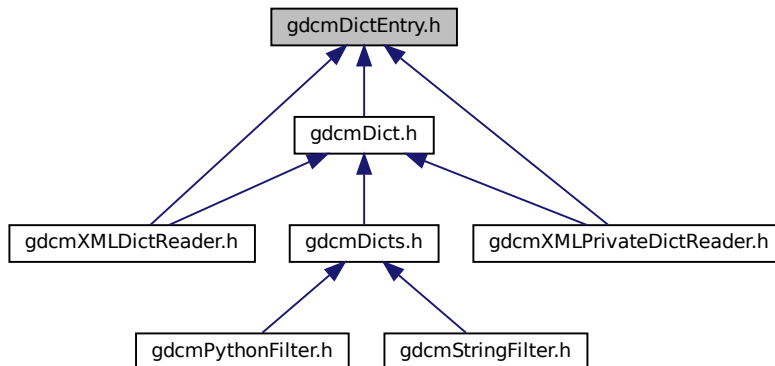
#include "gdcVR.h"
#include "gdcVM.h"
#include <string>
#include <iostream>
#include <iomanip>

```

Include dependency graph for gdcDictEntry.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::DictEntry](#)  
Class to represent an Entry in the *Dict*.

## Namespaces

- namespace [gdcm](#)

## Functions

- [std::ostream & gdcm::operator<<](#) (std::ostream &os, const DictEntry &val)

## 11.98 gdcmDictEntry.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13  =====*/
14 #ifndef GDCMDICTENTRY_H
15 #define GDCMDICTENTRY_H
16
17 #include "gdcmVR.h"
18 #include "gdcmVM.h"
19
20 #include <string>
21 #include <iostream>
22 #include <iomanip>
23
24 namespace gdcm
25 {
26     class GDCM_EXPORT DictEntry
27     {
28     public:
29         DictEntry(const char *name = "", const char *keyword = "", VR const &vr = VR::INVALID, VM const &vm =
30             VM::VM0, bool ret = false):
31             Name(name),
32             Keyword(keyword),
33             ValueRepresentation(vr),
34             ValueMultiplicity(vm),
35             Retired(ret),
36             GroupXX(false),
37             ElementXX(false)
38         {
39         }
40
41         friend std::ostream& operator<<(std::ostream& _os, const DictEntry &_val);
42
43         const VR &GetVR()const { return ValueRepresentation; }
44         void SetVR(const VR &vr) { ValueRepresentation = vr; }
45         // bool IsValid() const { return ValueRepresentation != VR::VR_END; }
46         // !Name.empty() / *&& ValueRepresentation && ValueMultiplicity*/; }
47
48         const VM &GetVM()const { return ValueMultiplicity; }
49         void SetVM(VM const &vm) { ValueMultiplicity = vm; }
50
51     };
52
53     }
54
55 
```

```

61
62
63  const char *GetName()const { return Name.c_str(); }
64  void SetName(const char* name) { Name = name; }
65
66
67  const char *GetKeyword()const { return Keyword.c_str(); }
68  void SetKeyword(const char* keyword) { Keyword = keyword; }
69
70
71  bool GetRetired()const { return Retired; }
72  void SetRetired(bool retired) { Retired = retired; }
73
74  // <entry group="50xx" element="0005" vr="US" vm="1" retired="true" version="3">
75  void SetGroupXX(bool v) { GroupXX = v; }
76
77  // <entry group="0020" element="31xx" vr="CS" vm="1-n" retired="true" version="2">
78  void SetElementXX(bool v) { ElementXX = v; }
79
80
81  bool IsUnique()const { return ElementXX == false && GroupXX == false; }
82
83 private:
84  //
85  friend class Dict;
86  static bool CheckKeywordAgainstName(const char *name, const char *keyword);
87
88 private:
89  std::string Name;
90  std::string Keyword;
91  VR ValueRepresentation;
92  VM ValueMultiplicity;
93  bool Retired : 1;
94  bool GroupXX : 1;
95  bool ElementXX : 1;
96 };
97
98 #if 0
99 class GDCM_EXPORT PrivateDictEntry : public DictEntry
100 {
101 public:
102  PrivateDictEntry(const char *name = "", VR::VRType const &vr = VR::INVALID, VM::VMType const &vm = VM::VM0
103    , bool ret = false, const char *owner = ""):DictEntry(name,vr,vm,ret),Owner(owner) {}
104  PrivateDictEntry(const char *name, const char *vr, const char *vm):DictEntry(name,vr,vm) {}
105
106  const char *GetOwner()const { return Owner.c_str(); }
107  void SetOwner(const char *owner) { Owner = owner; }
108
109 private:
110  // SIEMENS MED, GEMS_PETD_01 ...
111  std::string Owner;
112 };
113 #endif
114
115 //-----
116 inline std::ostream& operator<<(std::ostream& os, const DictEntry &val)
117 {
118     if( val.Name.empty() )
119     {
120         os << "[No name]";
121     }
122     else
123     {
124         os << val.Name;
125     }
126     if( val.Keyword.empty() )
127     {
128         os << "[No keyword]";
129     }
130     else
131     {
132         os << val.Keyword;
133     }
134     os << "\t" << val.ValueRepresentation << "\t" << val.ValueMultiplicity;
135     if( val.Retired )
136     {
137         os << "\t(RET)";
138     }
139     return os;
140 }
141
142 }
143
144 } // end namespace gdc
145
146 #endif //GDCMDICTENTRY_H

```



## 11.100 gdcmDicts.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDICTS_H
15 #define GDCMDICTS_H
16
17 #include "gdcmDict.h"
18 #include "gdcmCSAHeaderDict.h"
19
20 #include <string>
21
22 namespace gdcm
23 {
24     class GDCM_EXPORT Dicts
25     {
26     public:
27         Dicts();
28         ~Dicts();
29         Dicts &operator=(const Dicts &_val) = delete;
30         Dicts(const Dicts &_val) = delete;
31
32         // DataSet::GetPrivateCreator
33         const DictEntry &GetDictEntry(const Tag& tag, const char *owner = nullptr) const;
34
35         const DictEntry &GetDictEntry(const PrivateTag& tag) const;
36
37         //enum PublicTypes {
38         //    DICOMV3_DICT,
39         //    ACRNEMA_DICT,
40         //    NIH_DICT
41         //};
42         const Dict &GetPublicDict() const;
43
44         const PrivateDict &GetPrivateDict() const;
45         PrivateDict &GetPrivateDict();
46
47         const CSAHeaderDict &GetCSAHeaderDict() const;
48
49         bool IsEmpty()const { return GetPublicDict().IsEmpty(); }
50
51 protected:
52     typedef enum {
53         PHILIPS,
54         GEMS,
55         SIEMENS
56     } ConstructorType;
57     static const char *GetConstructorString(ConstructorType type);
58
59     friend class Global;
60     void LoadDefaults();
61
62 private:
63     // Public dict:
64     Dict PublicDict;
65
66     // Private Dicts:
67     PrivateDict ShadowDict;
68
69     CSAHeaderDict CSADict;
70 };
71
72 //-----
73 inline std::ostream& operator<<(std::ostream &os, const Dicts &d)
74 {
75     (void)d;

```

```

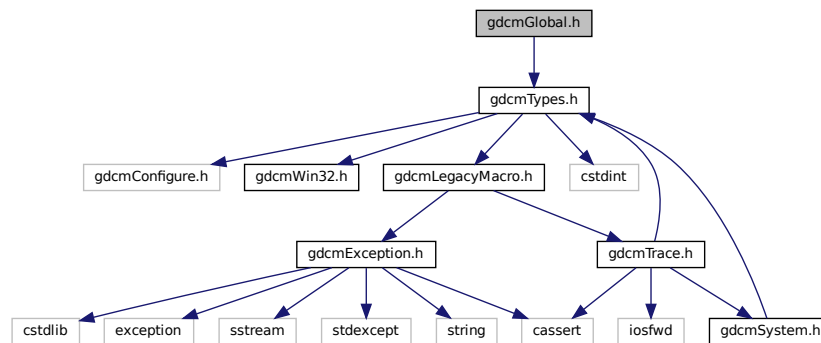
85     return os;
86 }
87
88
89 } // end namespace gdcm
90
91 #endif //GDCMDICTS_H

```

## 11.101 gdcmGlobal.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmGlobal.h:



### Classes

- class `gdcm::Global`  
*Global.*

### Namespaces

- namespace `gdcm`

### Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Global &g)`

### Variables

- static Global `gdcm::GlobalInstance`

## 11.102 gdcmGlobal.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 // Implementation detail was shamelessly borrowed from the VTK excellent
15 // implementation of debug leak manager singleton:
16 /*=====
17
18 Program:   Visualization Toolkit
19 Module:    $RCSfile: vtkDebugLeaks.cxx,v $
20
21 Copyright (c) Ken Martin, Will Schroeder, Bill Lorensen
22 All rights reserved.
23 See Copyright.txt or http://www.kitware.com/Copyright.htm for details.
24
25 This software is distributed WITHOUT ANY WARRANTY; without even
26 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
27 PURPOSE. See the above copyright notice for more information.
28
29 =====*/
30 #ifndef GDCMGLOBAL_H
31 #define GDCMGLOBAL_H
32
33 #include "gdcmTypes.h"
34
35 namespace gdcm
36 {
37     class GlobalInternal;
38     class Dicts;
39     class Defs;
40     class GDCM_EXPORT Global // why expose the symbol I think I only need to expose the instance...
41     {
42     friend std::ostream& operator<<(std::ostream &_os, const Global &g);
43     public:
44         Global();
45         ~Global();
46         Global &operator=(const Global &_val) = delete;
47         Global(const Global &_val) = delete;
48
49         Dicts const &GetDicts() const;
50         Dicts &GetDicts();
51
52         Defs const &GetDefs() const;
53
54         static Global& GetInstance();
55
56         bool LoadResourcesFiles();
57
58         bool Append(const char *path);
59
60         bool Prepend(const char *path);
61
62     protected:
63         const char *Locate(const char *resfile) const;
64
65     private:
66         // PIMPL:
67         // but we could have also directly exposed a Dicts *Internals;
68         static GlobalInternal *Internals;
69     };
70 //-----
71 inline std::ostream& operator<<(std::ostream &os, const Global &g)
72 {
73     (void)g;
74     return os;
75 }
76
77
78
79
80

```

```

99 // This instance will show up in any translation unit that uses
100 // Global or that has a singleton.    It will make sure
101 // Global is initialized before it is used and is the last
102 // static object destroyed.
103 static Global GlobalInstance;
104
105 } // end namespace gdcm
106
107 #endif //GDCMGLOBAL_H

```

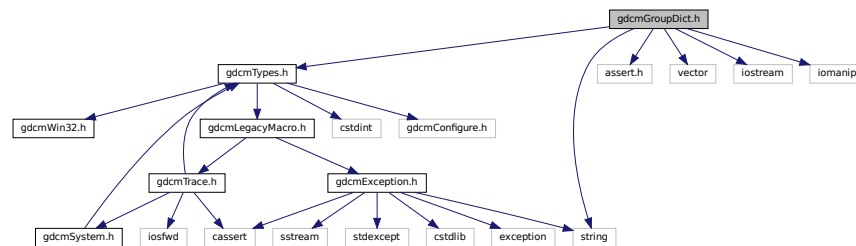
## 11.103 gdcmGroupDict.h File Reference

```

#include "gdcmTypes.h"
#include <assert.h>
#include <vector>
#include <string>
#include <iostream>
#include <iomanip>

```

Include dependency graph for gdcmGroupDict.h:



## 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)`



## 11.104 gdcmGroupDict.h

[Go to the documentation of this file.](#)

```

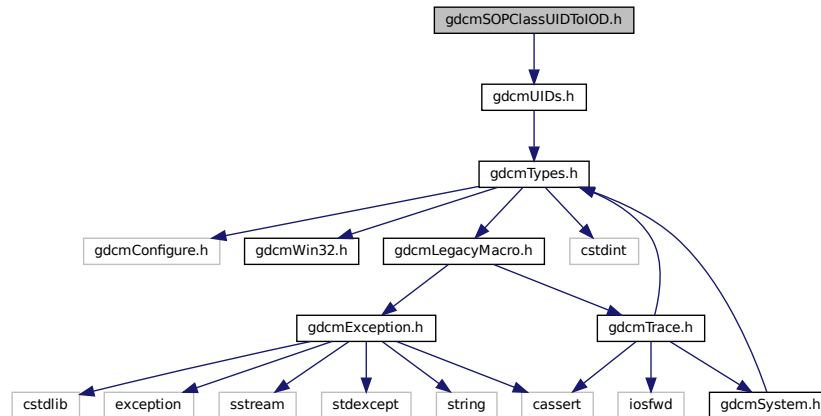
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMGROUPDICT_H
16 #define GDCMGROUPDICT_H
17
18 #include "gdcmTypes.h"
19
20 #include <assert.h>
21 #include <vector>
22 #include <string>
23 #include <iostream>
24 #include <iomanip>
25
26 namespace gdcm
27 {
28
29 class GDCM_EXPORT GroupDict
30 {
31 public:
32     typedef std::vector<std::string> GroupStringVector;
33     GroupDict() { FillDefaultGroupName(); }
34     ~GroupDict() = default;
35
36     friend std::ostream& operator<<(std::ostream& _os, const GroupDict &_val);
37
38     size_t Size()const
39     {
40         assert( Names.size() == Abbreviations.size() );
41         return Names.size(); }
42
43     std::string const &GetAbbreviation(uint16_t num) const;
44     std::string const &GetName(uint16_t num) const;
45
46 protected:
47     void Add(std::string const &abbreviation, std::string const &name);
48     void Insert(uint16_t num, std::string const &abbreviation, std::string const &name);
49 private:
50     // Generated implementation, see gdcmDefaultGroupNames
51     void FillDefaultGroupName();
52
53     GroupDict &operator=(const GroupDict &_val); // purposely not implemented
54     GroupDict(const GroupDict &_val); // purposely not implemented
55
56     GroupStringVector Abbreviations;
57     GroupStringVector Names;
58 };
59
60 //-----
61 inline std::ostream& operator<<(std::ostream& _os, const GroupDict &_val)
62 {
63     size_t size = _val.Size();
64     for(size_t i=0; i<size; ++i)
65     {
66         _os << std::hex << std::setw(4) << std::setfill( '0' ) << i << ", "
67         << _val.GetAbbreviation((uint16_t)i) << ", " << _val.GetName((uint16_t)i) << "\n";
68     }
69     return _os;
70 }
71
72 } // end namespace gdcm
73
74 #endif //GDCMGROUPDICT_H

```

## 11.105 gdcmSOPClassUIDToIOD.h File Reference

```
#include "gdcmUIDs.h"
```

Include dependency graph for gdcmSOPClassUIDToIOD.h:



### Classes

- class [gdcm::SOPClassUIDToIOD](#)  
Class convert a class SOP Class UID into [IOD](#).

### Namespaces

- namespace [gdcm](#)

## 11.106 gdcmSOPClassUIDToIOD.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMSOPCLASSUIDTOIOD_H
16 #define GDCMSOPCLASSUIDTOIOD_H
17
18 #include "gdcmUIDs.h"
19

```

```

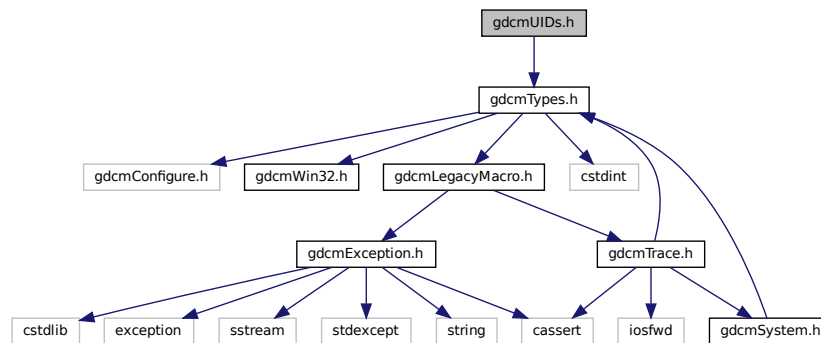
20 namespace gdcm
21 {
22
23 class GDCM_EXPORT SOPClassUIDToIOD
24 {
25 public:
26     static const char *GetIOD(UIDs const & uid);
27
28     static unsigned int GetNumberOfSOPClassToIOD();
29
30     typedef const char* const (SOPClassUIDToIODType)[2];
31     static SOPClassUIDToIODType* GetSOPClassUIDToIODs();
32
33     static SOPClassUIDToIODType& GetSOPClassUIDToIOD(unsigned int i);
34
35     static const char *GetSOPClassUIDFromIOD(const char *iod);
36     static const char *GetIODFromSOPClassUID(const char *sopclassuid);
37 };
38
39 } // end namespace gdcm
40
41 #endif //GDCMSOPCLASSUIDTOIOD_H

```

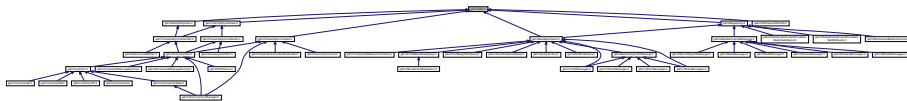
## 11.107 gdcmUIDs.h File Reference

#include "gdcmTypes.h"

Include dependency graph for gdcmUIDs.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::UIDs](#)  
*all known uids*

## Namespaces

- namespace `gdcm`

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const UIDs &uid)`

## 11.108 gdcmUIDs.h

[Go to the documentation of this file.](#)

```

1
2 // GENERATED FILE DO NOT EDIT
3 // $ xsltproc UIDToC++.xsl Part6.xml > gdcmUIDs.h
4
5 /*=====
6
7 Program:  GDCM (Grassroots DICOM). A DICOM library
8
9 Copyright (c) 2006-2011 Mathieu Malaterre
10 All rights reserved.
11 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
12
13 This software is distributed WITHOUT ANY WARRANTY; without even
14 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
15 PURPOSE.  See the above copyright notice for more information.
16
17 =====*/
18
19 #ifndef GDCMUIDS_H
20 #define GDCMUIDS_H
21
22 #include "gdcmTypes.h"
23
24 namespace gdcm
25 {
26
27     class GDCM_EXPORT UIDs
28     {
29     public:
30         typedef enum {
31             uid_1_2_840_10008_1_1 = 1, // Verification SOP Class
32             uid_1_2_840_10008_1_2 = 2, // Implicit VR Little Endian: Default Transfer Syntax for DICOM
33             uid_1_2_840_10008_1_2_1 = 3, // Explicit VR Little Endian
34             uid_1_2_840_10008_1_2_1_99 = 4, // Deflated Explicit VR Little Endian
35             uid_1_2_840_10008_1_2_2 = 5, // Explicit VR Big Endian
36             uid_1_2_840_10008_1_2_4_50 = 6, // JPEG Baseline (Process 1): Default Transfer Syntax for Lossy JPEG 8 Bit
37             Image Compression
38             uid_1_2_840_10008_1_2_4_51 = 7, // JPEG Extended (Process 2 & 4): Default Transfer Syntax for Lossy JPEG 12
39             Bit Image Compression (Process 4 only)
40             uid_1_2_840_10008_1_2_4_52 = 8, // JPEG Extended (Process 3 & 5)
41             uid_1_2_840_10008_1_2_4_53 = 9, // JPEG Spectral Selection, Non-Hierarchical (Process 6 & 8)
42             uid_1_2_840_10008_1_2_4_54 = 10, // JPEG Spectral Selection, Non-Hierarchical (Process 7 & 9)
43             uid_1_2_840_10008_1_2_4_55 = 11, // JPEG Full Progression, Non-Hierarchical (Process 10 & 12)
44             uid_1_2_840_10008_1_2_4_56 = 12, // JPEG Full Progression, Non-Hierarchical (Process 11 & 13)
45             uid_1_2_840_10008_1_2_4_57 = 13, // JPEG Lossless, Non-Hierarchical (Process 14)
46             uid_1_2_840_10008_1_2_4_58 = 14, // JPEG Lossless, Non-Hierarchical (Process 15)
47             uid_1_2_840_10008_1_2_4_59 = 15, // JPEG Extended, Hierarchical (Process 16 & 18)
48             uid_1_2_840_10008_1_2_4_60 = 16, // JPEG Extended, Hierarchical (Process 17 & 19)
49             uid_1_2_840_10008_1_2_4_61 = 17, // JPEG Spectral Selection, Hierarchical (Process 20 & 22)
50             uid_1_2_840_10008_1_2_4_62 = 18, // JPEG Spectral Selection, Hierarchical (Process 21 & 23)
51             uid_1_2_840_10008_1_2_4_63 = 19, // JPEG Full Progression, Hierarchical (Process 24 & 26)
52             uid_1_2_840_10008_1_2_4_64 = 20, // JPEG Full Progression, Hierarchical (Process 25 & 27)
53             uid_1_2_840_10008_1_2_4_65 = 21, // JPEG Lossless, Hierarchical (Process 28)
54             uid_1_2_840_10008_1_2_4_66 = 22, // JPEG Lossless, Hierarchical (Process 29)
55             uid_1_2_840_10008_1_2_4_70 = 23, // JPEG Lossless, Non-Hierarchical, First-Order Prediction (Process 14
56             [Selection Value 1]): Default Transfer Syntax for Lossless JPEG Image Compression
57             uid_1_2_840_10008_1_2_4_80 = 24, // JPEG-LS Lossless Image Compression
58             uid_1_2_840_10008_1_2_4_81 = 25, // JPEG-LS Lossy (Near-Lossless) Image Compression
59             uid_1_2_840_10008_1_2_4_90 = 26, // JPEG 2000 Image Compression (Lossless Only)

```

```
60 uid_1_2_840_10008_1_2_4_91 = 27, // JPEG 2000 Image Compression
61 uid_1_2_840_10008_1_2_4_92 = 28, // JPEG 2000 Part 2 Multi-component Image Compression (Lossless Only)
62 uid_1_2_840_10008_1_2_4_93 = 29, // JPEG 2000 Part 2 Multi-component Image Compression
63 uid_1_2_840_10008_1_2_4_94 = 30, // JPIP Referenced
64 uid_1_2_840_10008_1_2_4_95 = 31, // JPIP Referenced Deflate
65 uid_1_2_840_10008_1_2_4_100 = 32, // MPEG2 Main Profile @ Main Level
66 uid_1_2_840_10008_1_2_5 = 33, // RLE Lossless
67 uid_1_2_840_10008_1_2_6_1 = 34, // RFC 2557 MIME encapsulation
68 uid_1_2_840_10008_1_2_6_2 = 35, // XML Encoding
69 uid_1_2_840_10008_1_3_10 = 36, // Media Storage Directory Storage
70 uid_1_2_840_10008_1_4_1_1 = 37, // Talairach Brain Atlas Frame of Reference
71 uid_1_2_840_10008_1_4_1_2 = 38, // SPM2 T1 Frame of Reference
72 uid_1_2_840_10008_1_4_1_3 = 39, // SPM2 T2 Frame of Reference
73 uid_1_2_840_10008_1_4_1_4 = 40, // SPM2 PD Frame of Reference
74 uid_1_2_840_10008_1_4_1_5 = 41, // SPM2 EPI Frame of Reference
75 uid_1_2_840_10008_1_4_1_6 = 42, // SPM2 FIL T1 Frame of Reference
76 uid_1_2_840_10008_1_4_1_7 = 43, // SPM2 PET Frame of Reference
77 uid_1_2_840_10008_1_4_1_8 = 44, // SPM2 TRANSM Frame of Reference
78 uid_1_2_840_10008_1_4_1_9 = 45, // SPM2 SPECT Frame of Reference
79 uid_1_2_840_10008_1_4_1_10 = 46, // SPM2 GRAY Frame of Reference
80 uid_1_2_840_10008_1_4_1_11 = 47, // SPM2 WHITE Frame of Reference
81 uid_1_2_840_10008_1_4_1_12 = 48, // SPM2 CSF Frame of Reference
82 uid_1_2_840_10008_1_4_1_13 = 49, // SPM2 BRAINMASK Frame of Reference
83 uid_1_2_840_10008_1_4_1_14 = 50, // SPM2 AVG305T1 Frame of Reference
84 uid_1_2_840_10008_1_4_1_15 = 51, // SPM2 AVG152T1 Frame of Reference
85 uid_1_2_840_10008_1_4_1_16 = 52, // SPM2 AVG152T2 Frame of Reference
86 uid_1_2_840_10008_1_4_1_17 = 53, // SPM2 AVG152PD Frame of Reference
87 uid_1_2_840_10008_1_4_1_18 = 54, // SPM2 SINGLESUBJT1 Frame of Reference
88 uid_1_2_840_10008_1_4_2_1 = 55, // ICBM 452 T1 Frame of Reference
89 uid_1_2_840_10008_1_4_2_2 = 56, // ICBM Single Subject MRI Frame of Reference
90 uid_1_2_840_10008_1_9 = 57, // Basic Study Content Notification SOP Class
91 uid_1_2_840_10008_1_20_1 = 58, // Storage Commitment Push Model SOP Class
92 uid_1_2_840_10008_1_20_1_1 = 59, // Storage Commitment Push Model SOP Instance
93 uid_1_2_840_10008_1_20_2 = 60, // Storage Commitment Pull Model SOP Class
94 uid_1_2_840_10008_1_20_2_1 = 61, // Storage Commitment Pull Model SOP Instance
95 uid_1_2_840_10008_1_40 = 62, // Procedural Event Logging SOP Class
96 uid_1_2_840_10008_1_40_1 = 63, // Procedural Event Logging SOP Instance
97 uid_1_2_840_10008_1_42 = 64, // Substance Administration Logging SOP Class
98 uid_1_2_840_10008_1_42_1 = 65, // Substance Administration Logging SOP Instance
99 uid_1_2_840_10008_2_6_1 = 66, // DICOM UID Registry
100 uid_1_2_840_10008_2_16_4 = 67, // DICOM Controlled Terminology
101 uid_1_2_840_10008_3_1_1_1 = 68, // DICOM Application Context Name
102 uid_1_2_840_10008_3_1_2_1_1 = 69, // Detached Patient Management SOP Class
103 uid_1_2_840_10008_3_1_2_1_4 = 70, // Detached Patient Management Meta SOP Class
104 uid_1_2_840_10008_3_1_2_2_1 = 71, // Detached Visit Management SOP Class
105 uid_1_2_840_10008_3_1_2_3_1 = 72, // Detached Study Management SOP Class
106 uid_1_2_840_10008_3_1_2_3_2 = 73, // Study Component Management SOP Class
107 uid_1_2_840_10008_3_1_2_3_3 = 74, // Modality Performed Procedure Step SOP Class
108 uid_1_2_840_10008_3_1_2_3_4 = 75, // Modality Performed Procedure Step Retrieve SOP Class
109 uid_1_2_840_10008_3_1_2_3_5 = 76, // Modality Performed Procedure Step Notification SOP Class
110 uid_1_2_840_10008_3_1_2_5_1 = 77, // Detached Results Management SOP Class
111 uid_1_2_840_10008_3_1_2_5_4 = 78, // Detached Results Management Meta SOP Class
112 uid_1_2_840_10008_3_1_2_5_5 = 79, // Detached Study Management Meta SOP Class
113 uid_1_2_840_10008_3_1_2_6_1 = 80, // Detached Interpretation Management SOP Class
114 uid_1_2_840_10008_4_2 = 81, // Storage Service Class
115 uid_1_2_840_10008_5_1_1_1 = 82, // Basic Film Session SOP Class
116 uid_1_2_840_10008_5_1_1_2 = 83, // Basic Film Box SOP Class
117 uid_1_2_840_10008_5_1_1_4 = 84, // Basic Grayscale Image Box SOP Class
118 uid_1_2_840_10008_5_1_1_4_1 = 85, // Basic Color Image Box SOP Class
119 uid_1_2_840_10008_5_1_1_4_2 = 86, // Referenced Image Box SOP Class
120 uid_1_2_840_10008_5_1_1_9 = 87, // Basic Grayscale Print Management Meta SOP Class
121 uid_1_2_840_10008_5_1_1_9_1 = 88, // Referenced Grayscale Print Management Meta SOP Class
122 uid_1_2_840_10008_5_1_1_14 = 89, // Print Job SOP Class
123 uid_1_2_840_10008_5_1_1_15 = 90, // Basic Annotation Box SOP Class
124 uid_1_2_840_10008_5_1_1_16 = 91, // Printer SOP Class
125 uid_1_2_840_10008_5_1_1_16_376 = 92, // Printer Configuration Retrieval SOP Class
126 uid_1_2_840_10008_5_1_1_17 = 93, // Printer SOP Instance
127 uid_1_2_840_10008_5_1_1_17_376 = 94, // Printer Configuration Retrieval SOP Instance
128 uid_1_2_840_10008_5_1_1_18 = 95, // Basic Color Print Management Meta SOP Class
129 uid_1_2_840_10008_5_1_1_18_1 = 96, // Referenced Color Print Management Meta SOP Class
130 uid_1_2_840_10008_5_1_1_22 = 97, // VOI LUT Box SOP Class
131 uid_1_2_840_10008_5_1_1_23 = 98, // Presentation LUT SOP Class
132 uid_1_2_840_10008_5_1_1_24 = 99, // Image Overlay Box SOP Class
133 uid_1_2_840_10008_5_1_1_24_1 = 100, // Basic Print Image Overlay Box SOP Class
134 uid_1_2_840_10008_5_1_1_25 = 101, // Print Queue SOP Instance
135 uid_1_2_840_10008_5_1_1_26 = 102, // Print Queue Management SOP Class
136 uid_1_2_840_10008_5_1_1_27 = 103, // Stored Print Storage SOP Class
137 uid_1_2_840_10008_5_1_1_29 = 104, // Hardcopy Grayscale Image Storage SOP Class
138 uid_1_2_840_10008_5_1_1_30 = 105, // Hardcopy Color Image Storage SOP Class
139 uid_1_2_840_10008_5_1_1_31 = 106, // Pull Print Request SOP Class
140 uid_1_2_840_10008_5_1_1_32 = 107, // Pull Stored Print Management Meta SOP Class
```

```
141 uid_1_2_840_10008_5_1_1_33 = 108, // Media Creation Management SOP Class UID
142 uid_1_2_840_10008_5_1_4_1_1_1 = 109, // Computed Radiography Image Storage
143 uid_1_2_840_10008_5_1_4_1_1_1_1 = 110, // Digital X-Ray Image Storage - For Presentation
144 uid_1_2_840_10008_5_1_4_1_1_1_1_1 = 111, // Digital X-Ray Image Storage - For Processing
145 uid_1_2_840_10008_5_1_4_1_1_1_2 = 112, // Digital Mammography X-Ray Image Storage - For Presentation
146 uid_1_2_840_10008_5_1_4_1_1_1_2_1 = 113, // Digital Mammography X-Ray Image Storage - For Processing
147 uid_1_2_840_10008_5_1_4_1_1_1_3 = 114, // Digital Intra-oral X-Ray Image Storage - For Presentation
148 uid_1_2_840_10008_5_1_4_1_1_1_3_1 = 115, // Digital Intra-oral X-Ray Image Storage - For Processing
149 uid_1_2_840_10008_5_1_4_1_1_2 = 116, // CT Image Storage
150 uid_1_2_840_10008_5_1_4_1_1_2_1 = 117, // Enhanced CT Image Storage
151 uid_1_2_840_10008_5_1_4_1_1_3 = 118, // Ultrasound Multi-frame Image Storage
152 uid_1_2_840_10008_5_1_4_1_1_3_1 = 119, // Ultrasound Multi-frame Image Storage
153 uid_1_2_840_10008_5_1_4_1_1_4 = 120, // MR Image Storage
154 uid_1_2_840_10008_5_1_4_1_1_4_1 = 121, // Enhanced MR Image Storage
155 uid_1_2_840_10008_5_1_4_1_1_4_2 = 122, // MR Spectroscopy Storage
156 uid_1_2_840_10008_5_1_4_1_1_5 = 123, // Nuclear Medicine Image Storage
157 uid_1_2_840_10008_5_1_4_1_1_6 = 124, // Ultrasound Image Storage
158 uid_1_2_840_10008_5_1_4_1_1_6_1 = 125, // Ultrasound Image Storage
159 uid_1_2_840_10008_5_1_4_1_1_7 = 126, // Secondary Capture Image Storage
160 uid_1_2_840_10008_5_1_4_1_1_7_1 = 127, // Multi-frame Single Bit Secondary Capture Image Storage
161 uid_1_2_840_10008_5_1_4_1_1_7_2 = 128, // Multi-frame Grayscale Byte Secondary Capture Image Storage
162 uid_1_2_840_10008_5_1_4_1_1_7_3 = 129, // Multi-frame Grayscale Word Secondary Capture Image Storage
163 uid_1_2_840_10008_5_1_4_1_1_7_4 = 130, // Multi-frame True Color Secondary Capture Image Storage
164 uid_1_2_840_10008_5_1_4_1_1_8 = 131, // Standalone Overlay Storage
165 uid_1_2_840_10008_5_1_4_1_1_9 = 132, // Standalone Curve Storage
166 uid_1_2_840_10008_5_1_4_1_1_9_1 = 133, // Waveform Storage - Trial
167 uid_1_2_840_10008_5_1_4_1_1_9_1_1 = 134, // 12-lead ECG Waveform Storage
168 uid_1_2_840_10008_5_1_4_1_1_9_1_2 = 135, // General ECG Waveform Storage
169 uid_1_2_840_10008_5_1_4_1_1_9_1_3 = 136, // Ambulatory ECG Waveform Storage
170 uid_1_2_840_10008_5_1_4_1_1_9_2_1 = 137, // Hemodynamic Waveform Storage
171 uid_1_2_840_10008_5_1_4_1_1_9_3_1 = 138, // Cardiac Electrophysiology Waveform Storage
172 uid_1_2_840_10008_5_1_4_1_1_9_4_1 = 139, // Basic Voice Audio Waveform Storage
173 uid_1_2_840_10008_5_1_4_1_1_10 = 140, // Standalone Modality LUT Storage
174 uid_1_2_840_10008_5_1_4_1_1_11 = 141, // Standalone VOI LUT Storage
175 uid_1_2_840_10008_5_1_4_1_1_11_1 = 142, // Grayscale Softcopy Presentation State Storage SOP Class
176 uid_1_2_840_10008_5_1_4_1_1_11_2 = 143, // Color Softcopy Presentation State Storage SOP Class
177 uid_1_2_840_10008_5_1_4_1_1_11_3 = 144, // Pseudo-Color Softcopy Presentation State Storage SOP Class
178 uid_1_2_840_10008_5_1_4_1_1_11_4 = 145, // Blending Softcopy Presentation State Storage SOP Class
179 uid_1_2_840_10008_5_1_4_1_1_12_1 = 146, // X-Ray Angiographic Image Storage
180 uid_1_2_840_10008_5_1_4_1_1_12_1_1 = 147, // Enhanced XA Image Storage
181 uid_1_2_840_10008_5_1_4_1_1_12_2 = 148, // X-Ray Radiofluoroscopic Image Storage
182 uid_1_2_840_10008_5_1_4_1_1_12_2_1 = 149, // Enhanced XRF Image Storage
183 uid_1_2_840_10008_5_1_4_1_1_13_1_1 = 150, // X-Ray 3D Angiographic Image Storage
184 uid_1_2_840_10008_5_1_4_1_1_13_1_2 = 151, // X-Ray 3D Craniofacial Image Storage
185 uid_1_2_840_10008_5_1_4_1_1_12_3 = 152, // X-Ray Angiographic Bi-Plane Image Storage
186 uid_1_2_840_10008_5_1_4_1_1_20 = 153, // Nuclear Medicine Image Storage
187 uid_1_2_840_10008_5_1_4_1_1_66 = 154, // Raw Data Storage
188 uid_1_2_840_10008_5_1_4_1_1_66_1 = 155, // Spatial Registration Storage
189 uid_1_2_840_10008_5_1_4_1_1_66_2 = 156, // Spatial Fiducials Storage
190 uid_1_2_840_10008_5_1_4_1_1_66_3 = 157, // Deformable Spatial Registration Storage
191 uid_1_2_840_10008_5_1_4_1_1_66_4 = 158, // Segmentation Storage
192 uid_1_2_840_10008_5_1_4_1_1_67 = 159, // Real World Value Mapping Storage
193 uid_1_2_840_10008_5_1_4_1_1_77_1 = 160, // VL Image Storage - Trial
194 uid_1_2_840_10008_5_1_4_1_1_77_2 = 161, // VL Multi-frame Image Storage - Trial
195 uid_1_2_840_10008_5_1_4_1_1_77_1_1 = 162, // VL Endoscopic Image Storage
196 uid_1_2_840_10008_5_1_4_1_1_77_1_1_1 = 163, // Video Endoscopic Image Storage
197 uid_1_2_840_10008_5_1_4_1_1_77_1_2 = 164, // VL Microscopic Image Storage
198 uid_1_2_840_10008_5_1_4_1_1_77_1_2_1 = 165, // Video Microscopic Image Storage
199 uid_1_2_840_10008_5_1_4_1_1_77_1_3 = 166, // VL Slide-Coordinates Microscopic Image Storage
200 uid_1_2_840_10008_5_1_4_1_1_77_1_4 = 167, // VL Photographic Image Storage
201 uid_1_2_840_10008_5_1_4_1_1_77_1_4_1 = 168, // Video Photographic Image Storage
202 uid_1_2_840_10008_5_1_4_1_1_77_1_5_1 = 169, // Ophthalmic Photography 8 Bit Image Storage
203 uid_1_2_840_10008_5_1_4_1_1_77_1_5_2 = 170, // Ophthalmic Photography 16 Bit Image Storage
204 uid_1_2_840_10008_5_1_4_1_1_77_1_5_3 = 171, // Stereometric Relationship Storage
205 uid_1_2_840_10008_5_1_4_1_1_77_1_5_4 = 172, // Ophthalmic Tomography Image Storage
206 uid_1_2_840_10008_5_1_4_1_1_88_1 = 173, // Text SR Storage - Trial
207 uid_1_2_840_10008_5_1_4_1_1_88_2 = 174, // Audio SR Storage - Trial
208 uid_1_2_840_10008_5_1_4_1_1_88_3 = 175, // Detail SR Storage - Trial
209 uid_1_2_840_10008_5_1_4_1_1_88_4 = 176, // Comprehensive SR Storage - Trial
210 uid_1_2_840_10008_5_1_4_1_1_88_11 = 177, // Basic Text SR Storage
211 uid_1_2_840_10008_5_1_4_1_1_88_22 = 178, // Enhanced SR Storage
212 uid_1_2_840_10008_5_1_4_1_1_88_33 = 179, // Comprehensive SR Storage
213 uid_1_2_840_10008_5_1_4_1_1_88_40 = 180, // Procedure Log Storage
214 uid_1_2_840_10008_5_1_4_1_1_88_50 = 181, // Mammography CAD SR Storage
215 uid_1_2_840_10008_5_1_4_1_1_88_59 = 182, // Key Object Selection Document Storage
216 uid_1_2_840_10008_5_1_4_1_1_88_65 = 183, // Chest CAD SR Storage
217 uid_1_2_840_10008_5_1_4_1_1_88_67 = 184, // X-Ray Radiation Dose SR Storage
218 uid_1_2_840_10008_5_1_4_1_1_104_1 = 185, // Encapsulated PDF Storage
219 uid_1_2_840_10008_5_1_4_1_1_104_2 = 186, // Encapsulated CDA Storage
220 uid_1_2_840_10008_5_1_4_1_1_128 = 187, // Positron Emission Tomography Image Storage
221 uid_1_2_840_10008_5_1_4_1_1_129 = 188, // Standalone PET Curve Storage
```

```
222 uid_1_2_840_10008_5_1_4_1_1_481_1 = 189, // RT Image Storage
223 uid_1_2_840_10008_5_1_4_1_1_481_2 = 190, // RT Dose Storage
224 uid_1_2_840_10008_5_1_4_1_1_481_3 = 191, // RT Structure Set Storage
225 uid_1_2_840_10008_5_1_4_1_1_481_4 = 192, // RT Beams Treatment Record Storage
226 uid_1_2_840_10008_5_1_4_1_1_481_5 = 193, // RT Plan Storage
227 uid_1_2_840_10008_5_1_4_1_1_481_6 = 194, // RT Brachy Treatment Record Storage
228 uid_1_2_840_10008_5_1_4_1_1_481_7 = 195, // RT Treatment Summary Record Storage
229 uid_1_2_840_10008_5_1_4_1_1_481_8 = 196, // RT Ion Plan Storage
230 uid_1_2_840_10008_5_1_4_1_1_481_9 = 197, // RT Ion Beams Treatment Record Storage
231 uid_1_2_840_10008_5_1_4_1_2_1_1 = 198, // Patient Root Query/Retrieve Information Model - FIND
232 uid_1_2_840_10008_5_1_4_1_2_1_2 = 199, // Patient Root Query/Retrieve Information Model - MOVE
233 uid_1_2_840_10008_5_1_4_1_2_1_3 = 200, // Patient Root Query/Retrieve Information Model - GET
234 uid_1_2_840_10008_5_1_4_1_2_2_1 = 201, // Study Root Query/Retrieve Information Model - FIND
235 uid_1_2_840_10008_5_1_4_1_2_2_2 = 202, // Study Root Query/Retrieve Information Model - MOVE
236 uid_1_2_840_10008_5_1_4_1_2_2_3 = 203, // Study Root Query/Retrieve Information Model - GET
237 uid_1_2_840_10008_5_1_4_1_2_3_1 = 204, // Patient/Study Only Query/Retrieve Information Model - FIND
238 uid_1_2_840_10008_5_1_4_1_2_3_2 = 205, // Patient/Study Only Query/Retrieve Information Model - MOVE
239 uid_1_2_840_10008_5_1_4_1_2_3_3 = 206, // Patient/Study Only Query/Retrieve Information Model - GET
240 uid_1_2_840_10008_5_1_4_31 = 207, // Modality Worklist Information Model - FIND
241 uid_1_2_840_10008_5_1_4_32_1 = 208, // General Purpose Worklist Information Model - FIND
242 uid_1_2_840_10008_5_1_4_32_2 = 209, // General Purpose Scheduled Procedure Step SOP Class
243 uid_1_2_840_10008_5_1_4_32_3 = 210, // General Purpose Performed Procedure Step SOP Class
244 uid_1_2_840_10008_5_1_4_32 = 211, // General Purpose Worklist Management Meta SOP Class
245 uid_1_2_840_10008_5_1_4_33 = 212, // Instance Availability Notification SOP Class
246 uid_1_2_840_10008_5_1_4_34_1 = 213, // RT Beams Delivery Instruction Storage (Supplement 74 Frozen Draft)
247 uid_1_2_840_10008_5_1_4_34_2 = 214, // RT Conventional Machine Verification (Supplement 74 Frozen Draft)
248 uid_1_2_840_10008_5_1_4_34_3 = 215, // RT Ion Machine Verification (Supplement 74 Frozen Draft)
249 uid_1_2_840_10008_5_1_4_34_4 = 216, // Unified Worklist and Procedure Step Service Class
250 uid_1_2_840_10008_5_1_4_34_4_1 = 217, // Unified Procedure Step - Push SOP Class
251 uid_1_2_840_10008_5_1_4_34_4_2 = 218, // Unified Procedure Step - Watch SOP Class
252 uid_1_2_840_10008_5_1_4_34_4_3 = 219, // Unified Procedure Step - Pull SOP Class
253 uid_1_2_840_10008_5_1_4_34_4_4 = 220, // Unified Procedure Step - Event SOP Class
254 uid_1_2_840_10008_5_1_4_34_5 = 221, // Unified Worklist and Procedure Step SOP Instance
255 uid_1_2_840_10008_5_1_4_37_1 = 222, // General Relevant Patient Information Query
256 uid_1_2_840_10008_5_1_4_37_2 = 223, // Breast Imaging Relevant Patient Information Query
257 uid_1_2_840_10008_5_1_4_37_3 = 224, // Cardiac Relevant Patient Information Query
258 uid_1_2_840_10008_5_1_4_38_1 = 225, // Hanging Protocol Storage
259 uid_1_2_840_10008_5_1_4_38_2 = 226, // Hanging Protocol Information Model - FIND
260 uid_1_2_840_10008_5_1_4_38_3 = 227, // Hanging Protocol Information Model - MOVE
261 uid_1_2_840_10008_5_1_4_41 = 228, // Product Characteristics Query SOP Class
262 uid_1_2_840_10008_5_1_4_42 = 229, // Substance Approval Query SOP Class
263 uid_1_2_840_10008_15_0_3_1 = 230, // dicomDeviceName
264 uid_1_2_840_10008_15_0_3_2 = 231, // dicomDescription
265 uid_1_2_840_10008_15_0_3_3 = 232, // dicomManufacturer
266 uid_1_2_840_10008_15_0_3_4 = 233, // dicomManufacturerModelName
267 uid_1_2_840_10008_15_0_3_5 = 234, // dicomSoftwareVersion
268 uid_1_2_840_10008_15_0_3_6 = 235, // dicomVendorData
269 uid_1_2_840_10008_15_0_3_7 = 236, // dicomAETitle
270 uid_1_2_840_10008_15_0_3_8 = 237, // dicomNetworkConnectionReference
271 uid_1_2_840_10008_15_0_3_9 = 238, // dicomApplicationCluster
272 uid_1_2_840_10008_15_0_3_10 = 239, // dicomAssociationInitiator
273 uid_1_2_840_10008_15_0_3_11 = 240, // dicomAssociationAcceptor
274 uid_1_2_840_10008_15_0_3_12 = 241, // dicomHostname
275 uid_1_2_840_10008_15_0_3_13 = 242, // dicomPort
276 uid_1_2_840_10008_15_0_3_14 = 243, // dicomSOPClass
277 uid_1_2_840_10008_15_0_3_15 = 244, // dicomTransferRole
278 uid_1_2_840_10008_15_0_3_16 = 245, // dicomTransferSyntax
279 uid_1_2_840_10008_15_0_3_17 = 246, // dicomPrimaryDeviceType
280 uid_1_2_840_10008_15_0_3_18 = 247, // dicomRelatedDeviceReference
281 uid_1_2_840_10008_15_0_3_19 = 248, // dicomPreferredCalledAETitle
282 uid_1_2_840_10008_15_0_3_20 = 249, // dicomTLSCyphersuite
283 uid_1_2_840_10008_15_0_3_21 = 250, // dicomAuthorizedNodeCertificateReference
284 uid_1_2_840_10008_15_0_3_22 = 251, // dicomThisNodeCertificateReference
285 uid_1_2_840_10008_15_0_3_23 = 252, // dicomInstalled
286 uid_1_2_840_10008_15_0_3_24 = 253, // dicomStationName
287 uid_1_2_840_10008_15_0_3_25 = 254, // dicomDeviceSerialNumber
288 uid_1_2_840_10008_15_0_3_26 = 255, // dicomInstitutionName
289 uid_1_2_840_10008_15_0_3_27 = 256, // dicomInstitutionAddress
290 uid_1_2_840_10008_15_0_3_28 = 257, // dicomInstitutionDepartmentName
291 uid_1_2_840_10008_15_0_3_29 = 258, // dicomIssuerOfPatientID
292 uid_1_2_840_10008_15_0_3_30 = 259, // dicomPreferredCallingAETitle
293 uid_1_2_840_10008_15_0_3_31 = 260, // dicomSupportedCharacterSet
294 uid_1_2_840_10008_15_0_4_1 = 261, // dicomConfigurationRoot
295 uid_1_2_840_10008_15_0_4_2 = 262, // dicomDevicesRoot
296 uid_1_2_840_10008_15_0_4_3 = 263, // dicomUniqueAETitlesRegistryRoot
297 uid_1_2_840_10008_15_0_4_4 = 264, // dicomDevice
298 uid_1_2_840_10008_15_0_4_5 = 265, // dicomNetworkAE
299 uid_1_2_840_10008_15_0_4_6 = 266, // dicomNetworkConnection
300 uid_1_2_840_10008_15_0_4_7 = 267, // dicomUniqueAETitle
301 uid_1_2_840_10008_15_0_4_8 = 268, // dicomTransferCapability
302 //
```

```
303 uid_1_2_840_10008_5_1_4_1_1_77_1_6 = 269, // VL Whole Slide Microscopy
304 uid_1_2_840_10008_5_1_4_1_1_6_2 = 270, // Enhanced US Volume Storage
305 uid_1_2_840_10008_5_1_4_1_1_66_5 = 271, // Surface Segmentation Storage
306 uid_1_2_840_10008_5_1_4_1_1_13_1_3 = 272, // Breast Tomosynthesis Image Storage
307 uid_1_2_840_10008_5_1_4_1_1_2_2 = 273, // Legacy Converted Enhanced CT
308 uid_1_2_840_10008_5_1_4_1_1_4_4 = 274, // Legacy Converted Enhanced MR
309 uid_1_2_840_10008_5_1_4_1_1_128_1 = 275, // Legacy Converted Enhanced PET
310 uid_1_2_840_10008_1_2_4_101 = 276, // MPEG2 Main Profile High Level
311 uid_1_2_840_10008_1_2_4_102 = 277, // MPEG-4 AVC/H.264 High Profile Lev. 4.1
312 uid_1_2_840_10008_1_2_4_103 = 278, // MPEG-4 AVC/H.264 BD-comp High Profile Lev. 4.1
313
315 //
316 // 2019b
317 //
318 uid_1_2_840_10008_1_5_2 = 279,
319 uid_1_2_840_10008_1_5_3 = 280,
320 uid_1_2_840_10008_1_5_4 = 281,
321 uid_1_2_840_10008_1_5_5 = 282,
322 uid_1_2_840_10008_1_5_6 = 283,
323 uid_1_2_840_10008_1_5_7 = 284,
324 uid_1_2_840_10008_1_5_8 = 285,
325 uid_1_2_840_10008_1_20 = 286,
326 uid_1_2_840_10008_2_16_5 = 287,
327 uid_1_2_840_10008_2_16_6 = 288,
328 uid_1_2_840_10008_2_16_7 = 289,
329 uid_1_2_840_10008_2_16_8 = 290,
330 uid_1_2_840_10008_2_16_9 = 291,
331 uid_1_2_840_10008_2_16_10 = 292,
332 uid_1_2_840_10008_2_16_11 = 293,
333 uid_1_2_840_10008_2_16_12 = 294,
334 uid_1_2_840_10008_2_16_13 = 295,
335 uid_1_2_840_10008_2_16_14 = 296,
336 uid_1_2_840_10008_5_1_1_40 = 297,
337 uid_1_2_840_10008_5_1_1_40_1 = 298,
338 uid_1_2_840_10008_5_1_4_1_1_9_4_2 = 299,
339 uid_1_2_840_10008_5_1_4_1_1_9_5_1 = 300,
340 uid_1_2_840_10008_5_1_4_1_1_9_6_1 = 301,
341 uid_1_2_840_10008_5_1_4_1_1_11_5 = 302,
342 uid_1_2_840_10008_5_1_4_1_1_11_6 = 303,
343 uid_1_2_840_10008_1_2_4_104 = 304,
344 uid_1_2_840_10008_1_2_4_105 = 305,
345 uid_1_2_840_10008_1_2_4_106 = 306,
346 uid_1_2_840_10008_1_2_4_107 = 307,
347 uid_1_2_840_10008_1_2_4_108 = 308,
348 uid_1_2_840_10008_1_5_1 = 309,
349 uid_1_2_840_10008_5_1_4_1_1_11_7 = 310,
350 uid_1_2_840_10008_5_1_4_1_1_11_8 = 311,
351 uid_1_2_840_10008_5_1_4_1_1_11_9 = 312,
352 uid_1_2_840_10008_5_1_4_1_1_11_10 = 313,
353 uid_1_2_840_10008_5_1_4_1_1_11_11 = 314,
354 uid_1_2_840_10008_5_1_4_1_1_12_77 = 315,
355 uid_1_2_840_10008_5_1_4_1_1_13_1_4 = 316,
356 uid_1_2_840_10008_5_1_4_1_1_13_1_5 = 317,
357 uid_1_2_840_10008_5_1_4_1_1_14_1 = 318,
358 uid_1_2_840_10008_5_1_4_1_1_14_2 = 319,
359 uid_1_2_840_10008_5_1_4_1_1_30 = 320,
360 uid_1_2_840_10008_5_1_4_1_1_40 = 321,
361 uid_1_2_840_10008_5_1_4_1_1_66_6 = 322,
362 uid_1_2_840_10008_5_1_4_1_1_68_1 = 323,
363 uid_1_2_840_10008_5_1_4_1_1_68_2 = 324,
364 uid_1_2_840_10008_5_1_4_1_1_77_1_5_5 = 325,
365 uid_1_2_840_10008_5_1_4_1_1_77_1_5_6 = 326,
366 uid_1_2_840_10008_5_1_4_1_1_77_1_5_7 = 327,
367 uid_1_2_840_10008_5_1_4_1_1_77_1_5_8 = 328,
368 uid_1_2_840_10008_5_1_4_1_1_78_1 = 329,
369 uid_1_2_840_10008_5_1_4_1_1_78_2 = 330,
370 uid_1_2_840_10008_5_1_4_1_1_78_3 = 331,
371 uid_1_2_840_10008_5_1_4_1_1_78_4 = 332,
372 uid_1_2_840_10008_5_1_4_1_1_78_5 = 333,
373 uid_1_2_840_10008_5_1_4_1_1_78_6 = 334,
374 uid_1_2_840_10008_5_1_4_1_1_78_7 = 335,
375 uid_1_2_840_10008_5_1_4_1_1_78_8 = 336,
376 uid_1_2_840_10008_5_1_4_1_1_79_1 = 337,
377 uid_1_2_840_10008_5_1_4_1_1_80_1 = 338,
378 uid_1_2_840_10008_5_1_4_1_1_81_1 = 339,
379 uid_1_2_840_10008_5_1_4_1_1_82_1 = 340,
380 uid_1_2_840_10008_5_1_4_1_1_88_34 = 341,
381 uid_1_2_840_10008_5_1_4_1_1_88_35 = 342,
382 uid_1_2_840_10008_5_1_4_1_1_88_68 = 343,
383 uid_1_2_840_10008_5_1_4_1_1_88_69 = 344,
384 uid_1_2_840_10008_5_1_4_1_1_88_70 = 345,
```



```
385 uid_1_2_840_10008_5_1_4_1_1_88_71 = 346,
386 uid_1_2_840_10008_5_1_4_1_1_88_72 = 347,
387 uid_1_2_840_10008_5_1_4_1_1_88_73 = 348,
388 uid_1_2_840_10008_5_1_4_1_1_88_74 = 349,
389 uid_1_2_840_10008_5_1_4_1_1_88_75 = 350,
390 uid_1_2_840_10008_5_1_4_1_1_90_1 = 351,
391 uid_1_2_840_10008_5_1_4_1_1_104_3 = 352,
392 uid_1_2_840_10008_5_1_4_1_1_130 = 353,
393 uid_1_2_840_10008_5_1_4_1_1_131 = 354,
394 uid_1_2_840_10008_5_1_4_1_1_200_1 = 355,
395 uid_1_2_840_10008_5_1_4_1_1_200_2 = 356,
396 uid_1_2_840_10008_5_1_4_1_1_200_3 = 357,
397 uid_1_2_840_10008_5_1_4_1_1_200_4 = 358,
398 uid_1_2_840_10008_5_1_4_1_1_200_5 = 359,
399 uid_1_2_840_10008_5_1_4_1_1_200_6 = 360,
400 uid_1_2_840_10008_5_1_4_1_1_481_10 = 361,
401 uid_1_2_840_10008_5_1_4_1_1_481_11 = 362,
402 uid_1_2_840_10008_5_1_4_1_1_501_1 = 363,
403 uid_1_2_840_10008_5_1_4_1_1_501_2_1 = 364,
404 uid_1_2_840_10008_5_1_4_1_1_501_2_2 = 365,
405 uid_1_2_840_10008_5_1_4_1_1_501_3 = 366,
406 uid_1_2_840_10008_5_1_4_1_1_501_4 = 367,
407 uid_1_2_840_10008_5_1_4_1_1_501_5 = 368,
408 uid_1_2_840_10008_5_1_4_1_1_501_6 = 369,
409 uid_1_2_840_10008_5_1_4_1_1_601_1 = 370,
410 uid_1_2_840_10008_5_1_4_1_1_601_2 = 371,
411 uid_1_2_840_10008_5_1_4_1_2_4_2 = 372,
412 uid_1_2_840_10008_5_1_4_1_2_4_3 = 373,
413 uid_1_2_840_10008_5_1_4_1_2_5_3 = 374,
414 uid_1_2_840_10008_5_1_4_20_1 = 375,
415 uid_1_2_840_10008_5_1_4_20_2 = 376,
416 uid_1_2_840_10008_5_1_4_20_3 = 377,
417 uid_1_2_840_10008_5_1_4_34_5_1 = 378,
418 uid_1_2_840_10008_5_1_4_34_6 = 379,
419 uid_1_2_840_10008_5_1_4_34_6_1 = 380,
420 uid_1_2_840_10008_5_1_4_34_6_2 = 381,
421 uid_1_2_840_10008_5_1_4_34_6_3 = 382,
422 uid_1_2_840_10008_5_1_4_34_6_4 = 383,
423 uid_1_2_840_10008_5_1_4_34_7 = 384,
424 uid_1_2_840_10008_5_1_4_34_8 = 385,
425 uid_1_2_840_10008_5_1_4_34_9 = 386,
426 uid_1_2_840_10008_5_1_4_34_10 = 387,
427 uid_1_2_840_10008_5_1_4_38_4 = 388,
428 uid_1_2_840_10008_5_1_4_39_1 = 389,
429 uid_1_2_840_10008_5_1_4_39_2 = 390,
430 uid_1_2_840_10008_5_1_4_39_3 = 391,
431 uid_1_2_840_10008_5_1_4_39_4 = 392,
432 uid_1_2_840_10008_5_1_4_43_1 = 393,
433 uid_1_2_840_10008_5_1_4_43_2 = 394,
434 uid_1_2_840_10008_5_1_4_43_3 = 395,
435 uid_1_2_840_10008_5_1_4_43_4 = 396,
436 uid_1_2_840_10008_5_1_4_44_1 = 397,
437 uid_1_2_840_10008_5_1_4_44_2 = 398,
438 uid_1_2_840_10008_5_1_4_44_3 = 399,
439 uid_1_2_840_10008_5_1_4_44_4 = 400,
440 uid_1_2_840_10008_5_1_4_45_1 = 401,
441 uid_1_2_840_10008_5_1_4_45_2 = 402,
442 uid_1_2_840_10008_5_1_4_45_3 = 403,
443 uid_1_2_840_10008_5_1_4_45_4 = 404,
444 uid_1_2_840_10008_7_1_1 = 405,
445 uid_1_2_840_10008_7_1_2 = 406,
446 uid_1_2_840_10008_8_1_1 = 407,
447 uid_1_2_840_10008_5_1_4_1_1_4_3 = 408,
448 uid_1_2_840_10008_15_1_1 = 409
449 //
450 //
451 //
452 //
453 //
454 //
455 // Optionally private UIDs
456 //
457 #if 0
458 uid_1_2_840_113619_4_2,
459 uid_1_2_840_113619_4_3,
460 uid_1_3_12_2_1107_5_9_1,
461 uid_1_2_840_113619_4_26,
462 uid_1_2_840_113619_4_30,
463 uid_2_16_840_1_113709_1_5_1,
464 uid_2_16_840_1_113709_1_2_2,
465 uid_1_2_840_113543_6_6_1_3_10002,
466 uid_1_2_392_200036_9116_7_8_1_1_1,
467 uid_1_2_392_200036_9125_1_1_2,
```

```

468 uid_1_2_840_113619_4_27,
469 uid_1_3_46_670589_11_0_0_12_1,
470 uid_1_3_46_670589_11_0_0_12_2,
471 uid_1_3_46_670589_11_0_0_12_4,
472 uid_1_3_46_670589_2_3_1_1,
473 uid_1_3_46_670589_2_4_1_1,
474 uid_1_3_46_670589_2_5_1_1,
475 uid_1_3_46_670589_5_0_1,
476 uid_1_3_46_670589_5_0_1_1,
477 uid_1_3_46_670589_5_0_10,
478 uid_1_3_46_670589_5_0_11,
479 uid_1_3_46_670589_5_0_11_1,
480 uid_1_3_46_670589_5_0_12,
481 uid_1_3_46_670589_5_0_13,
482 uid_1_3_46_670589_5_0_14,
483 uid_1_3_46_670589_5_0_2,
484 uid_1_3_46_670589_5_0_2_1,
485 uid_1_3_46_670589_5_0_3,
486 uid_1_3_46_670589_5_0_3_1,
487 uid_1_3_46_670589_5_0_4,
488 uid_1_3_46_670589_5_0_7,
489 uid_1_3_46_670589_5_0_8,
490 uid_1_3_46_670589_5_0_9,
491 uid_1_2_752_24_3_7_6,
492 uid_1_2_752_24_3_7_7,
493 uid_1_2_840_113619_5_2,
494 uid_1_3_46_670589_33_1_4_1
495 #endif
496 //
497 //
498
499
500 } TSType;
501 typedef enum {
502 VerificationSOPClass = 1, // Verification SOP Class
503 ImplicitVRLittleEndianDefaultTransferSyntaxforDICOM = 2, // Implicit VR Little Endian: Default Transfer
    Syntax for DICOM
504 ExplicitVRLittleEndian = 3, // Explicit VR Little Endian
505 DeflatedExplicitVRLittleEndian = 4, // Deflated Explicit VR Little Endian
506 ExplicitVRBigEndian = 5, // Explicit VR Big Endian
507 JPEGBaselineProcess1DefaultTransferSyntaxforLossyJPEG8BitImageCompression = 6, // JPEG Baseline (Process 1):
    Default Transfer Syntax for Lossy JPEG 8 Bit Image Compression
508 JPEGExtendedProcess24DefaultTransferSyntaxforLossyJPEG12BitImageCompressionProcess4only = 7, // JPEG
    Extended (Process 2 & 4): Default Transfer Syntax for Lossy JPEG 12 Bit Image Compression (Process 4
    only)
509 JPEGExtendedProcess35Retired = 8, // JPEG Extended (Process 3 & 5)
510 JPEGSpectralSelectionNonHierarchicalProcess68Retired = 9, // JPEG Spectral Selection, Non-Hierarchical
    (Process 6 & 8)
511 JPEGSpectralSelectionNonHierarchicalProcess79Retired = 10, // JPEG Spectral Selection, Non-Hierarchical
    (Process 7 & 9)
512 JPEGFullProgressionNonHierarchicalProcess1012Retired = 11, // JPEG Full Progression, Non-Hierarchical
    (Process 10 & 12)
513 JPEGFullProgressionNonHierarchicalProcess1113Retired = 12, // JPEG Full Progression, Non-Hierarchical
    (Process 11 & 13)
514 JPEGLosslessNonHierarchicalProcess14 = 13, // JPEG Lossless, Non-Hierarchical (Process 14)
515 JPEGLosslessNonHierarchicalProcess15Retired = 14, // JPEG Lossless, Non-Hierarchical (Process 15)
516 JPEGExtendedHierarchicalProcess1618Retired = 15, // JPEG Extended, Hierarchical (Process 16 & 18)
517 JPEGExtendedHierarchicalProcess1719Retired = 16, // JPEG Extended, Hierarchical (Process 17 & 19)
518 JPEGSpectralSelectionHierarchicalProcess2022Retired = 17, // JPEG Spectral Selection, Hierarchical (Process
    20 & 22)
519 JPEGSpectralSelectionHierarchicalProcess2123Retired = 18, // JPEG Spectral Selection, Hierarchical (Process
    21 & 23)
520 JPEGFullProgressionHierarchicalProcess2426Retired = 19, // JPEG Full Progression, Hierarchical (Process 24 &
    26)
521 JPEGFullProgressionHierarchicalProcess2527Retired = 20, // JPEG Full Progression, Hierarchical (Process 25 &
    27)
522 JPEGLosslessHierarchicalProcess28Retired = 21, // JPEG Lossless, Hierarchical (Process 28)
523 JPEGLosslessHierarchicalProcess29Retired = 22, // JPEG Lossless, Hierarchical (Process 29)
524
    JPEGLosslessNonHierarchicalFirstOrderPredictionProcess14SelectionValue1DefaultTransferSyntaxforLosslessJPEGImageCompression
    = 23, // JPEG Lossless, Non-Hierarchical, First-Order Prediction (Process 14 [Selection Value 1]):
    Default Transfer Syntax for Lossless JPEG Image Compression
525 JPEGLSLosslessImageCompression = 24, // JPEG-LS Lossless Image Compression
526 JPEGLSLossyNearLosslessImageCompression = 25, // JPEG-LS Lossy (Near-Lossless) Image Compression
527 JPEG2000ImageCompressionLosslessOnly = 26, // JPEG 2000 Image Compression (Lossless Only)
528 JPEG2000ImageCompression = 27, // JPEG 2000 Image Compression
529 JPEG2000Part2MulticomponentImageCompressionLosslessOnly = 28, // JPEG 2000 Part 2 Multi-component Image
    Compression (Lossless Only)
530 JPEG2000Part2MulticomponentImageCompression = 29, // JPEG 2000 Part 2 Multi-component Image Compression
531 JPIPReferenced = 30, // JPIP Referenced
532 JPIPReferencedDeflate = 31, // JPIP Referenced Deflate
533 MPEG2MainProfileMainLevel = 32, // MPEG2 Main Profile @ Main Level

```

```
534 RLELossless = 33, // RLE Lossless
535 RFC2557MIMEencapsulation = 34, // RFC 2557 MIME encapsulation
536 XMLEncoding = 35, // XML Encoding
537 MediaStorageDirectoryStorage = 36, // Media Storage Directory Storage
538 TalairachBrainAtlasFrameofReference = 37, // Talairach Brain Atlas Frame of Reference
539 SPM2T1FrameofReference = 38, // SPM2 T1 Frame of Reference
540 SPM2T2FrameofReference = 39, // SPM2 T2 Frame of Reference
541 SPM2PDFFrameofReference = 40, // SPM2 PD Frame of Reference
542 SPM2EPIFrameofReference = 41, // SPM2 EPI Frame of Reference
543 SPM2FILTI1FrameofReference = 42, // SPM2 FIL T1 Frame of Reference
544 SPM2PETFrameofReference = 43, // SPM2 PET Frame of Reference
545 SPM2TRANSMFrameofReference = 44, // SPM2 TRANSM Frame of Reference
546 SPM2SPECTFrameofReference = 45, // SPM2 SPECT Frame of Reference
547 SPM2GRAYFrameofReference = 46, // SPM2 GRAY Frame of Reference
548 SPM2WHITEFrameofReference = 47, // SPM2 WHITE Frame of Reference
549 SPM2CSFFFrameofReference = 48, // SPM2 CSF Frame of Reference
550 SPM2BRAINMASKFrameofReference = 49, // SPM2 BRAINMASK Frame of Reference
551 SPM2AVG305T1FrameofReference = 50, // SPM2 AVG305T1 Frame of Reference
552 SPM2AVG152T1FrameofReference = 51, // SPM2 AVG152T1 Frame of Reference
553 SPM2AVG152T2FrameofReference = 52, // SPM2 AVG152T2 Frame of Reference
554 SPM2AVG152PDFFrameofReference = 53, // SPM2 AVG152PD Frame of Reference
555 SPM2SINGLESUBJT1FrameofReference = 54, // SPM2 SINGLESUBJT1 Frame of Reference
556 ICBM452T1FrameofReference = 55, // ICBM 452 T1 Frame of Reference
557 ICBMSingleSubjectMRIFrameofReference = 56, // ICBM Single Subject MRI Frame of Reference
558 BasicStudyContentNotificationSOPClassRetired = 57, // Basic Study Content Notification SOP Class
559 StorageCommitmentPushModelSOPClass = 58, // Storage Commitment Push Model SOP Class
560 StorageCommitmentPushModelSOPInstance = 59, // Storage Commitment Push Model SOP Instance
561 StorageCommitmentPullModelSOPClassRetired = 60, // Storage Commitment Pull Model SOP Class
562 StorageCommitmentPullModelSOPInstanceRetired = 61, // Storage Commitment Pull Model SOP Instance
563 ProceduralEventLoggingSOPClass = 62, // Procedural Event Logging SOP Class
564 ProceduralEventLoggingSOPInstance = 63, // Procedural Event Logging SOP Instance
565 SubstanceAdministrationLoggingSOPClass = 64, // Substance Administration Logging SOP Class
566 SubstanceAdministrationLoggingSOPInstance = 65, // Substance Administration Logging SOP Instance
567 DICOMUIDRegistry = 66, // DICOM UID Registry
568 DICOMControlledTerminology = 67, // DICOM Controlled Terminology
569 DICOMApplicationContextName = 68, // DICOM Application Context Name
570 DetachedPatientManagementSOPClassRetired = 69, // Detached Patient Management SOP Class
571 DetachedPatientManagementMetaSOPClassRetired = 70, // Detached Patient Management Meta SOP Class
572 DetachedVisitManagementSOPClassRetired = 71, // Detached Visit Management SOP Class
573 DetachedStudyManagementSOPClassRetired = 72, // Detached Study Management SOP Class
574 StudyComponentManagementSOPClassRetired = 73, // Study Component Management SOP Class
575 ModalityPerformedProcedureStepSOPClass = 74, // Modality Performed Procedure Step SOP Class
576 ModalityPerformedProcedureStepRetrieveSOPClass = 75, // Modality Performed Procedure Step Retrieve SOP Class
577 ModalityPerformedProcedureStepNotificationSOPClass = 76, // Modality Performed Procedure Step Notification
    SOP Class
578 DetachedResultsManagementSOPClassRetired = 77, // Detached Results Management SOP Class
579 DetachedResultsManagementMetaSOPClassRetired = 78, // Detached Results Management Meta SOP Class
580 DetachedStudyManagementMetaSOPClassRetired = 79, // Detached Study Management Meta SOP Class
581 DetachedInterpretationManagementSOPClassRetired = 80, // Detached Interpretation Management SOP Class
582 StorageServiceClass = 81, // Storage Service Class
583 BasicFilmSessionSOPClass = 82, // Basic Film Session SOP Class
584 BasicFilmBoxSOPClass = 83, // Basic Film Box SOP Class
585 BasicGrayscaleImageBoxSOPClass = 84, // Basic Grayscale Image Box SOP Class
586 BasicColorImageBoxSOPClass = 85, // Basic Color Image Box SOP Class
587 ReferencedImageBoxSOPClassRetired = 86, // Referenced Image Box SOP Class
588 BasicGrayscalePrintManagementMetaSOPClass = 87, // Basic Grayscale Print Management Meta SOP Class
589 ReferencedGrayscalePrintManagementMetaSOPClassRetired = 88, // Referenced Grayscale Print Management Meta
    SOP Class
590 PrintJobSOPClass = 89, // Print Job SOP Class
591 BasicAnnotationBoxSOPClass = 90, // Basic Annotation Box SOP Class
592 PrinterSOPClass = 91, // Printer SOP Class
593 PrinterConfigurationRetrievalSOPClass = 92, // Printer Configuration Retrieval SOP Class
594 PrinterSOPInstance = 93, // Printer SOP Instance
595 PrinterConfigurationRetrievalSOPInstance = 94, // Printer Configuration Retrieval SOP Instance
596 BasicColorPrintManagementMetaSOPClass = 95, // Basic Color Print Management Meta SOP Class
597 ReferencedColorPrintManagementMetaSOPClassRetired = 96, // Referenced Color Print Management Meta SOP Class
598 VOILUTBoxSOPClass = 97, // VOI LUT Box SOP Class
599 PresentationLUTSOPClass = 98, // Presentation LUT SOP Class
600 ImageOverlayBoxSOPClassRetired = 99, // Image Overlay Box SOP Class
601 BasicPrintImageOverlayBoxSOPClassRetired = 100, // Basic Print Image Overlay Box SOP Class
602 PrintQueueSOPInstanceRetired = 101, // Print Queue SOP Instance
603 PrintQueueManagementSOPClassRetired = 102, // Print Queue Management SOP Class
604 StoredPrintStorageSOPClassRetired = 103, // Stored Print Storage SOP Class
605 HardcopyGrayscaleImageStorageSOPClassRetired = 104, // Hardcopy Grayscale Image Storage SOP Class
606 HardcopyColorImageStorageSOPClassRetired = 105, // Hardcopy Color Image Storage SOP Class
607 PullPrintRequestSOPClassRetired = 106, // Pull Print Request SOP Class
608 PullStoredPrintManagementMetaSOPClassRetired = 107, // Pull Stored Print Management Meta SOP Class
609 MediaCreationManagementSOPClassUID = 108, // Media Creation Management SOP Class UID
610 ComputedRadiographyImageStorage = 109, // Computed Radiography Image Storage
611 DigitalXRayImageStorageForPresentation = 110, // Digital X-Ray Image Storage - For Presentation
612 DigitalXRayImageStorageForProcessing = 111, // Digital X-Ray Image Storage - For Processing
```

```

613 DigitalMammographyXRayImageStorageForPresentation = 112, // Digital Mammography X-Ray Image Storage - For
    Presentation
614 DigitalMammographyXRayImageStorageForProcessing = 113, // Digital Mammography X-Ray Image Storage - For
    Processing
615 DigitalIntraoralXRayImageStorageForPresentation = 114, // Digital Intra-oral X-Ray Image Storage - For
    Presentation
616 DigitalIntraoralXRayImageStorageForProcessing = 115, // Digital Intra-oral X-Ray Image Storage - For
    Processing
617 CTImageStorage = 116, // CT Image Storage
618 EnhancedCTImageStorage = 117, // Enhanced CT Image Storage
619 UltrasoundMultiframeImageStorageRetired = 118, // Ultrasound Multi-frame Image Storage
620 UltrasoundMultiframeImageStorage = 119, // Ultrasound Multi-frame Image Storage
621 MRImageStorage = 120, // MR Image Storage
622 EnhancedMRImageStorage = 121, // Enhanced MR Image Storage
623 MRSpectroscopyStorage = 122, // MR Spectroscopy Storage
624 NuclearMedicineImageStorageRetired = 123, // Nuclear Medicine Image Storage
625 UltrasoundImageStorageRetired = 124, // Ultrasound Image Storage
626 UltrasoundImageStorage = 125, // Ultrasound Image Storage
627 SecondaryCaptureImageStorage = 126, // Secondary Capture Image Storage
628 MultiframeSingleBitSecondaryCaptureImageStorage = 127, // Multi-frame Single Bit Secondary Capture Image
    Storage
629 MultiframeGrayscaleByteSecondaryCaptureImageStorage = 128, // Multi-frame Grayscale Byte Secondary Capture
    Image Storage
630 MultiframeGrayscaleWordSecondaryCaptureImageStorage = 129, // Multi-frame Grayscale Word Secondary Capture
    Image Storage
631 MultiframeTrueColorSecondaryCaptureImageStorage = 130, // Multi-frame True Color Secondary Capture Image
    Storage
632 StandaloneOverlayStorageRetired = 131, // Standalone Overlay Storage
633 StandaloneCurveStorageRetired = 132, // Standalone Curve Storage
634 WaveformStorageTrialRetired = 133, // Waveform Storage - Trial
635 ECG12leadWaveformStorage = 134, // 12-lead ECG Waveform Storage
636 GeneralECGWaveformStorage = 135, // General ECG Waveform Storage
637 AmbulatoryECGWaveformStorage = 136, // Ambulatory ECG Waveform Storage
638 HemodynamicWaveformStorage = 137, // Hemodynamic Waveform Storage
639 CardiacElectrophysiologyWaveformStorage = 138, // Cardiac Electrophysiology Waveform Storage
640 BasicVoiceAudioWaveformStorage = 139, // Basic Voice Audio Waveform Storage
641 StandaloneModalityLUTStorageRetired = 140, // Standalone Modality LUT Storage
642 StandaloneVOILUTStorageRetired = 141, // Standalone VOI LUT Storage
643 GrayscaleSoftcopyPresentationStateStorageSOPClass = 142, // Grayscale Softcopy Presentation State Storage
    SOP Class
644 ColorSoftcopyPresentationStateStorageSOPClass = 143, // Color Softcopy Presentation State Storage SOP Class
645 PseudoColorSoftcopyPresentationStateStorageSOPClass = 144, // Pseudo-Color Softcopy Presentation State
    Storage SOP Class
646 BlendingSoftcopyPresentationStateStorageSOPClass = 145, // Blending Softcopy Presentation State Storage SOP
    Class
647 XRayAngiographicImageStorage = 146, // X-Ray Angiographic Image Storage
648 EnhancedXAImageStorage = 147, // Enhanced XA Image Storage
649 XRayRadiofluoroscopicImageStorage = 148, // X-Ray Radiofluoroscopic Image Storage
650 EnhancedXRFImageStorage = 149, // Enhanced XRF Image Storage
651 XRay3DAngiographicImageStorage = 150, // X-Ray 3D Angiographic Image Storage
652 XRay3DCraniofacialImageStorage = 151, // X-Ray 3D Craniofacial Image Storage
653 XRayAngiographicBiPlaneImageStorageRetired = 152, // X-Ray Angiographic Bi-Plane Image Storage
654 NuclearMedicineImageStorage = 153, // Nuclear Medicine Image Storage
655 RawDataStorage = 154, // Raw Data Storage
656 SpatialRegistrationStorage = 155, // Spatial Registration Storage
657 SpatialFiducialsStorage = 156, // Spatial Fiducials Storage
658 DeformableSpatialRegistrationStorage = 157, // Deformable Spatial Registration Storage
659 SegmentationStorage = 158, // Segmentation Storage
660 RealWorldValueMappingStorage = 159, // Real World Value Mapping Storage
661 VLImageStorageTrialRetired = 160, // VL Image Storage - Trial
662 VLMultiframeImageStorageTrialRetired = 161, // VL Multi-frame Image Storage - Trial
663 VLEndoscopicImageStorage = 162, // VL Endoscopic Image Storage
664 VideoEndoscopicImageStorage = 163, // Video Endoscopic Image Storage
665 VLMicroscopicImageStorage = 164, // VL Microscopic Image Storage
666 VideoMicroscopicImageStorage = 165, // Video Microscopic Image Storage
667 VLSlideCoordinatesMicroscopicImageStorage = 166, // VL Slide-Coordinates Microscopic Image Storage
668 VLPhotographicImageStorage = 167, // VL Photographic Image Storage
669 VideoPhotographicImageStorage = 168, // Video Photographic Image Storage
670 OphthalmicPhotography8BitImageStorage = 169, // Ophthalmic Photography 8 Bit Image Storage
671 OphthalmicPhotography16BitImageStorage = 170, // Ophthalmic Photography 16 Bit Image Storage
672 StereometricRelationshipStorage = 171, // Stereometric Relationship Storage
673 OphthalmicTomographyImageStorage = 172, // Ophthalmic Tomography Image Storage
674 TextSRStorageTrialRetired = 173, // Text SR Storage - Trial
675 AudioSRStorageTrialRetired = 174, // Audio SR Storage - Trial
676 DetailSRStorageTrialRetired = 175, // Detail SR Storage - Trial
677 ComprehensiveSRStorageTrialRetired = 176, // Comprehensive SR Storage - Trial
678 BasicTextSRStorage = 177, // Basic Text SR Storage
679 EnhancedSRStorage = 178, // Enhanced SR Storage
680 ComprehensiveSRStorage = 179, // Comprehensive SR Storage
681 ProcedureLogStorage = 180, // Procedure Log Storage
682 MammographyCADSRStorage = 181, // Mammography CAD SR Storage

```

```
683 KeyObjectSelectionDocumentStorage = 182, // Key Object Selection Document Storage
684 ChestCADSRStorage = 183, // Chest CAD SR Storage
685 XRayRadiationDoseSRStorage = 184, // X-Ray Radiation Dose SR Storage
686 EncapsulatedPDFStorage = 185, // Encapsulated PDF Storage
687 EncapsulatedCDASStorage = 186, // Encapsulated CDA Storage
688 PositronEmissionTomographyImageStorage = 187, // Positron Emission Tomography Image Storage
689 StandalonePETCurveStorageRetired = 188, // Standalone PET Curve Storage
690 RTImageStorage = 189, // RT Image Storage
691 RTDoseStorage = 190, // RT Dose Storage
692 RTStructureSetStorage = 191, // RT Structure Set Storage
693 RTBeamsTreatmentRecordStorage = 192, // RT Beams Treatment Record Storage
694 RTPlanStorage = 193, // RT Plan Storage
695 RTBrachyTreatmentRecordStorage = 194, // RT Brachy Treatment Record Storage
696 RTTreatmentSummaryRecordStorage = 195, // RT Treatment Summary Record Storage
697 RTIonPlanStorage = 196, // RT Ion Plan Storage
698 RTIonBeamsTreatmentRecordStorage = 197, // RT Ion Beams Treatment Record Storage
699 PatientRootQueryRetrieveInformationModelFIND = 198, // Patient Root Query/Retrieve Information Model - FIND
700 PatientRootQueryRetrieveInformationModelMOVE = 199, // Patient Root Query/Retrieve Information Model - MOVE
701 PatientRootQueryRetrieveInformationModelGET = 200, // Patient Root Query/Retrieve Information Model - GET
702 StudyRootQueryRetrieveInformationModelFIND = 201, // Study Root Query/Retrieve Information Model - FIND
703 StudyRootQueryRetrieveInformationModelMOVE = 202, // Study Root Query/Retrieve Information Model - MOVE
704 StudyRootQueryRetrieveInformationModelGET = 203, // Study Root Query/Retrieve Information Model - GET
705 PatientStudyOnlyQueryRetrieveInformationModelFINDRetired = 204, // Patient/Study Only Query/Retrieve
    Information Model - FIND
706 PatientStudyOnlyQueryRetrieveInformationModelMOVERetired = 205, // Patient/Study Only Query/Retrieve
    Information Model - MOVE
707 PatientStudyOnlyQueryRetrieveInformationModelGETRetired = 206, // Patient/Study Only Query/Retrieve
    Information Model - GET
708 ModalityWorklistInformationModelFIND = 207, // Modality Worklist Information Model - FIND
709 GeneralPurposeWorklistInformationModelFIND = 208, // General Purpose Worklist Information Model - FIND
710 GeneralPurposeScheduledProcedureStepSOPClass = 209, // General Purpose Scheduled Procedure Step SOP Class
711 GeneralPurposePerformedProcedureStepSOPClass = 210, // General Purpose Performed Procedure Step SOP Class
712 GeneralPurposeWorklistManagementMetaSOPClass = 211, // General Purpose Worklist Management Meta SOP Class
713 InstanceAvailabilityNotificationSOPClass = 212, // Instance Availability Notification SOP Class
714 RTBeamsDeliveryInstructionStorageSupplement74FrozenDraft = 213, // RT Beams Delivery Instruction Storage
    (Supplement 74 Frozen Draft)
715 RTConventionalMachineVerificationSupplement74FrozenDraft = 214, // RT Conventional Machine Verification
    (Supplement 74 Frozen Draft)
716 RTIonMachineVerificationSupplement74FrozenDraft = 215, // RT Ion Machine Verification (Supplement 74 Frozen
    Draft)
717 UnifiedWorklistandProcedureStepServiceClass = 216, // Unified Worklist and Procedure Step Service Class
718 UnifiedProcedureStepPushSOPClass = 217, // Unified Procedure Step - Push SOP Class
719 UnifiedProcedureStepWatchSOPClass = 218, // Unified Procedure Step - Watch SOP Class
720 UnifiedProcedureStepPullSOPClass = 219, // Unified Procedure Step - Pull SOP Class
721 UnifiedProcedureStepEventSOPClass = 220, // Unified Procedure Step - Event SOP Class
722 UnifiedWorklistandProcedureStepSOPInstance = 221, // Unified Worklist and Procedure Step SOP Instance
723 GeneralRelevantPatientInformationQuery = 222, // General Relevant Patient Information Query
724 BreastImagingRelevantPatientInformationQuery = 223, // Breast Imaging Relevant Patient Information Query
725 CardiacRelevantPatientInformationQuery = 224, // Cardiac Relevant Patient Information Query
726 HangingProtocolStorage = 225, // Hanging Protocol Storage
727 HangingProtocolInformationModelFIND = 226, // Hanging Protocol Information Model - FIND
728 HangingProtocolInformationModelMOVE = 227, // Hanging Protocol Information Model - MOVE
729 ProductCharacteristicsQuerySOPClass = 228, // Product Characteristics Query SOP Class
730 SubstanceApprovalQuerySOPClass = 229, // Substance Approval Query SOP Class
731 dicomDeviceName = 230, // dicomDeviceName
732 dicomDescription = 231, // dicomDescription
733 dicomManufacturer = 232, // dicomManufacturer
734 dicomManufacturerModelName = 233, // dicomManufacturerModelName
735 dicomSoftwareVersion = 234, // dicomSoftwareVersion
736 dicomVendorData = 235, // dicomVendorData
737 dicomAETitle = 236, // dicomAETitle
738 dicomNetworkConnectionReference = 237, // dicomNetworkConnectionReference
739 dicomApplicationCluster = 238, // dicomApplicationCluster
740 dicomAssociationInitiator = 239, // dicomAssociationInitiator
741 dicomAssociationAcceptor = 240, // dicomAssociationAcceptor
742 dicomHostname = 241, // dicomHostname
743 dicomPort = 242, // dicomPort
744 dicomSOPClass = 243, // dicomSOPClass
745 dicomTransferRole = 244, // dicomTransferRole
746 dicomTransferSyntax = 245, // dicomTransferSyntax
747 dicomPrimaryDeviceType = 246, // dicomPrimaryDeviceType
748 dicomRelatedDeviceReference = 247, // dicomRelatedDeviceReference
749 dicomPreferredCalledAETitle = 248, // dicomPreferredCalledAETitle
750 dicomTLSCyphersuite = 249, // dicomTLSCyphersuite
751 dicomAuthorizedNodeCertificateReference = 250, // dicomAuthorizedNodeCertificateReference
752 dicomThisNodeCertificateReference = 251, // dicomThisNodeCertificateReference
753 dicomInstalled = 252, // dicomInstalled
754 dicomStationName = 253, // dicomStationName
755 dicomDeviceSerialNumber = 254, // dicomDeviceSerialNumber
756 dicomInstitutionName = 255, // dicomInstitutionName
757 dicomInstitutionAddress = 256, // dicomInstitutionAddress
```



```

758 dicomInstitutionDepartmentName = 257, // dicomInstitutionDepartmentName
759 dicomIssuerOfPatientID = 258, // dicomIssuerOfPatientID
760 dicomPreferredCallingAETitle = 259, // dicomPreferredCallingAETitle
761 dicomSupportedCharacterSet = 260, // dicomSupportedCharacterSet
762 dicomConfigurationRoot = 261, // dicomConfigurationRoot
763 dicomDevicesRoot = 262, // dicomDevicesRoot
764 dicomUniqueAETitlesRegistryRoot = 263, // dicomUniqueAETitlesRegistryRoot
765 dicomDevice = 264, // dicomDevice
766 dicomNetworkAE = 265, // dicomNetworkAE
767 dicomNetworkConnection = 266, // dicomNetworkConnection
768 dicomUniqueAETitle = 267, // dicomUniqueAETitle
769 dicomTransferCapability = 268, // dicomTransferCapability
770 //
771 VLWholeSlideMicroscopyImageStorage = 269,
772 EnhancedUSVolumeStorage = 270,
773 SurfaceSegmentationStorage = 271,
774 BreastTomosynthesisImageStorage = 272,
775 LegacyConvertedEnhancedCTImageStorage = 273,
776 LegacyConvertedEnhancedMRIImageStorage = 274,
777 LegacyConvertedEnhancedPETImageStorage = 275,
778 MPEG2MainProfileHighLevel = 276,
779 MPEG4AVCH_264HighProfileLevel4_1 = 277,
780 MPEG4AVCH_264BDcompatibleHighProfileLevel4_1 = 278,
781
782 //
783 // 2019b
784 //
785 //
786 PETColorPaletteSOPInstance = 279,
787 HotMetalBlueColorPaletteSOPInstance = 280,
788 PET20StepColorPaletteSOPInstance = 281,
789 SpringColorPaletteSOPInstance = 282,
790 SummerColorPaletteSOPInstance = 283,
791 FallColorPaletteSOPInstance = 284,
792 WinterColorPaletteSOPInstance = 285,
793 Papyrus3ImplicitVRLittleEndian = 286,
794 AdultMouseAnatomyOntology = 287,
795 UberonOntology = 288,
796 IntegratedTaxonomicInformationSystemITISTaxonomicSerialNumberTSN = 289,
797 MouseGenomeInitiativeMGI = 290,
798 PubChemCompoundCID = 291,
799 ICD11 = 292,
800 NewYorkUniversityMelanomaClinicalCooperativeGroup = 293,
801 MayoClinicNonradiologicalImagesSBSAnatomicalSurfaceRegionGuide = 294,
802 ImageBiomarkerStandardisationInitiative = 295,
803 RadiomicsOntology = 296,
804 DisplaySystemSOPClass = 297,
805 DisplaySystemSOPInstance = 298,
806 GeneralAudioWaveformStorage = 299,
807 ArterialPulseWaveformStorage = 300,
808 RespiratoryWaveformStorage = 301,
809 XAXRFGrayscaleSoftcopyPresentationStateStorage = 302,
810 GrayscalePlanarMPRVolumetricPresentationStateStorage = 303,
811 MPEG4AVCH_264HighProfileLevel4_2For2DVideo = 304,
812 MPEG4AVCH_264HighProfileLevel4_2For3DVideo = 305,
813 MPEG4AVCH_264StereoHighProfileLevel4_2 = 306,
814 HEVCH_265MainProfileLevel5_1 = 307,
815 HEVCH_265Main10ProfileLevel5_1 = 308,
816 HotIronColorPaletteSOPInstance = 309,
817 CompositingPlanarMPRVolumetricPresentationStateStorage = 310,
818 AdvancedBlendingPresentationStateStorage = 311,
819 VolumeRenderingVolumetricPresentationStateStorage = 312,
820 SegmentedVolumeRenderingVolumetricPresentationStateStorage = 313,
821 MultipleVolumeRenderingVolumetricPresentationStateStorage = 314,
822 Null0 = 315,
823 BreastProjectionXRayImageStorageForPresentation = 316,
824 BreastProjectionXRayImageStorageForProcessing = 317,
825 IntravascularOpticalCoherenceTomographyImageStorageForPresentation = 318,
826 IntravascularOpticalCoherenceTomographyImageStorageForProcessing = 319,
827 ParametricMapStorage = 320,
828 Null1 = 321,
829 TractographyResultsStorage = 322,
830 SurfaceScanMeshStorage = 323,
831 SurfaceScanPointCloudStorage = 324,
832 WideFieldOphthalmicPhotographyStereographicProjectionImageStorage = 325,
833 WideFieldOphthalmicPhotography3DCoordinatesImageStorage = 326,
834 OphthalmicOpticalCoherenceTomographyEnFaceImageStorage = 327,
835 OphthalmicOpticalCoherenceTomographyBscanVolumeAnalysisStorage = 328,
836 LensometryMeasurementsStorage = 329,
837 AutorefractionMeasurementsStorage = 330,
838 KeratometryMeasurementsStorage = 331,
839 SubjectiveRefractionMeasurementsStorage = 332,

```

```
840 VisualAcuityMeasurementsStorage = 333,
841 SpectaclePrescriptionReportStorage = 334,
842 OphthalmicAxialMeasurementsStorage = 335,
843 IntraocularLensCalculationsStorage = 336,
844 MacularGridThicknessandVolumeReportStorage = 337,
845 OphthalmicVisualFieldStaticPerimetryMeasurementsStorage = 338,
846 OphthalmicThicknessMapStorage = 339,
847 CornealTopographyMapStorage = 340,
848 Comprehensive3DSRStorage = 341,
849 ExtensibleSRStorage = 342,
850 RadiopharmaceuticalRadiationDoseSRStorage = 343,
851 ColonCADSRStorage = 344,
852 ImplantationPlanSRStorage = 345,
853 AcquisitionContextSRStorage = 346,
854 SimplifiedAdultEchoSRStorage = 347,
855 PatientRadiationDoseSRStorage = 348,
856 PlannedImagingAgentAdministrationSRStorage = 349,
857 PerformedImagingAgentAdministrationSRStorage = 350,
858 ContentAssessmentResultsStorage = 351,
859 EncapsulatedSTLStorage = 352,
860 EnhancedPETImageStorage = 353,
861 BasicStructuredDisplayStorage = 354,
862 CTDefinedProcedureProtocolStorage = 355,
863 CTPerformedProcedureProtocolStorage = 356,
864 ProtocolApprovalStorage = 357,
865 ProtocolApprovalInformationModelFIND = 358,
866 ProtocolApprovalInformationModelMOVE = 359,
867 ProtocolApprovalInformationModelGET = 360,
868 RTPhysicianIntentStorage = 361,
869 RTSegmentAnnotationStorage = 362,
870 DICOSCTImageStorage = 363,
871 DICOSDigitalXRayImageStorageForPresentation = 364,
872 DICOSDigitalXRayImageStorageForProcessing = 365,
873 DICOSThreatDetectionReportStorage = 366,
874 DICOS2DAITStorage = 367,
875 DICOS3DAITStorage = 368,
876 DICOSQuadrupoleResonanceQRStorage = 369,
877 EddyCurrentImageStorage = 370,
878 EddyCurrentMultiframeImageStorage = 371,
879 CompositeInstanceRootRetrieveMOVE = 372,
880 CompositeInstanceRootRetrieveGET = 373,
881 CompositeInstanceRetrieveWithoutBulkDataGET = 374,
882 DefinedProcedureProtocolInformationModelFIND = 375,
883 DefinedProcedureProtocolInformationModelMOVE = 376,
884 DefinedProcedureProtocolInformationModelGET = 377,
885 UPSFilteredGlobalSubscriptionSOPInstance = 378,
886 UnifiedWorklistandProcedureStepServiceClass1 = 379,
887 UnifiedProcedureStepPushSOPClass1 = 380,
888 UnifiedProcedureStepWatchSOPClass1 = 381,
889 UnifiedProcedureStepPullSOPClass1 = 382,
890 UnifiedProcedureStepEventSOPClass1 = 383,
891 RTBeamsDeliveryInstructionStorage = 384,
892 RTConventionalMachineVerification = 385,
893 RTIonMachineVerification = 386,
894 RTBrachyApplicationSetupDeliveryInstructionStorage = 387,
895 HangingProtocolInformationModelGET = 388,
896 ColorPaletteStorage = 389,
897 ColorPaletteQueryRetrieveInformationModelFIND = 390,
898 ColorPaletteQueryRetrieveInformationModelMOVE = 391,
899 ColorPaletteQueryRetrieveInformationModelGET = 392,
900 GenericImplantTemplateStorage = 393,
901 GenericImplantTemplateInformationModelFIND = 394,
902 GenericImplantTemplateInformationModelMOVE = 395,
903 GenericImplantTemplateInformationModelGET = 396,
904 ImplantAssemblyTemplateStorage = 397,
905 ImplantAssemblyTemplateInformationModelFIND = 398,
906 ImplantAssemblyTemplateInformationModelMOVE = 399,
907 ImplantAssemblyTemplateInformationModelGET = 400,
908 ImplantTemplateGroupStorage = 401,
909 ImplantTemplateGroupInformationModelFIND = 402,
910 ImplantTemplateGroupInformationModelMOVE = 403,
911 ImplantTemplateGroupInformationModelGET = 404,
912 NativeDICOMModel = 405,
913 AbstractMultiDimensionalImageModel = 406,
914 DICOMContentMappingResource = 407,
915 EnhancedMRColorImageStorage = 408,
916 UniversalCoordinatedTime = 409
917 //
918 //
920
922 //
```

```

923 // Optionally private UIDs
924 //
925 #if 0
926 Private_1_2_840_113619_4_2,
927 Private_1_2_840_113619_4_3,
928 Private_1_3_12_2_1107_5_9_1,
929 Private_1_2_840_113619_4_26,
930 Private_1_2_840_113619_4_30,
931 Private_2_16_840_1_113709_1_5_1,
932 Private_2_16_840_1_113709_1_2_2,
933 Private_1_2_840_113543_6_6_1_3_10002,
934 Private_1_2_392_200036_9116_7_8_1_1_1,
935 Private_1_2_392_200036_9125_1_1_2,
936 Private_1_2_840_113619_4_27,
937 Private_1_3_46_670589_11_0_0_12_1,
938 Private_1_3_46_670589_11_0_0_12_2,
939 Private_1_3_46_670589_11_0_0_12_4,
940 Private_1_3_46_670589_2_3_1_1,
941 Private_1_3_46_670589_2_4_1_1,
942 Private_1_3_46_670589_2_5_1_1,
943 Private_1_3_46_670589_5_0_1,
944 Private_1_3_46_670589_5_0_1_1,
945 Private_1_3_46_670589_5_0_10,
946 Private_1_3_46_670589_5_0_11,
947 Private_1_3_46_670589_5_0_11_1,
948 Private_1_3_46_670589_5_0_12,
949 Private_1_3_46_670589_5_0_13,
950 Private_1_3_46_670589_5_0_14,
951 Private_1_3_46_670589_5_0_2,
952 Private_1_3_46_670589_5_0_2_1,
953 Private_1_3_46_670589_5_0_3,
954 Private_1_3_46_670589_5_0_3_1,
955 Private_1_3_46_670589_5_0_4,
956 Private_1_3_46_670589_5_0_7,
957 Private_1_3_46_670589_5_0_8,
958 Private_1_3_46_670589_5_0_9,
959 Private_1_2_752_24_3_7_6,
960 Private_1_2_752_24_3_7_7,
961 Private_1_2_840_113619_5_2,
962 Private_1_3_46_670589_33_1_4_1
963 #endif
964 //
965 //
966
967 } TSName;
968
969
970
971 typedef const char* const (*TransferSyntaxStringsType)[2];
972 static TransferSyntaxStringsType GetTransferSyntaxStrings();
973 static const char * const *GetTransferSyntaxString(unsigned int ts);
974 static unsigned int GetNumberOfTransferSyntaxStrings();
975
976
977 // TODO: Because I would like a dual signature for TSType and TSName, C++ won't let me do it...
978 static const char* GetUIDString(/*TSType*/ unsigned int ts);
979 static const char* GetUIDName(/*TSType*/ unsigned int ts);
980
981
982 bool SetFromUID(const char *str);
983
984
985 const char *GetName() const;
986
987
988 const char *GetString() const;
989
990 operator TSType ()const { return TSField; }
991
992
993 private:
994 TSType TSField;
995 };
996 //-----
997 inline std::ostream &operator<<(std::ostream &_os, const UIDs &uid)
998 {
999     _os << uid.GetString() << " -> " << uid.GetName();
1000     return _os;
1001 }
1002
1003 }
1004
1005 } // end namespace gdcmm
1006
1007 #endif //GDCMUIDS_H

```





- 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`

## 11.110 gdcmAttribute.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMATTRIBUTE_H
15 #define GDCMATTRIBUTE_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmVR.h"
19 #include "gdcmTagToType.h"
20 #include "gdcmVM.h"
21 #include "gdcmElement.h"
22 #include "gdcmDataElement.h"
23 #include "gdcmDataSet.h"
24 #include "gdcmStaticAssert.h"
25
26 #include <string>
27 #include <vector>
28 #include <sstream>
29
30 namespace gdcm_ns
31 {
32
33 struct void_;
34
35 // Declaration, also serve as forward declaration
36 template<int T> class VRVLSize;
37
38 // Implementation when VL is coded on 16 bits:
39 template<> class VRVLSize<0> {
40 public:
41     static inline uint16_t Read(std::istream &_is) {
42         uint16_t l;
43         _is.read((char*)&l, 2);
44         return l;
45     }
46
47     static inline void Write(std::ostream &os) { (void)os;

```

```

48     }
49 };
50 // Implementation when VL is coded on 32 bits:
51 template<> class VRVLSize<1> {
52 public:
53     static inline uint32_t Read(std::istream &_is) {
54         char dummy[2];
55         _is.read(dummy, 2);
56
57         uint32_t l;
58         _is.read((char*)&l, 4);
59         return l;
60     }
61
62     static inline void Write(std::ostream &os) { (void)os;
63     }
64 };
65
66 template<uint16_t Group, uint16_t Element,
67         long long TVR = TagToType<Group, Element>::VRType, // can the user override this value ?
68         int TVM = TagToType<Group, Element>::VMType // can the user override this value ?
69         /*typename SQAttribute = void*/ > // if only I had variadic template...
70 class Attribute
71 {
72 public:
73     typedef typename VRToType<TVR>::Type ArrayType;
74     enum { VMType = VMToLength<TVM>::Length };
75     ArrayType Internal[VMToLength<TVM>::Length];
76
77     // Make sure that user specified VR/VM are compatible with the public dictionary:
78     GDCM_STATIC_ASSERT( ((VR::VRType)TVR & (VR::VRType)(TagToType<Group, Element>::VRType)) );
79     GDCM_STATIC_ASSERT( ((VM::VMType)TVM & (VM::VMType)(TagToType<Group, Element>::VMType)) );
80     GDCM_STATIC_ASSERT( (((VR::VRType)TVR & VR::VR_VM1) && ((VM::VMType)TVM == VM::VM1) )
81         || !((VR::VRType)TVR & VR::VR_VM1) );
82
83     static Tag GetTag() { return Tag(Group,Element); }
84     static VR GetVR() { return (VR::VRType)TVR; }
85     static VM GetVM() { return (VM::VMType)TVM; }
86
87     // The following two methods do make sense only in case of public element,
88     // when the template is instantiated with private element the VR/VM are simply
89     // defaulted to allow everything (see gdcmTagToType.h default template for TagToType)
90     static VR GetDictVR() { return (VR::VRType)(TagToType<Group, Element>::VRType); }
91     static VM GetDictVM() { return (VM::VMType)(TagToType<Group, Element>::VMType); }
92
93     // Some extra dummy checks:
94     // Data Elements with a VR of SQ, OF, OW, OB or UN shall always have a Value Multiplicity of one.
95
96     unsigned int GetNumberOfValues()const {
97         return VMToLength<TVM>::Length;
98     }
99     // Implementation of Print is common to all Mode (ASCII/Binary)
100    // TODO: Can we print a \ when in ASCII...well I don't think so
101    // it would mean we used a bad VM then, right ?
102    void Print(std::ostream &os)const {
103        os << GetTag() << " ";
104        os << TagToType<Group,Element>::GetVRString() << " ";
105        os << TagToType<Group,Element>::GetVMString() << " ";
106        os << Internal[0]; // VM is at least guarantee to be one
107        for(unsigned int i=1; i<GetNumberOfValues(); ++i)
108            os << "," << Internal[i];
109    }
110
111    // copy:
112    //ArrayType GetValue(unsigned int idx = 0) {
113    //    assert( idx < GetNumberOfValues() );
114    //    return Internal[idx];
115    //}
116    //ArrayType operator[] (unsigned int idx) {
117    //    return GetValue(idx);
118    //}
119    // FIXME: is this always a good idea ?
120    // I do not think so, I prefer operator
121    //operator ArrayType () const { return Internal[0]; }
122
123    bool operator==(const Attribute &att)const
124    {
125        return std::equal(Internal, Internal+GetNumberOfValues(),
126            att.GetValues());
127    }
128    bool operator!=(const Attribute &att)const

```

```

144 {
145     return !std::equal(Internal, Internal+GetNumberOfValues(),
146         att.GetValues());
147 }
148 bool operator<(const Attribute &att) const
149 {
150     return std::lexicographical_compare(Internal, Internal+GetNumberOfValues(),
151         att.GetValues(), att.GetValues() + att.GetNumberOfValues() );
152 }
153
154 ArrayType &GetValue(unsigned int idx = 0) {
155     assert( idx < GetNumberOfValues() );
156     return Internal[idx];
157 }
158 ArrayType & operator[] (unsigned int idx) {
159     return GetValue(idx);
160 }
161 // const reference
162 ArrayType const &GetValue(unsigned int idx = 0) const {
163     assert( idx < GetNumberOfValues() );
164     return Internal[idx];
165 }
166 ArrayType const & operator[] (unsigned int idx) const {
167     return GetValue(idx);
168 }
169 void SetValue(ArrayType v, unsigned int idx = 0) {
170     assert( idx < GetNumberOfValues() );
171     Internal[idx] = v;
172 }
173 void SetValues(const ArrayType* array, unsigned int numel = VMType ) {
174     assert( array && numel && numel == GetNumberOfValues() );
175     // std::copy is smarter than a memcpy, and will call memcpy when POD type
176     std::copy(array, array+numel, Internal);
177 }
178 const ArrayType* GetValues() const {
179     return Internal;
180 }
181
182 // API to talk to the run-time layer:  gdcm::DataElement
183 DataElement GetAsDataElement() const {
184     DataElement ret( GetTag() );
185     std::ostream os;
186     // os.imbue(std::locale::classic()); // This is not required AFAIK
187     EncodingImplementation<VRToEncoding<TVR>::Mode>::Write(Internal,
188         GetNumberOfValues(), os);
189     ret.SetVR( GetVR() );
190     assert( ret.GetVR() != VR::SQ );
191     if( (VR::VRType)VRToEncoding<TVR>::Mode == VR::VRASCII )
192     {
193         if( GetVR() != VR::UI )
194         {
195             if( os.str().size() % 2 )
196             {
197                 os << " ";
198             }
199         }
200     }
201     VL::Type osStrSize = (VL::Type)os.str().size();
202     ret.SetByteValue( os.str().c_str(), osStrSize );
203     return ret;
204 }
205
206 void SetFromDataElement(DataElement const &de) {
207     // This is kind of hackish but since I do not generate other element than the first one: 0x6000 I
208     // should be ok:
209     assert( Tag(Group, Element) == de.GetTag() || Group == 0x6000 || Group == 0x5000 );
210     assert( GetVR() != VR::INVALID );
211     assert( GetVR().Compatible( de.GetVR() ) || de.GetVR() == VR::INVALID ); // In case of VR::INVALID
212     // cannot use the & operator
213     if( de.IsEmpty() ) return;
214     const ByteValue *bv = de.GetByteValue();
215 #ifdef GDCM_WORDS_BIGENDIAN
216     if( de.GetVR() == VR::UN /*|| de.GetVR() == VR::INVALID*/ )
217 #else
218     if( de.GetVR() == VR::UN || de.GetVR() == VR::INVALID )
219 #endif
220     {
221         SetByteValue(bv);
222     }
223     else
224     {

```

```

223     SetByteValueNoSwap(bv);
224 }
225 }
226 void Set(DataSet const &ds) {
227     SetFromDataElement( ds.GetDataElement( Tag(Group,Element) ) );
228 }
229 void SetFromDataSet(DataSet const &ds) {
230     if( ds.FindDataElement( Tag(Group,Element) ) &&
231         !ds.GetDataElement( Tag(Group,Element) ).IsEmpty() )
232     {
233         SetFromDataElement( ds.GetDataElement( Tag(Group,Element) ) );
234     }
235 }
236 protected:
237 void SetByteValueNoSwap(const ByteValue *bv) {
238     if( !bv ) return; // That would be bad...
239     assert( bv->GetPointer() && bv->GetLength() ); // [123]C element can be empty
240     //if( VRToEncoding<TVR>::Mode == VR::VRBINARY )
241     // {
242     //     // always do a copy !
243     //     SetValues(bv->GetPointer(), bv->GetLength());
244     // }
245     //else
246     {
247         std::stringstream ss;
248         std::string s = std::string( bv->GetPointer(), bv->GetLength() );
249         ss.str( s );
250         EncodingImplementation<VRToEncoding<TVR>::Mode>::ReadNoSwap(Internal,
251             GetNumberOfValues(),ss);
252     }
253 }
254 void SetByteValue(const ByteValue *bv) {
255     if( !bv ) return; // That would be bad...
256     assert( bv->GetPointer() && bv->GetLength() ); // [123]C element can be empty
257     //if( VRToEncoding<TVR>::Mode == VR::VRBINARY )
258     // {
259     //     // always do a copy !
260     //     SetValues(bv->GetPointer(), bv->GetLength());
261     // }
262     //else
263     {
264         std::stringstream ss;
265         std::string s = std::string( bv->GetPointer(), bv->GetLength() );
266         ss.str( s );
267         EncodingImplementation<VRToEncoding<TVR>::Mode>::Read(Internal,
268             GetNumberOfValues(),ss);
269     }
270 }
271 #if 0 // TODO FIXME the implicit way:
272 // explicit:
273 void Read(std::istream &_is) {
274     const uint16_t cref[] = { Group, Element };
275     uint16_t c[2];
276     _is.read((char*)&c, sizeof(c));
277     assert( c[0] == cref[0] && c[1] == cref[1] );
278     char vr[2];
279     _is.read(vr, 2); // Check consistency ?
280     const uint32_t lref = GetLength() * sizeof( typename VRToType<TVR>::Type );
281     uint32_t l = VRVLSize< (TVR & VR::VL32) >::Read(_is);
282     l /= sizeof( typename VRToType<TVR>::Type );
283     return EncodingImplementation<VRToEncoding<TVR>::Mode>::Read(Internal,
284         l,_is);
285 }
286 void Write(std::ostream &_os) const {
287     uint16_t c[] = { Group, Element };
288     _os.write((char*)&c, 4);
289     uint32_t l = GetLength() * sizeof( typename VRToType<TVR>::Type );
290     _os.write((char*)&l, 4);
291     return EncodingImplementation<VRToEncoding<TVR>::Mode>::Write(Internal,
292         GetLength(),_os);
293 }
294 void Read(std::istream &_is) {
295     uint16_t cref[] = { Group, Element };
296     uint16_t c[2];
297     _is.read((char*)&c, 4);
298     const uint32_t lref = GetLength() * sizeof( typename VRToType<TVR>::Type );
299     uint32_t l;
300     _is.read((char*)&l, 4);
301     l /= sizeof( typename VRToType<TVR>::Type );
302     return EncodingImplementation<VRToEncoding<TVR>::Mode>::Read(Internal,
303         l,_is);

```

```

304     }
305     void Write(std::ostream &_os) const {
306         uint16_t c[] = { Group, Element };
307         _os.write((char*)&c, 4);
308         uint32_t l = GetLength() * sizeof( typename VRToType<TVR>::Type );
309         _os.write((char*)&l, 4);
310         return EncodingImplementation<VRToEncoding<TVR>::Mode>::Write(Internal,
311             GetLength(), _os);
312     }
313 #endif
314
315 };
316
317 template<uint16_t Group, uint16_t Element, long long TVR >
318 class Attribute<Group, Element, TVR, VM::VM1>
319 {
320 public:
321     typedef typename VRToType<TVR>::Type ArrayType;
322     enum { VMType = VMToLength<VM::VM1>::Length };
323     //ArrayType Internal[VMToLength<VM>::Length];
324     ArrayType Internal;
325     GDCM_STATIC_ASSERT( VMToLength<VM::VM1>::Length == 1 );
326
327     // Make sure that user specified VR/VM are compatible with the public dictionary:
328     GDCM_STATIC_ASSERT( ((VR::VRType)TVR & (VR::VRType)(TagToType<Group, Element>::VRType)) );
329     GDCM_STATIC_ASSERT( ((VM::VMType)VM::VM1 & (VM::VMType)(TagToType<Group, Element>::VMType)) );
330     GDCM_STATIC_ASSERT( (((VR::VRType)TVR & VR::VR_VM1) && ((VM::VMType)VM::VM1 == VM::VM1) )
331         || !((VR::VRType)TVR & VR::VR_VM1) );
332
333     static Tag GetTag() { return Tag(Group, Element); }
334     static VR GetVR() { return (VR::VRType)TVR; }
335     static VM GetVM() { return (VM::VMType)VM::VM1; }
336
337     // The following two methods do make sense only in case of public element,
338     // when the template is instantiated with private element the VR/VM are simply
339     // defaulted to allow everything (see gdcmTagToType.h default template for TagToType)
340     static VR GetDictVR() { return (VR::VRType)(TagToType<Group, Element>::VRType); }
341     static VM GetDictVM() { return (VM::VMType)(TagToType<Group, Element>::VMType); }
342
343     // Some extra dummy checks:
344     // Data Elements with a VR of SQ, OF, OW, OB or UN shall always have a Value Multiplicity of one.
345
346     unsigned int GetNumberOfValues() const {
347         return VMToLength<VM::VM1>::Length;
348     }
349     // Implementation of Print is common to all Mode (ASCII/Binary)
350     // TODO: Can we print a \ when in ASCII...well I don't think so
351     // it would mean we used a bad VM then, right ?
352     void Print(std::ostream &os) const {
353         os << GetTag() << " ";
354         os << TagToType<Group, Element>::GetVRString() << " ";
355         os << TagToType<Group, Element>::GetVMString() << " ";
356         os << Internal; // VM is at least guarantee to be one
357     }
358     // copy:
359     //ArrayType GetValue(unsigned int idx = 0) {
360     //    assert( idx < GetNumberOfValues() );
361     //    return Internal[idx];
362     //}
363     //ArrayType operator[] (unsigned int idx) {
364     //    return GetValue(idx);
365     //}
366     // FIXME: is this always a good idea ?
367     // I do not think so, I prefer operator
368     //operator ArrayType () const { return Internal[0]; }
369
370     bool operator==(const Attribute &att) const
371     {
372         return std::equal(&Internal, &Internal+GetNumberOfValues(),
373             att.GetValues());
374     }
375     bool operator!=(const Attribute &att) const
376     {
377         return !std::equal(&Internal, &Internal+GetNumberOfValues(),
378             att.GetValues());
379     }
380     bool operator<(const Attribute &att) const
381     {
382         return std::lexicographical_compare(&Internal, &Internal+GetNumberOfValues(),
383             att.GetValues(), att.GetValues() + att.GetNumberOfValues() );
384     }

```

```

385
386 ArrayType &GetValue() {
387 //    assert( idx < GetNumberOfValues() );
388     return Internal;
389 }
390 // ArrayType & operator[] (unsigned int idx) {
391 //     return GetValue(idx);
392 // }
393 // const reference
394 ArrayType const &GetValue()const {
395     //assert( idx < GetNumberOfValues() );
396     return Internal;
397 }
398 //ArrayType const & operator[] () const {
399 //     return GetValue();
400 //}
401 void SetValue(ArrayType v) {
402 //    assert( idx < GetNumberOfValues() );
403     Internal = v;
404 }
405 /* void SetValues(const ArrayType* array, unsigned int numel = VMType ) {
406 assert( array && numel && numel == GetNumberOfValues() );
407 // std::copy is smarter than a memcpy, and will call memcpy when POD type
408 std::copy(array, array+numel, Internal);
409 }
410 */
411
412 // FIXME Should we remove this function ?
413 const ArrayType* GetValues()const {
414     return &Internal;
415 }
416
417 // API to talk to the run-time layer: gdcM::DataElement
418 DataElement GetAsDataElement()const {
419     DataElement ret( Tag(Group,Element) );
420     std::ostream os;
421     // os.imbue(std::locale::classic()); // This is not required AFAIK
422     EncodingImplementation<VRToEncoding<TVR>::Mode>::Write(&Internal,
423         GetNumberOfValues(),os);
424     ret.SetVR( GetVR() );
425     assert( ret.GetVR() != VR::SQ );
426     if( (VR::VRType)VRToEncoding<TVR>::Mode == VR::VRASCII )
427     {
428         if( GetVR() != VR::UI )
429         {
430             if( os.str().size() % 2 )
431             {
432                 os << " ";
433             }
434         }
435     }
436     VL::Type osStrSize = (VL::Type)os.str().size();
437     ret.SetByteValue( os.str().c_str(), osStrSize );
438     return ret;
439 }
440
441 void SetFromDataElement(DataElement const &de) {
442     // This is kind of hackish but since I do not generate other element than the first one: 0x6000 I
443     // should be ok:
444     assert( Tag(Group,Element) == de.GetTag() || Group == 0x6000 || Group == 0x5000 );
445     assert( GetVR() != VR::INVALID );
446     assert( GetVR().Compatible( de.GetVR() ) || de.GetVR() == VR::INVALID ); // In case of VR::INVALID
447     // cannot use the & operator
448     if( de.IsEmpty() ) return;
449     const ByteValue *bv = de.GetByteValue();
450 #ifdef GDCM_WORDS_BIGENDIAN
451     if( de.GetVR() == VR::UN /*|| de.GetVR() == VR::INVALID*/ )
452     #else
453     if( de.GetVR() == VR::UN || de.GetVR() == VR::INVALID )
454     #endif
455     {
456         SetByteValue(bv);
457     }
458     else
459     {
460         SetByteValueNoSwap(bv);
461     }
462 }
463 void Set(DataSet const &ds) {
464     SetFromDataElement( ds.GetDataElement( Tag(Group,Element) ) );
465 }

```

```

464 void SetFromDataSet(DataSet const &ds) {
465     if( ds.FindDataElement( Tag(Group,Element) ) &&
466         !ds.GetDataElement( Tag(Group,Element) ).IsEmpty() )
467     {
468         SetFromDataElement( ds.GetDataElement( Tag(Group,Element) ) );
469     }
470 }
471 protected:
472 void SetByteValueNoSwap(const ByteValue *bv) {
473     if( !bv ) return; // That would be bad...
474     assert( bv->GetPointer() && bv->GetLength() ); // [123]C element can be empty
475     //if( VRToEncoding<TVR>::Mode == VR::VRBINARY )
476     // {
477     //     // always do a copy !
478     //     SetValues(bv->GetPointer(), bv->GetLength());
479     // }
480     //else
481     {
482         std::stringstream ss;
483         std::string s = std::string( bv->GetPointer(), bv->GetLength() );
484         ss.str( s );
485         EncodingImplementation<VRToEncoding<TVR>::Mode>::ReadNoSwap(&Internal,
486             GetNumberOfValues(), ss);
487     }
488 }
489 void SetByteValue(const ByteValue *bv) {
490     if( !bv ) return; // That would be bad...
491     assert( bv->GetPointer() && bv->GetLength() ); // [123]C element can be empty
492     //if( VRToEncoding<TVR>::Mode == VR::VRBINARY )
493     // {
494     //     // always do a copy !
495     //     SetValues(bv->GetPointer(), bv->GetLength());
496     // }
497     //else
498     {
499         std::stringstream ss;
500         std::string s = std::string( bv->GetPointer(), bv->GetLength() );
501         ss.str( s );
502         EncodingImplementation<VRToEncoding<TVR>::Mode>::Read(&Internal,
503             GetNumberOfValues(), ss);
504     }
505 }
506 #if 0 // TODO FIXME the implicit way:
507 // explicit:
508 void Read(std::istream &_is) {
509     const uint16_t cref[] = { Group, Element };
510     uint16_t c[2];
511     _is.read((char*)&c, sizeof(c));
512     assert( c[0] == cref[0] && c[1] == cref[1] );
513     char vr[2];
514     _is.read(vr, 2); // Check consistency ?
515     const uint32_t lref = GetLength() * sizeof( typename VRToType<TVR>::Type );
516     uint32_t l = VRVLSize< (TVR & VR::VL32) >::Read(_is);
517     l /= sizeof( typename VRToType<TVR>::Type );
518     return EncodingImplementation<VRToEncoding<TVR>::Mode>::Read(Internal,
519         l, _is);
520 }
521 void Write(std::ostream &_os) const {
522     uint16_t c[] = { Group, Element };
523     _os.write((char*)&c, 4);
524     uint32_t l = GetLength() * sizeof( typename VRToType<TVR>::Type );
525     _os.write((char*)&l, 4);
526     return EncodingImplementation<VRToEncoding<TVR>::Mode>::Write(Internal,
527         GetLength(), _os);
528 }
529 void Read(std::istream &_is) {
530     uint16_t cref[] = { Group, Element };
531     uint16_t c[2];
532     _is.read((char*)&c, 4);
533     const uint32_t lref = GetLength() * sizeof( typename VRToType<TVR>::Type );
534     uint32_t l;
535     _is.read((char*)&l, 4);
536     l /= sizeof( typename VRToType<TVR>::Type );
537     return EncodingImplementation<VRToEncoding<TVR>::Mode>::Read(Internal,
538         l, _is);
539 }
540 void Write(std::ostream &_os) const {
541     uint16_t c[] = { Group, Element };
542     _os.write((char*)&c, 4);
543     uint32_t l = GetLength() * sizeof( typename VRToType<TVR>::Type );
544     _os.write((char*)&l, 4);

```



```

545     return EncodingImplementation<VRToEncoding<TVR>::Mode>::Write(Internal,
546         GetLength(),_os);
547     }
548 #endif
549
550 };
551
552 // No need to repeat default template arg, since primary template
553 // will be used to generate the default arguments
554 template<uint16_t Group, uint16_t Element, long long TVR >
555 class Attribute<Group,Element,TVR,VM::VM1_n>
556 {
557 public:
558     typedef typename VRToType<TVR>::Type ArrayType;
559
560     // Make sure that user specified VR/VM are compatible with the public dictionary:
561     GDCM_STATIC_ASSERT( ((VR::VRType)TVR & (VR::VRType)(TagToType<Group, Element>::VRType)) );
562     GDCM_STATIC_ASSERT( (VM::VM1_n & (VM::VMType)(TagToType<Group, Element>::VMType)) );
563     GDCM_STATIC_ASSERT( (((VR::VRType)TVR & VR::VR_VM1) && ((VM::VMType)TagToType<Group,Element>::VMType ==
        VM::VM1) )
564         || !((VR::VRType)TVR & VR::VR_VM1) ) );
565
566     static Tag GetTag() { return Tag(Group,Element); }
567     static VR GetVR() { return (VR::VRType)TVR; }
568     static VM GetVM() { return VM::VM1_n; }
569
570     static VR GetDictVR() { return (VR::VRType)(TagToType<Group, Element>::VRType); }
571     static VM GetDictVM() { return GetVM(); }
572
573     // This the way to prevent default initialization
574     explicit Attribute() { Internal=nullptr; Length=0; Own = true; }
575     ~Attribute() {
576         if( Own ) {
577             delete[] Internal;
578         }
579         Internal = nullptr; // paranoid
580     }
581
582     unsigned int GetNumberOfValues()const { return Length; }
583
584     void SetNumberOfValues(unsigned int numel)
585     {
586         SetValues(nullptr, numel, true);
587     }
588
589     const ArrayType* GetValues()const {
590         return Internal;
591     }
592
593     void Print(std::ostream &os)const {
594         os << GetTag() << " ";
595         os << GetVR() << " ";
596         os << GetVM() << " ";
597         os << Internal[0]; // VM is at least guarantee to be one
598         for(unsigned int i=1; i<GetNumberOfValues(); ++i)
599             os << "," << Internal[i];
600     }
601     ArrayType &GetValue(unsigned int idx = 0) {
602         assert( idx < GetNumberOfValues() );
603         return Internal[idx];
604     }
605     ArrayType &operator[] (unsigned int idx) {
606         return GetValue(idx);
607     }
608     // const reference
609     ArrayType const &GetValue(unsigned int idx = 0)const {
610         assert( idx < GetNumberOfValues() );
611         return Internal[idx];
612     }
613     ArrayType const &operator[] (unsigned int idx)const {
614         return GetValue(idx);
615     }
616     void SetValue(unsigned int idx, ArrayType v) {
617         assert( idx < GetNumberOfValues() );
618         Internal[idx] = v;
619     }
620     void SetValue(ArrayType v) { SetValue(0, v); }
621
622     void SetValues(const ArrayType *array, unsigned int numel, bool own = false)
623     {
624         if( Internal ) // were we used before ?
625             {

```

```

625     // yes !
626     if( Own ) delete[] Internal;
627     Internal = nullptr;
628 }
629 Own = own;
630 Length = numel;
631 assert( Internal == nullptr );
632 if( own ) // make a copy:
633 {
634     Internal = new ArrayType[numel];
635     if( array && numel )
636         std::copy(array, array+numel, Internal);
637 }
638 else // pass pointer
639 {
640     Internal = const_cast<ArrayType*>(array);
641 }
642 // postcondition
643 assert( numel == GetNumberOfValues() );
644 }
645
646 DataElement GetAsDataElement()const {
647     DataElement ret( GetTag() );
648     std::ostream os;
649     if( Internal )
650     {
651         EncodingImplementation<VRToEncoding<TVR>::Mode>::Write(Internal,
652             GetNumberOfValues(), os);
653         if( (VR::VRType)VRToEncoding<TVR>::Mode == VR::VRASCII )
654         {
655             if( GetVR() != VR::UI )
656             {
657                 if( os.str().size() % 2 )
658                 {
659                     os << " ";
660                 }
661             }
662         }
663     }
664     ret.SetVR( GetVR() );
665     assert( ret.GetVR() != VR::SQ );
666     VL::Type osStrSize = (VL::Type) os.str().size();
667     ret.SetByteValue( os.str().c_str(), osStrSize);
668     return ret;
669 }
670 void SetFromDataElement(DataElement const &de) {
671     // This is kind of hackish but since I do not generate other element than the first one: 0x6000 I
672     // should be ok:
673     assert( GetTag() == de.GetTag() || GetTag().GetGroup() == 0x6000
674         || GetTag().GetGroup() == 0x5000 );
675     assert( GetVR().Compatible( de.GetVR() ) ); // In case of VR::INVALID cannot use the & operator
676     assert( !de.IsEmpty() );
677     const ByteValue *bv = de.GetByteValue();
678     SetByteValue(bv);
679 }
680 void Set(DataSet const &ds) {
681     SetFromDataElement( ds.GetDataElement( GetTag() ) );
682 }
683 void SetFromDataSet(DataSet const &ds) {
684     if( ds.FindDataElement( GetTag() ) &&
685         !ds.GetDataElement( GetTag() ).IsEmpty() )
686     {
687         SetFromDataElement( ds.GetDataElement( GetTag() ) );
688     }
689 protected:
690 void SetByteValue(const ByteValue *bv) {
691     assert( bv ); // FIXME
692     std::stringstream ss;
693     std::string s = std::string( bv->GetPointer(), bv->GetLength() );
694     Length = bv->GetLength(); // HACK FIXME
695     ss.str( s );
696     ArrayType *internal;
697     ArrayType buffer[256];
698     if( bv->GetLength() < 256 )
699     {
700         internal = buffer;
701     }
702     else
703     {
704         internal = new ArrayType[(VL::Type)bv->GetLength()]; // over allocation

```

```

705     }
706     EncodingImplementation<VRToEncoding<TVR>::Mode>::ReadComputeLength(internal, Length, ss);
707     SetValues( internal, Length, true );
708     if( !(bv->GetLength() < 256) )
709     {
710         delete[] internal;
711     }
712     //EncodingImplementation<VRToEncoding<TVR>::Mode>::Read(Internal,
713     // GetNumberOfValues(),ss);
714 }
715
716 private:
717     ArrayType *Internal;
718     unsigned int Length;
719     bool Own : 1;
720 };
721
722 template<uint16_t Group, uint16_t Element, long long TVR>
723 class Attribute<Group,Element,TVR,VM::VM1_3> : public Attribute<Group,Element,TVR,VM::VM1_n>
724 {
725 public:
726     VM GetVM()const { return VM::VM1_3; }
727 };
728
729 template<uint16_t Group, uint16_t Element, long long TVR>
730 class Attribute<Group,Element,TVR,VM::VM1_8> : public Attribute<Group,Element,TVR,VM::VM1_n>
731 {
732 public:
733     VM GetVM()const { return VM::VM1_8; }
734 };
735
736 template<uint16_t Group, uint16_t Element, long long TVR>
737 class Attribute<Group,Element,TVR,VM::VM2_n> : public Attribute<Group,Element,TVR,VM::VM1_n>
738 {
739 public:
740     VM GetVM()const { return VM::VM2_n; }
741 };
742
743 template<uint16_t Group, uint16_t Element, long long TVR>
744 class Attribute<Group,Element,TVR,VM::VM2_2n> : public Attribute<Group,Element,TVR,VM::VM2_n>
745 {
746 public:
747     static VM GetVM() { return VM::VM2_2n; }
748 };
749
750 template<uint16_t Group, uint16_t Element, long long TVR>
751 class Attribute<Group,Element,TVR,VM::VM3_n> : public Attribute<Group,Element,TVR,VM::VM1_n>
752 {
753 public:
754     static VM GetVM() { return VM::VM3_n; }
755 };
756
757 template<uint16_t Group, uint16_t Element, long long TVR>
758 class Attribute<Group,Element,TVR,VM::VM3_3n> : public Attribute<Group,Element,TVR,VM::VM3_n>
759 {
760 public:
761     static VM GetVM() { return VM::VM3_3n; }
762 };
763
764
765 // For particular case for ASCII string
766 // WARNING: This template explicitly instantiates a particular
767 // EncodingImplementation THEREFORE it is required to be declared after the
768 // EncodingImplementation is needs (doh!)
769 #if 0
770 template<int TVM>
771 class Attribute<TVM>
772 {
773 public:
774     Attribute(const char array[])
775     {
776         unsigned int i = 0;
777         const char sep = '\\';
778         std::string sarray = array;
779         std::string::size_type pos1 = 0;
780         std::string::size_type pos2 = sarray.find(sep, pos1+1);
781         while(pos2 != std::string::npos)
782         {
783             Internal[i++] = sarray.substr(pos1, pos2-pos1);
784             pos1 = pos2+1;
785             pos2 = sarray.find(sep, pos1+1);
786         }
787     }
788 };

```

```

786     }
787     Internal[i] = sarray.substr(pos1, pos2-pos1);
788     // Shouldn't we do the contrary, since we know how many separators
789     // (and default behavior is to discard anything after the VM declared
790     assert( GetLength()-1 == i );
791     }
792
793     unsigned long GetLength()const {
794         return VMToLength<TVM>::Length;
795     }
796     // Implementation of Print is common to all Mode (ASCII/Binary)
797     void Print(std::ostream &_os)const {
798         _os << Internal[0]; // VM is at least guarantee to be one
799         for(int i=1; i<VMToLength<TVM>::Length; ++i)
800             _os << ", " << Internal[i];
801     }
802
803     void Read(std::istream &_is) {
804         EncodingImplementation<VR::VRASCII>::Read(Internal, GetLength(), _is);
805     }
806     void Write(std::ostream &_os)const {
807         EncodingImplementation<VR::VRASCII>::Write(Internal, GetLength(), _os);
808     }
809 private:
810     typename String Internal[VMToLength<TVM>::Length];
811 };
812
813 template< int TVM>
814 class Attribute<VR::PN, TVM> : public StringAttribute<TVM>
815 {
816 };
817 #endif
818
819 #if 0
820
821 // Implementation for the undefined length (dynamically allocated array)
822 template<int TVR>
823 class Attribute<TVR, VM::VM1_n>
824 {
825 public:
826     // This the way to prevent default initialization
827     explicit Attribute() { Internal=0; Length=0; }
828     ~Attribute() {
829         delete[] Internal;
830         Internal = 0;
831     }
832
833     // Length manipulation
834     // SetLength should really be protected anyway...all operation
835     // should go through SetArray
836     unsigned long GetLength()const { return Length; }
837     typedef typename VRToType<TVR>::Type ArrayType;
838     void SetLength(unsigned long len) {
839         const unsigned int size = sizeof(ArrayType);
840         if( len ) {
841             if( len > Length ) {
842                 // perform realloc
843                 assert( (len / size) * size == len );
844                 ArrayType *internal = new ArrayType[len / size];
845                 memcpy(internal, Internal, Length * size);
846                 delete[] Internal;
847                 Internal = internal;
848             }
849         }
850         Length = len / size;
851     }
852
853     // If save is set to zero user should not delete the pointer
854     //void SetArray(const typename VRToType<TVR>::Type *array, int len, bool save = false)
855     void SetArray(const ArrayType *array, unsigned long len,
856         bool save = false) {
857         if( save ) {
858             SetLength(len); // realloc
859             memcpy(Internal, array, len/*sizeof(ArrayType)*/);
860         }
861         else {
862             // TODO rewrite this stupid code:
863             Length = len;
864             //Internal = array;
865             assert(0);
866         }

```

```

867 }
868 // Implementation of Print is common to all Mode (ASCII/Binary)
869 void Print(std::ostream &_os) const {
870     assert( Length );
871     assert( Internal );
872     _os << Internal[0]; // VM is at least guarantee to be one
873     const unsigned long length = GetLength() < 25 ? GetLength() : 25;
874     for(unsigned long i=1; i<length; ++i)
875         _os << ", " << Internal[i];
876 }
877 void Read(std::istream &_is) {
878     EncodingImplementation<VRToEncoding<TVR>::Mode>::Read(Internal,
879         GetLength(), _is);
880 }
881 void Write(std::ostream &_os) const {
882     EncodingImplementation<VRToEncoding<TVR>::Mode>::Write(Internal,
883         GetLength(), _os);
884 }
885
886 Attribute(const Attribute&_val) {
887     if( this != &_val ) {
888         *this = _val;
889     }
890 }
891
892 Attribute &operator=(const Attribute &_val) {
893     Length = 0; // SYITF
894     Internal = 0;
895     SetArray(_val.Internal, _val.Length, true);
896     return *this;
897 }
898
899 private:
900     typename VRTToType<TVR>::Type *Internal;
901     unsigned long Length; // unsigned int ??
902 };
903
904 //template <int TVM = VM::VM1_n>
905 //class Attribute<VR::OB, TVM > : public Attribute<VR::OB, VM::VM1_n> {};
906
907 // Partial specialization for derivatives of 1-n : 2-n, 3-n ...
908 template<int TVR>
909 class Attribute<TVR, VM::VM2_n> : public Attribute<TVR, VM::VM1_n>
910 {
911 public:
912     typedef Attribute<TVR, VM::VM1_n> Parent;
913     void SetLength(int len) {
914         if( len <= 1 ) return;
915         Parent::SetLength(len);
916     }
917 };
918 template<int TVR>
919 class Attribute<TVR, VM::VM2_2n> : public Attribute<TVR, VM::VM2_n>
920 {
921 public:
922     typedef Attribute<TVR, VM::VM2_n> Parent;
923     void SetLength(int len) {
924         if( len % 2 ) return;
925         Parent::SetLength(len);
926     }
927 };
928 template<int TVR>
929 class Attribute<TVR, VM::VM3_n> : public Attribute<TVR, VM::VM1_n>
930 {
931 public:
932     typedef Attribute<TVR, VM::VM1_n> Parent;
933     void SetLength(int len) {
934         if( len <= 2 ) return;
935         Parent::SetLength(len);
936     }
937 };
938 template<int TVR>
939 class Attribute<TVR, VM::VM3_3n> : public Attribute<TVR, VM::VM3_n>
940 {
941 public:
942     typedef Attribute<TVR, VM::VM3_n> Parent;
943     void SetLength(int len) {
944         if( len % 3 ) return;
945         Parent::SetLength(len);
946     }
947 };

```

```

948
949
950 //template<int T> struct VRToLength;
951 //template<> struct VRToLength<VR::AS>
952 //{ enum { Length = VM::VM1 }; }
953 //template<>
954 //class Attribute<VR::AS> : public Attribute<VR::AS, VRToLength<VR::AS>::Length >
955
956 // only 0010 1010 AS 1 Patient's Age
957 template<>
958 class Attribute<VR::AS, VM::VM5>
959 {
960 public:
961     char Internal[VRToLength<VM::VM5>::Length];
962     void Print(std::ostream &_os) const {
963         _os << Internal;
964     }
965 };
966
967 template<>
968 class Attribute<VR::OB, VM::VM1> : public Attribute<VR::OB, VM::VM1_n> {};
969 // Make it impossible to compile any other cases:
970 template<int TVM> class Attribute<VR::OB, TVM>;
971
972 // Same for OW:
973 template<>
974 class Attribute<VR::OW, VM::VM1> : public Attribute<VR::OW, VM::VM1_n> {};
975 // Make it impossible to compile any other cases:
976 template<int TVM> class Attribute<VR::OW, TVM>;
977 #endif
978
979 #if 0
980 template<>
981 class Attribute<0x7fe0,0x0010, VR::OW, VM::VM1>
982 {
983 public:
984     char *Internal;
985     unsigned long Length; // unsigned int ??
986
987     void Print(std::ostream &_os) const {
988         _os << Internal[0];
989     }
990     void SetBytes(char *bytes, unsigned long length) {
991         Internal = bytes;
992         Length = length;
993     }
994     void Read(std::istream &_is) {
995         uint16_t c[2];
996         _is.read((char*)&c, 4);
997         uint32_t l;
998         _is.read((char*)&l, 4);
999         Length = l;
1000         _is.read( Internal, Length );
1001     }
1002     void Write(std::ostream &_os) const {
1003         uint16_t c[] = {0x7fe0, 0x0010};
1004         _os.write((char*)&c, 4);
1005         _os.write((char*)&Length, 4);
1006         _os.write( Internal, Length );
1007     }
1008 };
1009 #endif
1010
1011 /*
1012 // Removing Attribute for SQ for now...
1013 template<uint16_t Group, uint16_t Element, typename SQA>
1014 class Attribute<Group,Element, VR::SQ, VM::VM1, SQA>
1015 {
1016 public:
1017     SQA sqa;
1018     void Print(std::ostream &_os) const {
1019         _os << Tag(Group,Element);
1020         sqa.Print(_os << std::endl << '\t');
1021     }
1022     void Write(std::ostream &_os) const {
1023         uint16_t c[] = {Group, Element};
1024         _os.write((char*)&c, 4);
1025         uint32_t undef = 0xffffffff;
1026         _os.write((char*)&undef, 4);
1027         uint16_t item_beg[] = {0xfffe,0xe000};
1028         _os.write((char*)&item_beg, 4);

```

```

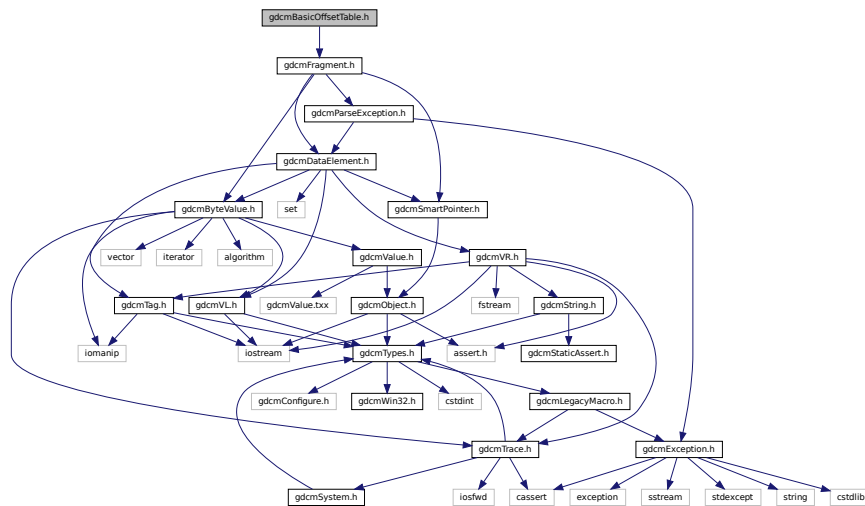
1029 _os.write((char*)&undef, 4);
1030 sqa.Write(_os);
1031 uint16_t item_end[] = {0xfffe, 0xe00d};
1032 _os.write((char*)&item_end, 4);
1033 uint32_t zero = 0x0;
1034 _os.write((char*)&zero, 4);
1035 uint16_t seq_end[] = {0xfffe, 0xe0dd};
1036 _os.write((char*)&seq_end, 4);
1037 _os.write((char*)&zero, 4);
1038 }
1039 };
1040 */
1041
1047 } // namespace gdcm_ns
1048
1049 #endif //GDCMATRIBUTE_H

```

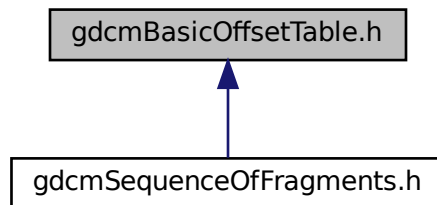
## 11.111 gdcmBasicOffsetTable.h File Reference

```
#include "gdcmFragment.h"
```

Include dependency graph for gdcmBasicOffsetTable.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::BasicOffsetTable](#)  
Class to represent a *BasicOffsetTable*.

## Namespaces

- namespace [gdcm](#)

## Functions

- [std::ostream & gdcm::operator<<](#) (std::ostream &os, const BasicOffsetTable &val)

## 11.112 gdcmBasicOffsetTable.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMBASICOFFSETTABLE_H
16 #define GDCMBASICOFFSETTABLE_H
17
18 #include "gdcmFragment.h"
19
20 namespace gdcm_ns
21 {
22     class GDCM_EXPORT BasicOffsetTable : public Fragment
23     {
24     protected:
25     // void SetTag(const Tag &t);
26     public:
27         BasicOffsetTable() : Fragment() {}
28         friend std::ostream &operator<<(std::ostream &os, const BasicOffsetTable &val);
29
30     /*
31     VL GetLength() const {
32     assert( !ValueLengthField.IsUndefined() );
33     assert( !ValueField || ValueField->GetLength() == ValueLengthField );
34     return TagField.GetLength() + ValueLengthField.GetLength()
35     + ValueLengthField;
36     }
37     */
38
39     template <typename TSwap>
40     std::istream &Read(std::istream &is) {
41         // Superclass
42         const Tag itemStart(0xffff, 0xe000);
43         const Tag seqDelItem(0xffff, 0xe0dd);
44         if( !TagField.Read<TSwap>(is) )
45         {
46             assert(0 && "Should not happen");
47             return is;
48         }
49         //assert( TagField == itemStart );
50     }
51 }

```



```

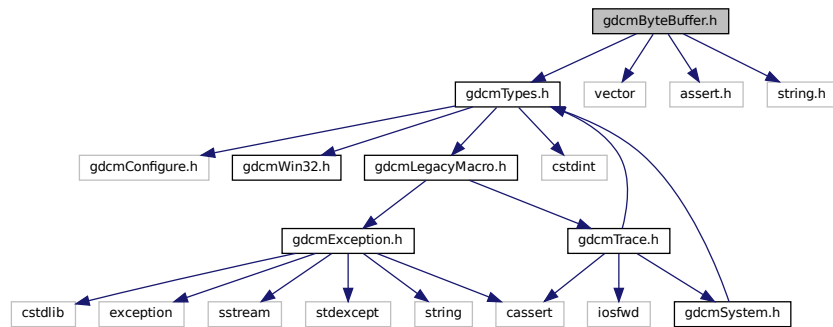
54     if( TagField != itemStart )
55     {
56         // Bug_Siemens_PrivateIconNoItem.dcm
57         //gdcmDebugMacro( "Could be Bug_Siemens_PrivateIconNoItem.dcm" );
58         ParseException pe;
59         pe.SetLastElement(*this);
60         //throw "SIEMENS Icon thingy";
61         throw pe;
62     }
63     if( !ValueLengthField.Read<TSwap>(is) )
64     {
65         assert(0 && "Should not happen");
66         return is;
67     }
68     // Self
69     SmartPointer<ByteValue> bv = new ByteValue;
70     bv->SetLength(ValueLengthField);
71     if( !bv->Read<TSwap>(is) )
72     {
73         gdcmAssertAlwaysMacro(0 && "Should not happen");
74         return is;
75     }
76     ValueField = bv;
77     return is;
78 }
79
80 /*
81 template <typename TSwap>
82 std::ostream &Write(std::ostream &os) const {
83     const Tag itemStart(0xffff, 0xe000);
84     const Tag seqDelItem(0xffff,0xe0dd);
85     if( !TagField.Write<TSwap>(os) )
86     {
87         assert(0 && "Should not happen");
88         return os;
89     }
90     assert( TagField == itemStart );
91     if( !ValueLengthField.Write<TSwap>(os) )
92     {
93         assert(0 && "Should not happen");
94         return os;
95     }
96     if( ValueLengthField )
97     {
98         // Self
99         const ByteValue *bv = GetByteValue();
100         assert( bv );
101         assert( bv->GetLength() == ValueLengthField );
102         if( !bv->Write<TSwap>(os) )
103         {
104             assert(0 && "Should not happen");
105             return os;
106         }
107     }
108     return os;
109 }
110 */
111 };
112 //-----
113 inline std::ostream &operator<<(std::ostream &os, const BasicOffsetTable &val)
114 {
115     os << " BasicOffsetTable Length=" << val.ValueLengthField << std::endl;
116     if( val.ValueField )
117     {
118         const ByteValue *bv = val.GetByteValue();
119         assert( bv );
120         os << *bv;
121     }
122     return os;
123 }
124 }
125
126
127 } // end namespace gdcm_ns
128
129 #endif //GDCMBASICOFFSETTABLE_H

```

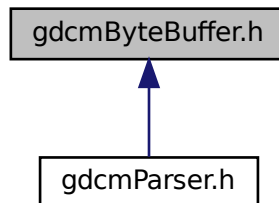
### 11.113 gdcmByteBuffer.h File Reference

```
#include "gdcmTypes.h"
#include <vector>
#include <assert.h>
#include <string.h>
```

Include dependency graph for gdcmByteBuffer.h:



This graph shows which files directly or indirectly include this file:



#### Classes

- class `gdcm::ByteBuffer`  
*ByteBuffer*.

#### Namespaces

- namespace `gdcm`

## 11.114 gdcmByteBuffer.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMBYTEBUFFER_H
15 #define GDCMBYTEBUFFER_H
16
17 #include "gdcmTypes.h"
18 #include <vector>
19 #include <assert.h>
20 #include <string.h> // memmove
21
22 #error should not be used
23
24 namespace gdcm
25 {
26     class ByteBuffer
27     {
28     public:
29         static const int InitBufferSize = 1024;
30         ByteBuffer() : Start(0), End(0), Limit(0) {}
31         char *Get(int len)
32         {
33             char *buffer = &Internal[0];
34             if (len > Limit - End)
35             {
36                 // FIXME avoid integer overflow
37                 int neededSize = len + (End - Start);
38                 if (neededSize <= Limit - buffer)
39                 {
40                     memmove(buffer, Start, End - Start);
41                     End = buffer + (End - Start);
42                     Start = buffer;
43                 }
44                 else
45                 {
46                     char *newBuf;
47                     int bufferSize = Limit - Start;
48                     if ( bufferSize == 0 )
49                     {
50                         bufferSize = InitBufferSize;
51                     }
52                     do
53                     {
54                         bufferSize *= 2;
55                     } while (bufferSize < neededSize);
56                     //newBuf = malloc(bufferSize);
57                     try
58                     {
59                         Internal.reserve(bufferSize);
60                         newBuf = &Internal[0];
61                     }
62                     catch(...)
63                     {
64                         //errorCode = NoMemoryError;
65                         return 0;
66                     }
67                     Limit = newBuf + bufferSize;
68                 }
69                 if (Start)
70                 {
71                     memcpy(newBuf, Start, End - Start);
72                 }
73                 End = newBuf + (End - Start);
74                 Start = /*buffer ==*/ newBuf;
75             }
76         }
77     };
78 }

```



## 11.116 gdcmByteSwapFilter.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMBYTESWAPFILTER_H
15 #define GDCMBYTESWAPFILTER_H
16
17 #include "gdcmDataSet.h"
18
19 namespace gdcm
20 {
21
22
23
24
25
26
27 class GDCM_EXPORT ByteSwapFilter
28 {
29 public:
30     ByteSwapFilter(DataSet& ds):DS(ds),ByteSwapTag(false) {}
31     ~ByteSwapFilter();
32     ByteSwapFilter(const ByteSwapFilter &) = delete;
33     ByteSwapFilter& operator=(const ByteSwapFilter &) = delete;
34
35     bool ByteSwap();
36     void SetByteSwapTag(bool b) { ByteSwapTag = b; }
37
38 private:
39     DataSet &DS;
40     bool ByteSwapTag;
41
42 };
43
44 } // end namespace gdcm
45
46 #endif //GDCMBYTESWAPFILTER_H

```

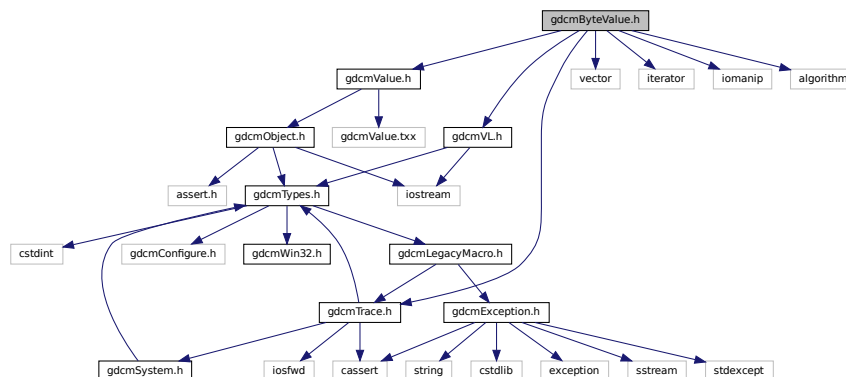
## 11.117 gdcmByteValue.h File Reference

```

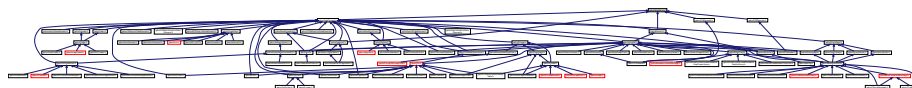
#include "gdcmValue.h"
#include "gdcmTrace.h"
#include "gdcmVL.h"
#include <vector>
#include <iterator>
#include <iomanip>
#include <algorithm>

```

Include dependency graph for `gdcmByteValue.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::ByteValue`  
Class to represent binary value (array of bytes)

## Namespaces

- namespace `gdcm`

## 11.118 gdcmByteValue.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMBYTEVALUE_H
15 #define GDCMBYTEVALUE_H
16

```

```

17 #include "gdcmValue.h"
18 #include "gdcmTrace.h"
19 #include "gdcmVL.h"
20
21 #include <vector>
22 #include <iterator>
23 #include <iomanip>
24 #include <algorithm>
25
26 namespace gdcm_ns
27 {
28 #if !defined(SWIGPYTHON) && !defined(SWIGCSHARP) && !defined(SWIGJAVA) && !defined(SWIGPHP)
29 using namespace gdcm;
30 #endif
31 class GDCM_EXPORT ByteValue : public Value
32 {
33 public:
34     ByteValue(const char* array = nullptr, VL const &vl = 0):
35         Internal(array, array+vl), Length(vl) {
36         if( vl.IsOdd() )
37         {
38             gdcmDebugMacro( "Odd length" );
39             Internal.resize(vl+1);
40             ++Length;
41         }
42     }
43
44     ByteValue(std::vector<char> &v):Internal(v),Length((uint32_t)v.size()) {}
45     //ByteValue(std::ostringstream const &os) {
46     //    (void)os;
47     //    assert(0); // TODO
48     //}
49     ~ByteValue()override {
50         Internal.clear();
51     }
52
53     // When 'dumping' dicom file we still have some information from
54     // Either the VR: eg LO (private tag)
55     void PrintASCII(std::ostream &os, VL maxlength) const;
56
57     void PrintHex(std::ostream &os, VL maxlength) const;
58
59     // Either from Element Number (== 0x0000)
60     void PrintGroupLength(std::ostream &os) {
61         assert( Length == 2 );
62         (void)os;
63     }
64
65     bool IsEmpty()const {
66     #if 0
67         if( Internal.empty() ) assert( Length == 0 );
68         return Internal.empty();
69     #else
70         return Length == 0;
71     #endif
72     }
73
74     VL GetLength()const override { return Length; }
75
76     VL ComputeLength()const { return Length + Length % 2; }
77     // Does a reallocation
78     void SetLength(VL vl) override;
79
80     operator const std::vector<char>& () const { return Internal; }
81
82     ByteValue &operator=(const ByteValue &val) {
83         Internal = val.Internal;
84         Length = val.Length;
85         return *this;
86     }
87
88     bool operator==(const ByteValue &val)const {
89         if( Length != val.Length )
90             return false;
91         if( Internal == val.Internal )
92             return true;
93         return false;
94     }
95
96     bool operator==(const Value &val)const override
97     {
98         const ByteValue &bv = dynamic_cast<const ByteValue>(val);
99         return Length == bv.Length && Internal == bv.Internal;
100     }

```

```

103     }
104
105     void Append(ByteValue const & bv);
106
107     void Clear() override {
108         Internal.clear();
109     }
110     // Use that only if you understand what you are doing
111     const char *GetPointer() const {
112         if(!Internal.empty()) return &Internal[0];
113         return nullptr;
114     }
115     // Use that only if you really understand what you are doing
116     const void *GetVoidPointer() const {
117         if(!Internal.empty()) return &Internal[0];
118         return nullptr;
119     }
120     void *GetVoidPointer() {
121         if(!Internal.empty()) return &Internal[0];
122         return nullptr;
123     }
124     void Fill(char c) {
125         //if( Internal.empty() ) return;
126         std::vector<char>::iterator it = Internal.begin();
127         for(; it != Internal.end(); ++it) *it = c;
128     }
129     bool GetBuffer(char *buffer, unsigned long length) const;
130     bool WriteBuffer(std::ostream &os) const {
131         if( Length ) {
132             //assert( Internal.size() <= Length );
133             assert( !(Internal.size() % 2) );
134             os.write(&Internal[0], Internal.size() );
135         }
136         return true;
137     }
138
139     template <typename TSwap, typename TType>
140     std::istream &Read(std::istream &is, bool readvalues = true) {
141         // If Length is odd we have detected that in SetLength
142         // and calling std::vector::resize make sure to allocate *AND*
143         // initialize values to 0 so we are sure to have a \0 at the end
144         // even in this case
145         if(Length)
146         {
147             if( readvalues )
148             {
149                 is.read(&Internal[0], Length);
150                 assert( Internal.size() == Length || Internal.size() == Length + 1 );
151                 TSwap::SwapArray((TType*)GetVoidPointer(), Internal.size() / sizeof(TType) );
152             }
153             else
154             {
155                 is.seekg(Length, std::ios::cur);
156             }
157         }
158         return is;
159     }
160
161     template <typename TSwap>
162     std::istream &Read(std::istream &is) {
163         return Read<TSwap, uint8_t>(is);
164     }
165
166
167     template <typename TSwap, typename TType>
168     std::ostream const &Write(std::ostream &os) const {
169         assert( !(Internal.size() % 2) );
170         if( !Internal.empty() ) {
171             //os.write(&Internal[0], Internal.size());
172             std::vector<char> copy = Internal;
173             TSwap::SwapArray((TType*)(void*)&copy[0], Internal.size() / sizeof(TType) );
174             os.write(&copy[0], copy.size());
175         }
176         return os;
177     }
178
179     template <typename TSwap>
180     std::ostream const &Write(std::ostream &os) const {
181         return Write<TSwap, uint8_t>(os);
182     }
183

```



```

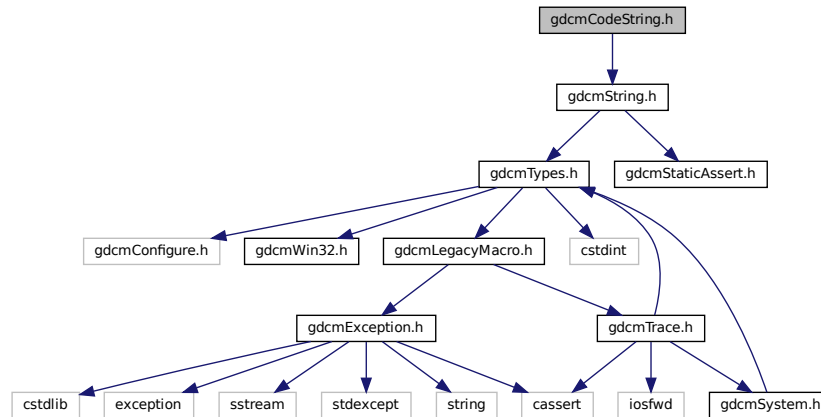
190 bool IsPrintable(VL length) const {
191     assert( length <= Length );
192     for(unsigned int i=0; i<length; i++)
193     {
194         if ( i == (length-1) && Internal[i] == '\\0' ) continue;
195         if ( !( isprint((unsigned char)Internal[i]) || isspace((unsigned char)Internal[i]) ) )
196         {
197             //gdcmWarningMacro( "Cannot print : " << i );
198             return false;
199         }
200     }
201     return true;
202 }
203
204 void PrintPNXML(std::ostream &os) const;
205 void PrintASCIIXML(std::ostream &os) const;
206 void PrintHexXML(std::ostream &os) const;
207 protected:
208 void Print(std::ostream &os) const override {
209     // This is perfectly valid to have a Length = 0 , so we cannot check
210     // the length for printing
211     if( !Internal.empty() )
212     {
213         if( IsPrintable(Length) )
214         {
215             // WARNING: Internal.end() != Internal.begin()+Length
216             std::vector<char>::size_type length = Length;
217             if( Internal.back() == 0 ) --length;
218             std::copy(Internal.begin(), Internal.begin()+length,
219                 std::ostream_iterator<char>(os));
220         }
221         else
222             os << "Loaded:" << Internal.size();
223     }
224     else
225     {
226         //os << "Not Loaded";
227         os << "(no value available)";
228     }
229 }
230 }
231 /*
232 //Introduce check for invalid XML characters
233 friend std::ostream& operator<<(std::ostream &os, const char c);
234 */
235
236 void SetLengthOnly(VL vl) override {
237     Length = vl;
238 }
239
240 private:
241     std::vector<char> Internal;
242
243     // WARNING Length IS NOT Internal.size() some *featured* DICOM
244     // implementation define odd length, we always load them as even number
245     // of byte, so we need to keep the right Length
246     VL Length;
247 };
248
249 } // end namespace gdcm_ns
250
251 #endif //GDCMBYTEVALUE_H

```

## 11.119 gdcmCodeString.h File Reference

```
#include "gdcmString.h"
```

Include dependency graph for gdcmCodeString.h:



### Classes

- class [gdcm::CodeString](#)  
*CodeString.*

### Namespaces

- namespace [gdcm](#)

### Functions

- bool [gdcm::operator!=](#) (const CodeString &ref, const CodeString &cs)
- std::ostream & [gdcm::operator<<](#) (std::ostream &os, const CodeString &str)
- bool [gdcm::operator==](#) (const CodeString &ref, const CodeString &cs)

## 11.120 gdcmCodeString.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

```

```

8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCODESTRING_H
15 #define GDCMCODESTRING_H
16
17 #include "gdcmString.h"
18
19 namespace gdcm
20 {
21
22 // Note to myself: because note all wrapped language support exception
23 // we could not support throwing an exception during object construction.
24 class GDCM_EXPORT CodeString
25 {
26     friend std::ostream& operator<< (std::ostream& os, const CodeString& str);
27     friend bool operator==(const CodeString &ref, const CodeString& cs);
28     friend bool operator!=(const CodeString &ref, const CodeString& cs);
29     typedef String<'\\',16> InternalClass;
30 public:
31     typedef InternalClass::value_type value_type;
32     typedef InternalClass::pointer pointer;
33     typedef InternalClass::reference reference;
34     typedef InternalClass::const_reference const_reference;
35     typedef InternalClass::size_type size_type;
36     typedef InternalClass::difference_type difference_type;
37     typedef InternalClass::iterator iterator;
38     typedef InternalClass::const_iterator const_iterator;
39     typedef InternalClass::reverse_iterator reverse_iterator;
40     typedef InternalClass::const_reverse_iterator const_reverse_iterator;
41
42     CodeString(): Internal() {}
43     CodeString(const value_type* s): Internal(s) { Internal = Internal.Trim(); }
44     CodeString(const value_type* s, size_type n): Internal(s, n) {
45         Internal = Internal.Trim(); }
46     CodeString(const InternalClass& s, size_type pos=0, size_type n=InternalClass::npos):
47         Internal(s, pos, n) { Internal = Internal.Trim(); }
48
49     bool IsValid() const;
50
51     std::string GetAsString()const {
52         return Internal;
53     }
54
55     size_type Size()const { return Internal.size(); }
56
57 protected:
58     std::string TrimInternal()const {
59         return Internal.Trim();
60     }
61
62 private:
63     String<'\\',16> Internal;
64 };
65
66 inline std::ostream& operator<< (std::ostream& os, const CodeString& str)
67 {
68     os << str.Internal;
69     return os;
70 }
71
72 inline bool operator==(const CodeString &ref, const CodeString& cs)
73 {
74     return ref.Internal == cs.Internal;
75 }
76
77 inline bool operator!=(const CodeString &ref, const CodeString& cs)
78 {
79     return ref.Internal != cs.Internal;
80 }
81
82 } // end namespace gdcm
83
84 #endif //GDCMCODESTRING_H

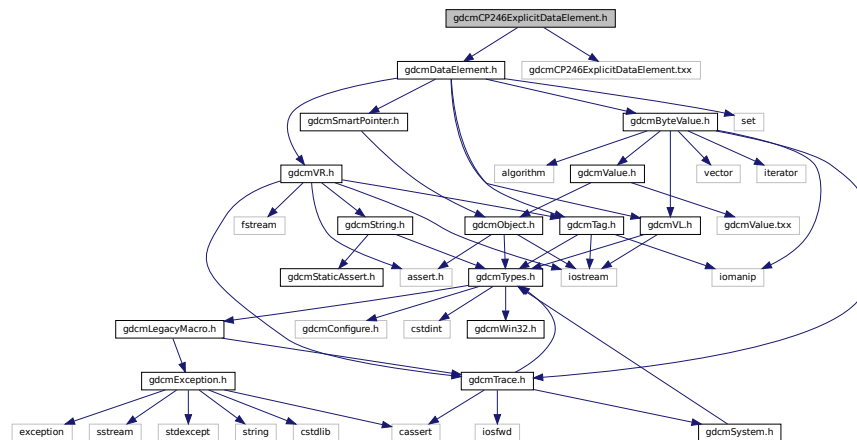
```

## 11.121 gdcmCP246ExplicitDataElement.h File Reference

```
#include "gdcmDataElement.h"
```

```
#include "gdcmCP246ExplicitDataElement.txx"
```

Include dependency graph for gdcmCP246ExplicitDataElement.h:



### Classes

- class [gdcm::CP246ExplicitDataElement](#)

*Class to read/write a [DataElement](#) as CP246Explicit Data [Element](#).*

### Namespaces

- namespace [gdcm](#)

## 11.122 gdcmCP246ExplicitDataElement.h

[Go to the documentation of this file.](#)

```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCP246EXPLICITDATAELEMENT_H
15 #define GDCMCP246EXPLICITDATAELEMENT_H
16
17 #include "gdcmDataElement.h"
18
```

```

19 namespace gdcm
20 {
21   // Data Element (CP246Explicit)
22   class GDCM_EXPORT CP246ExplicitDataElement : public DataElement
23   {
24   public:
25     VL GetLength() const;
26
27     template <typename TSwap>
28     std::istream &Read(std::istream &is);
29
30     template <typename TSwap>
31     std::istream &ReadPreValue(std::istream &is);
32
33     template <typename TSwap>
34     std::istream &ReadValue(std::istream &is, bool readvalues = true);
35
36     template <typename TSwap>
37     std::istream &ReadWithLength(std::istream &is, VL & length);
38
39     // PURPOSELY do not provide an implementation for writing !
40     //template <typename TSwap>
41     //const std::ostream &Write(std::ostream &os) const;
42 };
43
44 // end namespace gdcm
45
46 #include "gdcmCP246ExplicitDataElement.txx"
47
48 #endif //GDCMCP246EXPLICITDATAELEMENT_H

```

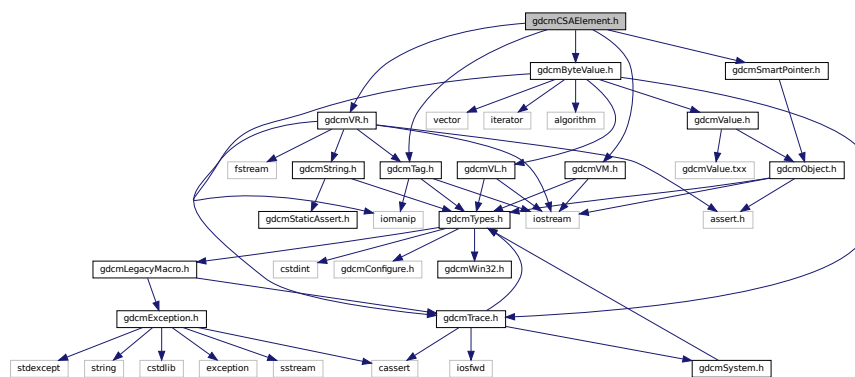
## 11.123 gdcmCSAElement.h File Reference

```

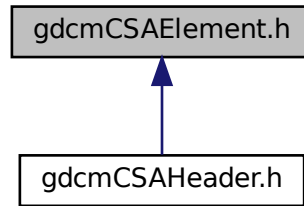
#include "gdcmTag.h"
#include "gdcmVM.h"
#include "gdcmVR.h"
#include "gdcmByteValue.h"
#include "gdcmSmartPointer.h"

```

Include dependency graph for gdcmCSAElement.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::CSAElement](#)  
*Class to represent a CSA [Element](#).*

## Namespaces

- namespace [gdcm](#)

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const CSAElement &val)`

## 11.124 gdcmCSAElement.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCSAELEMENT_H
15 #define GDCMCSAELEMENT_H
16
17 #include "gdcmTag.h"
18 #include "gdcmVM.h"
19 #include "gdcmVR.h"
20 #include "gdcmByteValue.h"
21 #include "gdcmSmartPointer.h"
  
```

```

22
23 namespace gdcm
24 {
25 class GDCM_EXPORT CSAElement
26 {
27 public:
28     CSAElement(unsigned int kf = 0):KeyField(kf) {}
29
30     friend std::ostream& operator<<(std::ostream &os, const CSAElement &val);
31
32     unsigned int GetKey()const { return KeyField; }
33     void SetKey(unsigned int key) { KeyField = key; }
34
35     const char *GetName()const { return NameField.c_str(); }
36     void SetName(const char *name) { NameField = name; }
37
38     const VM& GetVM()const { return ValueMultiplicityField; }
39     void SetVM(const VM &vm) { ValueMultiplicityField = vm; }
40
41     VR const &GetVR()const { return VRField; }
42     void SetVR(VR const &vr) { VRField = vr; }
43
44     unsigned int GetSyngoDT()const { return SyngoDTField; }
45     void SetSyngoDT(unsigned int syngodt) { SyngoDTField = syngodt; }
46
47     unsigned int GetNoOfItems()const { return NoOfItemsField; }
48     void SetNoOfItems(unsigned int items) { NoOfItemsField = items; }
49
50     Value const &GetValue()const { return *DataField; }
51     Value &GetValue() { return *DataField; }
52     void SetValue(Value const &vl) {
53         //assert( DataField == 0 );
54         DataField = vl;
55     }
56     bool IsEmpty()const { return DataField == nullptr; }
57
58     void SetByteValue(const char *array, VL length)
59     {
60         ByteValue *bv = new ByteValue(array,length);
61         SetValue( *bv );
62     }
63     const ByteValue* GetByteValue()const {
64         // Get the raw pointer from the gdcm::SmartPointer
65         const ByteValue *bv = dynamic_cast<const ByteValue*>(DataField.GetPointer());
66         return bv; // Will return NULL if not ByteValue
67     }
68
69     CSAElement(const CSAElement &_val)
70     {
71         if( this != &_amp;_val)
72         {
73             *this = _val;
74         }
75     }
76
77     bool operator<(const CSAElement &de)const
78     {
79         return GetKey() < de.GetKey();
80     }
81     CSAElement &operator=(const CSAElement &de)
82     = default;
83
84     bool operator==(const CSAElement &de)const
85     {
86         return KeyField == de.KeyField
87             && NameField == de.NameField
88             && ValueMultiplicityField == de.ValueMultiplicityField
89             && VRField == de.VRField
90             && SyngoDTField == de.SyngoDTField
91             //&& ValueField == de.ValueField;
92             ;
93     }
94
95 protected:
96     unsigned int KeyField;
97     std::string NameField;
98     VM ValueMultiplicityField;
99     VR VRField;
100     unsigned int SyngoDTField;
101     unsigned int NoOfItemsField;
102     typedef SmartPointer<Value> DataPtr;

```

```

118   DataPtr DataField;
119 };
120 //-----
121 inline std::ostream& operator<<(std::ostream &os, const CSAElement &val)
122 {
123   os << val.KeyField;
124   os << " - '" << val.NameField;
125   os << "' VM " << val.ValueMultiplicityField;
126   os << ", VR " << val.VRField;
127   os << ", SyngoDT " << val.SyngoDTField;
128   os << ", NoOfItems " << val.NoOfItemsField;
129   os << ", Data ";
130   if( val.DataField )
131   {
132     //val.DataField->Print( os << "' " );
133     const ByteValue * bv = dynamic_cast<ByteValue*>(&*val.DataField);
134     assert( bv );
135     const char * p = bv->GetPointer();
136     std::string str(p, p + bv->GetLength() );
137     if( val.ValueMultiplicityField == VM::VM1 )
138     {
139       os << "' " << str.c_str() << "' ";
140     }
141     else
142     {
143       std::istringstream is( str );
144       std::string s;
145       bool sep = false;
146       while( std::getline(is, s, '\\') )
147       {
148         if( sep )
149         {
150           os << '\\';
151         }
152         sep = true;
153         os << "' " << s.c_str() << "' ";
154       }
155       //bv->Print( os << "' " );
156       //os << "' ";
157     }
158   }
159   return os;
160 }
161
162 } // end namespace gdcm
163
164 #endif //GDCMCSAELEMENT_H

```

## 11.125 gdcmCSAHeader.h File Reference

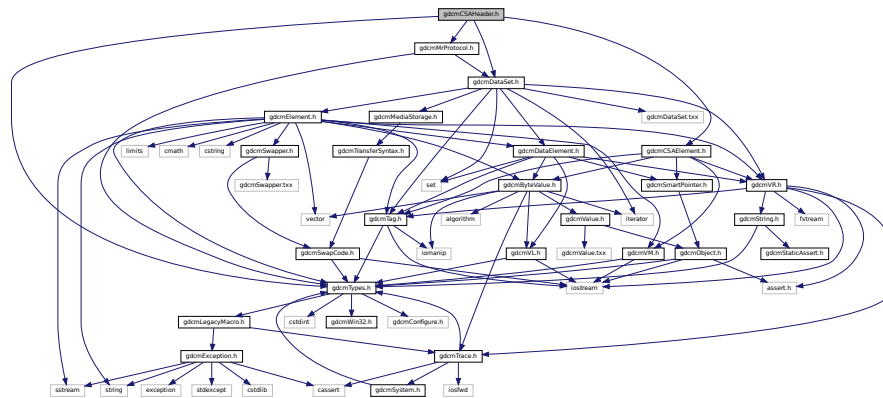
```

#include "gdcmTypes.h"
#include "gdcmDataSet.h"
#include "gdcmCSAElement.h"
#include "gdcmMrProtocol.h"

```



Include dependency graph for gdcmCSAHeader.h:



## Classes

- class [gdcm::CSAHeader](#)  
Class for [CSAHeader](#).

## Namespaces

- namespace [gdcm](#)

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const CSAHeader &d)`

## 11.126 gdcmCSAHeader.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCSAHEADER_H
15 #define GDCMCSAHEADER_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmDataSet.h"
19 #include "gdcmCSAElement.h"
20 #include "gdcmMrProtocol.h"

```

```

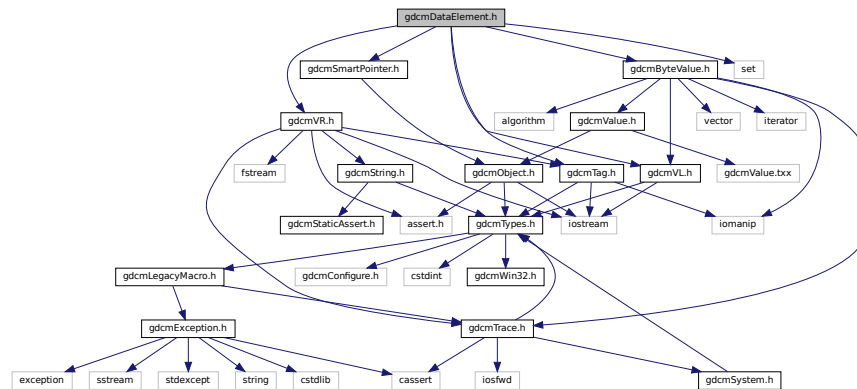
21
22 namespace gdcm
23 {
24 /*
25 * Everything done in this code is for the sole purpose of writing interoperable
26 * software under Sect. 1201 (f) Reverse Engineering exception of the DMCA.
27 * If you believe anything in this code violates any law or any of your rights,
28 * please contact us (gdcm-developers@lists.sourceforge.net) so that we can
29 * find a solution.
30 */
31 //-----
32
33 class DataElement;
34 class PrivateTag;
35 class GDCM_EXPORT CSAHeader
36 {
37     friend std::ostream& operator<(std::ostream &_os, const CSAHeader &d);
38 public :
39     CSAHeader():InternalDataSet(),InternalType(UNKNOWN),InterfileData(nullptr) {};
40     ~CSAHeader() = default;
41
42     typedef enum {
43         UNKNOWN = 0,
44         SV10,
45         NOMAGIC,
46         DATASET_FORMAT,
47         INTERFILE,
48         ZEROED_OUT
49     } CSAHeaderType;
50
51     bool LoadFromDataElement(DataElement const &de);
52
53     void Print(std::ostream &os) const;
54
55     const DataSet& GetDataSet()const { return InternalDataSet; }
56
57     const char * GetInterfile()const { return InterfileData; }
58
59     CSAHeaderType GetFormat() const;
60
61     static const PrivateTag & GetCSAImageHeaderInfoTag();
62
63     static const PrivateTag & GetCSASeriesHeaderInfoTag();
64
65     static const PrivateTag & GetCSADDataInfo();
66
67     const CSAElement &GetCSAElementByName(const char *name);
68
69     bool FindCSAElementByName(const char *name);
70
71     bool GetMrProtocol( const DataSet & ds, MrProtocol & mrProtocol );
72
73 protected:
74     const CSAElement& GetCSAEEnd() const;
75
76 private:
77     std::set<CSAElement> InternalCSADDataSet;
78     DataSet InternalDataSet;
79     CSAHeaderType InternalType;
80     Tag DataElementTag;
81     static CSAElement CSAEEnd;
82     const char *InterfileData;
83 };
84 //-----
85 inline std::ostream& operator<(std::ostream &os, const CSAHeader &d)
86 {
87     d.Print( os );
88     return os;
89 }
90
91 } // end namespace gdcm
92 //-----
93 #endif //GDCMCSAHEADER_H

```

## 11.127 gdcmDataElement.h File Reference

```
#include "gdcmTag.h"
#include "gdcmVL.h"
#include "gdcmVR.h"
#include "gdcmByteValue.h"
#include "gdcmSmartPointer.h"
#include <set>
```

Include dependency graph for gdcmDataElement.h:



This graph shows which files directly or indirectly include this file:



### 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)

## 11.128 gdcmDataElement.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDATAELEMENT_H
15 #define GDCMDATAELEMENT_H
16
17 #include "gdcmTag.h"
18 #include "gdcmVL.h"
19 #include "gdcmVR.h"
20 #include "gdcmByteValue.h"
21 #include "gdcmSmartPointer.h"
22
23 #include <set>
24
25 namespace gdcm_ns
26 {
27 // Data Element
28 // Contains multiple fields:
29 // -> Tag
30 // -> Optional VR (Explicit Transfer Syntax)
31 // -> ValueLength
32 // -> Value
33 // TODO: This class SHOULD be pure virtual. I don't want a user
34 // to shoot himself in the foot.
35
36 class SequenceOfItems;
37 class SequenceOfFragments;
38 class GDCM_EXPORT DataElement
39 {
40 public:
41     DataElement(const Tag& t = Tag(0), const VL& vl = 0, const VR &vr =
        VR::INVALID):TagField(t),ValueLengthField(vl),VRField(vr),ValueField(nullptr) {}
42     //DataElement( Attribute const &att );
43
44     friend std::ostream& operator<<(std::ostream &_os, const DataElement &_val);
45
46     const Tag& GetTag()const { return TagField; }
47     Tag& GetTag() { return TagField; }
48     void SetTag(const Tag &t) { TagField = t; }
49
50     const VL& GetVL()const { return ValueLengthField; }
51     VL& GetVL() { return ValueLengthField; }
52     void SetVL(const VL &vl) { ValueLengthField = vl; }
53     void SetVLToUndefined();
54
55     VR const &GetVR()const { return VRField; }
56     void SetVR(VR const &vr) {
57         if( vr.IsVRFile() )
58             VRField = vr;
59     }
60
61     Value const &GetValue()const { gdcmAssertAlwaysMacro(ValueField); return *ValueField; }
62     Value &GetValue() {
63         gdcmAssertAlwaysMacro(ValueField);
64         return *ValueField;
65     }
66     void SetValue(Value const & vl) {
67         //assert( ValueField == 0 );
68         ValueField = vl;
69         ValueLengthField = vl.GetLength();
70     }
71     bool IsEmpty()const { return ValueField == nullptr || (GetByteValue() && GetByteValue()->IsEmpty()); }
72
73     void Empty() { ValueField = nullptr; ValueLengthField = 0; }
74
75     void Clear()

```

```

113     {
114         TagField = 0;
115         VRField = VR::INVALID;
116         ValueField = nullptr;
117         ValueLengthField = 0;
118     }
119
120     // Helper:
121     void SetByteValue(const char *array, VL length)
122     {
123         ByteValue *bv = new ByteValue(array,length);
124         SetValue( *bv );
125     }
126
127     const ByteValue* GetByteValue()const {
128         // Get the raw pointer from the gdcm::SmartPointer
129         const ByteValue *bv = dynamic_cast<const ByteValue*>(ValueField.GetPointer());
130         return bv; // Will return NULL if not ByteValue
131     }
132
133     SmartPointer<SequenceOfItems> GetValueAsSQ() const;
134
135     const SequenceOfFragments* GetSequenceOfFragments() const;
136     SequenceOfFragments* GetSequenceOfFragments();
137
138     bool IsUndefinedLength()const {
139         return ValueLengthField.IsUndefined();
140     }
141
142     DataElement(const DataElement &_val)
143     {
144         if( this != &_amp;_val)
145         {
146             *this = _val;
147         }
148     }
149
150     bool operator<(const DataElement &de)const
151     {
152         return GetTag() < de.GetTag();
153     }
154
155     DataElement &operator=(const DataElement &)
156     = default;
157
158     bool operator==(const DataElement &de)const
159     {
160         bool b = TagField == de.TagField
161             && ValueLengthField == de.ValueLengthField
162             && VRField == de.VRField;
163         if( !ValueField && !de.ValueField )
164         {
165             return b;
166         }
167         if( ValueField && de.ValueField )
168         {
169             return b && (*ValueField == *de.ValueField);
170         }
171         // ValueField != de.ValueField
172         return false;
173     }
174
175     // The following functionalities are dependent on:
176     // # The Transfer Syntax: Explicit or Implicit
177     // # The Byte encoding: Little Endian / Big Endian
178
179     /*
180     * The following was inspired by a C++ idiom: Curiously Recurring Template Pattern
181     * Ref: http://en.wikipedia.org/wiki/Curiously\_Recurring\_Template\_Pattern
182     * The typename TDE is typically a derived class *without* any data
183     * while TSwap is a simple template parameter to achieve byteswapping (and allow factorization of
184     * highly identical code)
185     */
186     template <typename TDE>
187     VL GetLength()const {
188         return static_cast<const TDE*>(this)->GetLength();
189     }
190
191     template <typename TDE, typename TSwap>
192     std::istream &Read(std::istream &is) {
193         return static_cast<TDE*>(this)->template Read<TSwap>(is);
194     }
195
196
197

```

```

210     template <typename TDE, typename TSwap>
211     std::istream &ReadOrSkip(std::istream &is, std::set<Tag> const &skiptags) {
212         (void)skiptags;
213         return static_cast<TDE*>(this)->template Read<TSwap>(is);
214     }
215
216     template <typename TDE, typename TSwap>
217     std::istream &ReadPreValue(std::istream &is, std::set<Tag> const &skiptags) {
218         (void)skiptags;
219         return static_cast<TDE*>(this)->template ReadPreValue<TSwap>(is);
220     }
221     template <typename TDE, typename TSwap>
222     std::istream &ReadValue(std::istream &is, std::set<Tag> const &skiptags) {
223         (void)skiptags;
224         return static_cast<TDE*>(this)->template ReadValue<TSwap>(is);
225     }
226     template <typename TDE, typename TSwap>
227     std::istream &ReadValueWithLength(std::istream &is, VL &length, std::set<Tag> const &skiptags) {
228         (void)skiptags;
229         return static_cast<TDE*>(this)->template ReadValueWithLength<TSwap>(is, length);
230     }
231
232     template <typename TDE, typename TSwap>
233     std::istream &ReadWithLength(std::istream &is, VL &length) {
234         return static_cast<TDE*>(this)->template ReadWithLength<TSwap>(is, length);
235     }
236
237     template <typename TDE, typename TSwap>
238     const std::ostream &Write(std::ostream &os) const {
239         return static_cast<const TDE*>(this)->template Write<TSwap>(os);
240     }
241
242 protected:
243     Tag TagField;
244     // This is the value read from the file, might be different from the length of Value Field
245     VL ValueLengthField; // Can be 0xFFFFFFFF
246
247     // Value Representation
248     VR VRField;
249     typedef SmartPointer<Value> ValuePtr;
250     ValuePtr ValueField;
251
252     void SetValueFieldLength( VL vl, bool readvalues );
253 };
254 //-----
255 inline std::ostream& operator<<(std::ostream &os, const DataElement &val)
256 {
257     os << val.TagField;
258     os << "\t" << val.VRField;
259     os << "\t" << val.ValueLengthField;
260     if( val.ValueField )
261     {
262         val.ValueField->Print( os << "\t" );
263     }
264     return os;
265 }
266
267 inline bool operator!=(const DataElement& lhs, const DataElement& rhs)
268 {
269     return ! ( lhs == rhs );
270 }
271
272 } // end namespace gdcm_ns
273
274 #endif //GDCMDATAELEMENT_H

```

## 11.129 gdcmDataSet.h File Reference

```

#include "gdcmDataElement.h"
#include "gdcmTag.h"
#include "gdcmVR.h"
#include "gdcmElement.h"
#include "gdcmMediaStorage.h"

```

- class `gdcm::DataElementException`
- class `gdcm::DataSet`

*Class to represent a Data Set (which contains Data Elements)*

- namespace **gdcm**

- `std::ostream & gdcm::operator<< (std::ostream &os, const DataSet &val)`

## 11.130 gdcmDataSet.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDATASET_H
15 #define GDCMDATASET_H
16
17 #include "gdcmDataElement.h"
18 #include "gdcmTag.h"
19 #include "gdcmVR.h"
20 #include "gdcmElement.h"
21 #include "gdcmMediaStorage.h"
22
23 #include <set>
24 #include <iterator>
25
26 namespace gdcm_ns
27 {
28     class GDCM_EXPORT DataElementException : public std::exception {};
29
30     class PrivateTag;
31     class GDCM_EXPORT DataSet
32     {
33     public:
34         friend class CSAHeader;
35
36         typedef std::set<DataElement> DataElementSet;
37         typedef DataElementSet::const_iterator ConstIterator;
38         typedef DataElementSet::iterator Iterator;
39         typedef DataElementSet::size_type SizeType;
40         //typedef typename DataElementSet::iterator iterator;
41         ConstIterator Begin() const { return DES.begin(); }
42         Iterator Begin() { return DES.begin(); }
43         ConstIterator End() const { return DES.end(); }
44         Iterator End() { return DES.end(); }
45         const DataElementSet &GetDES() const { return DES; }
46         DataElementSet &GetDES() { return DES; }
47         void Clear() {
48             DES.clear();
49             assert( DES.empty() );
50         }
51
52         SizeType Size() const {
53             return DES.size();
54         }
55
56         void Print(std::ostream &os, std::string const &indent = "") const {
57             // CT_Phillips_JPEG2K-Decompr_Problem.dcm has a SQ of length == 0
58             //int s = DES.size();
59             //assert( s );
60             //std::copy(DES.begin(), DES.end(),
61             //  std::ostream_iterator<DataElement>(os, "\n"));
62             ConstIterator it = DES.begin();
63             for( ; it != DES.end(); ++it)
64             {
65                 os << indent << *it << "\n";
66             }
67         }
68
69         template <typename TDE>
70         unsigned int ComputeGroupLength(Tag const &tag) const
71         {
72             assert( tag.GetElement() == 0x0 );
73             const DataElement r(tag);
74             ConstIterator it = DES.find(r);
75             unsigned int res = 0;
76             for( ++it; it != DES.end()
77                 && it->GetTag().GetGroup() == tag.GetGroup(); ++it)

```



```

101     {
102         assert( it->GetTag().GetElement() != 0x0 );
103         assert( it->GetTag().GetGroup() == tag.GetGroup() );
104         res += it->GetLength<TDE>();
105     }
106     return res;
107 }
108
109 template <typename TDE>
110 VL GetLength()const {
111     if( DES.empty() ) return 0;
112     assert( !DES.empty() );
113     VL ll = 0;
114     assert( ll == 0 );
115     ConstIterator it = DES.begin();
116     for( ; it != DES.end(); ++it)
117     {
118         assert( !(it->GetLength<TDE>().IsUndefined()) );
119         if ( it->GetTag() != Tag(0xffff,0xe00d) )
120         {
121             ll += it->GetLength<TDE>();
122         }
123     }
124     return ll;
125 }
126
127 void Insert(const DataElement& de) {
128     // FIXME: there is a special case where a dataset can have value < 0x8, see:
129     // $ gdcmDump --csa gdcmData/SIEMENS-JPEG-CorruptFrag.dcm
130     if( de.GetTag().GetGroup() >= 0x0008 || de.GetTag().GetGroup() == 0x4 )
131     {
132         // prevent user error:
133         if( de.GetTag() == Tag(0xffff,0xe00d)
134            || de.GetTag() == Tag(0xffff,0xe0dd)
135            || de.GetTag() == Tag(0xffff,0xe000) )
136         {
137             //
138         }
139         else
140         {
141             InsertDataElement( de );
142         }
143     }
144     else
145     {
146         gdcmErrorMacro( "Cannot add element with group < 0x0008 and != 0x4 in the dataset: " « de.GetTag() );
147     }
148 }
149
150 void Replace(const DataElement& de) {
151     ConstIterator it = DES.find(de);
152     if( it != DES.end() )
153     {
154         // detect loop:
155         gdcmAssertAlwaysMacro( &*it != &de );
156         DES.erase(it);
157     }
158     DES.insert(de);
159 }
160
161 void ReplaceEmpty(const DataElement& de) {
162     ConstIterator it = DES.find(de);
163     if( it != DES.end() && it->IsEmpty() )
164     {
165         // detect loop:
166         gdcmAssertAlwaysMacro( &*it != &de );
167         DES.erase(it);
168     }
169     DES.insert(de);
170 }
171
172 SizeType Remove(const Tag& tag) {
173     DataElementSet::size_type count = DES.erase(tag);
174     assert( count == 0 || count == 1 );
175     return count;
176 }
177
178 //DataElement& GetDataElement(const Tag &t) {
179 //    DataElement r(t);
180 //    Iterator it = DES.find(r);
181 //    if( it != DES.end() )
182 //        return *it;
183 //    return GetDEEnd();
184 // }
185
186 const DataElement& GetDataElement(const Tag &t)const {
187     const DataElement r(t);

```

```

190     ConstIterator it = DES.find(r);
191     if( it != DES.end() )
192         return *it;
193     return GetDEEnd();
194 }
195 const DataElement& operator[] (const Tag &t) const { return GetDataElement(t); }
196 const DataElement& operator() (uint16_t group, uint16_t element) const { return GetDataElement(
    Tag(group,element) ); }
197
200 std::string GetPrivateCreator(const Tag &t) const;
201
203 PrivateTag GetPrivateTag(const Tag &t) const;
204
206 bool FindDataElement(const PrivateTag &t) const;
208 const DataElement& GetDataElement(const PrivateTag &t) const;
209
210 // DUMB: this only search within the level of the current DataSet
211 bool FindDataElement(const Tag &t) const {
212     const DataElement r(t);
213     //ConstIterator it = DES.find(r);
214     if( DES.find(r) != DES.end() )
215     {
216         return true;
217     }
218     return false;
219 }
220
221 // WARNING:
222 // This only search at the same level as the DataSet is !
223 const DataElement& FindNextDataElement(const Tag &t) const {
224     const DataElement r(t);
225     ConstIterator it = DES.lower_bound(r);
226     if( it != DES.end() )
227         return *it;
228     return GetDEEnd();
229 }
230
232 bool IsEmpty() const { return DES.empty(); };
233
234 DataSet& operator=(DataSet const &)
235 = default;
236
237 template <typename TDE, typename TSwap>
238 std::istream &ReadNested(std::istream &is);
239
240 template <typename TDE, typename TSwap>
241 std::istream &Read(std::istream &is);
242
243 template <typename TDE, typename TSwap>
244 std::istream &ReadUpToTag(std::istream &is, const Tag &t, std::set<Tag> const &skiptags);
245
246 template <typename TDE, typename TSwap>
247 std::istream &ReadUpToTagWithLength(std::istream &is, const Tag &t, std::set<Tag> const &skiptags, VL &
    length);
248
249 template <typename TDE, typename TSwap>
250 std::istream &ReadSelectedTags(std::istream &is, const std::set<Tag> &tags, bool readvalues = true);
251 template <typename TDE, typename TSwap>
252 std::istream &ReadSelectedTagsWithLength(std::istream &is, const std::set<Tag> &tags, VL &length, bool
    readvalues = true);
253
254 template <typename TDE, typename TSwap>
255 std::istream &ReadSelectedPrivateTags(std::istream &is, const std::set<PrivateTag> &tags, bool readvalues
    = true);
256 template <typename TDE, typename TSwap>
257 std::istream &ReadSelectedPrivateTagsWithLength(std::istream &is, const std::set<PrivateTag> &tags, VL &
    length, bool readvalues = true);
258
259 template <typename TDE, typename TSwap>
260 std::ostream const &Write(std::ostream &os) const;
261
262 template <typename TDE, typename TSwap>
263 std::istream &ReadWithLength(std::istream &is, VL &length);
264
265 MediaStorage GetMediaStorage() const;
266
267 protected:
268     /* GetDEEnd is a Win32 only issue, one cannot use a dllexported
269     * static member data in an inline function, otherwise symbol
270     * will get reported as missing in any dll using the inlined function
271     */

```

```

272  const DataElement& GetDEEnd() const;
273
274  // This function is not safe, it does not check for the value of the tag
275  // so depending whether we are getting called from a dataset or file meta header
276  // the condition is different
277  void InsertDataElement(const DataElement& de) {
278      //if( de.GetTag() == Tag(0xffff,0xe00d) ) return;
279      //if( de.GetTag() == Tag(0xffff,0xe0dd) ) return;
280  #ifndef NDEBUG
281      std::pair<Iterator,bool> pr = DES.insert(de);
282      if( pr.second == false )
283      {
284          gdcmWarningMacro( "DataElement:  " « de « " was already found, skipping duplicate entry.\n"
285                          "Original entry kept is:  " « *pr.first );
286      }
287  #else
288      DES.insert(de);
289  #endif
290      assert( de.IsEmpty() || de.GetVL() == de.GetValue().GetLength() );
291  }
292
293  protected:
294      // Internal function, that will compute the actual Tag (if found) of
295      // a requested Private Tag (XXXX,YY,"PRIVATE")
296      Tag ComputeDataElement(const PrivateTag & t) const;
297
298  private:
299      DataElementSet DES;
300      static DataElement DEEnd;
301      friend std::ostream& operator<<(std::ostream &_os, const DataSet &);
302  };
303  //-----
304  inline std::ostream& operator<<(std::ostream &os, const DataSet &val)
305  {
306      val.Print(os);
307      return os;
308  }
309
310  #if defined(SWIGPYTHON) || defined(SWIGCSHARP) || defined(SWIGJAVA) || defined(SWIGPHP)
311  /*
312  * HACK: I need this temp class to be able to manipulate a std::set from python,
313  * swig does not support wrapping of simple class like std::set...
314  */
315  class SWIGDataSet
316  {
317  public:
318      SWIGDataSet(DataSet &des):Internal(des),it(des.Begin()) {}
319      const DataElement& GetCurrent()const { return *it; }
320      void Start() { it = Internal.Begin(); }
321      bool IsAtEnd()const { return it == Internal.End(); }
322      void Next() { ++it; }
323  private:
324      DataSet & Internal;
325      DataSet::ConstIterator it;
326  };
327  #endif /* SWIG */
328
329  } // end namespace gdcm_ns
330
331  #include "gdcmDataSet.txx"
332
333  #endif //GDCMDATASET_H

```

## 11.131 gdcmDataSetEvent.h File Reference

```

#include "gdcmEvent.h"
#include "gdcmDataSet.h"

```

[illegible]

- class `gdcm::DataSetEvent`  
*DataSetEvent.*

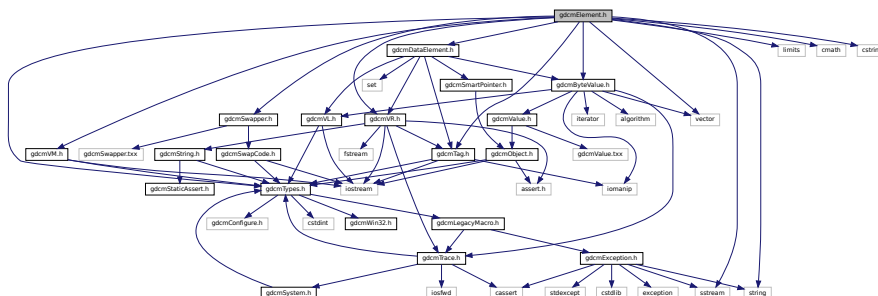
- namespace **gdcm**

[Go to the documentation of this file.](#)

Generated by Doxygen

## 11.133 gdcmElement.h File Reference

Include dependency graph for `qdcElement.h`:



## 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\\_4 >](#)
- 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::ElementDisableCombinations< TVR, TVM >](#)  
*A class which is used to produce compile errors for an invalid combination of template parameters.*
- class [gdcm::ElementDisableCombinations< VR::OB, VM::VM1\\_n >](#)
- class [gdcm::ElementDisableCombinations< VR::OW, VM::VM1\\_n >](#)
- class [gdcm::EncodingImplementation< VR::VRASCII >](#)
- class [gdcm::EncodingImplementation< VR::VRBINARY >](#)
- struct [gdcm::ignore\\_char](#)

## Namespaces

- namespace [gdcm](#)

## Functions

- static int [gdcm::add1](#) (char \*buf, int n)
- ignore\_char const [gdcm::backslash](#) ("\\")
- static void [gdcm::clean](#) (char \*mant)
- static int [gdcm::doround](#) (char \*buf, unsigned int n)
- std::istream & [gdcm::operator>>](#) (std::istream &in, ignore\_char const &ic)
- static int [gdcm::roundat](#) (char \*buf, size\_t bufLen, unsigned int i, int iexp)
- template<typename Float >  
static void [gdcm::x16printf](#) (char \*buf, int size, Float f)

## 11.134 gdcmElement.h

[Go to the documentation of this file.](#)

```

1  /*****
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR

```

```

11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMELEMENT_H
15 #define GDCMELEMENT_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmVR.h"
19 #include "gdcmTag.h"
20 #include "gdcmVM.h"
21 #include "gdcmByteValue.h"
22 #include "gdcmDataElement.h"
23 #include "gdcmSwapper.h"
24
25 #include <string>
26 #include <vector>
27 #include <sstream>
28 #include <limits>
29 #include <cmath>
30 #include <cstring>
31
32 namespace gdcm_ns
33 {
34
35 // Forward declaration
36 template<long long T> class EncodingImplementation;
37
38
39
40
41 template<long long TVR, int TVM>
42 class ElementDisableCombinations {};
43
44 template<>
45 class ElementDisableCombinations<VR::OB, VM::VM1_n> {};
46
47 template<>
48 class ElementDisableCombinations<VR::OW, VM::VM1_n> {};
49
50 // Make it impossible to compile these other cases
51 template<int TVM>
52 class ElementDisableCombinations<VR::OB, TVM>;
53
54 template<int TVM>
55 class ElementDisableCombinations<VR::OW, TVM>;
56
57 template<long long TVR, int TVM>
58 class Element
59 {
60     enum { ElementDisableCombinationsCheck = sizeof ( ElementDisableCombinations<TVR, TVM> ) };
61     public:
62     typename VRToType<TVR>::Type Internal[VMToLength<TVM>::Length];
63     typedef typename VRToType<TVR>::Type Type;
64
65     static VR GetVR() { return (VR::VRType)TVR; }
66     static VM GetVM() { return (VM::VMType)TVM; }
67
68     unsigned long GetLength()const {
69         return VMToLength<TVM>::Length;
70     }
71
72     // Implementation of Print is common to all Mode (ASCII/Binary)
73     // TODO: Can we print a \ when in ASCII...well I don't think so
74     // it would mean we used a bad VM then, right?
75     void Print(std::ostream &_os)const {
76         _os << Internal[0]; // VM is at least guarantee to be one
77         for(int i=1; i<VMToLength<TVM>::Length; ++i)
78             _os << "," << Internal[i];
79     }
80
81     const typename VRToType<TVR>::Type *GetValues()const {
82         return Internal;
83     }
84
85     const typename VRToType<TVR>::Type &GetValue(unsigned int idx = 0)const {
86         assert( idx < VMToLength<TVM>::Length );
87         return Internal[idx];
88     }
89
90     typename VRToType<TVR>::Type &GetValue(unsigned int idx = 0) {
91         assert( idx < VMToLength<TVM>::Length );
92         return Internal[idx];
93     }
94
95     typename VRToType<TVR>::Type operator[] (unsigned int idx)const {
96         return GetValue(idx);
97     }
98
99     void SetValue(typename VRToType<TVR>::Type v, unsigned int idx = 0) {
100         assert( idx < VMToLength<TVM>::Length );
101         Internal[idx] = v;
102     }
103
104 }

```

```

109
110 void SetFromDataElement(DataElement const &de) {
111     const ByteValue *bv = de.GetByteValue();
112     if( !bv ) return;
113 #ifdef GDCM_WORDS_BIGENDIAN
114     if( de.GetVR() == VR::UN /*|| de.GetVR() == VR::INVALID*/ )
115 #else
116     if( de.GetVR() == VR::UN || de.GetVR() == VR::INVALID )
117 #endif
118     {
119         Set(de.GetValue());
120     }
121     else
122     {
123         SetNoSwap(de.GetValue());
124     }
125 }
126
127 DataElement GetAsDataElement()const {
128     DataElement ret;
129     std::ostream os;
130     EncodingImplementation<VRToEncoding<TVR>::Mode>::Write(Internal,
131         GetLength(),os);
132     ret.SetVR( (VR::VRType)TVR );
133     assert( ret.GetVR() != VR::SQ );
134     if( (VR::VRType)VRToEncoding<TVR>::Mode == VR::VRASCII )
135     {
136         if( GetVR() != VR::UI )
137         {
138             if( os.str().size() % 2 )
139             {
140                 os << " ";
141             }
142         }
143     }
144     VL::Type osStrSize = (VL::Type)os.str().size();
145     ret.SetByteValue( os.str().c_str(), osStrSize );
146
147     return ret;
148 }
149
150 void Read(std::istream &_is) {
151     return EncodingImplementation<VRToEncoding<TVR>::Mode>::Read(Internal,
152         GetLength(),_is);
153 }
154 void Write(std::ostream &_os)const {
155     return EncodingImplementation<VRToEncoding<TVR>::Mode>::Write(Internal,
156         GetLength(),_os);
157 }
158
159 // FIXME: remove this function
160 // this is only used in gdcm::SplitMosaicFilter / to pass value of a CSAElement
161 void Set(Value const &v) {
162     const ByteValue *bv = dynamic_cast<const ByteValue*>(&v);
163     if( bv ) {
164         //memcpy(Internal, bv->GetPointer(), bv->GetLength());
165         std::stringstream ss;
166         std::string s = std::string( bv->GetPointer(), bv->GetLength() );
167         ss.str( s );
168         EncodingImplementation<VRToEncoding<TVR>::Mode>::Read(Internal,
169             GetLength(),ss);
170     }
171 }
172 protected:
173 void SetNoSwap(Value const &v) {
174     const ByteValue *bv = dynamic_cast<const ByteValue*>(&v);
175     assert( bv ); // That would be bad...
176     //memcpy(Internal, bv->GetPointer(), bv->GetLength());
177     std::stringstream ss;
178     std::string s = std::string( bv->GetPointer(), bv->GetLength() );
179     ss.str( s );
180     EncodingImplementation<VRToEncoding<TVR>::Mode>::ReadNoSwap(Internal,
181         GetLength(),ss);
182 }
183 };
184
185 struct ignore_char {
186     ignore_char(char c): m_char(c) {}
187     char m_char;
188 };
189 ignore_char const backslash('\\');

```



```

190
191 inline std::istream& operator> (std::istream& in, ignore_char const& ic) {
192     if (!in.eof())
193         in.clear(in.rdstate() & ~std::ios_base::failbit);
194     if (in.get() != ic.m_char)
195         in.setstate(std::ios_base::failbit);
196     return in;
197 }
198
199
200 // Implementation to perform formatted read and write
201 template<> class EncodingImplementation<VR::VRASCII> {
202 public:
203     template<typename T> // FIXME this should be VRToType<TVR>::Type
204     static inline void ReadComputeLength(T* data, unsigned int &length,
205                                         std::istream &_is) {
206         assert( data );
207         //assert( length ); // != 0
208         length = 0;
209         assert( _is );
210 #if 0
211         char sep;
212         while( _is >> data[length++] )
213         {
214             // Get the separator in between the values
215             assert( _is );
216             _is.get(sep);
217             assert( sep == '\\ ' || sep == ' ' ); // FIXME: Bad use of assert
218             if( sep == ' ' ) length--; // FIXME
219         }
220 #else
221         while( _is >> std::ws >> data[length++] >> std::ws >> backslash )
222         {
223         }
224 #endif
225     }
226
227     template<typename T> // FIXME this should be VRToType<TVR>::Type
228     static inline void Read(T* data, unsigned long length,
229                             std::istream &_is) {
230         assert( data );
231         assert( length ); // != 0
232         assert( _is );
233         // FIXME BUG: what if >> operation fails ?
234         // gdcmData/MR00010001.dcm / SpacingBetweenSlices
235         _is >> std::ws >> data[0];
236         char sep;
237         //std::cout << "GetLength: " << af->GetLength() << std::endl;
238         for(unsigned long i=1; i<length;++i) {
239             //assert( _is );
240             // Get the separator in between the values
241             _is >> std::ws >> sep; // _is.get(sep);
242             //assert( sep == '\\ ' ); // FIXME: Bad use of assert
243             _is >> std::ws >> data[i];
244         }
245     }
246
247     template<typename T>
248     static inline void ReadNoSwap(T* data, unsigned long length,
249                                   std::istream &_is) {
250         Read(data,length,_is);
251     }
252     template<typename T>
253     static inline void Write(const T* data, unsigned long length,
254                              std::ostream &_os) {
255         assert( data );
256         assert( length );
257         assert( _os );
258         _os << data[0];
259         for(unsigned long i=1; i<length; ++i) {
260             assert( _os );
261             _os << "\\ " << data[i];
262         }
263     }
264 };
265
266 // #define VRDS16ILLEGAL
267
268 #ifdef VRDS16ILLEGAL
269 template < typename Float >
270 std::string to_string ( Float data ) {

```

```

271     std::stringstream in;
272     // in.imbue(std::locale::classic()); // This is not required AFAIK
273     int const digits =
274         static_cast<int>(>
275             - std::log( std::numeric_limits<Float>::epsilon() )
276             / static_cast<Float>(>( std::log( 10.0 ) ) );
277     if ( in << std::dec << std::setprecision(*2+*/digits) << data ) {
278         return ( in.str() );
279     } else {
280         throw "Impossible Conversion"; // should not happen ...
281     }
282 }
283 #else
284 //
285     http://stackoverflow.com/questions/32631178/writing-ieee-754-1985-double-as-ascii-on-a-limited-16-bytes-string
286 static inline void clean(char *mant) {
287     char *ix = mant + strlen(mant) - 1;
288     while(('0' == *ix) && (ix > mant)) {
289         *ix-- = '\0';
290     }
291     if ('.' == *ix) {
292         *ix = '\0';
293     }
294 }
295
296 static int add1(char *buf, int n) {
297     if (n < 0) return 1;
298     if (buf[n] == '9') {
299         buf[n] = '0';
300         return add1(buf, n-1);
301     }
302     else {
303         buf[n] = (char)(buf[n] + 1);
304     }
305     return 0;
306 }
307
308 static int doround(char *buf, unsigned int n) {
309     char c;
310     if (n >= strlen(buf)) return 0;
311     c = buf[n];
312     buf[n] = 0;
313     if ((c >= '5') && (c <= '9')) return add1(buf, n-1);
314     return 0;
315 }
316
317 #if defined(_MSC_VER) && (_MSC_VER < 1900)
318 #define snprintf _snprintf
319 #endif
320
321 static int roundat(char *buf, size_t bufLen, unsigned int i, int iexp) {
322     if (doround(buf, i) != 0) {
323         iexp += 1;
324         switch(iexp) {
325             case -2:
326                 strcpy(buf, ".01");
327                 break;
328             case -1:
329                 strcpy(buf, ".1");
330                 break;
331             case 0:
332                 strcpy(buf, "1.");
333                 break;
334             case 1:
335                 strcpy(buf, "10");
336                 break;
337             case 2:
338                 strcpy(buf, "100");
339                 break;
340             default:
341                 snprintf(buf, bufLen, "1e%d", iexp);
342         }
343         return 1;
344     }
345     return 0;
346 }
347
348 template < typename Float >
349 static void x16printf(char *buf, int size, Float f) {
350     char line[40];

```

```

351 char *mant = line + 1;
352 int iexp, lexp, i;
353 char exp[6];
354
355 if (f < 0) {
356     f = -f;
357     size -= 1;
358     *buf++ = '-';
359 }
360 snprintf(line, sizeof(line), "%1.16e", f);
361 if (line[0] == '-') {
362     f = -f;
363     size -= 1;
364     *buf++ = '-';
365     snprintf(line, sizeof(line), "%1.16e", f);
366 }
367 *mant = line[0];
368 i = (int)strcspn(mant, "eE");
369 mant[i] = '\0';
370 iexp = (int)strtol(mant + i + 1, nullptr, 10);
371 lexp = snprintf(exp, sizeof(exp), "%d", iexp);
372 if ((iexp >= size) || (iexp < -3)) {
373     i = roundat(mant, sizeof(line) - 1, size - 1 - lexp, iexp);
374     if (i == 1) {
375         strcpy(buf, mant);
376         return;
377     }
378     buf[0] = mant[0];
379     buf[1] = '.';
380     strncpy(buf + i + 2, mant + 1, size - 2 - lexp);
381     buf[size - lexp] = 0;
382     clean(buf);
383     strcat(buf, exp);
384 }
385 else if (iexp >= size - 2) {
386     roundat(mant, sizeof(line) - 1, iexp + 1, iexp);
387     strcpy(buf, mant);
388 }
389 else if (iexp >= 0) {
390     i = roundat(mant, sizeof(line) - 1, size - 1, iexp);
391     if (i == 1) {
392         strcpy(buf, mant);
393         return;
394     }
395     strncpy(buf, mant, iexp + 1);
396     buf[iexp + 1] = '.';
397     strncpy(buf + iexp + 2, mant + iexp + 1, size - iexp - 1);
398     buf[size] = 0;
399     clean(buf);
400 }
401 else {
402     int j;
403     i = roundat(mant, sizeof(line) - 1, size + 1 + iexp, iexp);
404     if (i == 1) {
405         strcpy(buf, mant);
406         return;
407     }
408     buf[0] = '.';
409     for (j=0; j< -1 - iexp; j++) {
410         buf[j+1] = '0';
411     }
412     strncpy(buf - iexp, mant, size + 1 + iexp);
413     buf[size] = 0;
414     clean(buf);
415 }
416 }
417 #if defined(_MSC_VER) && (_MSC_VER < 1900)
418 #undef snprintf
419 #endif
420
421 #endif
422
423 template<> inline void EncodingImplementation<VR::VRASCII>::Write(const double* data, unsigned long length,
424     std::ostream &_os) {
425     assert( data );
426     assert( length );
427     assert( _os );
428     #ifdef VRDS16ILLEGAL
429     _os << to_string(data[0]);
430     #else
431     char buf[16+1];

```

```

431     x16printf(buf, 16, data[0]);
432     _os << buf;
433 #endif
434     for(unsigned long i=1; i<length; ++i) {
435         assert( _os );
436 #ifdef VRDS16ILLEGAL
437         _os << "\\\" << to_string(data[i]);
438 #else
439         x16printf(buf, 16, data[i]);
440         _os << "\\\" << buf;
441 #endif
442     }
443 }
444
445
446 // Implementation to perform binary read and write
447 // TODO rewrite operation so that either:
448 // #1. dummy implementation use a pointer to Internal and do ++p (faster)
449 // #2. Actually do some meta programming to unroll the loop
450 // (no notion of order in VM ...)
451 template<> class EncodingImplementation<VR::VRBINARY> {
452 public:
453     template<typename T> // FIXME this should be VRToType<TVR>::Type
454         static inline void ReadComputeLength(T* data, unsigned int &length,
455             std::istream &_is) {
456             const unsigned int type_size = sizeof(T);
457             assert( data ); // Can we read from pointer ?
458             //assert( length );
459             length /= type_size;
460             assert( _is ); // Is stream valid ?
461             _is.read( reinterpret_cast<char*>(data+0), type_size);
462             for(unsigned long i=1; i<length; ++i) {
463                 assert( _is );
464                 _is.read( reinterpret_cast<char*>(data+i), type_size );
465             }
466         }
467     template<typename T>
468     static inline void ReadNoSwap(T* data, unsigned long length,
469         std::istream &_is) {
470         const unsigned int type_size = sizeof(T);
471         assert( data ); // Can we read from pointer ?
472         assert( length );
473         assert( _is ); // Is stream valid ?
474         _is.read( reinterpret_cast<char*>(data+0), type_size);
475         for(unsigned long i=1; i<length; ++i) {
476             assert( _is );
477             _is.read( reinterpret_cast<char*>(data+i), type_size );
478         }
479         //ByteSwap<T>::SwapRangeFromSwapCodeIntoSystem(data,
480         // _is.GetSwapCode(), length);
481         //SwapperNoOp::SwapArray(data,length);
482     }
483     template<typename T>
484     static inline void Read(T* data, unsigned long length,
485         std::istream &_is) {
486         const unsigned int type_size = sizeof(T);
487         assert( data ); // Can we read from pointer ?
488         assert( length );
489         assert( _is ); // Is stream valid ?
490         _is.read( reinterpret_cast<char*>(data+0), type_size);
491         for(unsigned long i=1; i<length; ++i) {
492             assert( _is );
493             _is.read( reinterpret_cast<char*>(data+i), type_size );
494         }
495         //ByteSwap<T>::SwapRangeFromSwapCodeIntoSystem(data,
496         // _is.GetSwapCode(), length);
497         SwapperNoOp::SwapArray(data,length);
498     }
499     template<typename T>
500     static inline void Write(const T* data, unsigned long length,
501         std::ostream &_os) {
502         const unsigned int type_size = sizeof(T);
503         assert( data ); // Can we write into pointer ?
504         assert( length );
505         assert( _os ); // Is stream valid ?
506         //ByteSwap<T>::SwapRangeFromSwapCodeIntoSystem((T*)data,
507         // _os.GetSwapCode(), length);
508         T swappedData = SwapperNoOp::Swap(data[0]);
509         _os.write( reinterpret_cast<const char*>(&swappedData), type_size);
510         for(unsigned long i=1; i<length; ++i) {
511             assert( _os );

```

```

512     swappedData = SwapperNoOp::Swap(data[i]);
513     _os.write( reinterpret_cast<const char*>(&swappedData), type_size );
514 }
515 //ByteSwap<T>::SwapRangeFromSwapCodeIntoSystem((T*)data,
516 // _os.GetSwapCode(), length);
517 }
518 };
519
520 // For particular case for ASCII string
521 // WARNING: This template explicitly instantiates a particular
522 // EncodingImplementation THEREFORE it is required to be declared after the
523 // EncodingImplementation is needs (doh!)
524 #if 0
525 template<int TVM>
526 class Element<TVM>
527 {
528 public:
529     Element(const char array[])
530     {
531         unsigned int i = 0;
532         const char sep = '\\';
533         std::string sarray = array;
534         std::string::size_type pos1 = 0;
535         std::string::size_type pos2 = sarray.find(sep, pos1+1);
536         while(pos2 != std::string::npos)
537         {
538             Internal[i++] = sarray.substr(pos1, pos2-pos1);
539             pos1 = pos2+1;
540             pos2 = sarray.find(sep, pos1+1);
541         }
542         Internal[i] = sarray.substr(pos1, pos2-pos1);
543         // Shouldn't we do the contrary, since we know how many separators
544         // (and default behavior is to discard anything after the VM declared
545         assert( GetLength()-1 == i );
546     }
547
548     unsigned long GetLength()const {
549         return VMToLength<TVM>::Length;
550     }
551     // Implementation of Print is common to all Mode (ASCII/Binary)
552     void Print(std::ostream &_os)const {
553         _os << Internal[0]; // VM is at least guarantee to be one
554         for(int i=1; i<VMToLength<TVM>::Length; ++i)
555             _os << "," << Internal[i];
556     }
557
558     void Read(std::istream &_is) {
559         EncodingImplementation<VR::VRASCII>::Read(Internal, GetLength(), _is);
560     }
561     void Write(std::ostream &_os)const {
562         EncodingImplementation<VR::VRASCII>::Write(Internal, GetLength(), _os);
563     }
564 private:
565     typename String Internal[VMToLength<TVM>::Length];
566 };
567
568 template< int TVM>
569 class Element<VR::PN, TVM> : public StringElement<TVM>
570 {
571     enum { ElementDisableCombinationsCheck = sizeof ( ElementDisableCombinations<VR::PN, TVM> ) };
572 };
573 #endif
574
575 // Implementation for the undefined length (dynamically allocated array)
576 template<long long TVR>
577 class Element<TVR, VM::VM1_n>
578 {
579     enum { ElementDisableCombinationsCheck = sizeof ( ElementDisableCombinations<TVR, VM::VM1_n> ) };
580 public:
581     // This the way to prevent default initialization
582     explicit Element() { Internal=nullptr; Length=0; Save = false; }
583     ~Element() {
584         if( Save ) {
585             delete[] Internal;
586         }
587         Internal = nullptr;
588     }
589
590     static VR GetVR() { return (VR::VRType)TVR; }
591     static VM GetVM() { return VM::VM1_n; }
592

```

```

593 // Length manipulation
594 // SetLength should really be protected anyway...all operation
595 // should go through SetArray
596 unsigned long GetLength()const { return Length; }
597 typedef typename VRToType<TVR>::Type Type;
598
599 void SetLength(unsigned long len) {
600     const unsigned int size = sizeof(Type);
601     if( len ) {
602         if( len > Length ) {
603             // perform realloc
604             assert( (len / size) * size == len );
605             Type *internal = new Type[len / size];
606             assert( Save == false );
607             Save = true; // ???
608             if( Internal )
609             {
610                 memcpy(internal, Internal, len);
611                 delete[] Internal;
612             }
613             Internal = internal;
614         }
615     }
616     Length = len / size;
617 }
618
619 // If save is set to zero user should not delete the pointer
620 //void SetArray(const typename VRToType<TVR>::Type *array, int len, bool save = false)
621 void SetArray(const Type *array, unsigned long len,
622              bool save = false) {
623     if( save ) {
624         SetLength(len); // realloc
625         memcpy(Internal, array, len*sizeof(Type));
626         assert( Save == false );
627     }
628     else {
629         // TODO rewrite this stupid code:
630         assert( Length == 0 );
631         assert( Internal == nullptr );
632         assert( Save == false );
633         Length = len / sizeof(Type);
634         //assert( (len / sizeof(Type)) * sizeof(Type) == len );
635         // MR00010001.dcm is a tough kid: 0019,105a is supposed to be VR::FL, VM::VM3 but
636         // length is 14 bytes instead of 12 bytes. Simply consider value is total garbage.
637         if( (len / sizeof(Type)) * sizeof(Type) != len ) { Internal = nullptr; Length = 0; }
638         else Internal = const_cast<Type*>(array);
639     }
640     Save = save;
641 }
642 void SetValue(typename VRToType<TVR>::Type v, unsigned int idx = 0) {
643     assert( idx < Length );
644     Internal[idx] = v;
645 }
646 const typename VRToType<TVR>::Type &GetValue(unsigned int idx = 0)const {
647     assert( idx < Length );
648     return Internal[idx];
649 }
650 typename VRToType<TVR>::Type &GetValue(unsigned int idx = 0) {
651     //assert( idx < Length );
652     return Internal[idx];
653 }
654 typename VRToType<TVR>::Type operator[] (unsigned int idx)const {
655     return GetValue(idx);
656 }
657 void Set(Value const &v) {
658     const ByteValue *bv = dynamic_cast<const ByteValue*>(&v);
659     assert( bv ); // That would be bad...
660     if( (VR::VRType) (VRToEncoding<TVR>::Mode) == VR::VRBINARY )
661     {
662         const Type* array = (const Type*)bv->GetVoidPointer();
663         if( array ) {
664             assert( array ); // That would be bad...
665             assert( Internal == nullptr );
666             SetArray(array, bv->GetLength() ); }
667     }
668     else
669     {
670         std::stringstream ss;
671         std::string s = std::string( bv->GetPointer(), bv->GetLength() );
672         ss.str( s );
673         EncodingImplementation<VRToEncoding<TVR>::Mode>::Read(Internal,

```

```

674         GetLength(),ss);
675     }
676 }
677 void SetFromDataElement(DataElement const &de) {
678     const ByteValue *bv = de.GetByteValue();
679     if( !bv ) return;
680 #ifdef GDCM_WORDS_BIGENDIAN
681     if( de.GetVR() == VR::UN /*|| de.GetVR() == VR::INVALID*/ )
682     #else
683     if( de.GetVR() == VR::UN || de.GetVR() == VR::INVALID )
684     #endif
685     {
686         Set(de.GetValue());
687     }
688     else
689     {
690         SetNoSwap(de.GetValue());
691     }
692 }
693
694
695 // Need to be placed after definition of EncodingImplementation<VR::VRASCII>
696 void WriteASCII(std::ostream &os) const {
697     return EncodingImplementation<VR::VRASCII>::Write(Internal, GetLength(), os);
698 }
699
700 // Implementation of Print is common to all Mode (ASCII/Binary)
701 void Print(std::ostream &_os) const {
702     assert( Length );
703     assert( Internal );
704     _os << Internal[0]; // VM is at least guarantee to be one
705     const unsigned long length = GetLength() < 25 ? GetLength() : 25;
706     for(unsigned long i=1; i<length; ++i)
707         _os << "," << Internal[i];
708 }
709 void Read(std::istream &_is) {
710     if( !Internal ) return;
711     EncodingImplementation<VRToEncoding<TVR>::Mode>::Read(Internal,
712         GetLength(),_is);
713 }
714 //void ReadComputeLength(std::istream &_is) {
715 //    if( !Internal ) return;
716 //    EncodingImplementation<VRToEncoding<TVR>::Mode>::ReadComputeLength(Internal,
717 //        Length,_is);
718 // }
719 void Write(std::ostream &_os) const {
720     EncodingImplementation<VRToEncoding<TVR>::Mode>::Write(Internal,
721         GetLength(),_os);
722 }
723
724 DataElement GetAsDataElement() const {
725     DataElement ret;
726     ret.SetVR( (VR::VRType)TVR );
727     assert( ret.GetVR() != VR::SQ );
728     if( Internal )
729     {
730         std::ostringstream os;
731         EncodingImplementation<VRToEncoding<TVR>::Mode>::Write(Internal,
732             GetLength(),os);
733         if( (VR::VRType)VRToEncoding<TVR>::Mode == VR::VRASCII )
734         {
735             if( GetVR() != VR::UI )
736             {
737                 if( os.str().size() % 2 )
738                 {
739                     os << " ";
740                 }
741             }
742         }
743         VL::Type osStrSize = (VL::Type)os.str().size();
744         ret.SetByteValue( os.str().c_str(), osStrSize );
745     }
746     return ret;
747 }
748
749 Element(const Element&_val) {
750     if( this != &_amp;_val ) {
751         *this = _val;
752     }
753 }
754

```

```

755 Element &operator=(const Element &_val) {
756     Length = 0; // SYITF
757     Internal = 0;
758     SetArray(_val.Internal, _val.Length, true);
759     return *this;
760 }
761 protected:
762 void SetNoSwap(Value const &v) {
763     const ByteValue *bv = dynamic_cast<const ByteValue*>(&v);
764     assert( bv ); // That would be bad...
765     if( (VR::VRType) (VRToEncoding<TVR>::Mode) == VR::VRBINARY )
766     {
767         const Type* array = (const Type*)bv->GetPointer();
768         if( array ) {
769             assert( array ); // That would be bad...
770             assert( Internal == nullptr );
771             SetArray(array, bv->GetLength() ); }
772     }
773     else
774     {
775         std::stringstream ss;
776         std::string s = std::string( bv->GetPointer(), bv->GetLength() );
777         ss.str( s );
778         EncodingImplementation<VRToEncoding<TVR>::Mode>::ReadNoSwap(Internal,
779             GetLength(),ss);
780     }
781 }
782
783 private:
784     typename VRToType<TVR>::Type *Internal;
785     unsigned long Length; // unsigned int ??
786     bool Save;
787 };
788
789 //template <int TVM = VM::VM1_n>
790 //class Element<VR::OB, TVM > : public Element<VR::OB, VM::VM1_n> {};
791
792 // Partial specialization for derivatives of 1-n : 2-n, 3-n ...
793 template<long long TVR>
794 class Element<TVR, VM::VM1_2> : public Element<TVR, VM::VM1_n>
795 {
796 public:
797     typedef Element<TVR, VM::VM1_n> Parent;
798     void SetLength(int len) {
799         if( len != 1 && len != 2 ) return;
800         Parent::SetLength(len);
801     }
802 };
803
804 template<long long TVR>
805 class Element<TVR, VM::VM2_n> : public Element<TVR, VM::VM1_n>
806 {
807     enum { ElementDisableCombinationsCheck = sizeof ( ElementDisableCombinations<TVR, VM::VM2_n> ) };
808 public:
809     typedef Element<TVR, VM::VM1_n> Parent;
810     void SetLength(int len) {
811         if( len <= 1 ) return;
812         Parent::SetLength(len);
813     }
814 };
815
816 template<long long TVR>
817 class Element<TVR, VM::VM2_2n> : public Element<TVR, VM::VM2_n>
818 {
819     enum { ElementDisableCombinationsCheck = sizeof ( ElementDisableCombinations<TVR, VM::VM2_2n> ) };
820 public:
821     typedef Element<TVR, VM::VM2_n> Parent;
822     void SetLength(int len) {
823         if( len % 2 ) return;
824         Parent::SetLength(len);
825     }
826 };
827
828 template<long long TVR>
829 class Element<TVR, VM::VM3_n> : public Element<TVR, VM::VM1_n>
830 {
831     enum { ElementDisableCombinationsCheck = sizeof ( ElementDisableCombinations<TVR, VM::VM3_n> ) };
832 public:
833     typedef Element<TVR, VM::VM1_n> Parent;
834     void SetLength(int len) {
835         if( len <= 2 ) return;
836         Parent::SetLength(len);
837     }
838 };

```



```

836 template<long long TVR>
837 class Element<TVR, VM::VM3_3n> : public Element<TVR, VM::VM3_n>
838 {
839     enum { ElementDisableCombinationsCheck = sizeof ( ElementDisableCombinations<TVR, VM::VM3_3n> ) };
840 public:
841     typedef Element<TVR, VM::VM3_n> Parent;
842     void SetLength(int len) {
843         if( len % 3 ) return;
844         Parent::SetLength(len);
845     }
846 };
847 template<long long TVR>
848 class Element<TVR, VM::VM3_4> : public Element<TVR, VM::VM1_n>
849 {
850 public:
851     typedef Element<TVR, VM::VM1_n> Parent;
852     void SetLength(int len) {
853         if( len != 3 && len != 4 ) return;
854         Parent::SetLength(len);
855     }
856 };
857
858
859 //template<int T> struct VRToLength;
860 //template<> struct VRToLength<VR::AS>
861 //{ enum { Length = VM::VM1 }; }
862 //template<>
863 //class Element<VR::AS> : public Element<VR::AS, VRToLength<VR::AS>::Length >
864
865 // only 0010 1010 AS 1 Patient's Age
866 template<>
867 class Element<VR::AS, VM::VM5>
868 {
869     enum { ElementDisableCombinationsCheck = sizeof ( ElementDisableCombinations<VR::AS, VM::VM5> ) };
870 public:
871     char Internal[VMToLength<VM::VM5>::Length * sizeof( VRToType<VR::AS>::Type )];
872     void Print(std::ostream &_os) const {
873         _os << Internal;
874     }
875     unsigned long GetLength() const {
876         return VMToLength<VM::VM5>::Length;
877     }
878 };
879
880
881 template<>
882 class Element<VR::OB, VM::VM1> : public Element<VR::OB, VM::VM1_n> {};
883
884 // Same for OW:
885 template<>
886 class Element<VR::OW, VM::VM1> : public Element<VR::OW, VM::VM1_n> {};
887
888
889 } // namespace gdcm_ns
890
891 #endif //GDCMELEMENT_H

```

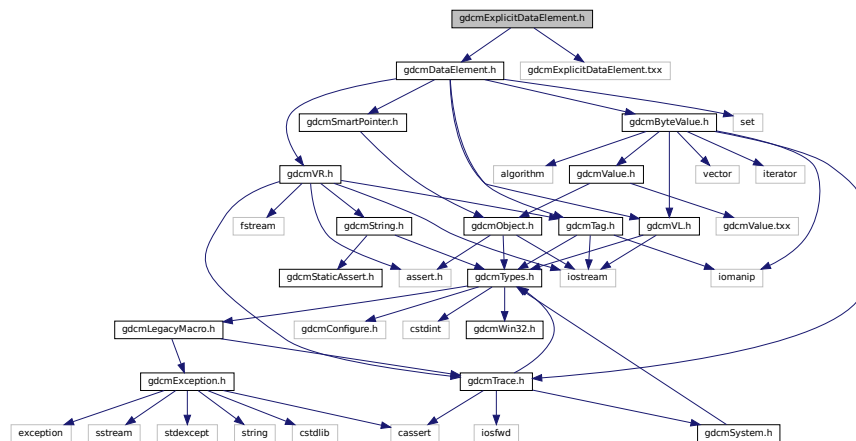
## 11.135 gdcmExplicitDataElement.h File Reference

```

#include "gdcmDataElement.h"
#include "gdcmExplicitDataElement.txx"

```

Include dependency graph for `gdcmExplicitDataElement.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::ExplicitDataElement`  
Class to read/write a *DataElement* as *Explicit Data Element*.

## Namespaces

- namespace `gdcm`

## 11.136 gdcmExplicitDataElement.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.

```

```

12
13 =====*/
14 #ifndef GDCMEXPLICITDATAELEMENT_H
15 #define GDCMEXPLICITDATAELEMENT_H
16
17 #include "gdcmDataElement.h"
18
19 namespace gdcm_ns
20 {
21     class GDCM_EXPORT ExplicitDataElement : public DataElement
22     {
23     public:
24         VL GetLength() const;
25
26         template <typename TSwap>
27         std::istream &Read(std::istream &is);
28
29         template <typename TSwap>
30         std::istream &ReadPreValue(std::istream &is);
31
32         template <typename TSwap>
33         std::istream &ReadValue(std::istream &is, bool readvalues = true);
34
35         template <typename TSwap>
36         std::istream &ReadWithLength(std::istream &is, VL & length);
37
38         template <typename TSwap>
39         const std::ostream &Write(std::ostream &os) const;
40     };
41
42 } // end namespace gdcm_ns
43
44 #include "gdcmExplicitDataElement.txx"
45
46 #endif //GDCMEXPLICITDATAELEMENT_H

```

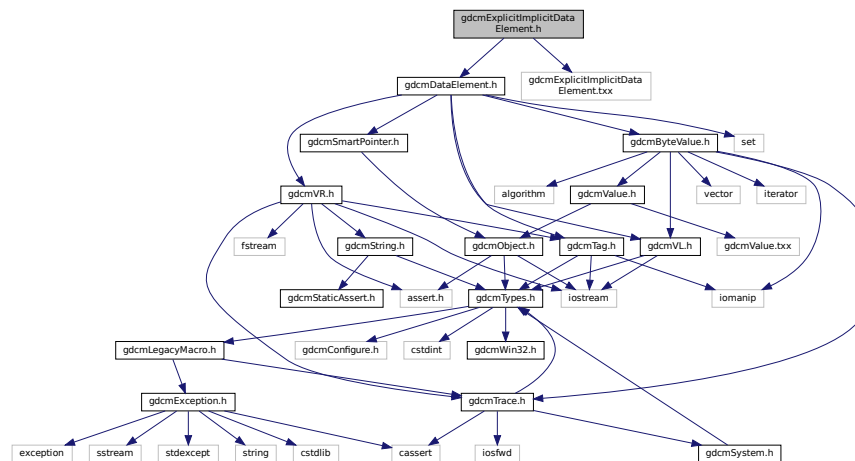
## 11.137 gdcmExplicitImplicitDataElement.h File Reference

```

#include "gdcmDataElement.h"
#include "gdcmExplicitImplicitDataElement.txx"

```

Include dependency graph for gdcmExplicitImplicitDataElement.h:



## Classes

- class [gdcm::ExplicitImplicitDataElement](#)

Class to read/write a [DataElement](#) as ExplicitImplicit Data [Element](#).

## Namespaces

- namespace [gdcm](#)

## 11.138 gdcmExplicitImplicitDataElement.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMEXPLICITIMPLICITDATAELEMENT_H
15 #define GDCMEXPLICITIMPLICITDATAELEMENT_H
16
17 #include "gdcmDataElement.h"
18
19 namespace gdcm
20 {
21 // Data Element (ExplicitImplicit)
22 class GDCM_EXPORT ExplicitImplicitDataElement : public DataElement
23 {
24 public:
25     VL GetLength() const;
26
27     template <typename TSwap>
28     std::istream &Read(std::istream &is);
29
30     template <typename TSwap>
31     std::istream &ReadPreValue(std::istream &is);
32
33     template <typename TSwap>
34     std::istream &ReadValue(std::istream &is, bool readvalues = true);
35
36     template <typename TSwap>
37     std::istream &ReadWithLength(std::istream &is, VL & length)
38     {
39         (void)length;
40         return Read<TSwap>(is);
41     }
42
43     // PURPOSELY do not provide an implementation for writing !
44     //template <typename TSwap>
45     //const std::ostream &Write(std::ostream &os) const;
46 };
47
48 } // end namespace gdcm
49
50 #include "gdcmExplicitImplicitDataElement.txx"
51
52 #endif //GDCMEXPLICITIMPLICITDATAELEMENT_H

```

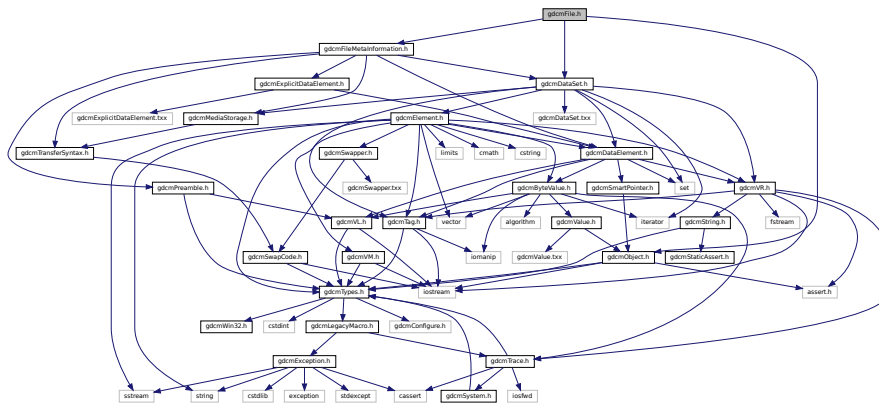
## 11.139 gdcmFile.h File Reference

```

#include "gdcmObject.h"
#include "gdcmDataSet.h"

```

```
#include "gdcmFileMetaInformation.h"
Include dependency graph for gdcmFile.h:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::File`  
*a DICOM File*

## Namespaces

- namespace **gdcm**

## Functions

- `std::ostream & gdcmm::operator<< (std::ostream &os, const File &val)`

## 11.140 gdcmFile.h

[Go to the documentation of this file.](#)

```
1 /*****
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
```

```

7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMFILE_H
15 #define GDCMFILE_H
16
17 #include "gdcmObject.h"
18 #include "gdcmDataSet.h"
19 #include "gdcmFileMetaInformation.h"
20
21 namespace gdcm_ns
22 {
23
24 class GDCM_EXPORT File : public Object
25 {
26 public:
27     File();
28     ~File() override;
29
30     friend std::ostream &operator<<(std::ostream &os, const File &val);
31
32     std::istream &Read(std::istream &is);
33
34     std::ostream const &Write(std::ostream &os) const;
35
36     const FileMetaInformation &GetHeader()const { return Header; }
37
38     FileMetaInformation &GetHeader() { return Header; }
39
40     void SetHeader( const FileMetaInformation &fmi ) { Header = fmi; }
41
42     const DataSet &GetDataSet()const { return DS; }
43
44     DataSet &GetDataSet() { return DS; }
45
46     void SetDataSet( const DataSet &ds ) { DS = ds; }
47
48 private:
49     FileMetaInformation Header;
50     DataSet DS;
51 };
52
53 //-----
54 inline std::ostream& operator<<(std::ostream &os, const File &val)
55 {
56     os << val.GetHeader() << std::endl;
57     //os << val.GetDataSet() << std::endl; // FIXME
58     assert(0);
59     return os;
60 }
61
62 } // end namespace gdcm_ns
63
64 #endif //GDCMFILE_H

```

## 11.141 gdcmFileMetaInformation.h File Reference

```

#include "gdcmPreamble.h"
#include "gdcmDataSet.h"
#include "gdcmDataElement.h"
#include "gdcmMediaStorage.h"
#include "gdcmTransferSyntax.h"
#include "gdcmExplicitDataElement.h"

```

- class `gdcm::FileMetaInformation`  
*Class to represent a **File** Meta Information.*

- namespace **gdcm**

- `std::ostream & gdcm::operator<< (std::ostream &os, const FileMetaInformation &val)`

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.

```

```

7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMFILEMETAINFORMATION_H
15 #define GDCMFILEMETAINFORMATION_H
16
17 #include "gdcmPreamble.h"
18 #include "gdcmDataSet.h"
19 #include "gdcmDataElement.h"
20 #include "gdcmMediaStorage.h"
21 #include "gdcmTransferSyntax.h"
22 #include "gdcmExplicitDataElement.h"
23
24 namespace gdcm_ns
25 {
26     class GDCM_EXPORT FileMetaInformation : public DataSet
27     {
28     public:
29         // FIXME: TransferSyntax::TS_END -> TransferSyntax::ImplicitDataElement
30         FileMetaInformation();
31         ~FileMetaInformation();
32
33         friend std::ostream &operator<<(std::ostream &_os, const FileMetaInformation &_val);
34
35         bool IsValid()const { return true; }
36
37         TransferSyntax::NegociatedType GetMetaInformationTS()const { return MetaInformationTS; }
38         void SetDataSetTransferSyntax(const TransferSyntax &ts);
39         const TransferSyntax &GetDataSetTransferSyntax()const { return DataSetTS; }
40         MediaStorage GetMediaStorage() const;
41         std::string GetMediaStorageAsString() const;
42
43         // FIXME: no virtual function means: duplicate code...
44         void Insert(const DataElement& de) {
45             if( de.GetTag().GetGroup() == 0x0002 )
46             {
47                 InsertDataElement( de );
48             }
49             else
50             {
51                 gdcmErrorMacro( "Cannot add element with group != 0x0002 in the file meta header: " << de );
52             }
53         }
54         void Replace(const DataElement& de) {
55             Remove(de.GetTag());
56             Insert(de);
57         }
58
59         std::istream &Read(std::istream &is);
60         std::istream &ReadCompat(std::istream &is);
61
62         std::ostream &Write(std::ostream &os) const;
63
64         void FillFromDataSet(DataSet const &ds);
65
66         const Preamble &GetPreamble()const { return P; }
67         Preamble &GetPreamble() { return P; }
68         void SetPreamble(const Preamble &p) { P = p; }
69
70         static void SetImplementationClassUID(const char * imp);
71         static void AppendImplementationClassUID(const char * imp);
72         static const char *GetImplementationClassUID();
73         static void SetImplementationVersionName(const char * version);
74         static const char *GetImplementationVersionName();
75         static void SetSourceApplicationEntityTitle(const char * title);
76         static const char *GetSourceApplicationEntityTitle();
77
78         FileMetaInformation(FileMetaInformation const &fmi):DataSet(fmi)
79         {
80             DataSetTS = fmi.DataSetTS;
81             MetaInformationTS = fmi.MetaInformationTS;
82             DataSetMS = fmi.DataSetMS;
83         }
84         FileMetaInformation& operator=(const FileMetaInformation& fmi)
85         {
86             DataSetTS = fmi.DataSetTS;
87             MetaInformationTS = fmi.MetaInformationTS;
88         }
89     };
90 }

```



```

107     DataSetMS = fmi.DataSetMS;
108     return *this;
109 }
110
111 VL GetFullLength() const {
112     return P.GetLength() + DataSet::GetLength<ExplicitDataElement>();
113 }
114
115 protected:
116     void ComputeDataSetTransferSyntax(); // FIXME
117
118     template <typename TSwap>
119     std::istream &ReadCompatInternal(std::istream &is);
120
121     void Default();
122     void ComputeDataSetMediaStorageSOPClass();
123
124     TransferSyntax DataSetTS;
125     TransferSyntax::NegociatedType MetaInformationTS;
126     MediaStorage::MSType DataSetMS;
127
128 protected:
129     static const char * GetFileMetaInformationVersion();
130     static const char * GetGDCMImplementationClassUID();
131     static const char * GetGDCMImplementationVersionName();
132     static const char * GetGDCMSourceApplicationEntityTitle();
133
134 private:
135     Preamble P;
136
137 //static stuff:
138 static const char GDCM_FILE_META_INFORMATION_VERSION[];
139 static const char GDCM_IMPLEMENTATION_CLASS_UID[];
140 static const char GDCM_IMPLEMENTATION_VERSION_NAME[];
141 static const char GDCM_SOURCE_APPLICATION_ENTITY_TITLE[];
142 static std::string ImplementationClassUID;
143 static std::string ImplementationVersionName;
144 static std::string SourceApplicationEntityTitle;
145 };
146 //-----
147 inline std::ostream& operator<<(std::ostream &os, const FileMetaInformation &val)
148 {
149     os << val.GetPreamble() << std::endl;
150     val.Print( os );
151     return os;
152 }
153
154 } // end namespace gdcm_ns
155
156 #endif //GDCMFILEMETAINFORMATION_H

```

## 11.143 gdcmFileSet.h File Reference

```

#include "gdcmFile.h"
#include <vector>

```



## 11.144 gdcmFileSet.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMFILESET_H
15 #define GDCMFILESET_H
16
17 #include "gdcmFile.h"
18 #include <vector>
19
20 namespace gdcm
21 {
22     class GDCM_EXPORT FileSet
23     {
24     public:
25         FileSet():Files() {}
26         typedef std::string FileType;
27         typedef std::vector<FileType> FilesType;
28
29         void AddFile(File const & ) {}
30
31         bool AddFile(const char *filename);
32
33         void SetFiles(FilesType const &files);
34         FileType const &GetFiles()const {
35             return Files;
36         }
37     private:
38         FilesType Files;
39     };
40 //-----
41 inline std::ostream& operator<<(std::ostream &os, const FileSet &f)
42 {
43     (void)f; // FIXME
44     return os;
45 }
46
47 } // end namespace gdcm
48
49 #endif //GDCMFILESET_H

```

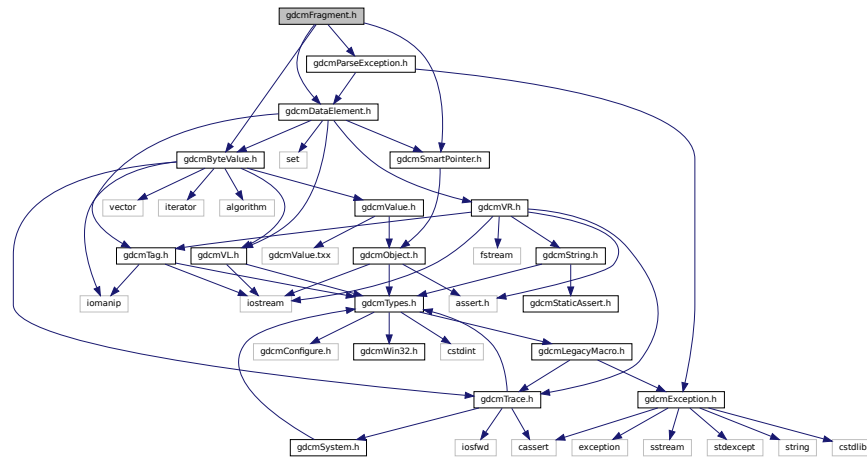
## 11.145 gdcmFragment.h File Reference

```

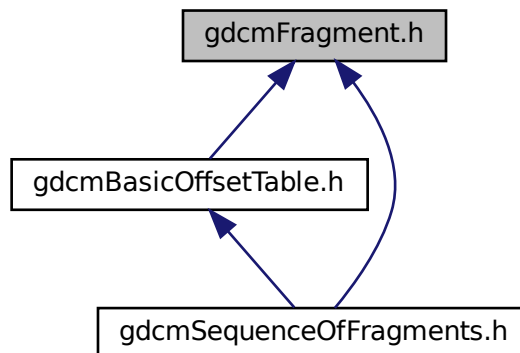
#include "gdcmDataElement.h"
#include "gdcmByteValue.h"
#include "gdcmSmartPointer.h"
#include "gdcmParseException.h"

```

Include dependency graph for `gdcmFragment.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Fragment](#)  
Class to represent a *Fragment*.

## Namespaces

- namespace [gdcm](#)

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Fragment &val)`

## 11.146 gdcmFragment.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMFRAGMENT_H
15 #define GDCMFRAGMENT_H
16
17 #include "gdcmDataElement.h"
18 #include "gdcmByteValue.h"
19 #include "gdcmSmartPointer.h"
20 #include "gdcmParseException.h"
21
22 namespace gdcm_ns
23 {
24
25 // Implementation detail:
26 // I think Fragment should be a protected subclass of DataElement:
27 // looking somewhat like this:
28 /*
29 class GDCM_EXPORT Fragment : protected DataElement
30 {
31 public:
32 using DataElement::GetTag;
33 using DataElement::GetVL;
34 using DataElement::SetByteValue;
35 using DataElement::GetByteValue;
36 using DataElement::GetValue;
37 */
38 // Instead I am only hiding the SetTag member...
39
40 class GDCM_EXPORT Fragment : public DataElement
41 {
42 //protected:
43 // void SetTag(const Tag &t);
44 public:
45 Fragment() : DataElement(Tag(0xffff, 0xe000), 0) {}
46 friend std::ostream &operator<<(std::ostream &os, const Fragment &val);
47
48 VL GetLength() const;
49
50 VL ComputeLength() const;
51
52 template <typename TSwap>
53 std::istream &Read(std::istream &is)
54 {
55     ReadPreValue<TSwap>(is);
56     return ReadValue<TSwap>(is);
57 }
58
59 template <typename TSwap>
60 std::istream &ReadPreValue(std::istream &is)
61 {
62     const Tag itemStart(0xffff, 0xe000);
63     const Tag seqDelItem(0xffff, 0xe00d);
64
65     TagField.Read<TSwap>(is);
66     if( !is )
67     {

```

```

71     // BogusItemStartItemEnd.dcm
72     throw Exception( "Problem #1" );
73 }
74 if( !ValueLengthField.Read<TSwap>(is) )
75 {
76     // GENESIS_SIGNA-JPEG-CorruptFrag.dcm
77     // JPEG fragment is declared to have 61902, but in fact really is only 61901
78     // so we end up reading 0xddff,0x00e0, and VL = 0x0 (1 byte)
79     throw Exception( "Problem #2" );
80 }
81 #ifdef GDCM_SUPPORT_BROKEN_IMPLEMENTATION
82     if( TagField != itemStart && TagField != seqDelItem )
83     {
84         throw Exception( "Problem #3" );
85     }
86 #endif
87     return is;
88 }
89
90 template <typename TSwap>
91 std::istream &ReadValue(std::istream &is)
92 {
93     // Superclass
94     const Tag itemStart(0xfffe, 0xe000);
95     const Tag seqDelItem(0xfffe,0xe0dd);
96     // Self
97     SmartPointer<ByteValue> bv = new ByteValue;
98     bv->SetLength(ValueLengthField);
99     if( !bv->Read<TSwap>(is) )
100     {
101         // Fragment is incomplete, but is a itemStart, let's try to push it anyway...
102         gdcmWarningMacro( "Fragment could not be read" );
103         //bv->SetLength(is.gcount());
104         ValueField = bv;
105         ParseException pe;
106         pe.SetLastElement( *this );
107         throw pe;
108     }
109     ValueField = bv;
110     return is;
111 }
112
113 template <typename TSwap>
114 std::istream &ReadBacktrack(std::istream &is)
115 {
116     const Tag itemStart(0xfffe, 0xe000);
117     const Tag seqDelItem(0xfffe,0xe0dd);
118
119     bool cont = true;
120     const std::streampos start = is.tellg();
121     const int max = 10;
122     int offset = 0;
123     while( cont )
124     {
125         TagField.Read<TSwap>(is);
126         assert( is );
127         if( TagField != itemStart && TagField != seqDelItem )
128         {
129             ++offset;
130             is.seekg( (std::streampos)((size_t)start - offset) );
131             gdcmWarningMacro( "Fuzzy Search, backtrack: " << (start - is.tellg()) << " Offset: " << is.tellg() );
132             if( offset > max )
133             {
134                 gdcmErrorMacro( "Giving up" );
135                 throw "Impossible to backtrack";
136             }
137         }
138         else
139         {
140             cont = false;
141         }
142     }
143     assert( TagField == itemStart || TagField == seqDelItem );
144     if( !ValueLengthField.Read<TSwap>(is) )
145     {
146         return is;
147     }
148
149     // Self
150     SmartPointer<ByteValue> bv = new ByteValue;
151     bv->SetLength(ValueLengthField);

```

```

152     if( !bv->Read<TSwap>(is) )
153     {
154         // Fragment is incomplete, but is a itemStart, let's try to push it anyway...
155         gdcmWarningMacro( "Fragment could not be read" );
156         //bv->SetLength(is.gcount());
157         ValueField = bv;
158         ParseException pe;
159         pe.SetLastElement( *this );
160         throw pe;
161     }
162     ValueField = bv;
163     return is;
164 }
165
166
167 template <typename TSwap>
168 std::ostream &Write(std::ostream &os)const {
169     const Tag itemStart(0xffff, 0xe000);
170     const Tag seqDelItem(0xffff, 0xe0dd);
171     if( !TagField.Write<TSwap>(os) )
172     {
173         assert(0 && "Should not happen");
174         return os;
175     }
176     assert( TagField == itemStart
177         || TagField == seqDelItem );
178     const ByteValue *bv = GetByteValue();
179     // VL
180     // The following piece of code is hard to read in order to support such broken file as:
181     // CompressedLossy.dcm
182     if( IsEmpty() )
183     {
184         //assert( bv );
185         VL zero = 0;
186         if( !zero.Write<TSwap>(os) )
187         {
188             assert(0 && "Should not happen");
189             return os;
190         }
191     }
192     else
193     {
194         assert( ValueLengthField );
195         assert( !ValueLengthField.IsUndefined() );
196         const VL actualLen = bv->ComputeLength();
197         assert( actualLen == ValueLengthField || actualLen == ValueLengthField + 1 );
198         if( !actualLen.Write<TSwap>(os) )
199         {
200             assert(0 && "Should not happen");
201             return os;
202         }
203     }
204     // Value
205     if( ValueLengthField && bv )
206     {
207         // Self
208         assert( bv );
209         assert( bv->GetLength() == ValueLengthField );
210         if( !bv->Write<TSwap>(os) )
211         {
212             assert(0 && "Should not happen");
213             return os;
214         }
215     }
216     return os;
217 }
218 };
219 //-----
220 inline std::ostream &operator<<(std::ostream &os, const Fragment &val)
221 {
222     os << "Tag: " << val.TagField;
223     os << "\tVL: " << val.ValueLengthField;
224     if( val.ValueField )
225     {
226         os << "\t" << *(val.ValueField);
227     }
228     return os;
229 }
230 }
231
232 } // end namespace gdcm_ns

```

```

233
234 #endif //GDCMFRAGMENT_H

```

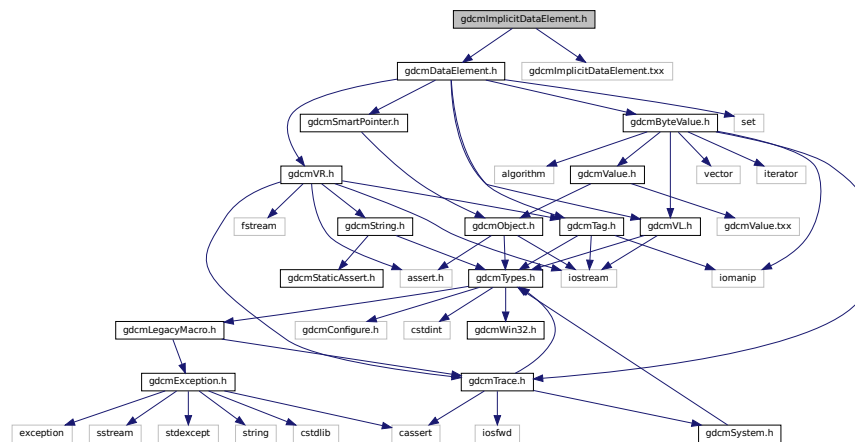
## 11.147 gdcmImplicitDataElement.h File Reference

```

#include "gdcmDataElement.h"
#include "gdcmImplicitDataElement.txx"

```

Include dependency graph for gdcmImplicitDataElement.h:



### Classes

- class [gdcm::ImplicitDataElement](#)  
Class to represent an Implicit *VR* Data *Element*.

### Namespaces

- namespace [gdcm](#)

## 11.148 gdcmImplicitDataElement.h

[Go to the documentation of this file.](#)

```

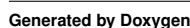
1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.

```

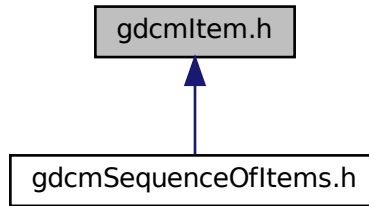


## 11.149 gdcmItem.h File Reference

Include dependency graph for `gdcmlItem.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Item](#)  
Class to represent an *Item*.

## Namespaces

- namespace [gdcm](#)

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Item &val)`

## 11.150 gdcmltem.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMITEM_H
16 #define GDCMITEM_H
17
18 #include "gdcmDataElement.h"
19 #include "gdcmDataSet.h"
20 #include "gdcmParseException.h"
21 #include "gdcmSwapper.h"

```

```

22
23 #ifndef GDCM_SUPPORT_BROKEN_IMPLEMENTATION
24 #include "gdcmByteSwapFilter.h"
25 #endif
26
27 namespace gdcm_ns
28 {
29
30 class DataSet;
45 class GDCM_EXPORT Item : public DataElement
46 {
47 public:
48     Item() : DataElement(Tag(0xfffe, 0xe000), 0xFFFFFFFF), NestedDataSet() {}
49     friend std::ostream& operator<< (std::ostream &os, const Item &val);
50
51     void Clear() {
52         this->DataElement::Clear();
53         NestedDataSet.Clear();
54     }
55
56     template <typename TDE>
57     VL GetLength() const;
58
59     void InsertDataElement(const DataElement & de) {
60         NestedDataSet.Insert(de);
61         // Update the length
62         if( !IsUndefinedLength() )
63         {
64             assert( 0 && "InsertDataElement" );
65             //ValueLengthField += de.GetLength();
66         }
67     }
68     const DataElement& GetDataElement(const Tag& t) const
69 {
70     return NestedDataSet.GetDataElement(t);
71 }
72
73 // Completely defines it with the nested dataset
74 // destroy anything present
75 void SetNestedDataSet(const DataSet& nested)
76 {
77     NestedDataSet = nested;
78 }
79 // Return a const ref to the Nested Data Set
80 const DataSet &GetNestedDataSet() const
81 {
82     return NestedDataSet;
83 }
84 DataSet &GetNestedDataSet()
85 {
86     return NestedDataSet;
87 }
88
89 //Value const & GetValue() const { return *NestedDataSet; }
90
91 Item(Item const &val):DataElement(val)
92 {
93     NestedDataSet = val.NestedDataSet;
94 }
95
96 template <typename TDE, typename TSwap>
97 std::istream &Read(std::istream &is) {
98     // Superclass
99     {
100         DataSet &nested = NestedDataSet;
101         nested.Clear();
102         assert( nested.IsEmpty() );
103     }
104     if( !TagField.Read<TSwap>(is) )
105     {
106         throw Exception("Should not happen (item)");
107         return is;
108     }
109 #ifndef GDCM_SUPPORT_BROKEN_IMPLEMENTATION
110     // MR_Philips_Intera_SwitchIndianess_noLgtSQItem_in_trueLgtSeq.dcm
111     if( TagField == Tag(0xfeff, 0x00e0)
112         || TagField == Tag(0xfeff, 0xdde0) )
113     {
114         gdcmWarningMacro( "ByteSwapping Private SQ: " << TagField );
115         // Invert previously read TagField since wrong endianness:
116         TagField = Tag( SwapperDoOp::Swap( TagField.GetGroup() ), SwapperDoOp::Swap( TagField.GetElement() ) )

```

```

    );
117     assert ( TagField == Tag(0xffff, 0xe000)
118             || TagField == Tag(0xffff, 0xe0dd) );
119
120     if( !ValueLengthField.Read<SwapperDoOp>(is) )
121     {
122         assert(0 && "Should not happen");
123         return is;
124     }
125     // Self
126     // Some file written by GDCM 1.0 we write 0xffffffff instead of 0x0
127     if( TagField == Tag(0xffff,0xe0dd) )
128     {
129         if( ValueLengthField )
130         {
131             gdcmErrorMacro( "ValueLengthField is not 0" );
132         }
133     }
134     //else if( ValueLengthField == 0 )
135     // {
136     //     //assert( TagField == Tag( 0xffff, 0xe0dd) );
137     //     if( TagField != Tag( 0xffff, 0xe0dd) )
138     //     {
139     //         gdcmErrorMacro( "SQ: " << TagField << " has a length of 0" );
140     //     }
141     // }
142     else if( ValueLengthField.IsUndefined() )
143     {
144         DataSet &nested = NestedDataSet;
145         nested.Clear();
146         assert( nested.IsEmpty() );
147         std::streampos start = is.tellg();
148         try
149         {
150             nested.template ReadNested<TDE, SwapperDoOp>(is);
151             ByteSwapFilter bsf(nested);
152             bsf.ByteSwap();
153         }
154         catch(ParseException &pe)
155         {
156             (void)pe;
157             // MR_Philips_Intera_PrivateSequenceExplicitVR_in_SQ_2001_e05f_item_wrong_lgt_use_NOSHADOWSEQ.dcm
158             // You have to byteswap the length but not the tag...sigh
159             gdcmWarningMacro( "Attempt to read nested Item without byteswapping the Value Length." );
160             start -= is.tellg();
161             assert( start < 0 );
162             is.seekg( start, std::ios::cur );
163             nested.Clear();
164             nested.template ReadNested<TDE, SwapperNoOp>(is);
165             ByteSwapFilter bsf(nested);
166             // Tag are read in big endian, need to byteswap them back...
167             bsf.SetByteSwapTag(true);
168             bsf.ByteSwap();
169         }
170         catch(Exception &e)
171         {
172             // MR_Philips_Intera_No_PrivateSequenceImplicitVR.dcm
173             throw e;
174         }
175         catch(...)
176         {
177             assert(0);
178         }
179     }
180     else /* if( ValueLengthField.IsUndefined() ) */
181     {
182         DataSet &nested = NestedDataSet;
183         nested.Clear();
184         assert( nested.IsEmpty() );
185         nested.template ReadWithLength<TDE, SwapperDoOp>(is, ValueLengthField);
186         ByteSwapFilter bsf(nested);
187         bsf.ByteSwap();
188     }
189     return is;
190 }
191 // http://groups.google.com/group/comp.protocols.dicom/msg/c07efcf5e759fc83
192 // Bug_Philips_ItemTag_3F3F.dcm
193 if( TagField == Tag(0x3f3f, 0x3f00) )
194 {
195     //TagField = Tag(0xffff, 0xe000);
196 }

```

```

197 #endif
198     if( TagField != Tag(0xfffe, 0xe000) && TagField != Tag(0xfffe, 0xe0dd) )
199     {
200         gdcmlDebugMacro( "Invalid Item, found tag: " « TagField);
201         throw Exception( "Not a valid Item" );
202     }
203     assert( TagField == Tag(0xfffe, 0xe000) || TagField == Tag(0xfffe, 0xe0dd) );
204
205     if( !ValueLengthField.Read<TSwap>(is) )
206     {
207         assert(0 && "Should not happen");
208         return is;
209     }
210     // Self
211     if( TagField == Tag(0xfffe, 0xe0dd) )
212     {
213         // Some file written by GDCM 1.0 were written with 0xFFFFFFFF instead of 0x0
214         if( ValueLengthField )
215         {
216             gdcmlDebugMacro( "ValueLengthField is not 0 but " « ValueLengthField );
217         }
218     }
219     else if( ValueLengthField.IsUndefined() )
220     {
221         DataSet &nested = NestedDataSet;
222         nested.Clear();
223         assert( nested.IsEmpty() );
224         nested.template ReadNested<TDE, TSwap>(is);
225     }
226     else /* if( ValueLengthField.IsUndefined() ) */
227     {
228         assert( !ValueLengthField.IsUndefined() );
229         DataSet &nested = NestedDataSet;
230         nested.Clear();
231         assert( nested.IsEmpty() );
232         nested.template ReadWithLength<TDE, TSwap>(is, ValueLengthField);
233     }
234
235     return is;
236 }
237
238 template <typename TDE, typename TSwap>
239 const std::ostream &Write(std::ostream &os) const {
240 #ifndef GDCM_SUPPORT_BROKEN_IMPLEMENTATION
241     if( TagField == Tag(0x3f3f, 0x3f00) && false )
242     {
243         Tag t(0xfffe, 0xe000);
244         t.Write<TSwap>(os);
245     }
246     else
247 #endif
248     {
249         assert ( TagField == Tag(0xfffe, 0xe000)
250             || TagField == Tag(0xfffe, 0xe0dd) );
251         // Not sure how this happen
252         if( TagField == Tag(0xfffe, 0xe0dd) )
253         {
254             gdcmlWarningMacro( "SeqDelItem found in defined length Sequence" );
255             assert( ValueLengthField == 0 );
256             assert( NestedDataSet.Size() == 0 );
257         }
258         if( !TagField.Write<TSwap>(os) )
259         {
260             assert(0 && "Should not happen");
261             return os;
262         }
263     }
264     if( ValueLengthField.IsUndefined() )
265     {
266         if( !ValueLengthField.Write<TSwap>(os) )
267         {
268             assert(0 && "Should not happen");
269             return os;
270         }
271     }
272     else
273     {
274         const VL dummy = NestedDataSet.GetLength<TDE>();
275         assert( dummy % 2 == 0 );
276         //assert( ValueLengthField == dummy );
277         if( !dummy.Write<TSwap>(os) )

```

```

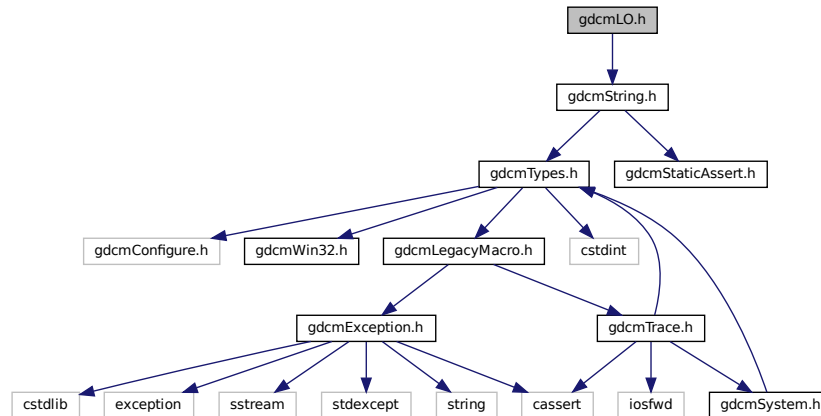
278         {
279             assert(0 && "Should not happen");
280             return os;
281         }
282     }
283     // Self
284     NestedDataSet.Write<TDE, TSwap>(os);
285     if( ValueLengthField.IsUndefined() )
286     {
287         const Tag itemDelItem(0xffff, 0xe00d);
288         itemDelItem.Write<TSwap>(os);
289         VL zero = 0;
290         zero.Write<TSwap>(os);
291     }
292
293     return os;
294 }
295
296 /*
297 There are three special SQ related Data Elements that are not ruled by the VR encoding rules conveyed
298 by the Transfer Syntax. They shall be encoded as Implicit VR. These special Data Elements are Item
299 (FFFFE000), Item Delimitation Item (FFFFE00D), and Sequence Delimitation Item (FFFFE0DD).
300 However, the Data Set within the Value Field of the Data Element Item (FFFFE000) shall be encoded
301 according to the rules conveyed by the Transfer Syntax.
302 */
303 bool FindDataElement(const Tag &t) const {
304     return NestedDataSet.FindDataElement( t );
305 }
306
307 private:
308     /* NESTED DATA SET a Data Set contained within a Data Element of an other Data Set.
309     * May be nested recursively.
310     * Only Data Elements with VR = SQ may, themselves, contain Data Sets
311     */
312     DataSet NestedDataSet;
313 };
314 //-----
315 inline std::ostream& operator<<(std::ostream& os, const Item &val)
316 {
317     os << val.TagField;
318     os << "\t" << val.ValueLengthField << "\n";
319     val.NestedDataSet.Print( os, "\t" );
320
321     return os;
322 }
323
324
325 } // end namespace gdcm_ns
326
327 #include "gdcmItem.txx"
328
329 #endif //GDCMITEM_H

```

## 11.151 gdcmLO.h File Reference

```
#include "gdcmString.h"
```

Include dependency graph for gdcmLO.h:



### Classes

- class [gdcm::LO](#)  
[LO](#).

### Namespaces

- namespace [gdcm](#)

## 11.152 gdcmLO.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMLO_H
15 #define GDCMLO_H
16
17 #include "gdcmString.h"
18
19 namespace gdcm

```

```

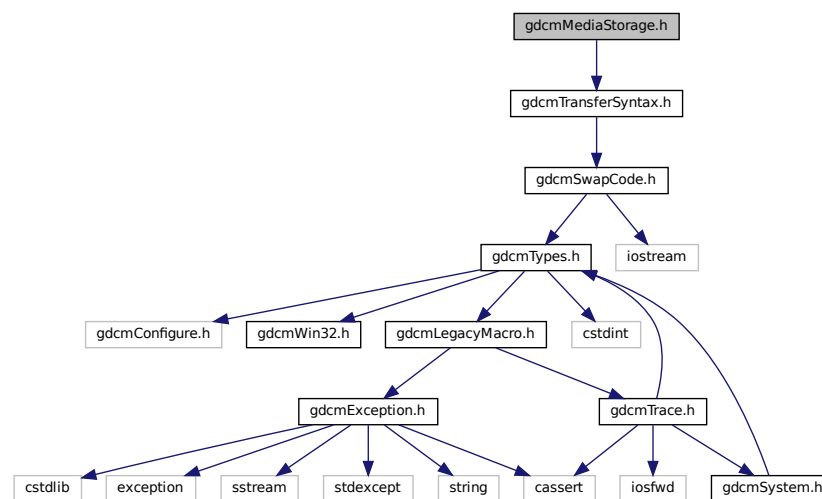
20 {
21
22 class /*GDCM_EXPORT*/ LO : public String<'\\',64> /* PLEASE do not export me */
23 {
24 public:
25 // typedef are not inherited:
26 typedef String<'\\',64> Superclass;
27 typedef Superclass::value_type value_type;
28 typedef Superclass::pointer pointer;
29 typedef Superclass::reference reference;
30 typedef Superclass::const_reference const_reference;
31 typedef Superclass::size_type size_type;
32 typedef Superclass::difference_type difference_type;
33 typedef Superclass::iterator iterator;
34 typedef Superclass::const_iterator const_iterator;
35 typedef Superclass::reverse_iterator reverse_iterator;
36 typedef Superclass::const_reverse_iterator const_reverse_iterator;
37
38 // LO constructors.
39 LO(): Superclass() {}
40 LO(const value_type* s): Superclass(s) {}
41 LO(const value_type* s, size_type n): Superclass(s, n) {}
42 LO(const Superclass& s, size_type pos=0, size_type n=npow):
43     Superclass(s, pos, n) {}
44
45 bool IsValid()const {
46     if( !Superclass::IsValid() ) return false;
47     // Implementation specific:
48     return true;
49 }
50 };
51
52 } // end namespace gdcmm
53
54 #endif //GDCMLO_H

```

## 11.153 gdcmmMediaStorage.h File Reference

#include "gdcmmTransferSyntax.h"

Include dependency graph for gdcmmMediaStorage.h:





This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::MediaStorage`  
*MediaStorage.*

## Namespaces

- namespace `gdcm`

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const MediaStorage &ms)`

## 11.154 gdcmMediaStorage.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMMEDIASTORAGE_H
15 #define GDCMMEDIASTORAGE_H
16
17 #include "gdcmTransferSyntax.h"
18
19 namespace gdcm { class Tag; }
20 namespace gdcm_ns
21 {
22     #if !defined(SWIGPYTHON) && !defined(SWIGSHARP) && !defined(SWIGJAVA) && !defined(SWIGPHP)
23     using namespace gdcm;
24     #endif
25     class DataSet;
26     class FileMetaInformation;
27     class File;
28
29     // WARNING: This class will be deprecated in the future. There is no reason to extend this class.
30     // Please check the gdcm::UIDs class if adding new well known UID.
31
32     class GDCM_EXPORT MediaStorage
33     {
34     public:
35         typedef enum {
36             MediaStorageDirectoryStorage = 0,
37             ComputedRadiographyImageStorage,

```

```

49     DigitalXRayImageStorageForPresentation,
50     DigitalXRayImageStorageForProcessing,
51     DigitalMammographyImageStorageForPresentation,
52     DigitalMammographyImageStorageForProcessing,
53     DigitalIntraoralXrayImageStorageForPresentation,
54     DigitalIntraoralXRayImageStorageForProcessing,
55     CTImageStorage,
56     EnhancedCTImageStorage,
57     UltrasoundImageStorageRetired,
58     UltrasoundImageStorage,
59     UltrasoundMultiFrameImageStorageRetired,
60     UltrasoundMultiFrameImageStorage,
61     MRImageStorage,
62     EnhancedMRImageStorage,
63     MRSpectroscopyStorage,
64     NuclearMedicineImageStorageRetired,
65     SecondaryCaptureImageStorage,
66     MultiframeSingleBitSecondaryCaptureImageStorage,
67     MultiframeGrayscaleByteSecondaryCaptureImageStorage,
68     MultiframeGrayscaleWordSecondaryCaptureImageStorage,
69     MultiframeTrueColorSecondaryCaptureImageStorage,
70     StandaloneOverlayStorage,
71     StandaloneCurveStorage,
72     LeadECGWaveformStorage, // 12-
73     GeneralECGWaveformStorage,
74     AmbulatoryECGWaveformStorage,
75     HemodynamicWaveformStorage,
76     CardiacElectrophysiologyWaveformStorage,
77     BasicVoiceAudioWaveformStorage,
78     StandaloneModalityLUTStorage,
79     StandaloneVOILUTStorage,
80     GrayscaleSoftcopyPresentationStateStorageSOPClass,
81     XRayAngiographicImageStorage,
82     XRayRadiofluoroscopicImageStorage,
83     XRayAngiographicBiPlaneImageStorageRetired,
84     NuclearMedicineImageStorage,
85     RawDataStorage,
86     SpacialRegistrationStorage, // Spatial
87     SpacialFiducialsStorage, // Spatial..
88     PETImageStorage,
89     RTImageStorage,
90     RTDoseStorage,
91     RTStructureSetStorage,
92     RTPlanStorage,
93     CSANonImageStorage,
94     Philips3D,
95     EnhancedSR,
96     BasicTextSR,
97     HardcopyGrayscaleImageStorage,
98     ComprehensiveSR,
99     DetachedStudyManagementSOPClass,
100    EncapsulatedPDFStorage,
101    EncapsulatedCDASStorage,
102    StudyComponentManagementSOPClass,
103    DetachedVisitManagementSOPClass,
104    DetachedPatientManagementSOPClass,
105    VideoEndoscopicImageStorage,
106    GeneralElectricMagneticResonanceImageStorage,
107    GEPrivate3DModelStorage,
108    ToshibaPrivateDataStorage,
109    MammographyCADSR,
110    KeyObjectSelectionDocument,
111    HangingProtocolStorage,
112    ModalityPerformedProcedureStepSOPClass,
113    PhilipsPrivateMRSyntheticImageStorage,
114    VLPhotographicImageStorage,
115    SegmentationStorage, // "1.2.840.10008.5.1.4.1.1.66.4"
116    RTIonPlanStorage, // 1.2.840.10008.5.1.4.1.1.481.8
117    XRay3DAngiographicImageStorage, // 1.2.840.10008.5.1.4.1.1.13.1.1
118    EnhancedXAIImageStorage,
119    RTIonBeamsTreatmentRecordStorage, // 1.2.840.10008.5.1.4.1.1.481.9
120    SurfaceSegmentationStorage, // "1.2.840.10008.5.1.4.1.1.66.5"
121    VLWholeSlideMicroscopyImageStorage, // 1.2.840.10008.5.1.4.1.1.77.1.6
122    RTTreatmentSummaryRecordStorage, // 1.2.840.10008.5.1.4.1.1.481.7
123    EnhancedUSVolumeStorage, // 1.2.840.10008.5.1.4.1.1.6.2
124    XRayRadiationDoseSR, // 1.2.840.10008.5.1.4.1.1.88.67
125    VLEndoscopicImageStorage, // 1.2.840.10008.5.1.4.1.1.77.1.1
126    BreastTomosynthesisImageStorage, // 1.2.840.10008.5.1.4.1.1.13.1.3
127    FujiPrivateCRIImageStorage, // 1.2.392.200036.9125.1.1.2
128    OphthalmicPhotography8BitImageStorage, // 1.2.840.10008.5.1.4.1.1.77.1.5.1
129    OphthalmicTomographyImageStorage, // 1.2.840.10008.5.1.4.1.1.77.1.5.4

```

```

130     VLMicroscopicImageStorage,
131     EnhancedPETImageStorage,
132     VideoPhotographicImageStorage,
133     XRay3DCraniofacialImageStorage,
134     IVOCForPresentation,
135     IVOCForProcessing,
136     LegacyConvertedEnhancedCTImageStorage,
137     LegacyConvertedEnhancedMRImageStorage,
138     LegacyConvertedEnhancedPETImageStorage,
139     BreastProjectionXRayImageStorageForPresentation,
140     BreastProjectionXRayImageStorageForProcessing,
141     HardcopyColorImageStorage,
142     EnhancedMRColorImageStorage,
143     FujiPrivateMammoCRImageStorage,
144     OphthalmicPhotographyl6BitImageStorage,
145     VideoMicroscopicImageStorage,
146     MS_END
147 } MStype; // Media Storage Type
148
149 typedef enum {
150     NoObject = 0, // DICOMDIR
151     Video, // Most common, include image, video and volume
152     Waveform, // Isn't it simply a 1D video ?
153     Audio, // ???
154     PDF,
155     URI, // URL...
156     Segmentation, // TODO
157     ObjectEnd
158 } ObjectType;
159
160 static const char* GetMSString(MStype ts);
161
162 const char* GetString() const;
163 static MStype GetMStype(const char *str);
164
165 MediaStorage(MStype type = MS_END):MSField(type) {}
166
167 static bool IsImage(MStype ts);
168
169 operator MStype ()const { return MSField; }
170
171 const char *GetModality() const;
172 unsigned int GetModalityDimension() const;
173
174 static unsigned int GetNumberOfMStype();
175 static unsigned int GetNumberOfMSString();
176 static unsigned int GetNumberOfModality();
177
178 bool SetFromFile(File const &file);
179
180 bool SetFromDataSet(DataSet const &ds); // Will get the SOP Class UID
181 bool SetFromHeader(FileMetaInformation const &fmi); // Will get the Media Storage SOP Class UID
182 bool SetFromModality(DataSet const &ds);
183 void GuessFromModality(const char *modality, unsigned int dimension = 2);
184
185 friend std::ostream &operator<<(std::ostream &os, const MediaStorage &ms);
186
187 bool IsUndefined()const { return MSField == MS_END; }
188
189 protected:
190 void SetFromSourceImageSequence(DataSet const &ds);
191
192 private:
193 bool SetFromDataSetOrHeader(DataSet const &ds, const Tag &tag);
194
195 std::string GetFromDataSetOrHeader(DataSet const &ds, const Tag &tag);
196 std::string GetFromHeader(FileMetaInformation const &fmi);
197 std::string GetFromDataSet(DataSet const &ds);
198
199 private:
200 MStype MSField;
201 };
202
203 //-----
204 inline std::ostream &operator<<(std::ostream &_os, const MediaStorage &ms)
205 {
206     const char *msstring = MediaStorage::GetMSString(ms);
207     _os << (msstring ? msstring : "INVALID MEDIA STORAGE");
208     return _os;
209 }
210
211 }

```



## Namespaces

- namespace [gdcm](#)

## Functions

- [std::ostream & gdcm::operator<<](#) (std::ostream &os, const MrProtocol &d)

## 11.156 gdcmMrProtocol.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMMRPROTOCOL_H
15 #define GDCMMRPROTOCOL_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmDataSet.h"
19
20 namespace gdcm
21 {
22 class ByteValue;
23
24 /*
25 * Everything done in this code is for the sole purpose of writing interoperable
26 * software under Sect. 1201 (f) Reverse Engineering exception of the DMCA.
27 * If you believe anything in this code violates any law or any of your rights,
28 * please contact us (gdcm-developers@lists.sourceforge.net) so that we can
29 * find a solution.
30 */
31 //-----
32 class DataElement;
33 class GDCM_EXPORT MrProtocol
34 {
35     friend std::ostream& operator<<(std::ostream &os, const MrProtocol &d);
36 public:
37     MrProtocol();
38     ~MrProtocol();
39
40     bool Load( const ByteValue * bv, const char * str, int version );
41     void Print(std::ostream &os) const;
42
43     int GetVersion() const;
44
45     const char * GetMrProtocolByName(const char *name) const;
46
47     bool FindMrProtocolByName(const char *name) const;
48
49     struct Vector3
50     {
51         double dSag;
52         double dCor;
53         double dTra;
54     };
55     struct Slice
56     {
57         Vector3 Normal;
58         Vector3 Position;
59     };
60
61 };

```

```

63  struct SliceArray
64  {
65      std::vector< Slice > Slices;
66  };
67  bool GetSliceArray( MrProtocol::SliceArray & sa ) const;
68
69 private:
70     struct Element;
71     struct Internals;
72     Internals *Pimpl;
73 };
74 //-----
75 inline std::ostream& operator<<(std::ostream &os, const MrProtocol &d)
76 {
77     d.Print( os );
78     return os;
79 }
80
81 } // end namespace gdcmmr
82 //-----
83 #endif //GDCMMRPROTOCOL_H

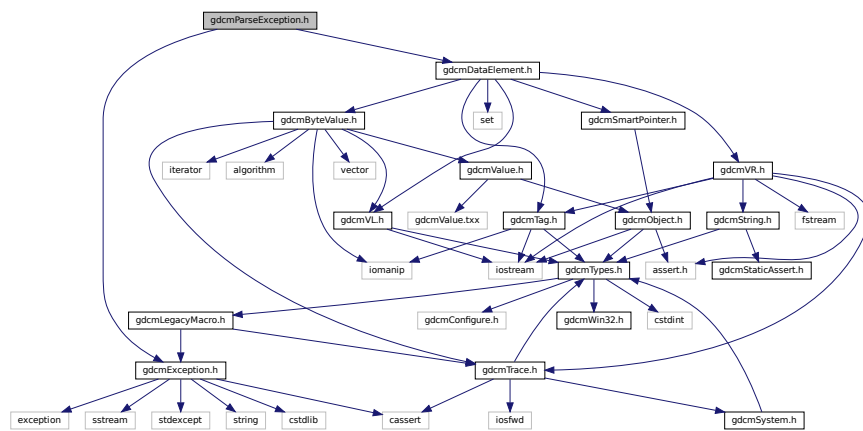
```

## 11.157 gdcmmrParseException.h File Reference

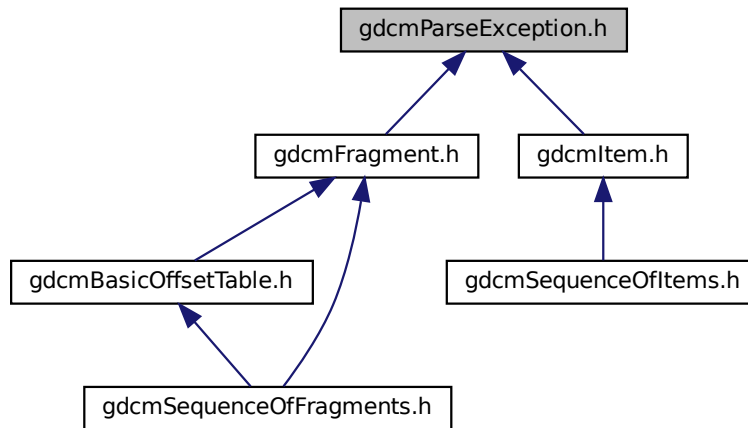
```
#include "gdcmmrException.h"
```

```
#include "gdcmmrDataElement.h"
```

Include dependency graph for gdcmmrParseException.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::ParseException](#)  
*ParseException* Standard exception handling object.

## Namespaces

- namespace [gdcm](#)

## 11.158 gdcmParseException.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPARSEEXCEPTION_H
15 #define GDCMPARSEEXCEPTION_H
16
17 #include "gdcmException.h"
18 #include "gdcmDataElement.h"
19
20 // Disable clang warning "dynamic exception specifications are deprecated".
21 // We need to be C++03 and C++11 compatible, and if we remove the 'throw()'

```

```

22 // specifier we'll get an error in C++03 by not matching the superclass.
23 #if defined(__clang__) && defined(__has_warning)
24 # if __has_warning("-Wdeprecated")
25 # pragma clang diagnostic push
26 # pragma clang diagnostic ignored "-Wdeprecated"
27 # endif
28 #endif
29
30 namespace gdcms
31 {
32     class ParseException : public Exception
33     {
34     public:
35         ParseException() = default;
36         ~ParseException() throw() override {};
37
38         ParseException &operator= ( const ParseException &orig )
39         {
40             LastElement = orig.LastElement;
41             return *this;
42         }
43         ParseException(const ParseException& orig):Exception(orig)
44         {
45             LastElement = orig.LastElement;
46         }
47
48         /* virtual bool operator==( const ParseException &orig )
49         {
50             return true;
51         }*/
52
53         /* Multiple calls to what ??
54         const char* what() const throw()
55         {
56             static std::string strwhat;
57             std::ostringstream oswhat;
58             oswhat << "File << " << "Line << " << "\n";
59             oswhat << "Description";
60             strwhat = oswhat.str();
61             return strwhat.c_str();
62         }
63
64         void SetLastElement(DataElement& de)
65         {
66             LastElement = de;
67         }
68         const DataElement& GetLastElement()const { return LastElement; }
69
70     private:
71         // Store last parsed element before error:
72         DataElement LastElement;
73     };
74 } // end namespace gdcms
75
76 // Undo warning suppression.
77 #if defined(__clang__) && defined(__has_warning)
78 # if __has_warning("-Wdeprecated")
79 # pragma clang diagnostic pop
80 # endif
81 #endif
82
83 #endif

```

## 11.159 gdcmsParser.h File Reference

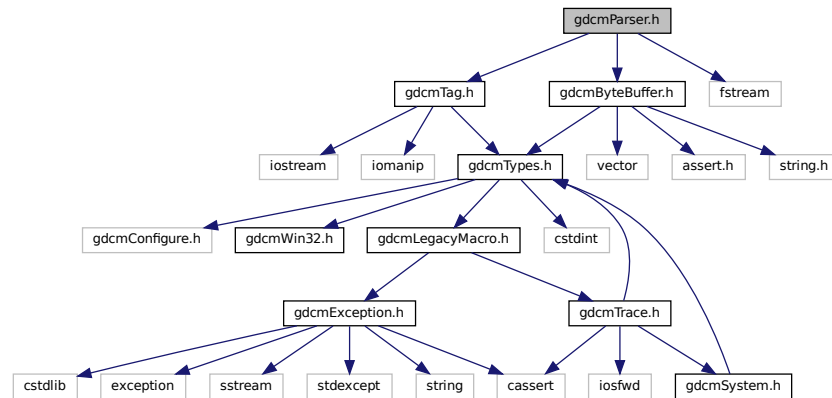
```

#include "gdcmsTag.h"
#include "gdcmsByteBuffer.h"
#include <fstream>

```



Include dependency graph for gdcmParser.h:



## Classes

- class [gdcm::Parser](#)  
*Parser* ala *XML\_Parser* from *expat* (*SAX*)

## Namespaces

- namespace [gdcm](#)

## 11.160 gdcmParser.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMPARSER_H
16 #define GDCMPARSER_H
17
18 #include "gdcmTag.h"
19 #error do not use
20 #include "gdcmByteBuffer.h"
21
22 #include <fstream> // std::ifstream
23
24 namespace gdcm
25 {
26
32 class GDCM_EXPORT Parser /*: private IStream*/

```

```

33 {
34 public:
35     typedef enum {
36         NoError,
37         NoMemoryError,
38         SyntaxError,
39         NoElementsError,
40         TagMismatchError,
41         DuplicateAttributeError,
42         JunkAfterDocElementError,
43         UndefinedEntityError,
44         UnexpectedStateError
45     } ErrorType;
46
47     Parser() : UserData(0), Buffer(), ErrorCode(NoError) {}
48     ~Parser() {}
49
50     // Parse some more of the document. The string s is a buffer containing
51     // part (or perhaps all) of the document. The number of bytes of s that
52     // are part of the document is indicated by len. This means that s
53     // doesn't have to be null terminated. It also means that if len is
54     // larger than the number of bytes in the block of memory that s points
55     // at, then a memory fault is likely. The isFinal parameter informs the
56     // parser that this is the last piece of the document. Frequently, the
57     // last piece is empty (i.e. len is zero.) If a parse error occurred,
58     // it returns 0. Otherwise it returns a non-zero value.
59     bool Parse(const char* s, int len, bool isFinal);
60
61     // Set handlers for start and end tags. Attributes are passed to the
62     // start handler as a pointer to a vector of char pointers. Each
63     // attribute seen in a start (or empty) tag occupies 2 consecutive places
64     // in this vector: the attribute name followed by the attribute value.
65     // These pairs are terminated by a null pointer.
66     typedef void (*StartElementHandler) (void *userData,
67                                         const Tag &tag,
68                                         const char *atts[]);
69     typedef void (*EndElementHandler) (void *userData, const Tag &name);
70     void SetElementHandler(StartElementHandler start, EndElementHandler end);
71
72     // Return what type of error has occurred.
73     ErrorType GetErrorCode() const;
74
75     // Return a string describing the error corresponding to code.
76     // The code should be one of the enums that can be returned from
77     // GetErrorCode.
78     static const char *GetErrorString(ErrorType const &err);
79
80     // Return the byte offset of the position.
81     unsigned long GetCurrentByteIndex() const;
82
83     // Miscellaneous functions
84
85     // The functions in this section either obtain state information from
86     // the parser or can be dynamically set parser options.
87
88     // This sets the user data pointer that gets passed to handlers.
89     void SetUserData(void *userData);
90
91     // This returns the user data pointer that gets passed to handlers.
92     void * GetUserData() const;
93
94 protected:
95
96     // This is just like Parse, except in this case expat provides the buffer.
97     // By obtaining the buffer from expat with the GetBuffer function,
98     // the application can avoid double copying of the input.
99     bool ParseBuffer(int len, bool isFinal);
100
101     // Obtain a buffer of size len to read a piece of the document into.
102     // A NULL value is returned if expat can't allocate enough memory for
103     // this buffer. This has to be called prior to every call to ParseBuffer.
104     char *GetBuffer(int len);
105
106     ErrorType Process();
107
108 private:
109     std::ifstream Stream;
110     void* UserData;
111     ByteBuffer Buffer;
112     ErrorType ErrorCode;
113

```

```

114   StartElementHandler StartElement;
115   EndElementHandler EndElement;
116 };
117
118 } // end namespace gdcm
119
120 #endif //GDCMPARSER_H

```

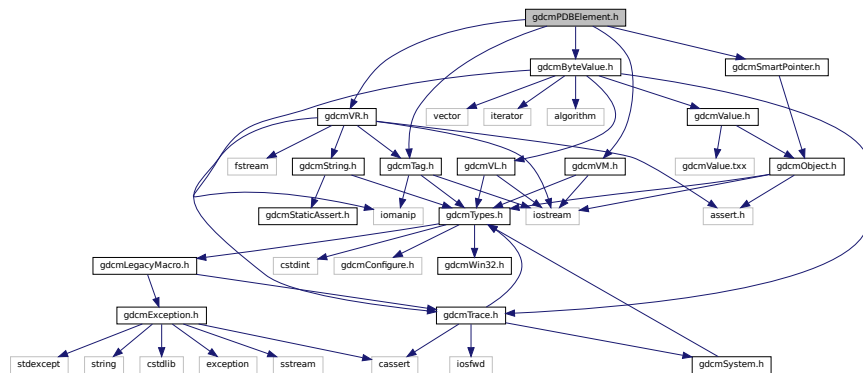
## 11.161 gdcmPDBElement.h File Reference

```

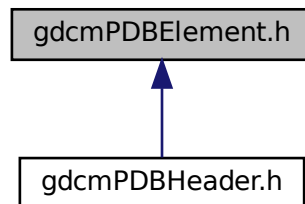
#include "gdcmTag.h"
#include "gdcmVM.h"
#include "gdcmVR.h"
#include "gdcmByteValue.h"
#include "gdcmSmartPointer.h"

```

Include dependency graph for gdcmPDBElement.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::PDBElement](#)  
Class to represent a PDB *Element*.

## Namespaces

- namespace `gdcm`

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const PDBelement &val)`

## 11.162 gdcmPDBelement.h

[Go to the documentation of this file.](#)

```

1  /*****
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 *****/
14 #ifndef GDCMPDBeLEMENT_H
15 #define GDCMPDBeLEMENT_H
16
17 #include "gdcmTag.h"
18 #include "gdcmVM.h"
19 #include "gdcmVR.h"
20 #include "gdcmByteValue.h"
21 #include "gdcmSmartPointer.h"
22
23 namespace gdcm
24 {
25     class GDCM_EXPORT PDBelement
26     {
27     public:
28         PDBelement() = default;
29
30         friend std::ostream& operator<<(std::ostream &os, const PDBelement &val);
31
32         const char *GetName()const { return NameField.c_str(); }
33         void SetName(const char *name) { NameField = name; }
34
35         const char *GetValue()const { return ValueField.c_str(); }
36         void SetValue(const char *value) { ValueField = value; }
37
38         bool operator==(const PDBelement &de)const
39         {
40             return ValueField == de.ValueField
41                 && NameField == de.NameField;
42         }
43
44     protected:
45         std::string NameField;
46         std::string ValueField;
47     };
48
49 //-----
50 inline std::ostream& operator<<(std::ostream &os, const PDBelement &val)
51 {
52     os << val.NameField;
53     os << " \n";
54     os << val.ValueField;
55     os << "\n";
56
57     return os;
58 }
59
60 // end namespace gdcm
61
62 #endif //GDCMPDBeLEMENT_H

```



```

13 =====*/
14 #ifndef GDCMPDBHEADER_H
15 #define GDCMPDBHEADER_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmDataSet.h"
19 #include "gdcmPDBelement.h"
20
21 namespace gdcm
22 {
23
24 /*
25 * Everything done in this code is for the sole purpose of writing interoperable
26 * software under Sect. 1201 (f) Reverse Engineering exception of the DMCA.
27 * If you believe anything in this code violates any law or any of your rights,
28 * please contact us (gdcm-developers@lists.sourceforge.net) so that we can
29 * find a solution.
30 */
31 //-----
32
33 class DataElement;
34 class PrivateTag;
35 class GDCM_EXPORT PDBHeader
36 {
37     friend std::ostream& operator<<(std::ostream &_os, const PDBHeader &d);
38 public :
39     PDBHeader() = default;
40     ~PDBHeader() = default;
41
42     bool LoadFromDataElement(DataElement const &de);
43
44     void Print(std::ostream &os) const;
45
46     static const PrivateTag &GetPDBInfoTag();
47     const PDBelement &GetPDBelementByName(const char *name);
48     bool FindPDBelementByName(const char *name);
49
50 protected:
51     const PDBelement& GetPDBeEnd() const;
52
53 private:
54     int readprotocoldatablock(const char *input, size_t inputlen, bool verbose);
55     std::vector<PDBelement> InternalPDBDataSet;
56     static PDBelement PDBeEnd;
57     bool IsXML;
58     std::string xmltxt;
59 };
60 //-----
61 inline std::ostream& operator<<(std::ostream &os, const PDBHeader &d)
62 {
63     d.Print( os );
64     return os;
65 }
66
67 } // end namespace gdcm
68 //-----
69 #endif //GDCMPDBHEADER_H

```

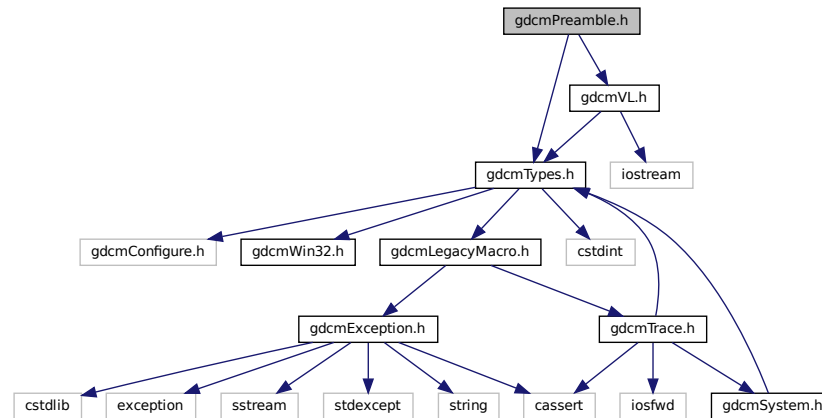
## 11.165 gdcmPreamble.h File Reference

```

#include "gdcmTypes.h"
#include "gdcmVL.h"

```

Include dependency graph for gdcmPreamble.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Preamble](#)  
*DICOM Preamble (Part 10)*

## Namespaces

- namespace [gdcm](#)

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Preamble &val)`

## 11.166 gdcmPreamble.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPREAMBLE_H
15 #define GDCMPREAMBLE_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmVL.h"
19
20 namespace gdcm
21 {
22
23     class GDCM_EXPORT Preamble
24     {
25     public:
26         Preamble();
27         ~Preamble();
28
29         friend std::ostream &operator<<(std::ostream &os, const Preamble &val);
30
31         void Clear();
32
33         void Valid();
34         void Create();
35         void Remove();
36
37         std::istream &Read(std::istream &is);
38
39         std::ostream const &Write(std::ostream &os) const;
40
41         void Print(std::ostream &os) const;
42
43         const char *GetInternal()const { return Internal; }
44
45         bool IsEmpty()const { return !Internal; }
46
47         VL GetLength()const { return 128 + 4; }
48
49         Preamble(Preamble const &)
50         {
51             Create();
52         }
53         Preamble& operator=(Preamble const &)
54         {
55             Create();
56             return *this;
57         }
58     protected:
59         //
60         bool IsValid()const {
61             // is (IsValid == true) => Internal was read
62             return true;
63         }
64     private:
65         char *Internal;
66     };
67
68 //-----
69 inline std::ostream& operator<<(std::ostream &os, const Preamble &val)
70 {
71     os << val.Internal;
72     return os;
73 }
74
75 } // end namespace gdcm
76

```

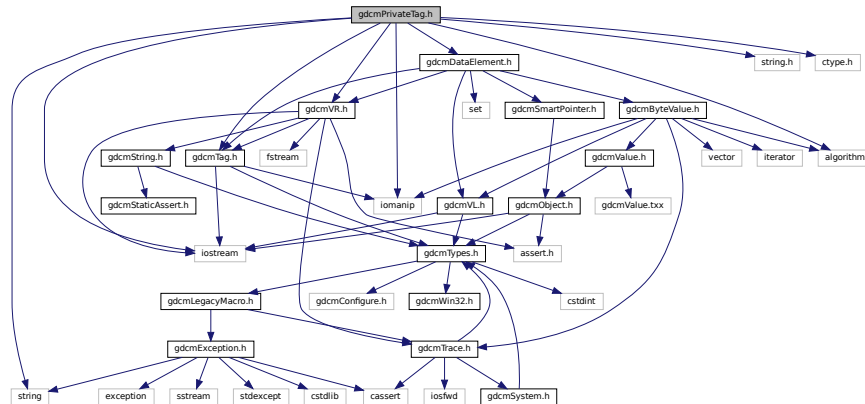


```
88 #endif //GDCMPREAMBLE_H
```

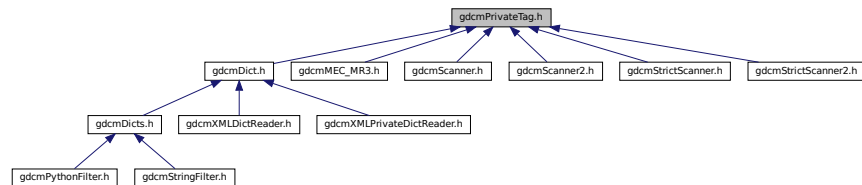
## 11.167 gdcmPrivateTag.h File Reference

```
#include "gdcmTag.h"
#include "gdcmVR.h"
#include "gdcmDataElement.h"
#include <iostream>
#include <iomanip>
#include <string>
#include <algorithm>
#include <string.h>
#include <ctype.h>
```

Include dependency graph for gdcmPrivateTag.h:



This graph shows which files directly or indirectly include this file:



## 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)

## 11.168 gdcmPrivateTag.h

[Go to the documentation of this file.](#)

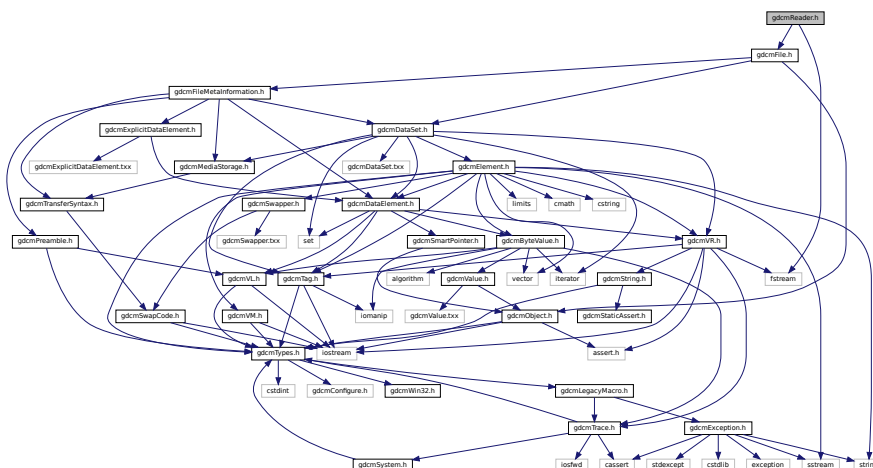
```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPRIVATETAG_H
15 #define GDCMPRIVATETAG_H
16
17 #include "gdcmTag.h"
18 #include "gdcmVR.h"
19 #include "gdcmDataElement.h"
20
21 #include <iostream>
22 #include <iomanip>
23 #include <string>
24 #include <algorithm>
25
26 #include <string.h> // strlen
27 #include <ctype.h> // tolower
28
29 namespace gdcm_ns
30 {
31
32 // TODO: We could save some space since we only store 8bits for element
33 class GDCM_EXPORT PrivateTag : public Tag
34 {
35     friend std::ostream& operator<<(std::ostream &os, const PrivateTag &_val);
36 public:
37     PrivateTag(uint16_t group = 0, uint16_t element = 0, const char *owner = "") : Tag(group, element), Owner(owner)
38     {
39         LOComp::Trim(owner);
40         // truncate the high bits
41         SetElement( (uint8_t)element );
42     }
43     PrivateTag( Tag const & t, const char *owner = "") : Tag(t), Owner(owner ? LOComp::Trim(owner) : "") {
44         // truncate the high bits
45         SetElement( (uint8_t)t.GetElement());
46     }
47
48     const char *GetOwner() const { return Owner.c_str(); }
49     void SetOwner(const char *owner) { if(owner) Owner = LOComp::Trim(owner); }
50
51     PrivateTag &operator=(const PrivateTag &_val)
52     {
53         SetElementTag( _val.GetElementTag() );
54         Owner = _val.Owner;
55         return *this;
56     }
57
58     bool operator==(const Tag &_val) const
59     {
60         return GetElementTag() == _val.GetElementTag();
61     }
62
63

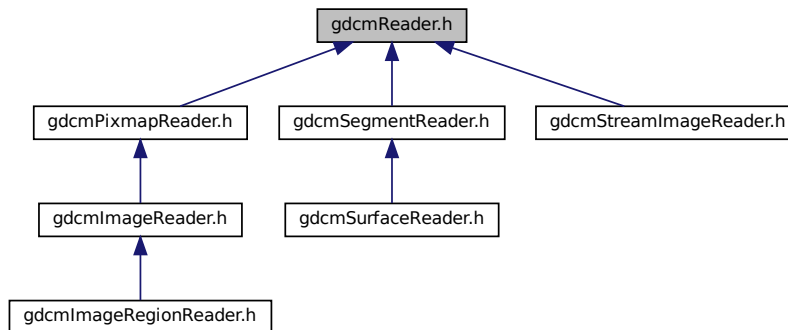
```

## 11.169 gdcMReader.h File Reference

Include dependency graph for `gdcMReader.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Reader](#)  
*Reader* ala DOM (Document *Object* Model)

## Namespaces

- namespace [gdcm](#)

## 11.170 gdcmReader.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMREADER_H
15 #define GDCMREADER_H
16
17 #include "gdcmFile.h"
18
19 #include <fstream>
20
21 namespace gdcm_ns
22 {
23     class StreamImageReader;
24     class GDCM_EXPORT Reader
25     {
26     public:
27         Reader();

```

```

57  virtual ~Reader();
58
60  virtual bool Read(); // Execute()
61
64  void SetFileName(const char *filename_native);
65
67  void SetStream(std::istream &input_stream) {
68      Stream = &input_stream;
69  }
70
72  const File &GetFile()const { return *F; }
73
75  File &GetFile() { return *F; }
76
78  void SetFile(File& file) { F = &file; }
79
82  bool ReadUpToTag(const Tag & tag, std::set<Tag> const & skiptags = std::set<Tag>() );
83
85  bool ReadSelectedTags(std::set<Tag> const & tags, bool readvalues = true);
86
88  bool ReadSelectedPrivateTags(std::set<PrivateTag> const & ptags, bool readvalues = true);
89
92  bool CanRead() const;
93
96  size_t GetStreamCurrentPosition() const;
97
98 protected:
99  bool ReadPreamble();
100  bool ReadMetaInformation();
101  bool ReadDataSet();
102
103  SmartPointer<File> F;
104
105  friend class StreamImageReader; //need to be friended to be able to grab the GetStreamPtr
106
107  //this function is added for the StreamImageReader, which needs to read
108  //up to the pixel data and then stops right before reading the pixel data.
109  //it's used to get that position, so that reading can continue
110  //apace once the read function is called.
111  //so, this function gets the stream directly, and then allows for position information
112  //from the tellg function, and allows for stream/pointer manip in order
113  //to read the pixel data. Note, of course, that reading pixel elements
114  //will still have to be subject to endianness swaps, if necessary.
115  std::istream* GetStreamPtr()const { return Stream; }
116
117 private:
118  template <typename T_Caller>
119  bool InternalReadCommon(const T_Caller &caller);
120  TransferSyntax GuessTransferSyntax();
121  std::istream *Stream;
122  std::ifstream *Ifstream;
123
124  // prevent copy/move to avoid 2 ifstream leak
125  Reader(const Reader &) = delete;
126  Reader &operator=(const Reader &) = delete;
127  Reader(const Reader &&) = delete;
128  Reader &operator=(const Reader &&) = delete;
129 };
130
137 } // end namespace gdcm_ns
138
140 #endif //GDCMREADER_H

```

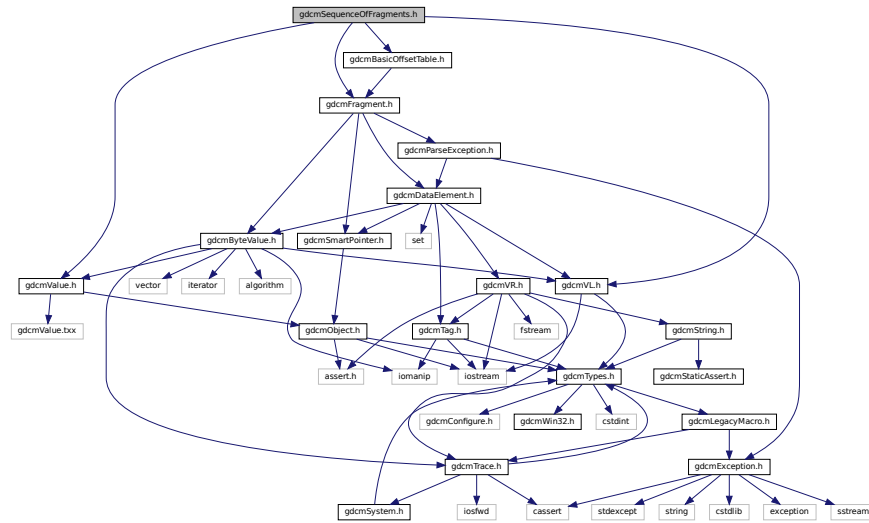
## 11.171 gdcmSequenceOfFragments.h File Reference

```

#include "gdcmValue.h"
#include "gdcmVL.h"
#include "gdcmFragment.h"
#include "gdcmBasicOffsetTable.h"

```

Include dependency graph for `gdcmSequenceOfFragments.h`:



## Classes

- class [gdcm::SequenceOfFragments](#)  
*Class to represent a Sequence Of Fragments.*

## Namespaces

- namespace [gdcm](#)

## 11.172 gdcmSequenceOfFragments.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSEQUENCEOFFRAGMENTS_H
15 #define GDCMSEQUENCEOFFRAGMENTS_H
16
17 #include "gdcmValue.h"
18 #include "gdcmVL.h"
19 #include "gdcmFragment.h"
20 #include "gdcmBasicOffsetTable.h"
21
22 namespace gdcm_ns

```

```

23 {
24
25 // FIXME gdcmSequenceOfItems and gdcmSequenceOfFragments
26 // should be rethink (duplicate code)
27
28 class GDCM_EXPORT SequenceOfFragments : public Value
29 {
30 public:
31 // Typedefs:
32 typedef std::vector<Fragment> FragmentVector;
33 typedef FragmentVector::size_type SizeType;
34 typedef FragmentVector::iterator Iterator;
35 typedef FragmentVector::const_iterator ConstIterator;
36
37 Iterator Begin() { return Fragments.begin(); }
38 Iterator End() { return Fragments.end(); }
39 ConstIterator Begin() const { return Fragments.begin(); }
40 ConstIterator End() const { return Fragments.end(); }
41
42 SequenceOfFragments():Table(),SequenceLengthField(0xFFFFFFFF) { }
43
44 VL GetLength()const override {
45     return SequenceLengthField;
46 }
47
48 void SetLength(VL length)override {
49     SequenceLengthField = length;
50 }
51
52 void Clear() override;
53
54 void AddFragment(Fragment const &item);
55
56 // Compute the length of all fragments (and fragments only!).
57 // Basically the size of the PixelData as stored (in bytes).
58 unsigned long ComputeByteLength() const;
59
60 // Compute the length of fragments (in bytes)+ length of tag...
61 // to be used for computation of Group Length
62 VL ComputeLength() const;
63
64 // Get the buffer
65 bool GetBuffer(char *buffer, unsigned long length) const;
66 bool GetFragBuffer(unsigned int fragNb, char *buffer, unsigned long &length) const;
67
68 SizeType GetNumberOfFragments() const;
69 const Fragment& GetFragment(SizeType num) const;
70
71 // Write the buffer of each fragment (call WriteBuffer on all Fragments, which are
72 // ByteValue). No Table information is written.
73 bool WriteBuffer(std::ostream &os) const;
74
75 const BasicOffsetTable &GetTable()const { return Table; }
76 BasicOffsetTable &GetTable() { return Table; }
77
78 template <typename TSwap>
79 std::istream& Read(std::istream &is, bool readvalues = true)
80 {
81     assert( SequenceLengthField.IsUndefined() );
82     ReadPreValue<TSwap>(is);
83     return ReadValue<TSwap>(is, readvalues);
84 }
85
86 template <typename TSwap>
87 std::istream& ReadPreValue(std::istream &is)
88 {
89     // First item is the basic offset table:
90     #if 0
91     try
92     {
93         {
94             Table.Read<TSwap>(is);
95             gdcmDebugMacro( "Table: " « Table );
96         }
97         catch(...)
98         {
99             // throw "SIEMENS Icon thingy";
100             // Bug_Siemens_PrivateIconNoItem.dcm
101             // First thing first let's rewind
102             is.seekg(-4, std::ios::cur);
103             // FF D8 <=> Start of Image (SOI) marker
104             // FF E0 <=> APP0 Reserved for Application Use
105             if ( Table.GetTag() == Tag(0xd8ff,0xe0ff) )
106             {

```

```

113     Table = BasicOffsetTable(); // clear up stuff
114     //Table.SetByteValue( "", 0 );
115     Fragment frag;
116     if( FillFragmentWithJPEG( frag, is ) )
117     {
118         Fragments.push_back( frag );
119     }
120     return is;
121 }
122 else
123 {
124     throw "Catch me if you can";
125     //assert(0);
126 }
127 }
128 #else
129     Table.Read<TSwap>(is);
130     gdcMDebugMacro( "Table: " « Table );
131 #endif
132     return is;
133 }
134
135 template <typename TSwap>
136 std::istream& ReadValue(std::istream &is, bool /*readvalues*/)
137 {
138     const Tag seqDelItem(0xfffe,0xe0dd);
139     // not used for now...
140     Fragment frag;
141     try
142     {
143         while( frag.Read<TSwap>(is) && frag.GetTag() != seqDelItem )
144         {
145             //gdcMDebugMacro( "Frag: " « frag );
146             Fragments.push_back( frag );
147         }
148         assert( frag.GetTag() == seqDelItem && frag.GetVL() == 0 );
149     }
150     catch(Exception &ex)
151     {
152         (void)ex;
153     }
154     #ifndef GDCM_SUPPORT_BROKEN_IMPLEMENTATION
155     // that's ok ! In all cases the whole file was read, because
156     // Fragment::Read only fail on eof() reached 1.
157     // SIEMENS-JPEG-CorruptFrag.dcm is more difficult to deal with, we have a
158     // partial fragment, read we decide to add it anyway to the stack of
159     // fragments (eof was reached so we need to clear error bit)
160     if( frag.GetTag() == Tag(0xfffe,0xe000) )
161     {
162         gdcMWarningMacro( "Pixel Data Fragment could be corrupted. Use file at own risk" );
163         Fragments.push_back( frag );
164         is.clear(); // clear the error bit
165     }
166     // 2. GENESIS-SIGNA-JPEG-CorruptFrag.dcm
167     else if ( frag.GetTag() == Tag(0xddff,0x00e0) )
168     {
169         assert( Fragments.size() == 1 );
170         const ByteValue *bv = Fragments[0].GetByteValue();
171         assert( (unsigned char)bv->GetPointer()[ bv->GetLength() - 1 ] == 0xfe );
172         // Yes this is an extra copy, this is a bug anyway, go fix YOUR code
173         Fragments[0].SetByteValue( bv->GetPointer(), bv->GetLength() - 1 );
174         gdcMWarningMacro( "JPEG Fragment length was declared with an extra byte"
175             " at the end: stripped !" );
176         is.clear(); // clear the error bit
177     }
178     // 3. LEICA/WSI
179     else if ( (frag.GetTag().GetGroup() == 0x00ff)
180         && ((frag.GetTag().GetElement() & 0x00ff) == 0xe0) )
181     {
182         // Looks like there is a mess with offset and odd byte array
183         // We are going first to backtrack one byte back, and then use a
184         // ReadBacktrack function which in turn may backtrack up to 10 bytes
185         // backward. This appears to be working on a set of DICOM/WSI files from
186         // LEICA
187         gdcMWarningMacro( "Trying to fix the even-but-odd value length bug #1" );
188         assert( Fragments.size() );
189         const size_t lastf = Fragments.size() - 1;
190         const ByteValue *bv = Fragments[ lastf ].GetByteValue();
191         const char *a = bv->GetPointer();
192         gdcMAssertAlwaysMacro( (unsigned char)a[ bv->GetLength() - 1 ] == 0xfe );
193         Fragments[ lastf ].SetByteValue( bv->GetPointer(), bv->GetLength() - 1 );
194         is.seekg( -9, std::ios::cur );

```



```

194     assert( is.good() );
195     while( frag.ReadBacktrack<TSwap>(is) && frag.GetTag() != seqDelItem )
196     {
197         gdcmDebugMacro( "Frag: " « frag );
198         Fragments.push_back( frag );
199     }
200     assert( frag.GetTag() == seqDelItem && frag.GetVL() == 0 );
201 }
202 // 4.  LEICA/WSI (bis)
203 else if ( frag.GetTag().GetGroup() == 0xe000 )
204 {
205     // Looks like there is a mess with offset and odd byte array
206     // We are going first to backtrack one byte back, and then use a
207     // ReadBacktrack function which in turn may backtrack up to 10 bytes
208     // backward. This appears to be working on a set of DICOM/WSI files from
209     // LEICA
210     gdcmWarningMacro( "Trying to fix the even-but-odd value length bug #2" );
211     assert( Fragments.size() );
212     const size_t lastf = Fragments.size() - 1;
213     const ByteValue *bv = Fragments[ lastf ].GetByteValue();
214     const char *a = bv->GetPointer();
215     gdcmAssertAlwaysMacro( (unsigned char)a[ bv->GetLength() - 2 ] == 0xfe );
216     Fragments[ lastf ].SetByteValue( bv->GetPointer(), bv->GetLength() - 2 );
217     is.seekg( -10, std::ios::cur );
218     assert( is.good() );
219     while( frag.ReadBacktrack<TSwap>(is) && frag.GetTag() != seqDelItem )
220     {
221         gdcmDebugMacro( "Frag: " « frag );
222         Fragments.push_back( frag );
223     }
224     assert( frag.GetTag() == seqDelItem && frag.GetVL() == 0 );
225 }
226 // 5.  LEICA/WSI (ter)
227 else if ( (frag.GetTag().GetGroup() & 0x00ff) == 0x00e0
228 && (frag.GetTag().GetElement() & 0xff00) == 0x0000 )
229 {
230     // Looks like there is a mess with offset and odd byte array
231     // We are going first to backtrack one byte back, and then use a
232     // ReadBacktrack function which in turn may backtrack up to 10 bytes
233     // backward. This appears to be working on a set of DICOM/WSI files from
234     // LEICA
235     gdcmWarningMacro( "Trying to fix the even-but-odd value length bug #3" );
236     assert( Fragments.size() );
237     const size_t lastf = Fragments.size() - 1;
238     const ByteValue *bv = Fragments[ lastf ].GetByteValue();
239     const char *a = bv->GetPointer();
240     gdcmAssertAlwaysMacro( (unsigned char)a[ bv->GetLength() - 3 ] == 0xfe );
241     Fragments[ lastf ].SetByteValue( bv->GetPointer(), bv->GetLength() - 3 );
242     is.seekg( -11, std::ios::cur );
243     assert( is.good() );
244     while( frag.ReadBacktrack<TSwap>(is) && frag.GetTag() != seqDelItem )
245     {
246         gdcmDebugMacro( "Frag: " « frag );
247         Fragments.push_back( frag );
248     }
249     assert( frag.GetTag() == seqDelItem && frag.GetVL() == 0 );
250 }
251 else
252 {
253     // 3.  gdcM-JPEG-LossLess3a.dcm: easy case, an extra tag was found
254     // instead of terminator (eof is the next char)
255     gdcmWarningMacro( "Reading failed at Tag:" « frag.GetTag() « " Index #"
256 « Fragments.size() « " Offset " « is.tellg() « ". Use file at own risk."
257 « ex.what() );
258 }
259 #endif /* GDCM_SUPPORT_BROKEN_IMPLEMENTATION */
260 }
261
262 return is;
263 }
264
265 template <typename TSwap>
266 std::ostream const &Write(std::ostream &os) const
267 {
268     if( !Table.Write<TSwap>(os) )
269     {
270         assert(0 && "Should not happen");
271         return os;
272     }
273     for( ConstIterator it = Begin(); it != End(); ++it )
274     {

```

```

275     it->Write<TSwap>(os);
276 }
277 // seq del item is not stored, write it !
278 const Tag seqDelItem(0xfffe,0xe0dd);
279 seqDelItem.Write<TSwap>(os);
280 VL zero = 0;
281 zero.Write<TSwap>(os);
282
283 return os;
284 }
285
286 // #if defined(SWIGPYTHON) || defined(SWIGCSharp) || defined(SWIGJAVA)
287 // For now leave it there, this does not make sense in the C++ layer
288 // Create a new object
289 static SmartPointer<SequenceOfFragments> New()
290 {
291     return new SequenceOfFragments();
292 }
293 // #endif
294
295 protected:
296 public:
297     void Print(std::ostream &os) const override {
298         os << "SQ L= " << SequenceLengthField << "\n";
299         os << "Table:" << Table << "\n";
300         for(ConstIterator it = Begin(); it != End(); ++it)
301         {
302             os << " " << *it << "\n";
303         }
304         assert( SequenceLengthField.IsUndefined() );
305         {
306             const Tag seqDelItem(0xfffe,0xe0dd);
307             VL zero = 0;
308             os << seqDelItem;
309             os << "\t" << zero;
310         }
311     }
312     bool operator==(const Value &val) const override
313     {
314         const SequenceOfFragments &sqf = dynamic_cast<const SequenceOfFragments&>(val);
315         return Table == sqf.Table &&
316             SequenceLengthField == sqf.SequenceLengthField &&
317             Fragments == sqf.Fragments;
318     }
319
320 private:
321     BasicOffsetTable Table;
322     VL SequenceLengthField;
323     FragmentVector Fragments;
324
325 private:
326     bool FillFragmentWithJPEG( Fragment & frag, std::istream & is );
327 };
328
329
335 } // end namespace gdcms
336
337 #endif //GDCMSEQUENCEOFFRAGMENTS_H

```

## 11.173 gdcmsSequenceOfItems.h File Reference

```

#include "gdcmsValue.h"
#include "gdcmsItem.h"
#include <vector>
#include <cstring>
#include "gdcmsSequenceOfItems.txx"

```

- class `gdcm::SequenceOfItems`  
*Class to represent a Sequence Of Items.*

- namespace `gdcm`

[Go to the documentation of this file.](#)

Generated by Doxygen

```

42 // Typdefs:
43 typedef std::vector< Item > ItemVector;
44 typedef ItemVector::size_type SizeType;
45 typedef ItemVector::iterator Iterator;
46 typedef ItemVector::const_iterator ConstIterator;
47 Iterator Begin() { return Items.begin(); }
48 Iterator End() { return Items.end(); }
49 ConstIterator Begin()const { return Items.begin(); }
50 ConstIterator End()const { return Items.end(); }
51
52 SequenceOfItems():SequenceLengthField(0xFFFFFFFF) { }
53 //SequenceOfItems(VL const &vl = 0xFFFFFFFF):SequenceLengthField(vl),NType(type) { }
54
55 VL GetLength()const override { return SequenceLengthField; }
56 void SetLength(VL length)override {
57     SequenceLengthField = length;
58 }
59 void SetLengthToUndefined();
60 bool IsUndefinedLength()const {
61     return SequenceLengthField.IsUndefined();
62 }
63
64 template <typename TDE>
65 VL ComputeLength() const;
66
67 void Clear() override;
68
69 void AddItem(Item const &item);
70
71 Item & AddNewUndefinedLengthItem();
72
73 bool RemoveItemByIndex( const SizeType index );
74
75 bool IsEmpty()const { return Items.empty(); };
76 SizeType GetNumberOfItems()const { return Items.size(); }
77 void SetNumberOfItems(SizeType n) { Items.resize(n); }
78
79 /* WARNING: first item is #1 (see DICOM standard)
80 * Each Item shall be implicitly assigned an ordinal position starting with the value 1 for the
81 * first Item in the Sequence, and incremented by 1 with each subsequent Item. The last Item in the
82 * Sequence shall have an ordinal position equal to the number of Items in the Sequence.
83 */
84 const Item &GetItem(SizeType position) const;
85 Item &GetItem(SizeType position);
86
87 SequenceOfItems &operator=(const SequenceOfItems &val) {
88     SequenceLengthField = val.SequenceLengthField;
89     Items = val.Items;
90     return *this;
91 }
92
93 template <typename TDE, typename TSwap>
94 std::istream &Read(std::istream &is, bool readvalues = true)
95 {
96     (void)readvalues;
97     const Tag seqDelItem(0xfffe,0xe0dd);
98     if( SequenceLengthField.IsUndefined() )
99     {
100         Item item;
101         while( item.Read<TDE,TSwap>(is) && item.GetTag() != seqDelItem )
102         {
103             //gdcmDebugMacro( "Item: " << item );
104             assert( item.GetTag() != seqDelItem );
105             Items.push_back( item );
106             item.Clear();
107         }
108         //assert( item.GetTag() == seqDelItem && item.GetVL() == 0 );
109     }
110     else
111     {
112         Item item;
113         VL l = 0;
114         //is.seekg( SequenceLengthField, std::ios::cur ); return is;
115         while( l != SequenceLengthField )
116         {
117             try
118             {
119                 item.Read<TDE,TSwap>(is);
120             }
121             catch( Exception &ex )
122             {
123

```

```

133         if( strcmp( ex.GetDescription(), "Changed Length" ) == 0 )
134         {
135             VL newlength = 1 + item.template GetLength<TDE>();
136             if( newlength > SequenceLengthField )
137             {
138                 // BogugsItemAndSequenceLength.dcm
139                 gdcmWarningMacro( "SQ length is wrong" );
140                 SequenceLengthField = newlength;
141             }
142         }
143         else
144         {
145             throw ex;
146         }
147     }
148 #ifndef GDCM_SUPPORT_BROKEN_IMPLEMENTATION
149     if( item.GetTag() == seqDelItem )
150     {
151         gdcmWarningMacro( "SeqDelItem found in defined length Sequence. Skipping" );
152         assert( item.GetVL() == 0 );
153         assert( item.GetNestedDataSet().Size() == 0 );
154         // we need to pay attention that the length of the Sequence of Items will be wrong
155         // this way. Indeed by not adding this item we are changing the size of this sqi
156     }
157     else // Not a seq del item marker
158     #endif
159     {
160         // By design we never load them. If we were to load those attribute
161         // as normal item it would become very complex to convert a sequence
162         // from defined length to undefined length with the risk to write two
163         // seq del marker
164         Items.push_back( item );
165     }
166     l += item.template GetLength<TDE>();
167     if( l > SequenceLengthField )
168     {
169         gdcmDebugMacro( "Found: Length of Item larger than expected" );
170         throw "Length of Item larger than expected";
171     }
172     assert( l <= SequenceLengthField );
173     //std::cerr << "sqi debug len: " << is.tellg() << " " << l << " " << SequenceLengthField << std::endl;
174 #ifndef GDCM_SUPPORT_BROKEN_IMPLEMENTATION
175     // MR_Philips_Intera_No_PrivateSequenceImplicitVR.dcm
176     // (0x2005, 0x1080): for some reason computation of length fails...
177     if( SequenceLengthField == 778 && l == 774 )
178     {
179         gdcmWarningMacro( "PMS: Super bad hack" );
180         SequenceLengthField = l;
181         throw Exception( "Wrong Length" );
182         //l = SequenceLengthField;
183     }
184     // Bug_Philips_ItemTag_3F3F
185     // (0x2005, 0x1080): Because we do not handle fully the bug at the item
186     // level we need to check here too
187     else if ( SequenceLengthField == 444 && l == 3*71 )
188     {
189         // This one is a double bug. Item length is wrong and impact SQ length
190         gdcmWarningMacro( "PMS: Super bad hack" );
191         l = SequenceLengthField;
192     }
193 #endif
194     }
195     assert( l == SequenceLengthField );
196 }
197 return is;
198 }
199
200 template <typename TDE,typename TSwap>
201 std::ostream const &Write( std::ostream &os ) const
202 {
203     typename ItemVector::const_iterator it = Items.begin();
204     for(; it != Items.end(); ++it)
205     {
206         it->Write<TDE,TSwap>(os);
207     }
208     if( SequenceLengthField.IsUndefined() )
209     {
210         // seq del item is not stored, write it !
211         const Tag seqDelItem(0xfffe,0xe0dd);
212         seqDelItem.Write<TSwap>(os);
213         VL zero = 0;

```

```

214         zero.Write<TSwap>(os);
215     }
216
217     return os;
218 }
219
220 //protected:
221 void Print(std::ostream &os) const override {
222     os << "\t(" << SequenceLengthField << ")\n";
223     ItemVector::const_iterator it =
224         Items.begin();
225     for(; it != Items.end(); ++it)
226     {
227         os << " " << *it;
228     }
229     if( SequenceLengthField.IsUndefined() )
230     {
231         const Tag seqDelItem(0xfffe,0xe0dd);
232         VL zero = 0;
233         os << seqDelItem;
234         os << "\t" << zero;
235     }
236 }
237
238 static SmartPointer<SequenceOfItems> New()
239 {
240     return new SequenceOfItems;
241 }
242 bool FindDataElement(const Tag &t) const;
243
244 bool operator==(const Value &val) const override
245 {
246     const SequenceOfItems &sqi = dynamic_cast<const SequenceOfItems&>(val);
247     return SequenceLengthField == sqi.SequenceLengthField &&
248         Items == sqi.Items;
249 }
250
251 private:
252 public:
253     VL SequenceLengthField;
254     ItemVector Items;
255 };
256
257 } // end namespace gdcms
258
259 } // end namespace gdcms
260
261 #include "gdcmsSequenceOfItems.txx"
262
263 #endif //GDCMSEQUENCEOFITEMS_H

```

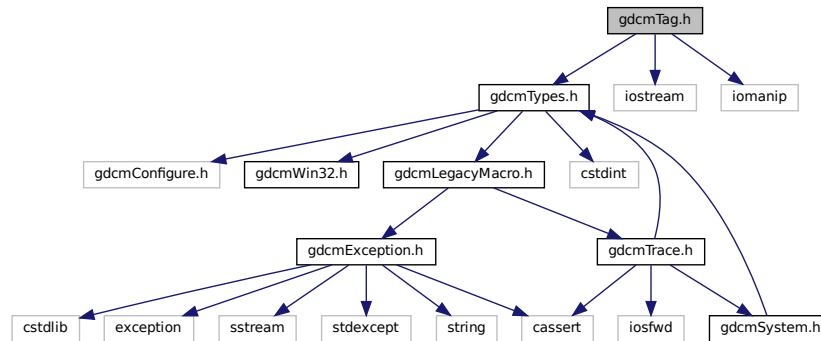
## 11.175 gdcmsTag.h File Reference

```

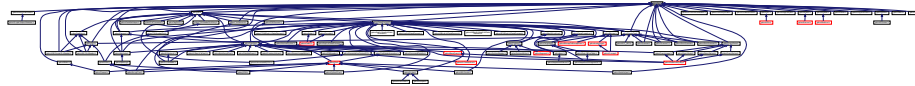
#include "gdcmsTypes.h"
#include <iostream>
#include <iomanip>

```

Include dependency graph for gdcmTag.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Tag](#)  
Class to represent a DICOM Data *Element* (*Attribute*) *Tag* (Group, *Element*).

## Namespaces

- namespace [gdcm](#)

## Functions

- std::ostream & [gdcm::operator<<](#) (std::ostream &\_os, const Tag &\_val)
- std::istream & [gdcm::operator>>](#) (std::istream &\_is, Tag &\_val)

## 11.176 gdcmTag.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
  
```

```

7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMTAG_H
15 #define GDCMTAG_H
16
17 #include "gdcmTypes.h"
18
19 #include <iostream>
20 #include <iomanip>
21
22 namespace gdcm
23 {
24
25 class GDCM_EXPORT Tag
26 {
27 public:
28     Tag(uint16_t group, uint16_t element) {
29         ElementTag.tags[0] = group; ElementTag.tags[1] = element;
30     }
31     Tag(uint32_t tag = 0) {
32         SetElementTag(tag);
33     }
34
35     friend std::ostream& operator<<(std::ostream &_os, const Tag &_val);
36     friend std::istream& operator>>(std::istream &_is, Tag &_val);
37
38     uint16_t GetGroup()const { return ElementTag.tags[0]; }
39     uint16_t GetElement()const { return ElementTag.tags[1]; }
40     void SetGroup(uint16_t group) { ElementTag.tags[0] = group; }
41     void SetElement(uint16_t element) { ElementTag.tags[1] = element; }
42     void SetElementTag(uint16_t group, uint16_t element) {
43         ElementTag.tags[0] = group; ElementTag.tags[1] = element;
44     }
45
46     uint32_t GetElementTag()const {
47 #ifndef GDCM_WORDS_BIGENDIAN
48         return (ElementTag.tag<<16) | (ElementTag.tag>>16);
49 #else
50         return ElementTag.tag;
51 #endif
52     }
53     void SetElementTag(uint32_t tag) {
54 #ifndef GDCM_WORDS_BIGENDIAN
55         tag = (tag<<16) | (tag>>16);
56 #endif
57         ElementTag.tag = tag;
58     }
59
60     const uint16_t &operator[](const unsigned int &_id)const
61     {
62         assert(_id<2);
63         return ElementTag.tags[_id];
64     }
65     uint16_t &operator[](const unsigned int &_id)
66     {
67         assert(_id<2);
68         return ElementTag.tags[_id];
69     }
70
71     Tag &operator=(const Tag &_val)
72     {
73         ElementTag.tag = _val.ElementTag.tag;
74         return *this;
75     }
76
77     bool operator==(const Tag &_val)const
78     {
79         return ElementTag.tag == _val.ElementTag.tag;
80     }
81     bool operator!=(const Tag &_val)const
82     {
83         return ElementTag.tag != _val.ElementTag.tag;
84     }
85
86     // FIXME FIXME FIXME TODO

```



```

115 // the following is pretty dumb. Since we have control over who is group
116 // and who is element, we should reverse them in little endian and big endian case
117 // since what we really want is fast comparison and not guarantee that group is in #0
118 // ...
119 bool operator<(const Tag &_val) const
120 {
121 #ifndef GDCM_WORDS_BIGENDIAN
122     if( ElementTag.tags[0] < _val.ElementTag.tags[0] )
123         return true;
124     if( ElementTag.tags[0] == _val.ElementTag.tags[0]
125         && ElementTag.tags[1] < _val.ElementTag.tags[1] )
126         return true;
127     return false;
128 #else
129     // Plain comparison is enough!
130     return ( ElementTag.tag < _val.ElementTag.tag );
131 #endif
132 }
133 bool operator<=(const Tag &t2) const
134 {
135     const Tag &t1 = *this;
136     return t1 == t2 || t1 < t2;
137 }
138
139 Tag(const Tag &_val)
140 {
141     ElementTag.tag = _val.ElementTag.tag;
142 }
143 uint32_t GetLength() const { return 4; }
144
145 bool IsPublic() const { return !(ElementTag.tags[0] % 2); }
146
147 bool IsPrivate() const { return !IsPublic(); }
148
149 //-----
150 template <typename TSwap>
151 std::istream &Read(std::istream &is)
152 {
153     if( is.read(ElementTag.bytes, 4) )
154         TSwap::SwapArray(ElementTag.tags, 2);
155     return is;
156 }
157
158 template <typename TSwap>
159 const std::ostream &Write(std::ostream &os) const
160 {
161     uint16_t copy[2];
162     copy[0] = ElementTag.tags[0];
163     copy[1] = ElementTag.tags[1];
164     TSwap::SwapArray(copy, 2);
165     return os.write((char*)(&copy), 4);
166 }
167
168 Tag GetPrivateCreator() const
169 {
170     // See PS 3.5 - 7.8.1 PRIVATE DATA ELEMENT TAGS
171     // eg: 0x0123,0x1425 -> 0x0123,0x0014
172     if( IsPrivate() && !IsPrivateCreator() )
173     {
174         Tag r = *this;
175         r.SetElement( (uint16_t)(GetElement() >> 8) );
176         return r;
177     }
178     if( IsPrivateCreator() ) return *this;
179     return Tag(0x0,0x0);
180 }
181
182 void SetPrivateCreator(Tag const &t)
183 {
184     // See PS 3.5 - 7.8.1 PRIVATE DATA ELEMENT TAGS
185     // eg: 0x0123,0x0045 -> 0x0123,0x4567
186     assert( t.IsPrivate() /*&& t.IsPrivateCreator()*/ );
187     const uint16_t element = (uint16_t)(t.GetElement() << 8);
188     const uint16_t base = (uint16_t)(GetElement() << 8);
189     SetElement( (uint16_t)((base >> 8) + element) );
190     SetGroup( t.GetGroup() );
191 }
192
193 bool IsPrivateCreator() const
194 {
195     return IsPrivate() && (GetElement() <= 0xFF && GetElement() >= 0x10);
196 }

```

```

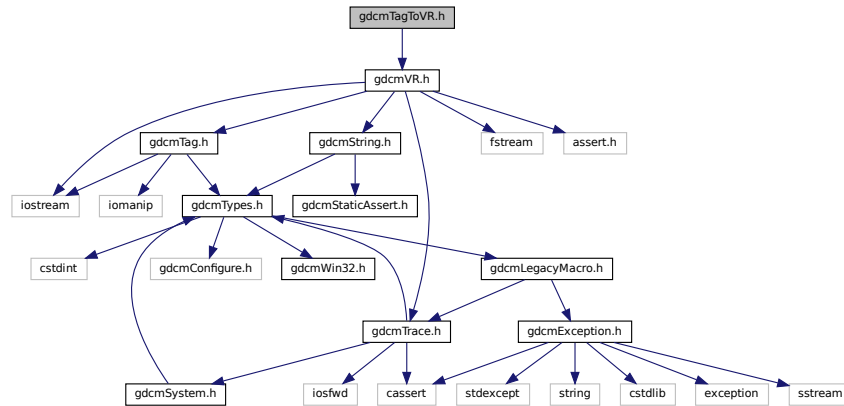
210
211 bool IsIllegal() const
212 {
213     // DICOM reserved those groups:
214     return GetGroup() == 0x0001 || GetGroup() == 0x0003 || GetGroup() == 0x0005 || GetGroup() == 0x0007
215     // This is a very special case, in private group, one cannot use element [0x01,0x09] ...
216     // || (IsPrivate() && !IsPrivateCreator() && !IsGroupLength());
217     // || (IsPrivate() && GetElement() > 0x0 && GetElement() < 0x10 );
218 }
219
220 bool IsGroupLength() const
221 {
222     return GetElement() == 0x0;
223 }
224
225 bool IsGroupXX(const Tag &t) const
226 {
227     if( t.GetElement() == GetElement() )
228     {
229         if( t.IsPrivate() ) return false;
230         uint16_t group = (uint16_t)((GetGroup() >> 8) << 8);
231         return group == t.GetGroup();
232     }
233     return false;
234 }
235
236 bool ReadFromCommaSeparatedString(const char *str);
237
238 bool ReadFromContinuousString(const char *str);
239
240 std::string PrintAsContinuousString() const;
241
242 std::string PrintAsContinuousUpperCaseString() const;
243
244 bool ReadFromPipeSeparatedString(const char *str);
245
246 std::string PrintAsPipeSeparatedString() const;
247
248 private:
249     union { uint32_t tag; uint16_t tags[2]; char bytes[4]; } ElementTag;
250 };
251 //-----
252 inline std::istream& operator>>(std::istream &_is, Tag &_val)
253 {
254     char c;
255     _is >> c;
256     uint16_t a, b;
257     _is >> std::hex >> a;
258     //_is >> std::hex >> _val[0];
259     //_is >> std::hex >> _val.ElementTag.tags[0];
260     _is >> c;
261     //_is >> _val[1];
262     //_is >> std::hex >> _val.ElementTag.tags[1];
263     _is >> std::hex >> b;
264     _is >> c;
265     _val.SetGroup( a );
266     _val.SetElement( b );
267     return _is;
268 }
269
270 inline std::ostream& operator<<(std::ostream &_os, const Tag &_val)
271 {
272     _os.setf( std::ios::right);
273     _os << std::hex << '(' << std::setw( 4 ) << std::setfill( '0' )
274     << _val[0] << ',' << std::setw( 4 ) << std::setfill( '0' )
275     << _val[1] << ')' << std::setfill( ' ' ) << std::dec;
276     return _os;
277 }
278
279 } // end namespace gdcm
280
281 #endif //GDCMTAG_H

```

## 11.177 gdcmTagToVR.h File Reference

```
#include "gdcmVR.h"
```

Include dependency graph for gdcmTagToVR.h:



### Namespaces

- namespace [gdcm](#)

### Functions

- VR::VRType [gdcm::GetVRFromTag](#) (Tag const &tag)

## 11.178 gdcmTagToVR.h

[Go to the documentation of this file.](#)

```

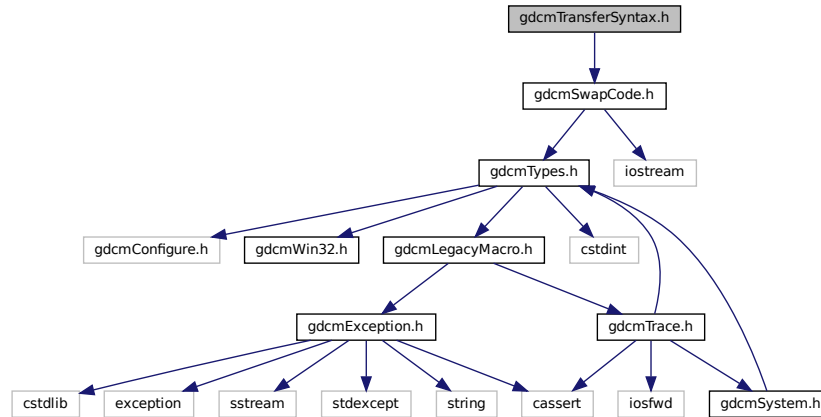
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMTAGTOVR_H
15 #define GDCMTAGTOVR_H
16
17 #include "gdcmVR.h"
18
19 namespace gdcm
20 {
21   class Tag;
22   VR::VRType GetVRFromTag( Tag const & tag );
23 }
24
25 #endif // GDCMTAGTOVR_H

```

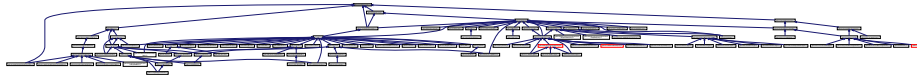
## 11.179 gdcmTransferSyntax.h File Reference

```
#include "gdcmSwapCode.h"
```

Include dependency graph for gdcmTransferSyntax.h:



This graph shows which files directly or indirectly include this file:



### Classes

- class [gdcm::TransferSyntax](#)  
*Class to manipulate Transfer Syntax.*

### Namespaces

- namespace [gdcm](#)

### Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const TransferSyntax &ts)`

## 11.180 gdcmTransferSyntax.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMTRANSFERSYNTAX_H
15 #define GDCMTRANSFERSYNTAX_H
16
17 #include "gdcmSwapCode.h"
18
19 namespace gdcm
20 {
21
22     class GDCM_EXPORT TransferSyntax
23     {
24     public:
25         typedef enum {
26             Unknown = 0,
27             Explicit,
28             Implicit
29         } NegotiatedType;
30
31         #if 0
32         //NOT FLEXIBLE, since forces user to update lib every time new module
33         //comes out...
34         // TODO
35         typedef enum {
36             NoSpacing = 0,
37             PixelSpacing,
38             ImagerPixelSpacing,
39             PixelAspectRatio
40         } ImageSpacingType;
41         ImageSpacingType GetImageSpacing();
42         #endif
43
44         typedef enum {
45             ImplicitVRLittleEndian = 0,
46             ImplicitVRBigEndianPrivateGE,
47             ExplicitVRLittleEndian,
48             DeflatedExplicitVRLittleEndian,
49             ExplicitVRBigEndian,
50             JPEGBaselineProcess1,
51             JPEGExtendedProcess2_4,
52             JPEGExtendedProcess3_5,
53             JPEGsSpectralSelectionProcess6_8,
54             JPEGFullProgressionProcess10_12,
55             JPEGLosslessProcess14,
56             JPEGLosslessProcess14_1,
57             JPEGLSLossless,
58             JPEGLSNearLossless,
59             JPEG2000Lossless,
60             JPEG2000,
61             JPEG2000Part2Lossless,
62             JPEG2000Part2,
63             RLELossless,
64             MPEG2MainProfile,
65             ImplicitVRBigEndianACRNEEMA,
66             WeirdPapryus,
67             CT_private_ELE,
68             JPIPReferenced,
69             MPEG2MainProfileHighLevel,
70             MPEG4AVCH264HighProfileLevel4_1,
71             MPEG4AVCH264BDcompatibleHighProfileLevel4_1,
72             TS_END
73         } TSType;
74
75         // Return the string as written in the official DICOM dict from
76         // a custom enum type
77     };
78
79 }
80
81
82
83
84
85
86
87
88
89
90
91
92
93

```

```

94  static const char* GetTSString(TSType ts);
95  static TSType GetTSType(const char *str);
96
97  NegotiatedType GetNegociatedType() const;
98
102  SwapCode GetSwapCode() const;
103
104  bool IsValid()const { return TSField != TS_END; }
105
106  operator TSType ()const { return TSField; }
107
108  // FIXME: ImplicitVRLittleEndian used to be the default, but nowadays
109  // this is rather the ExplicitVRLittleEndian instead...should be change the default ?
110  TransferSyntax(TSType type = ImplicitVRLittleEndian):TSField(type) {}
111
112  // return if dataset is encoded or not (Deflate Explicit VR)
113  bool IsEncoded() const;
114
115  bool IsImplicit() const;
116  bool IsExplicit() const;
117
118  bool IsEncapsulated() const;
119
121  bool IsLossy() const;
123  bool IsLossless() const;
125  bool CanStoreLossy() const;
126
127  const char *GetString()const { return TransferSyntax::GetTSString(TSField); }
128
129  friend std::ostream &operator<<(std::ostream &os, const TransferSyntax &ts);
130 private:
131  // DO NOT EXPOSE the following. Internal details of TransferSyntax
132  bool IsImplicit(TSType ts) const;
133  bool IsExplicit(TSType ts) const;
134  bool IsLittleEndian(TSType ts) const;
135  bool IsBigEndian(TSType ts) const;
136
137  TSType TSField;
138 };
139 //-----
140 inline std::ostream &operator<<(std::ostream &_os, const TransferSyntax &ts)
141 {
142  _os << TransferSyntax::GetTSString(ts);
143  return _os;
144 }
145 }
146
147 } // end namespace gdcm
148
149 #endif //GDCMTRANSFERSYNTAX_H

```

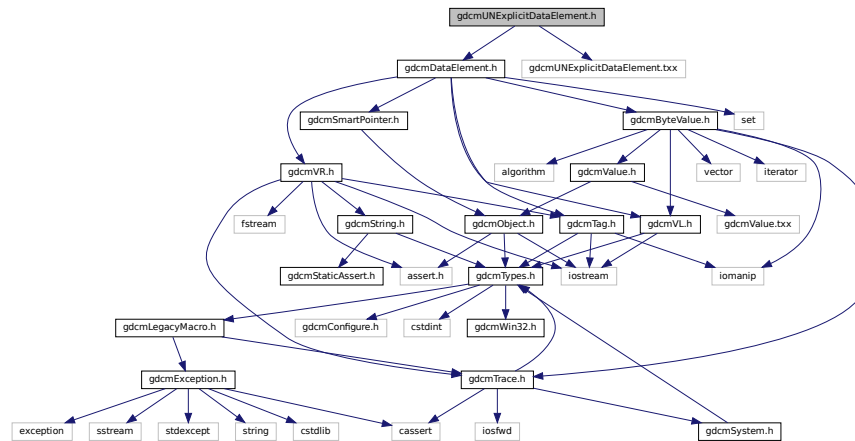
## 11.181 gdcmUNExplicitDataElement.h File Reference

```

#include "gdcmDataElement.h"
#include "gdcmUNExplicitDataElement.hxx"

```

Include dependency graph for gdcmUNExplicitDataElement.h:



## Classes

- class [gdcm::UNExplicitDataElement](#)  
Class to read/write a *DataElement* as *UNExplicit Data Element*.

## Namespaces

- namespace [gdcm](#)

## 11.182 gdcmUNExplicitDataElement.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMUNEXPLICITDATAELEMENT_H
15 #define GDCMUNEXPLICITDATAELEMENT_H
16
17 #include "gdcmDataElement.h"
18
19 namespace gdcm
20 {
21 // Data Element (UNExplicit)
22 class GDCM_EXPORT UNExplicitDataElement : public DataElement
23 {
24 public:
25     VL GetLength() const;

```

```

30
31 template <typename TSwap>
32 std::istream &Read(std::istream &is);
33
34 template <typename TSwap>
35 std::istream &ReadPreValue(std::istream &is);
36
37 template <typename TSwap>
38 std::istream &ReadValue(std::istream &is, bool readvalues = true);
39
40 template <typename TSwap>
41 std::istream &ReadWithLength(std::istream &is, VL & length);
42
43 // PURPOSELY do not provide an implementation for writing !
44 //template <typename TSwap>
45 //const std::ostream &Write(std::ostream &os) const;
46 };
47
48 } // end namespace gdcm
49
50 #include "gdcmUNExplicitDataElement.txx"
51
52 #endif //GDCMUNEXPLICITDATAELEMENT_H

```

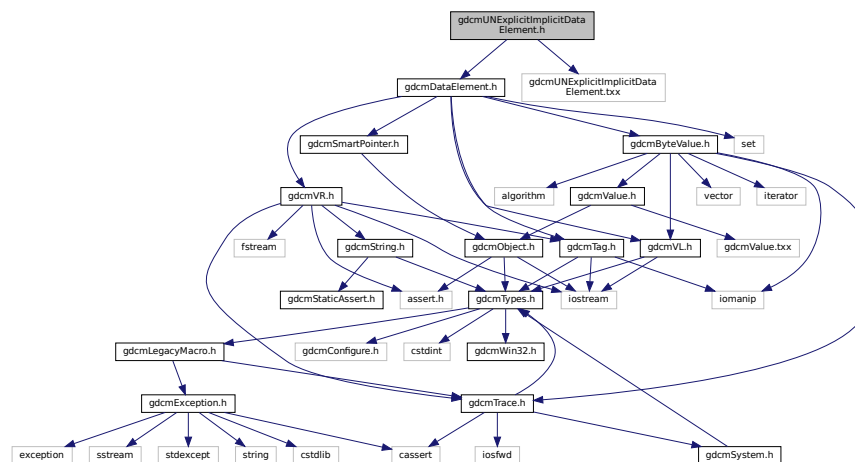
## 11.183 gdcmUNExplicitImplicitDataElement.h File Reference

```

#include "gdcmDataElement.h"
#include "gdcmUNExplicitImplicitDataElement.txx"

```

Include dependency graph for gdcmUNExplicitImplicitDataElement.h:



### Classes

- class [gdcm::UNExplicitImplicitDataElement](#)  
Class to read/write a [DataElement](#) as [ExplicitImplicit Data Element](#).

### Namespaces

- namespace [gdcm](#)



## 11.184 gdcmUNExplicitImplicitDataElement.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMUNEXPLICITIMPLICITDATAELEMENT_H
15 #define GDCMUNEXPLICITIMPLICITDATAELEMENT_H
16
17 #include "gdcmDataElement.h"
18
19 namespace gdcm
20 {
21 // Data Element (ExplicitImplicit)
22 class GDCM_EXPORT UNExplicitImplicitDataElement : public DataElement
23 {
24 public:
25     VL GetLength() const;
26
27     template <typename TSwap>
28     std::istream &Read(std::istream &is);
29
30     template <typename TSwap>
31     std::istream &ReadPreValue(std::istream &is);
32
33     template <typename TSwap>
34     std::istream &ReadValue(std::istream &is);
35
36     // PURPOSELY do not provide an implementation for writing !
37     //template <typename TSwap>
38     //const std::ostream &Write(std::ostream &os) const;
39 };
40
41 } // end namespace gdcm
42
43 #include "gdcmUNExplicitImplicitDataElement.txx"
44
45 #endif //GDCMUNEXPLICITIMPLICITDATAELEMENT_H

```

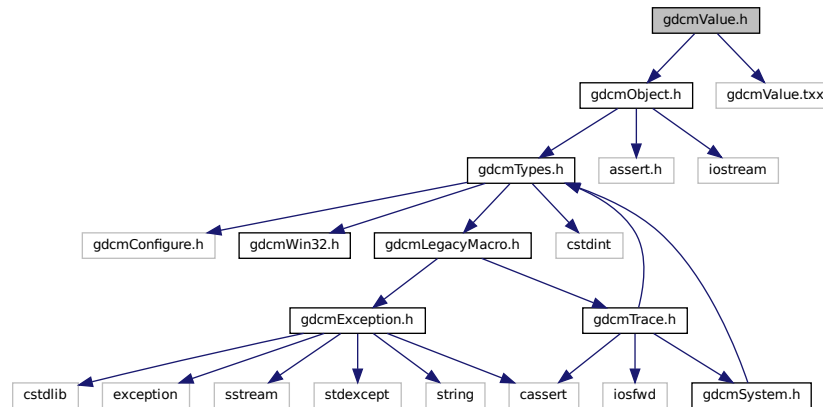
## 11.185 gdcmValue.h File Reference

```

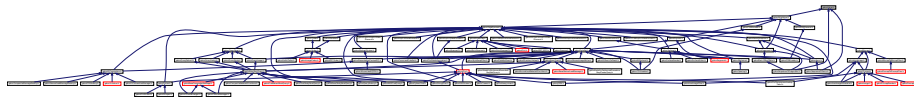
#include "gdcmObject.h"
#include "gdcmValue.txx"

```

Include dependency graph for `gdcmValue.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Value](#)  
Class to represent the value of a Data [Element](#).

## Namespaces

- namespace [gdcm](#)

## 11.186 gdcmValue.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/

```

```

14 #ifndef GDCMVALUE_H
15 #define GDCMVALUE_H
16
17 #include "gdcmObject.h"
18
19 namespace gdcm { class VL; }
20 namespace gdcm_ns
21 {
22   #if !defined(SWIGPYTHON) && !defined(SWIGSHARP) && !defined(SWIGJAVA) && !defined(SWIGPHP)
23   using namespace gdcm;
24   #endif
25   class GDCM_EXPORT Value : public Object
26   {
27   public:
28     Value() = default;
29     ~Value() override = default;
30
31     virtual VL GetLength() const = 0;
32     virtual void SetLength(VL l) = 0;
33
34     virtual void Clear() = 0;
35
36     virtual bool operator==(const Value &val) const = 0;
37
38   protected:
39     friend class DataElement;
40     virtual void SetLengthOnly(VL l);
41   };
42 } // end namespace gdcm_ns
43
44 #include "gdcmValue.txx"
45
46 #endif //GDCMVALUE_H

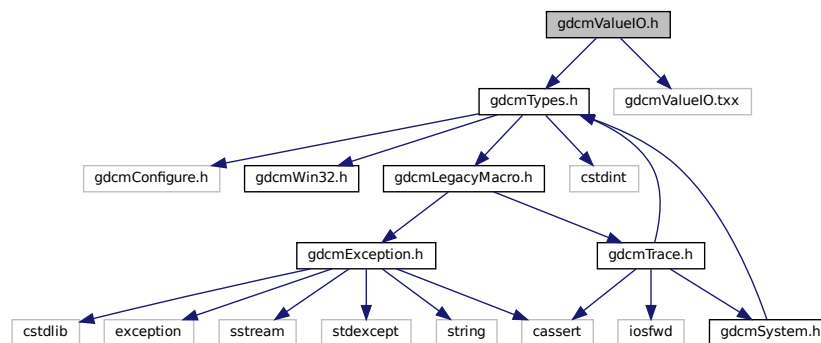
```

## 11.187 gdcmValueIO.h File Reference

```
#include "gdcmTypes.h"
```

```
#include "gdcmValueIO.txx"
```

Include dependency graph for gdcmValueIO.h:



## Classes

- class [gdcm::ValueIO< TDE, TSwap, TType >](#)

*Class to dispatch template calls.*

## Namespaces

- namespace `gdcm`

## 11.188 gdcmValueIO.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMVALUEIO_H
15 #define GDCMVALUEIO_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm_ns
20 {
21     template <typename TDE, typename TSwap, typename TType=uint8_t>
22     class /*GDCM_EXPORT*/ ValueIO
23     {
24     public:
25         static std::istream &Read(std::istream &is, Value& v, bool readvalues);
26         static const std::ostream &Write(std::ostream &os, const Value& v);
27     };
28 } // end namespace gdcm_ns
29
30 #include "gdcmValueIO.txx"
31
32 #endif //GDCMVALUEIO_H

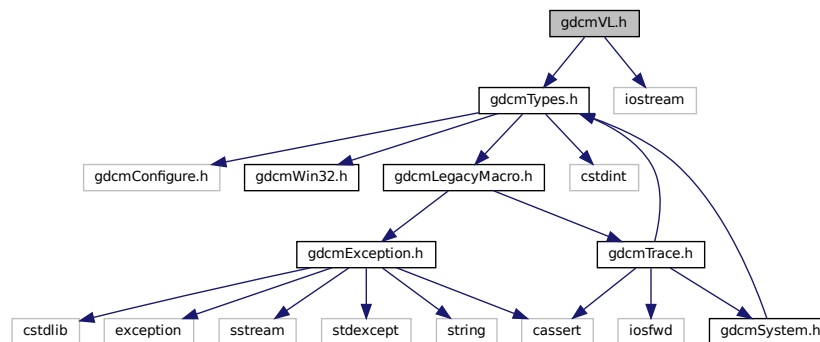
```

## 11.189 gdcmVL.h File Reference

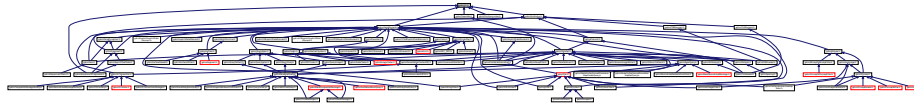
```
#include "gdcmTypes.h"
```

```
#include <iostream>
```

Include dependency graph for gdcmVL.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::VL](#)  
*Value Length.*

## Namespaces

- namespace [gdcm](#)

## Functions

- [std::ostream & gdcm::operator<<](#) ([std::ostream &os](#), [const VL &val](#))

## 11.190 gdcmVL.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMVL_H
15 #define GDCMVL_H
16
17 #include "gdcmTypes.h"
18
19 #include <iostream>
20
21 namespace gdcm
22 {
23
24     class GDCM_EXPORT VL
25     {
26     public:
27         typedef uint32_t Type;
28         VL(uint32_t vl = 0) : ValueLength(vl) { }
29
30         // FIXME: ugly
31         static uint32_t GetVL32Max() { return 0xFFFFFFFF; }
32         static uint16_t GetVL16Max() { return 0xFFFF; }
33
34         bool IsUndefined()const {
35             return ValueLength == 0xFFFFFFFF;
36         }
37     }
38
39 }

```

```

42 void SetToUndefined() {
43     ValueLength = 0xFFFFFFFF;
44 }
45
46 bool IsOdd()const {
47     return !IsUndefined() && ValueLength % 2;
48 }
49
50
51 VL& operator+=(VL const &vl) {
52     ValueLength += vl.ValueLength;
53     return *this;
54 }
55
56 VL& operator++() {
57     ++ValueLength;
58     return *this;
59 }
60
61 VL operator++(int) {
62     uint32_t tmp(ValueLength);
63     ++ValueLength;
64     return tmp;
65 }
66
67 operator uint32_t ()const { return ValueLength; }
68
69 VL GetLength()const {
70     // VL cannot know it's length...well in implicit yes...
71     // TODO: need to check we cannot call this function from an Explicit element
72     return 4;
73 }
74
75 friend std::ostream& operator<<(std::ostream& os, const VL& vl);
76
77 // PURPOSELY not implemented (could not differentiate 16bits vs 32bits VL)
78 //friend std::istream& operator>>(std::istream& is, VL& n);
79
80 template <typename TSwap>
81 std::istream &Read(std::istream &is)
82 {
83     is.read((char*)(&ValueLength), sizeof(uint32_t));
84     TSwap::SwapArray(&ValueLength,1);
85     return is;
86 }
87
88 template <typename TSwap>
89 std::istream &Read16(std::istream &is)
90 {
91     uint16_t copy;
92     is.read((char*)(&copy), sizeof(uint16_t));
93     TSwap::SwapArray(&copy,1);
94     ValueLength = copy;
95     assert( ValueLength <= 65535 /*UINT16_MAX*/ ); // ?? doh !
96     return is;
97 }
98
99 template <typename TSwap>
100 const std::ostream &Write(std::ostream &os)const
101 {
102     uint32_t copy = ValueLength;
103     if( IsOdd() )
104     {
105         ++copy;
106     }
107     TSwap::SwapArray(&copy,1);
108     return os.write((char*)(&copy), sizeof(uint32_t));
109 }
110
111 template <typename TSwap>
112 const std::ostream &Write16(std::ostream &os)const
113 {
114     assert( ValueLength <= 65535 /*UINT16_MAX*/ );
115     uint16_t copy = (uint16_t)ValueLength;
116     if( IsOdd() )
117     {
118         ++copy;
119     }
120     TSwap::SwapArray(&copy,1);
121     return os.write((char*)(&copy), sizeof(uint16_t));
122 }
123 private:
124     uint32_t ValueLength;

```

```

125 };
126 //-----
127 inline std::ostream& operator<<(std::ostream& os, const VL& val)
128 {
129     os << /*std::hex <<*/ val.ValueLength;
130     return os;
131 }
132
133 } // end namespace gdcm
134
135 #endif //GDCMVL_H

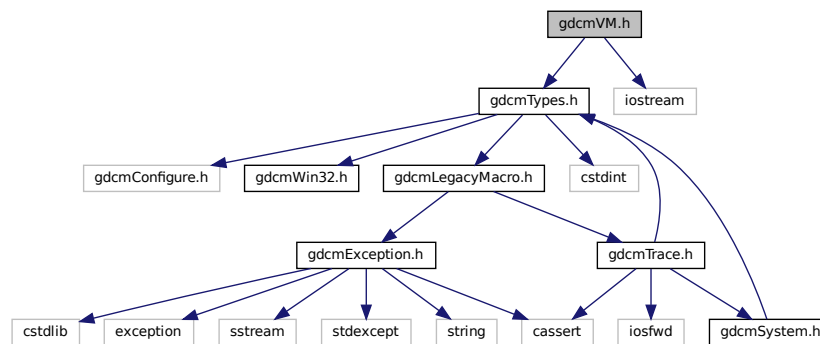
```

## 11.191 gdcmVM.h File Reference

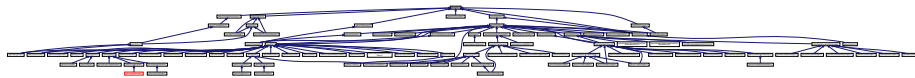
```

#include "gdcmTypes.h"
#include <iostream>
Include dependency graph for gdcmVM.h:

```



This graph shows which files directly or indirectly include this file:



## 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 & gdcmm::operator<< (std::ostream &_os, const VM &_val)`

## 11.191.1 Macro Definition Documentation

### 11.191.1.1 TYPETOLENGTH

```
#define TYPETOLENGTH(
    type,
    length )
```

#### Value:

```
template<> struct VMToLength<VM::type> \
{ enum { Length = length }; };
```

## 11.192 gdcmmVM.h

[Go to the documentation of this file.](#)

```
1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcmm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMMVM_H
15 #define GDCMMVM_H
16
17 #include "gdcmmTypes.h"
18 #include <iostream>
19
20 namespace gdcmm
21 {
22
23     class GDCMM_EXPORT VM
24     {
25     public:
26         typedef enum {
27             VM0 = 0, // aka the invalid VM
28             VM1 = 1,
29             VM2 = 2,
30             VM3 = 4,
31             VM4 = 8,
32             VM5 = 16,
33             VM6 = 32,
```



```

78     VM8 = 64,
79     VM9 = 128,
80     VM10 = 256,
81     VM12 = 512, //1024,
82     VM16 = 1024, //2048,
83     VM18 = 2048, //4096,
84     VM24 = 4096, //8192,
85     VM28 = 8192, //16384,
86     VM32 = 16384, //32768,
87     VM35 = 32768, //65536,
88     VM99 = 65536, //131072,
89     VM256 = 131072, //262144,
90     VM1_2 = VM1 | VM2,
91     VM1_3 = VM1 | VM2 | VM3,
92     VM1_4 = VM1 | VM2 | VM3 | VM4,
93     VM1_5 = VM1 | VM2 | VM3 | VM4 | VM5,
94     VM1_8 = VM1 | VM2 | VM3 | VM4 | VM5 | VM6 | VM8,
95 // The following need some work:
96     VM1_32 = VM1 | VM2 | VM3 | VM4 | VM5 | VM6 | VM8 | VM9 | VM16 | VM24 | VM32,
97     VM1_99 = VM1 | VM2 | VM3 | VM4 | VM5 | VM6 | VM8 | VM9 | VM16 | VM24 | VM32 | VM99,
98     VM1_n = VM1 | VM2 | VM3 | VM4 | VM5 | VM6 | VM8 | VM9 | VM16 | VM24 | VM32 | VM99 | VM256,
99     VM2_2n = VM2 | VM4 | VM6 | VM8 | VM16 | VM24 | VM32 | VM99 | VM256,
100    VM2_n = VM2 | VM3 | VM4 | VM5 | VM6 | VM8 | VM9 | VM16 | VM24 | VM32 | VM99 | VM256,
101    VM3_4 = VM3 | VM4,
102    VM3_3n = VM3 | VM6 | VM9 | VM24 | VM99 | VM256,
103    VM3_n = VM3 | VM4 | VM5 | VM6 | VM8 | VM9 | VM16 | VM24 | VM32 | VM99 | VM256,
104    VM4_4n = VM4 | VM16 | VM24 | VM32 | VM256,
105    VM6_6n = VM6 | VM12 | VM18 | VM24 | VM99 | VM256,
106    VM6_n = VM6 | VM8 | VM9 | VM16 | VM24 | VM32 | VM99 | VM256,
107    VM7_7n,
108    VM30_30n,
109    VM47_47n,
110    VM_END = VM1_n + 1 // Custom tag to count number of entry
111 } VMType;
112
113 static const char* GetVMString(VMType vm);
114 static VMType GetVMType(const char *vm);
115
116 static bool IsValid(int vm1, VMType vm2);
117 //bool IsValid() { return VMField != VM0 && VMField < VM_END; }
118
119 bool Compatible(VM const &vm) const;
120
121 static VMType GetVMTypeFromLength(size_t length, unsigned int size);
122 static size_t GetNumberOfElementsFromArray(const char *array, size_t length);
123
124 VM(VMType type = VM0):VMField(type) {}
125 operator VMType ()const { return VMField; }
126 unsigned int GetLength() const;
127
128 friend std::ostream &operator<<(std::ostream &os, const VM &vm);
129 protected:
130     static unsigned int GetIndex(VMType vm);
131
132 private:
133     VMType VMField;
134 };
135 //-----
136 inline std::ostream& operator<<(std::ostream& _os, const VM &_val)
137 {
138     assert( VM::GetVMString(_val) );
139     _os << VM::GetVMString(_val);
140     return _os;
141 }
142
143 //template <int TVM> struct LengthToVM;
144 //template <> struct LengthToVM<1>
145 //{ enum { TVM = VM::VM1 }; };
146
147 template<int T> struct VMToLength;
148 #define TYPETOLENGTH(type,length) \
149 template<> struct VMToLength<VM::type> \
150 { enum { Length = length }; };
151 // TODO: Could be generated from XML file
152 //TYPETOLENGTH(VM0,1)
153 TYPETOLENGTH(VM1,1)
154 TYPETOLENGTH(VM2,2)
155 TYPETOLENGTH(VM3,3)
156 TYPETOLENGTH(VM4,4)
157 TYPETOLENGTH(VM5,5)
158 TYPETOLENGTH(VM6,6)

```

```

167 TYPETOLENGTH (VM8, 8)
168 TYPETOLENGTH (VM9, 9)
169 TYPETOLENGTH (VM10, 10)
170 TYPETOLENGTH (VM12, 12)
171 TYPETOLENGTH (VM16, 16)
172 TYPETOLENGTH (VM18, 18)
173 TYPETOLENGTH (VM24, 24)
174 TYPETOLENGTH (VM28, 28)
175 TYPETOLENGTH (VM32, 32)
176 TYPETOLENGTH (VM35, 35)
177 TYPETOLENGTH (VM99, 99)
178 TYPETOLENGTH (VM256, 256)
179 //TYPETOLENGTH (VM1_2, 2)
180 //TYPETOLENGTH (VM1_3, 3)
181 //TYPETOLENGTH (VM1_8, 8)
182 //TYPETOLENGTH (VM1_32, 32)
183 //TYPETOLENGTH (VM1_99, 99)
184 //TYPETOLENGTH (VM1_n,
185 //TYPETOLENGTH (VM2_2n,
186 //TYPETOLENGTH (VM2_n,
187 //TYPETOLENGTH (VM3_3n,
188 //TYPETOLENGTH (VM3_n,
189
190 } // end namespace gdcm
191
192 #endif //GDCMVM_H

```

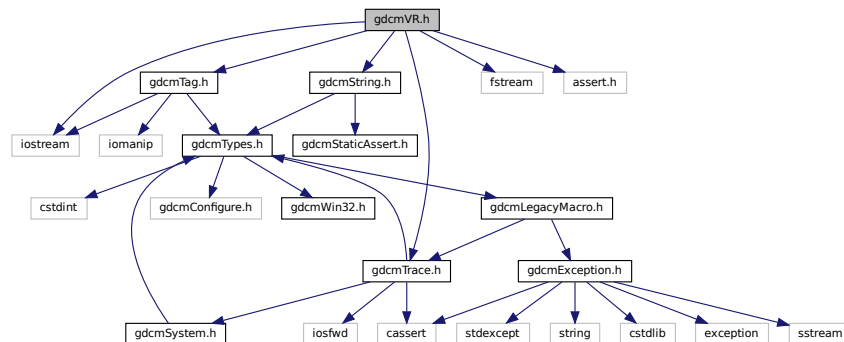
## 11.193 gdcmVR.h File Reference

```

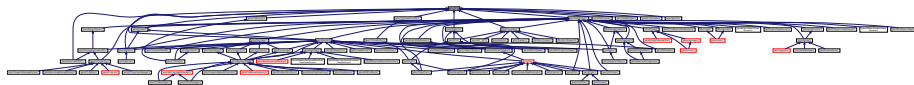
#include "gdcmTag.h"
#include "gdcmTrace.h"
#include "gdcmString.h"
#include <iostream>
#include <fstream>
#include <assert.h>

```

Include dependency graph for gdcmVR.h:



This graph shows which files directly or indirectly include this file:



## Classes

- struct [gdcm::UI](#)
- class [gdcm::VR](#)  
*VR class.*

## 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<"\", 4294967294 > [gdcm::UCComp](#)
- typedef String<"\", 64, 0 > [gdcm::UIComp](#)
- typedef String<"\", 4294967294 > [gdcm::URComp](#)
- typedef String<"\", 64 > [gdcm::UTComp](#)

## Functions

- std::ostream & [gdcm::operator<<](#) (std::ostream &\_os, const UI &\_val)
- std::ostream & [gdcm::operator<<](#) (std::ostream &\_os, const VR &val)
- [gdcm::TYPETOENCODING](#) (SQ, VRBINARY, unsigned char) TYPETOENCODING(UN

## Variables

- [gdcm::VRBINARY](#)

## 11.193.1 Macro Definition Documentation

### 11.193.1.1 TYPETOENCODING

```
#define TYPETOENCODING(
    type,
    rep,
    rtype )
```

**Value:**

```
template<> struct VRTtoEncoding<VR::type> \
{ enum:long long { Mode = VR::rep }; }; \
template<> struct VRTtoType<VR::type> \
{ typedef rtype Type; };
```

### 11.193.1.2 VRTypeTemplateCase

```
#define VRTypeTemplateCase(
    type )
```

**Value:**

```
case VR::type: \
    return sizeof ( VRTtoType<VR::type>::Type );
```

## 11.194 gdcmVR.h

[Go to the documentation of this file.](#)

```
1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMVR_H
15 #define GDCMVR_H
16
17 #include "gdcmTag.h"
18 #include "gdcmTrace.h"
19 #include "gdcmString.h"
20
21 #include <iostream>
22 #include <fstream>
23 #include <assert.h>
24
25 //these defines are here to ensure compilation on sunos gcc
26 #if defined (CS)
27 # undef CS
28 #endif
```

```

29 #if defined (DS)
30 # undef DS
31 #endif
32 #if defined (SS)
33 # undef SS
34 #endif
35
36
37 namespace gdcm
38 {
39
40 class GDCM_EXPORT VR
41 {
42 public:
43     enum VRType : long long {
44         // Warning: Do not write if ( vr & VR::INVALID ) but if ( vr == VR::INVALID )
45         INVALID = 0, // For Item/(Seq) Item Delimitation Item
46         AE = 1,
47         AS = 2,
48         AT = 4,
49         CS = 8,
50         DA = 16,
51         DS = 32,
52         DT = 64,
53         FD = 128,
54         FL = 256,
55         IS = 512,
56         LO = 1024,
57         LT = 2048,
58         OB = 4096,
59         OD = 134217728, // 2^27
60         OF = 8192,
61         OL = 268435456, // 2^28
62         OV = 2147483648, // 2^31
63         OW = 16384,
64         PN = 32768,
65         SH = 65536,
66         SL = 131072,
67         SQ = 262144,
68         SS = 524288,
69         ST = 1048576,
70         SV = 4294967296, // 2^32
71         TM = 2097152,
72         UC = 536870912, // 2^29
73         UI = 4194304,
74         UL = 8388608,
75         UN = 16777216,
76         UR = 1073741824, // 2^30
77         US = 33554432,
78         UT = 67108864,
79         UV = 8589934592, // 2^33
80         OB_OW = OB | OW,
81         US_SS = US | SS,
82         US_SS_OW = US | SS | OW,
83         US_OW = US | OW,
84         // The following do not have a VRString equivalent (ie cannot be found in PS 3.6)
85         VL16 = AE | AS | AT | CS | DA | DS | DT | FD | FL | IS | LO | LT | PN | SH | SL | SS | ST | TM | UI | UL
86         | US, // if( VR & VL16 ) => VR has its VL coded over 16bits
87         VL32 = OB | OW | OD | OF | OL | OV | SQ | SV | UC | UN | UR | UT | UV, // if( VR & VL32 ) => VR has its
88         VL coded over 32bits
89         VRASCII = AE | AS | CS | DA | DS | DT | IS | LO | LT | PN | SH | ST | TM | UC | UI | UR | UT,
90         VRBINARY = AT | FL | FD | OB | OD | OF | OL | OV | OW | SL | SQ | SS | SV | UL | UN | US | UV, // FIXME:
91         UN ?
92         // PS 3.5:
93         // Data Elements with a VR of SQ, OD, OF, OL, OW, OB or UN shall always have a Value Multiplicity of
94         one.
95         // GDCM is adding a couple more: AS, LT, ST, UT
96         VR_VM1 = AS | LT | ST | UT | SQ | OF | OL | OV | OD | OW | OB | UN, // All those VR have a VM1
97         VRALL = VRASCII | VRBINARY,
98         VR_END = UV+1 // Invalid VR, need to be max(VRType)+1
99     };
100
101     static const char *GetVRString(VRType vr);
102
103     // This function will only look at the very first two chars nothing else
104     static VRType GetVRTypeFromFile(const char *vr);
105
106     // You need to make sure end of string is \0
107     static VRType GetVRType(const char *vr);
108     static const char *GetVRStringFromFile(VRType vr);
109
110
111

```

```

120 static bool IsValid(const char *vr);
121 // Check if vr1 is valid against vr2,
122 // Typically vr1 is read from the file and vr2 is taken from the dict
123 static bool IsValid(const char *vr1, VRType vr2);
124 //static bool IsValid(const VRType &vr1, const VRType &vr2);
125 // Find out if the string read is byte swapped
126 static bool IsSwap(const char *vr);
127
128 // Size read on disk
129 // FIXME: int ?
130 int GetLength()const {
131     return VR::GetLength(VRField);
132 }
133 unsigned int GetSizeof() const;
134 static uint32_t GetLength(VRType vr) {
135     //if( vr == VR::INVALID ) return 4;
136     if( vr & VL32 )
137     {
138         return 4;
139     }
140     else
141         return 2;
142 }
143
144 // Some use of template metaprograming with ugly macro
145 static bool IsBinary(VRType vr);
146 static bool IsASCII(VRType vr);
147 // TODO: REMOVE ME
148 static bool CanDisplay(VRType vr);
149 // TODO: REMOVE ME
150 static bool IsBinary2(VRType vr);
151 // TODO: REMOVE ME
152 static bool IsASCII2(VRType vr);
153
154 VR(VRType vr = INVALID):VRField(vr) { }
155 //VR(VR const &vr):VRField(vr.VRField) { }
156 std::istream &Read(std::istream &is)
157 {
158     char vr[2];
159     is.read(vr, 2);
160     VRField = GetVRTypeFromFile(vr);
161     assert( VRField != VR::VR_END );
162     if( VRField == VR::INVALID )
163     {
164         // \0\2 Data/TherapysGDCM120Bug.dcm
165         // \0\0
166         Data/MR_Philips_Intera_PrivateSequenceExplicitVR_in_SQ_2001_e05f_item_wrong_lgt_use_NOSHADOWSEQ.dcm
167         // \0\4 Data/BugGDCM2_UndefItemWrongVL.dcm
168         // \4\0 Data/gdcm-MR-PHILIPS-16-Multi-Seq.dcm
169         // \0\20 Data/ExplicitVRforPublicElementsImplicitVRforShadowElements.dcm
170         // \0\3 Data/DMCPACS_ExplicitImplicit_BogusIOP.dcm
171         // \0\4 Data/THERALYS-12-MONO2-Uncompressed-Even_Length_Tag.dcm
172         // \0\4 Data/PrivateGEImplicitVRBigEndianTransferSyntax16Bits.dcm
173         // \0\4 Data/GE_DLX-8-MONO2-PrivateSyntax.dcm
174         throw Exception( "INVALID VR" );
175     }
176     if( VRField & VL32 )
177     {
178         // For some reason this seems slower on my linux box...
179         is.seekg(2, std::ios::cur );
180     }
181     #else
182     char dum[2];
183     is.read(dum, 2);
184     if( !(dum[0] == 0 && dum[1] == 0 ) )
185     {
186         // JDDICOM_Sample4.dcm
187         gdcmDebugMacro( "32bits VR contains non zero bytes. Skipped" );
188     }
189     #endif
190     return is;
191 }
192
193 const std::ostream &Write(std::ostream &os)const
194 {
195     VRType vrfield = VRField;
196     gdcmAssertAlwaysMacro( !IsDual() );
197     if( vrfield == VR::INVALID )
198     {
199         //vrfield = VR::UN;

```

```

200     }
201     const char *vr = GetVRString(vrfield);
202     //assert( strlen( vr ) == 2 );
203     assert( vr[0] && vr[1] && vr[2] == 0 );
204     os.write(vr, 2);
205     // See PS 3.5, Data Element Structure With Explicit VR
206     if( vrfield & VL32 )
207     {
208         const char dum[2] = {0, 0};
209         os.write(dum,2);
210     }
211     return os;
212 }
213 friend std::ostream &operator<<(std::ostream &os, const VR &vr);
214
215 operator VRType ()const { return VRField; }
216
217 unsigned int GetSize() const;
218
219 bool Compatible(VR const &vr) const;
220
221 bool IsVRFile() const;
222
223 bool IsDual() const;
224
225 private:
226     // Internal function that map a VRType to an index in the VRStrings table
227     static unsigned int GetIndex(VRType vr);
228     VRType VRField;
229 };
230 //-----
231 inline std::ostream &operator<<(std::ostream &_os, const VR &val)
232 {
233     // _os << VR::GetVRStringFromFile(val.VRField);
234     _os << VR::GetVRString(val.VRField);
235     return _os;
236 }
237
238 // Apparently SWIG is not happy with something, somewhere below...
239 #ifndef SWIG
240
241 // Tells whether VR Type is ASCII or Binary
242 template<long long T> struct VRToEncoding;
243 // Convert from VR Type to real underlying type
244 template<long long T> struct VRToType;
245 #define TYPETOENCODING(type,rep, rtype) \
246 template<> struct VRToEncoding<VR::type> \
247 { enum:long long { Mode = VR::rep }; }; \
248 template<> struct VRToType<VR::type> \
249 { typedef rtype Type; };
250
251
252 // Do not use me
253 struct UI { char Internal[64+1];
254     friend std::ostream& operator<<(std::ostream &_os, const UI &_val);
255 };
256 inline std::ostream& operator<<(std::ostream &_os, const UI &_val)
257 {
258     _os << _val.Internal;
259     return _os;
260 }
261
262 typedef String<'\\',16> AEComp;
263 typedef String<'\\',64> ASComp;
264 typedef String<'\\',16> CSComp;
265 typedef String<'\\',64> DAComp;
266 typedef String<'\\',64> DTComp;
267 typedef String<'\\',64> LOComp;
268 typedef String<'\\',64> LTComp;
269 typedef String<'\\',64> PNComp;
270 typedef String<'\\',64> SHComp;
271 typedef String<'\\',64> STComp;
272 typedef String<'\\',4294967294> UCComp;
273 typedef String<'\\',4294967294> URComp;
274 typedef String<'\\',16> TMComp;
275 typedef String<'\\',64,0> UIComp;
276 typedef String<'\\',64> UTComp;
277
278
279 // TODO: Could be generated from XML file
280 TYPETOENCODING(AE,VRASCII ,AEComp)

```

```

281 TYPETOENCODING (AS, VRASCII ,ASComp)
282 TYPETOENCODING (AT, VRBINARY, Tag)
283 TYPETOENCODING (CS, VRASCII ,CSComp)
284 TYPETOENCODING (DA, VRASCII ,DAComp)
285 TYPETOENCODING (DS, VRASCII ,double)
286 TYPETOENCODING (DT, VRASCII ,DTComp)
287 TYPETOENCODING (FL, VRBINARY, float)
288 TYPETOENCODING (FD, VRBINARY, double)
289 TYPETOENCODING (IS, VRASCII ,int32_t)
290 TYPETOENCODING (LO, VRASCII ,LOComp)
291 TYPETOENCODING (LT, VRASCII ,LTComp)
292 TYPETOENCODING (OB, VRBINARY, uint8_t)
293 TYPETOENCODING (OD, VRBINARY, double)
294 TYPETOENCODING (OF, VRBINARY, float)
295 TYPETOENCODING (OL, VRBINARY, uint32_t)
296 TYPETOENCODING (OV, VRBINARY, uint64_t)
297 TYPETOENCODING (OW, VRBINARY, uint16_t)
298 TYPETOENCODING (PN, VRASCII ,PNComp)
299 TYPETOENCODING (SH, VRASCII ,SHComp)
300 TYPETOENCODING (SL, VRBINARY, int32_t)
301 TYPETOENCODING (SQ, VRBINARY, unsigned char) // FIXME
302 TYPETOENCODING (SS, VRBINARY, int16_t)
303 TYPETOENCODING (ST, VRASCII ,STComp)
304 TYPETOENCODING (SV, VRBINARY, int64_t)
305 TYPETOENCODING (TM, VRASCII ,TMComp)
306 TYPETOENCODING (UC, VRASCII ,UCComp)
307 TYPETOENCODING (UI, VRASCII ,UIComp)
308 TYPETOENCODING (UL, VRBINARY, uint32_t)
309 TYPETOENCODING (UN, VRBINARY, uint8_t) // FIXME ?
310 TYPETOENCODING (UR, VRASCII ,URComp)
311 TYPETOENCODING (US, VRBINARY, uint16_t)
312 TYPETOENCODING (UT, VRASCII ,UTComp)
313 TYPETOENCODING (UV, VRBINARY, uint64_t)
314
315 #define VRTypeTemplateCase(type) \
316 case VR::type: \
317 return sizeof ( VRToType<VR::type>::Type );
318
319 inline unsigned int VR::GetSize()const
320 {
321     switch (VRField)
322     {
323         VRTypeTemplateCase (AE)
324         VRTypeTemplateCase (AS)
325         VRTypeTemplateCase (AT)
326         VRTypeTemplateCase (CS)
327         VRTypeTemplateCase (DA)
328         VRTypeTemplateCase (DS)
329         VRTypeTemplateCase (DT)
330         VRTypeTemplateCase (FL)
331         VRTypeTemplateCase (FD)
332         VRTypeTemplateCase (IS)
333         VRTypeTemplateCase (LO)
334         VRTypeTemplateCase (LT)
335         VRTypeTemplateCase (OB)
336         VRTypeTemplateCase (OD)
337         VRTypeTemplateCase (OF)
338         VRTypeTemplateCase (OL)
339         VRTypeTemplateCase (OV)
340         VRTypeTemplateCase (OW)
341         VRTypeTemplateCase (PN)
342         VRTypeTemplateCase (SH)
343         VRTypeTemplateCase (SL)
344         VRTypeTemplateCase (SQ)
345         VRTypeTemplateCase (SS)
346         VRTypeTemplateCase (ST)
347         VRTypeTemplateCase (SV)
348         VRTypeTemplateCase (TM)
349         VRTypeTemplateCase (UC)
350         VRTypeTemplateCase (UI)
351         VRTypeTemplateCase (UL)
352         VRTypeTemplateCase (UN)
353         VRTypeTemplateCase (UR)
354         VRTypeTemplateCase (US)
355         VRTypeTemplateCase (UT)
356         VRTypeTemplateCase (UV)
357         case VR::US_SS:
358             return 2;
359
360         case VR::INVALID:
361         case VR::OB_OW:

```



```

362     case VR::US_SS_OW:
363     case VR::US_OW:
364     case VR::VL16:
365     case VR::VL32:
366     case VR::VRASCII:
367     case VR::VRBINARY:
368     case VR::VR_VM1:
369     case VR::VRALL:
370     case VR::VR_END:
371     default:
372         assert( 0 && "should not" );
373     }
374     return 0;
375 }
376 #endif // SWIG
377
378
379 } // end namespace gdcm
380
381 #endif //GDCMVR_H

```

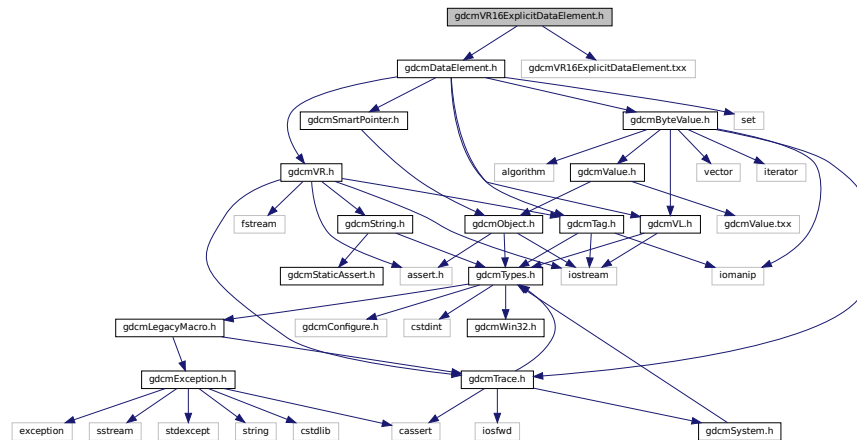
## 11.195 gdcmVR16ExplicitDataElement.h File Reference

```

#include "gdcmDataElement.h"
#include "gdcmVR16ExplicitDataElement.hxx"

```

Include dependency graph for gdcmVR16ExplicitDataElement.h:



### Classes

- class [gdcm::VR16ExplicitDataElement](#)  
Class to read/write a *DataElement* as Explicit Data *Element*.

### Namespaces

- namespace [gdcm](#)

## 11.196 gdcmVR16ExplicitDataElement.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMVR16EXPLICITDATAELEMENT_H
15 #define GDCMVR16EXPLICITDATAELEMENT_H
16
17 #include "gdcmDataElement.h"
18
19 namespace gdcm
20 {
21 // Data Element (Explicit)
22 class GDCM_EXPORT VR16ExplicitDataElement : public DataElement
23 {
24 public:
25     VL GetLength() const;
26
27     template <typename TSwap>
28     std::istream &Read(std::istream &is);
29
30     template <typename TSwap>
31     std::istream &ReadPreValue(std::istream &is);
32
33     template <typename TSwap>
34     std::istream &ReadValue(std::istream &is, bool readvalues = true);
35
36     template <typename TSwap>
37     std::istream &ReadWithLength(std::istream &is, VL & length);
38
39     // PURPOSELY do not provide an implementation for writing !
40     //template <typename TSwap>
41     //const std::ostream &Write(std::ostream &os) const;
42 };
43
44 } // end namespace gdcm
45
46 #include "gdcmVR16ExplicitDataElement.txx"
47
48 #endif //GDCMVR16EXPLICITDATAELEMENT_H

```



## 11.198 gdcmWriter.h

[Go to the documentation of this file.](#)

```

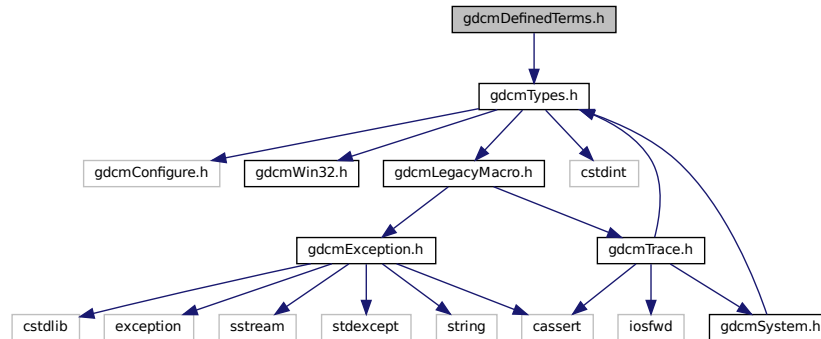
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMWRITER_H
16 #define GDCMWRITER_H
17
18 #include "gdcmFile.h"
19
20 namespace gdcm
21 {
22
23 class FileMetaInformation;
24 class GDCM_EXPORT Writer
25 {
26 public:
27     Writer();
28     virtual ~Writer();
29
30     virtual bool Write(); // Execute()
31
32     void SetFileName(const char *filename_native);
33
34     void SetStream(std::ostream &output_stream) {
35         Stream = &output_stream;
36     }
37
38     void SetFile(const File& f) { F = f; }
39     File &GetFile() { return *F; }
40
41     void SetCheckFileMetaInformation(bool b) { CheckFileMetaInformation = b; }
42     void CheckFileMetaInformationOff() { CheckFileMetaInformation = false; }
43     void CheckFileMetaInformationOn() { CheckFileMetaInformation = true; }
44
45 protected:
46     void SetWriteDataSetOnly(bool b) { WriteDataSetOnly = b; }
47
48 protected:
49     friend class StreamImageWriter;
50     //this function is added for the StreamImageWriter, which needs to write
51     //up to the pixel data and then stops right before writing the pixel data.
52     //after that, for the raw codec at least, zeros are written for the length of the data
53     std::ostream* GetStreamPtr()const { return Stream; }
54
55 protected:
56     std::ostream *Stream;
57     std::ofstream *Ofstream;
58     bool GetCheckFileMetaInformation()const { return CheckFileMetaInformation; }
59
60 private:
61     SmartPointer<File> F;
62     bool CheckFileMetaInformation;
63     bool WriteDataSetOnly;
64 };
65
66 // end namespace gdcm
67
68 #endif //GDCMWRITER_H

```

## 11.199 gdcmDefinedTerms.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmDefinedTerms.h:



### Classes

- class [gdcm::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](#)

## 11.200 gdcmDefinedTerms.h

[Go to the documentation of this file.](#)

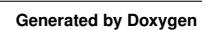
```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDEFINEDTERMS_H

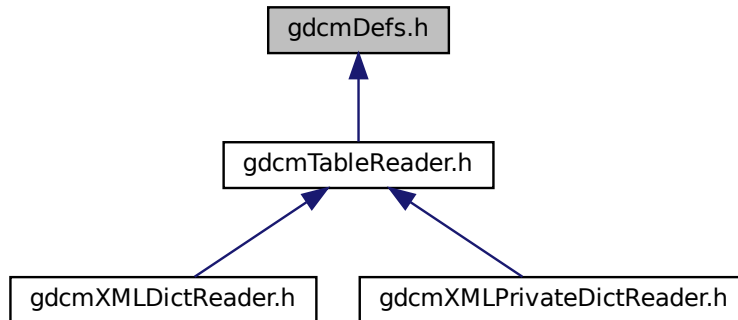
```

## 11.201 gdcmDefs.h File Reference

Include dependency graph for gdcMDefs.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Defs](#)  
*FIXME I do not like the name 'Defs'.*

## Namespaces

- namespace [gdcm](#)

## 11.202 gdcmDefs.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDEFS_H
15 #define GDCMDEFS_H
16
17 #include "gdcmModules.h"
18 #include "gdcmMacros.h"
19 #include "gdcmIODs.h"
20
21 #include <string>
22
23 namespace gdcm
24 {
25 class DataSet;
  
```

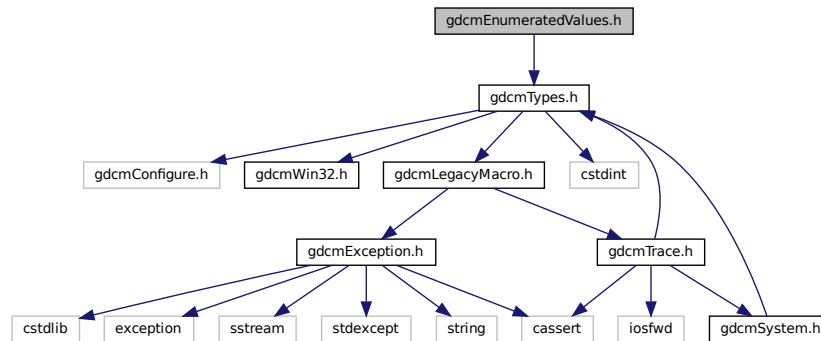
```
26 class File;
27 class MediaStorage;
32 class GDCM_EXPORT Defs
33 {
34 public:
35     Defs();
36     ~Defs();
37     Defs &operator=(const Defs &val) = delete;
38     Defs(const Defs &val) = delete;
39
40     const Modules &GetModules()const { return Part3Modules; }
41     Modules &GetModules() { return Part3Modules; }
42
43     const Macros &GetMacros()const { return Part3Macros; }
44     Macros &GetMacros() { return Part3Macros; }
45
46     const IODs & GetIODs()const { return Part3IODs; }
47     IODs & GetIODs() { return Part3IODs; }
48
49     bool IsEmpty()const { return GetModules().IsEmpty(); }
50
51     bool Verify(const File& file) const;
52
53     // \deprecated DO NOT USE
54     bool Verify(const DataSet& ds) const;
55
56     Type GetTypeFromTag(const File& file, const Tag& tag) const;
57
58     static const char *GetIODNameFromMediaStorage(MediaStorage const &ms);
59
60     const IOD& GetIODFromFile(const File& file) const;
61
62 protected:
63     friend class Global;
64     void LoadDefaults();
65     void LoadFromFile(const char *filename);
66
67 private:
68     // Part 3 stuff:
69     Macros Part3Macros;
70     Modules Part3Modules;
71     IODs Part3IODs;
72
73 };
74
75 } // end namespace gdcms
76
77 #endif //GDCMDEFS_H
```



## 11.203 gdcmEnumeratedValues.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmEnumeratedValues.h:



### 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](#)

## 11.204 gdcmEnumeratedValues.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMENUMERATEDVALUES_H
15 #define GDCMENUMERATEDVALUES_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21
22     class GDCM_EXPORT EnumeratedValues
23
24 
```

```

35 {
36 public:
37     EnumeratedValues() = default;
38 private:
39 };
40
41 } // end namespace gdcm
42
43 #endif //GDCMENUMERATEDVALUES_H

```

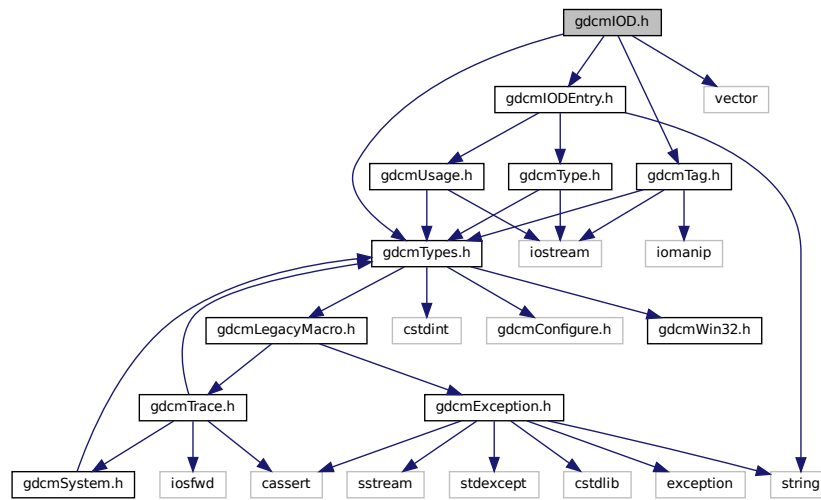
## 11.205 gdcmIOD.h File Reference

```

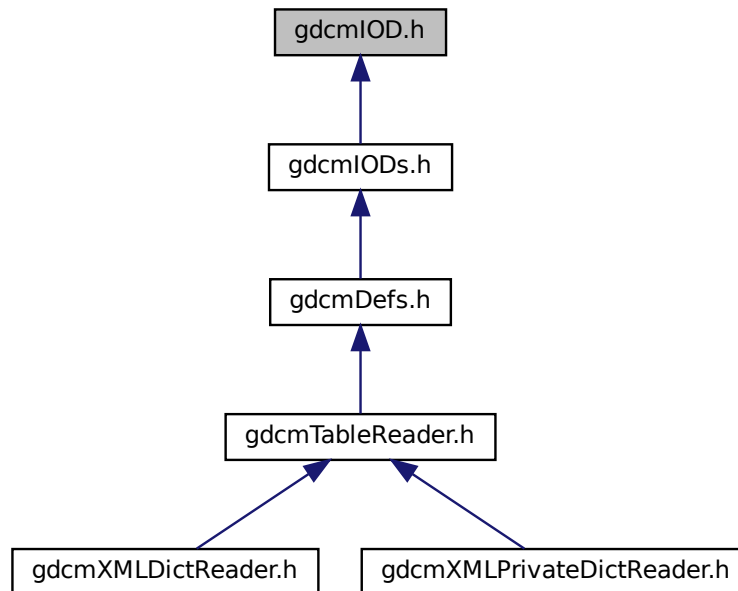
#include "gdcmTypes.h"
#include "gdcmTag.h"
#include "gdcmIODEntry.h"
#include <vector>

```

Include dependency graph for gdcmIOD.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::IOD](#)  
*Class for representing a [IOD](#).*

## Namespaces

- namespace [gdcm](#)

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const IOD &_val)`

## 11.206 gdcmIOD.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4

```

```

5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIOD_H
15 #define GDCMIOD_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmTag.h"
19 #include "gdcmIODEntry.h"
20
21 #include <vector>
22
23 namespace gdcm
24 {
25 class DataSet;
26 class Defs;
27
28 class GDCM_EXPORT IOD
29 {
30 public:
31     typedef std::vector<IODEntry> MapIODEntry;
32     typedef MapIODEntry::size_type SizeType;
33
34     IOD() = default;
35     friend std::ostream& operator<<(std::ostream& _os, const IOD &_val);
36
37     void Clear() { IODInternal.clear(); }
38
39     void AddIODEntry(const IODEntry &iode)
40     {
41         IODInternal.push_back(iode);
42     }
43
44     SizeType GetNumberOfIODs()const {
45         return IODInternal.size();
46     }
47
48     const IODEntry& GetIODEntry(SizeType idx)const
49     {
50         return IODInternal[idx];
51     }
52
53     Type GetTypeFromTag(const Defs &defs, const Tag& tag) const;
54 private:
55     //IOD &operator=(const IOD &_val); // purposely not implemented
56     //IOD(const IOD &_val); // purposely not implemented
57
58     MapIODEntry IODInternal;
59 };
60
61 //-----
62 inline std::ostream& operator<<(std::ostream& _os, const IOD &_val)
63 {
64     IOD::MapIODEntry::const_iterator it = _val.IODInternal.begin();
65     for(; it != _val.IODInternal.end(); ++it)
66     {
67         _os << *it << '\n';
68     }
69
70     return _os;
71 }
72
73 } // end namespace gdcm
74
75 #endif //GDCMIOD_H

```

## 11.207 gdcmIODEntry.h File Reference

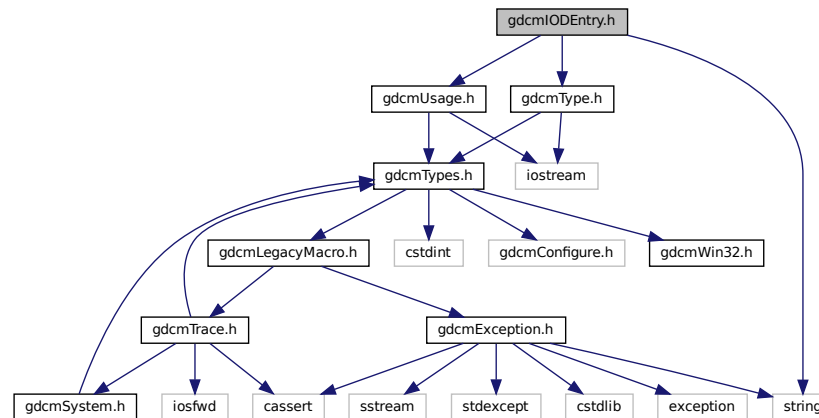
```

#include "gdcmUsage.h"
#include "gdcmType.h"

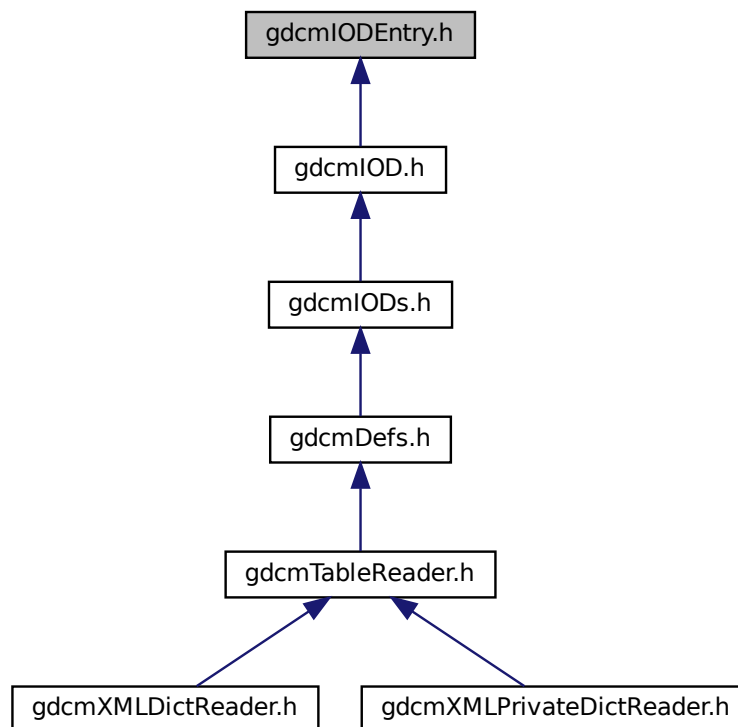
```

```
#include <string>
```

Include dependency graph for gdcmIODEntry.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::IODEntry](#)  
*Class for representing a IODEntry.*

## Namespaces

- namespace [gdcm](#)

## Functions

- [std::ostream & gdcm::operator<<](#) (std::ostream &\_os, const IODEntry &\_val)

## 11.208 gdcmIODEntry.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIODENTRY_H
15 #define GDCMIODENTRY_H
16
17 #include "gdcmUsage.h"
18 #include "gdcmType.h"
19
20 #include <string>
21
22 namespace gdcm
23 {
24     class GDCM_EXPORT IODEntry
25     {
26     public:
27         IODEntry(const char *name = "", const char *ref = "", const char *usag =
28             "") : Name(name), Ref(ref), usage(usage) {
29         }
30         friend std::ostream& operator<<(std::ostream& _os, const IODEntry &_val);
31
32         void SetIE(const char *ie) { IE = ie; }
33         const char *GetIE()const { return IE.c_str(); }
34
35         void SetName(const char *name) { Name = name; }
36         const char *GetName()const { return Name.c_str(); }
37
38         void SetRef(const char *ref) { Ref = ref; }
39         const char *GetRef()const { return Ref.c_str(); }
40
41         void SetUsage(const char *usage) { usage = usage; }
42         const char *GetUsage()const { return usage.c_str(); }
43         Usage::UsageType GetUsageType() const;
44
45     private:
46         std::string IE;
47
48         std::string Name;
49     };
50 }

```

```

76  std::string Ref;
77
78  std::string usage;
79  };
80  -----
81  inline std::ostream& operator<<(std::ostream& _os, const IODEntry &_val)
82  {
83    _os << _val.IE << "\t" << _val.Name << "\t" << _val.Ref << "\t" << _val.usage;
84    return _os;
85  }
86
87  } // end namespace gdcm
88
89  #endif //GDCMIODENTRY_H

```

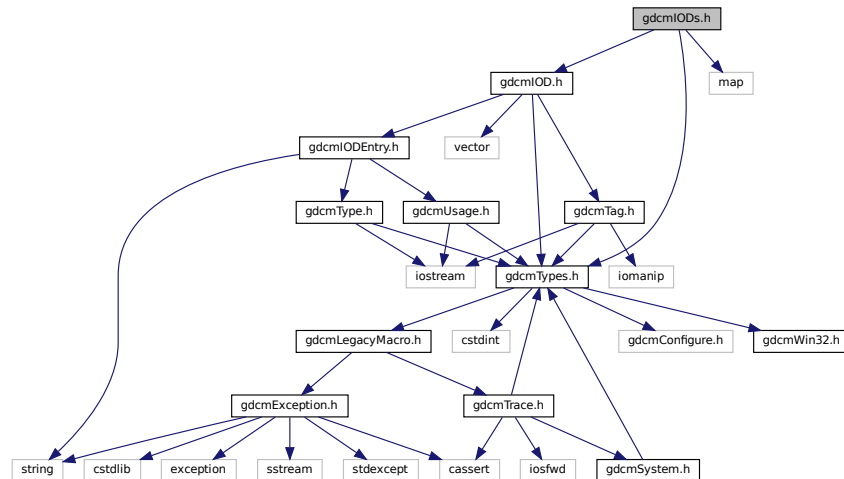
## 11.209 gdcmIODs.h File Reference

```

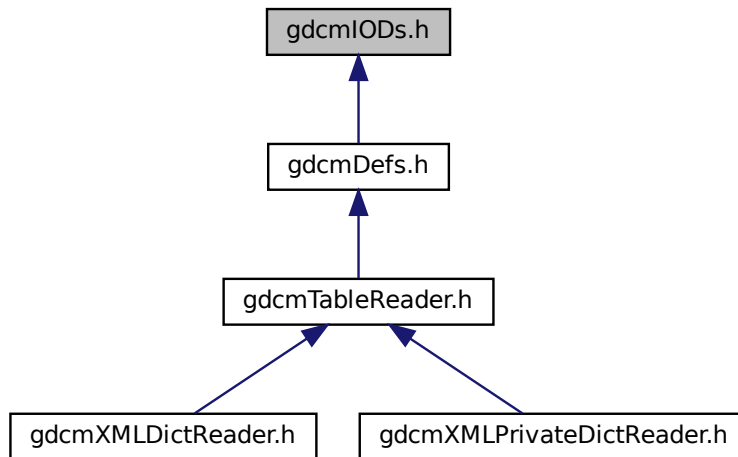
#include "gdcmTypes.h"
#include "gdcmIOD.h"
#include <map>

```

Include dependency graph for gdcmIODs.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::IODs](#)  
*Class for representing a IODs.*

## Namespaces

- namespace [gdcm](#)

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const IODs &_val)`

## 11.210 gdcmIODs.h

[Go to the documentation of this file.](#)

```

1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
  
```



```

12
13 =====*/
14 #ifndef GDCMIODS_H
15 #define GDCMIODS_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmIOD.h"
19
20 #include <map>
21
22 namespace gdcm
23 {
24
25 class GDCM_EXPORT IODs
26 {
27 public:
28     typedef std::string IODName;
29     typedef std::map<IODName, IOD> IODMapType;
30
31     IODs() = default;
32     friend std::ostream& operator<<(std::ostream& _os, const IODs &_val);
33
34     void Clear() { IODsInternal.clear(); }
35
36     void AddIOD(const char *name, const IOD & module)
37     {
38         IODsInternal.insert(
39             IODMapType::value_type(name, module));
40     }
41
42     const IOD &GetIOD(const char *name) const
43     {
44         //return IODsInternal[name];
45         IODMapType::const_iterator it = IODsInternal.find( name );
46         assert( it != IODsInternal.end() );
47         assert( it->first == name );
48         return it->second;
49     }
50
51     typedef IODMapType::const_iterator IODMapTypeConstIterator;
52     IODMapTypeConstIterator Begin() const { return IODsInternal.begin(); }
53     IODMapTypeConstIterator End() const { return IODsInternal.end(); }
54
55 private:
56     IODMapType IODsInternal;
57 };
58
59 //-----
60 inline std::ostream& operator<<(std::ostream& _os, const IODs &_val)
61 {
62     IODs::IODMapType::const_iterator it = _val.IODsInternal.begin();
63     for(; it != _val.IODsInternal.end(); ++it)
64     {
65         const std::string &name = it->first;
66         const IOD &m = it->second;
67         _os << name << " " << m << '\n';
68     }
69     return _os;
70 }
71
72 } // end namespace gdcm
73
74 #endif //GDCMIODS_H

```

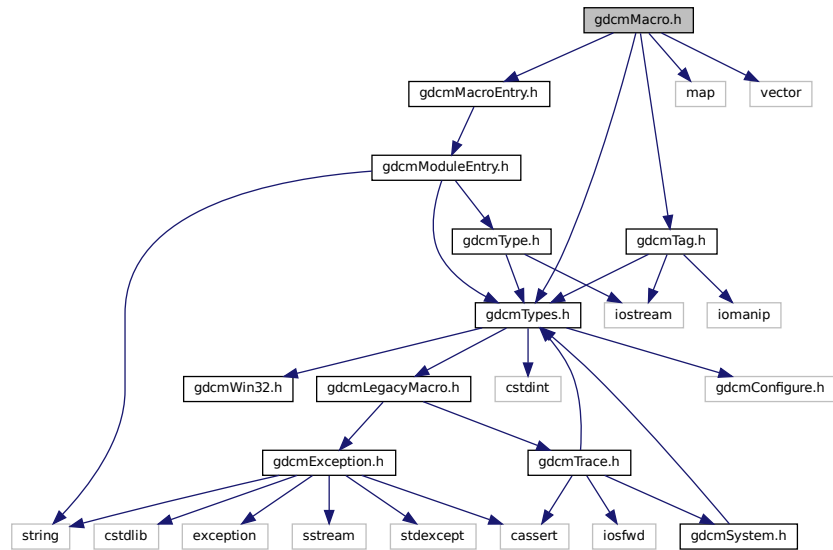
## 11.211 gdcmMacro.h File Reference

```

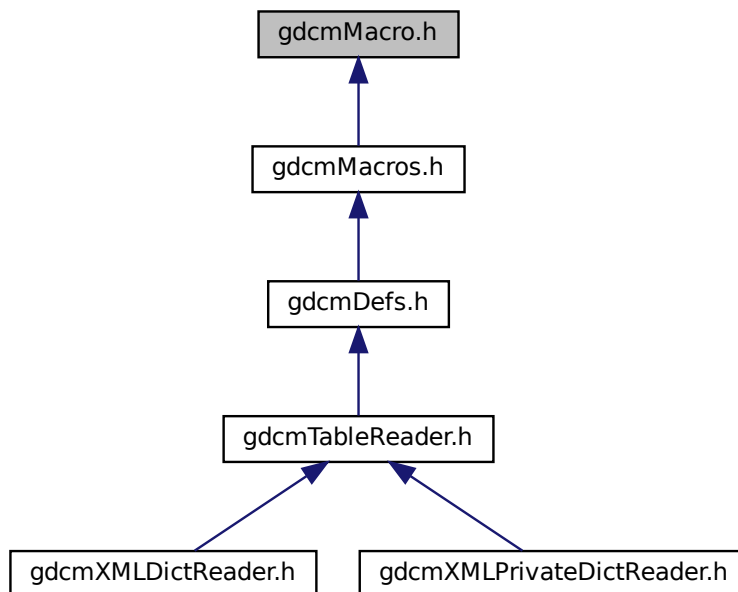
#include "gdcmTypes.h"
#include "gdcmTag.h"
#include "gdcmMacroEntry.h"
#include <map>
#include <vector>

```

Include dependency graph for `gdcMacro.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Macro](#)  
*Class for representing a [Macro](#).*

## Namespaces

- namespace [gdcm](#)

## Functions

- [std::ostream & gdcm::operator<<](#) ([std::ostream &\\_os](#), [const Macro &\\_val](#))

## 11.212 gdcmMacro.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13  =====*/
14 #ifndef GDCMMACRO_H
15 #define GDCMMACRO_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmTag.h"
19 #include "gdcmMacroEntry.h"
20
21 #include <map>
22 #include <vector>
23
24 namespace gdcm
25 {
26
27 class DataSet;
28 class Usage;
29 class GDCM_EXPORT Macro
30 {
31 public:
32     typedef std::map<Tag, MacroEntry> MapModuleEntry;
33     typedef std::vector<std::string> ArrayIncludeMacrosType;
34
35     //typedef MapModuleEntry::const_iterator ConstIterator;
36     //typedef MapModuleEntry::iterator Iterator;
37     //ConstIterator Begin() const { return ModuleInternal.begin(); }
38     //Iterator Begin() { return ModuleInternal.begin(); }
39     //ConstIterator End() const { return ModuleInternal.end(); }
40     //Iterator End() { return ModuleInternal.end(); }
41
42     Macro() = default;
43     friend std::ostream& operator<<(std::ostream& _os, const Macro& _val);
44
45     void Clear() { ModuleInternal.clear(); }
46
47     void AddMacroEntry(const Tag& tag, const MacroEntry & module)
48     {
49         ModuleInternal.insert(

```

```

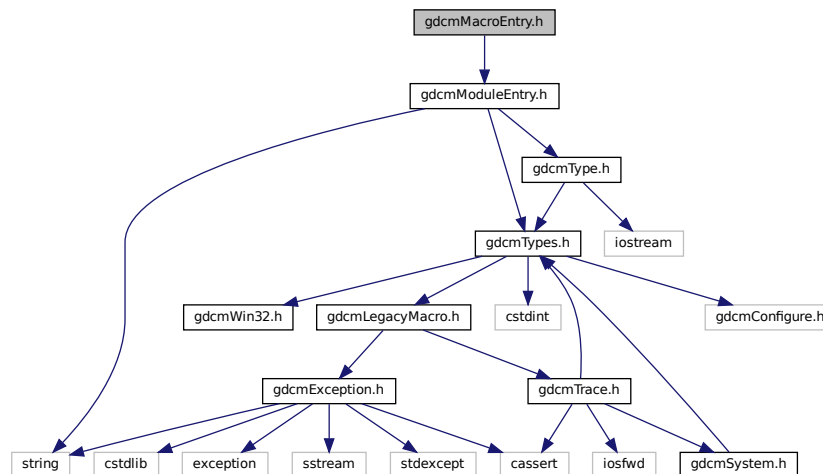
58     MapModuleEntry::value_type(tag, module));
59 }
60
61 bool FindMacroEntry(const Tag &tag) const;
62 const MacroEntry& GetMacroEntry(const Tag &tag) const;
63
64 void SetName( const char *name) { Name = name; }
65 const char *GetName() const { return Name.c_str(); }
66
67 // Verify will print on std::cerr for error
68 // Upon success will return true, false otherwise
69 bool Verify(const DataSet& ds, Usage const & usage) const;
70
71 private:
72 //Module &operator=(const Module &_val); // purposely not implemented
73 //Module(const Module &_val); // purposely not implemented
74
75 MapModuleEntry ModuleInternal;
76 std::string Name;
77 };
78
79 //-----
80 inline std::ostream& operator<<(std::ostream& _os, const Macro &_val)
81 {
82     _os << _val.Name << '\n';
83     Macro::MapModuleEntry::const_iterator it = _val.ModuleInternal.begin();
84     for(; it != _val.ModuleInternal.end(); ++it)
85     {
86         const Tag &t = it->first;
87         const MacroEntry &de = it->second;
88         _os << t << " " << de << '\n';
89     }
90     return _os;
91 }
92 } // end namespace gdcm
93 #endif //GDCMMACRO_H

```

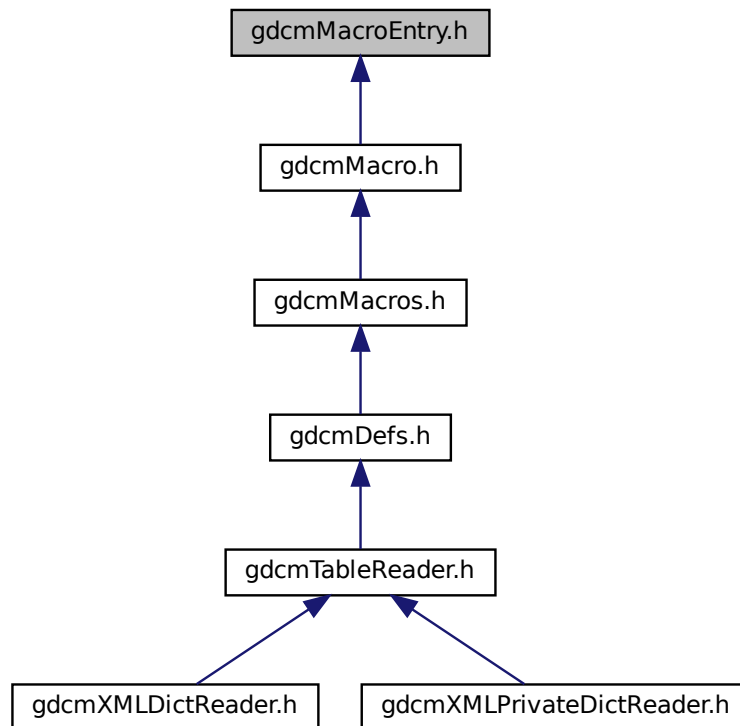
## 11.213 gdcmMacroEntry.h File Reference

#include "gdcmModuleEntry.h"

Include dependency graph for gdcmMacroEntry.h:



This graph shows which files directly or indirectly include this file:



## Macros

- #define [GDCMMACROENTRY\\_H](#)

### 11.213.1 Macro Definition Documentation

#### 11.213.1.1 GDCMMACROENTRY\_H

```
#define GDCMMACROENTRY_H
```

## 11.214 gdcmMacroEntry.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #if 0
15 #ifndef GDCMMACROENTRY_H
16 #define GDCMMACROENTRY_H
17
18 #include "gdcmTypes.h"
19 #include "gdcmType.h"
20
21 #include <string>
22
23 namespace gdcm
24 {
25     class GDCM_EXPORT MacroEntry
26     {
27     public:
28         MacroEntry(const char *name = "", const char *type = "3", const char *description =
29             ""):Name(name)/*,Type(type)*/,DescriptionField(description) {
30             DataElementType = Type::GetTypeType(type);
31         }
32         virtual ~MacroEntry() {} // important
33         friend std::ostream& operator<<(std::ostream& _os, const MacroEntry &_val);
34
35         void SetName(const char *name) { Name = name; }
36         const char *GetName()const { return Name.c_str(); }
37
38         void SetType(const Type &type) { DataElementType = type; }
39         const Type &GetType()const { return DataElementType; }
40
41         /*
42         * WARNING: 'Description' is currently a std::string, but it might change in the future
43         * do not expect it to remain the same, and always use the ModuleEntry::Description typedef
44         * instead.
45         */
46         typedef std::string Description;
47         void SetDescription(const char *d) { DescriptionField = d; }
48         const Description & GetDescription()const { return DescriptionField; }
49
50     protected:
51         // PS 3.3 repeats the name of an attribute, but often contains typos
52         // for now we will not use this info, but instead access the DataDict instead
53         std::string Name;
54
55         // An attribute, encoded as a Data Element, may or may not be required in a
56         // Data Set, depending on that Attribute's Data Element Type.
57         Type DataElementType;
58
59         // TODO: for now contains the raw description (with enumerated values, defined terms...)
60         Description DescriptionField;
61     };
62
63     //-----
64     inline std::ostream& operator<<(std::ostream& _os, const MacroEntry &_val)
65     {
66         _os << _val.Name << "\t" << _val.DataElementType << "\t" << _val.DescriptionField;
67         return _os;
68     }
69 }
70
71 // end namespace gdcm
72
73 #endif //GDCMMODULEENTRY_H
74 #endif
75
76 #ifndef GDCMMACROENTRY_H
77 #define GDCMMACROENTRY_H

```

```

81 #include "gdcmModuleEntry.h"
82 #endif

```

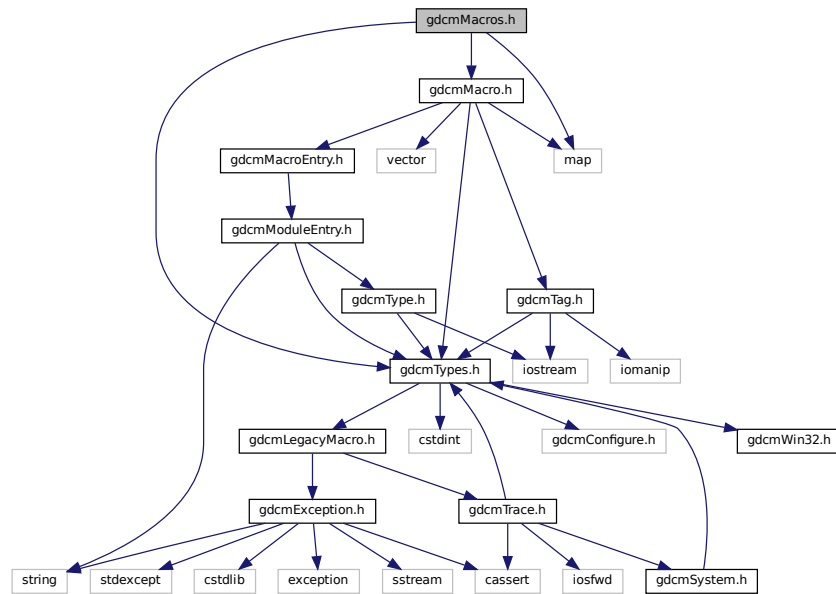
## 11.215 gdcmMacros.h File Reference

```

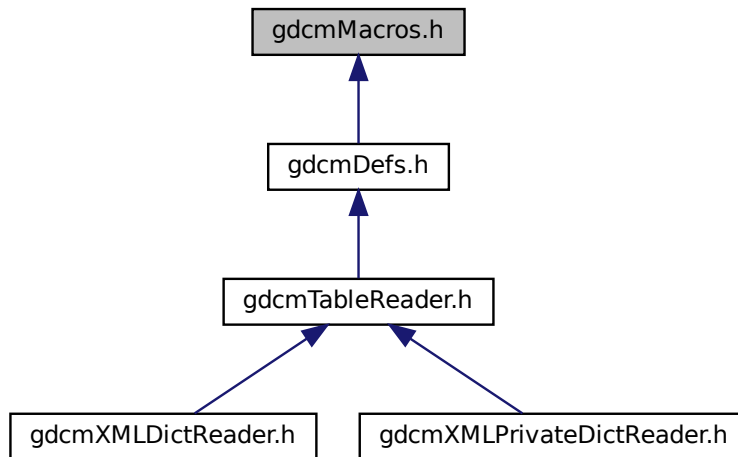
#include "gdcmTypes.h"
#include "gdcmMacro.h"
#include <map>

```

Include dependency graph for gdcmMacros.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcM::Macros](#)  
Class for representing a *Modules*.

## Namespaces

- namespace [gdcM](#)

## Functions

- `std::ostream & gdcM::operator<< (std::ostream &_os, const Macros &_val)`

## 11.216 gdcMMacros.h

[Go to the documentation of this file.](#)

```

1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcM.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
  
```



```

12
13 =====*/
14 #ifndef GDCMMACROS_H
15 #define GDCMMACROS_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmMacro.h"
19
20 #include <map>
21
22 namespace gdcm
23 {
24
25 class GDCM_EXPORT Macros
26 {
27 public:
28     typedef std::map<std::string, Macro> ModuleMapType;
29
30     Macros() = default;
31     friend std::ostream& operator<<(std::ostream& _os, const Macros& _val);
32
33     void Clear() { ModulesInternal.clear(); }
34
35     // A Module is inserted based on it's ref
36     void AddMacro(const char *ref, const Macro & module )
37     {
38         assert( ref && *ref );
39         assert( ModulesInternal.find( ref ) == ModulesInternal.end() );
40         ModulesInternal.insert(
41             ModuleMapType::value_type(ref, module));
42     }
43
44     const Macro &GetMacro(const char *name) const
45     {
46         assert( name && *name );
47         ModuleMapType::const_iterator it = ModulesInternal.find( name );
48         assert( it != ModulesInternal.end() );
49         assert( it->first == name );
50         return it->second;
51     }
52
53     bool IsEmpty() const { return ModulesInternal.empty(); }
54 private:
55     ModuleMapType ModulesInternal;
56 };
57
58 //-----
59 inline std::ostream& operator<<(std::ostream& _os, const Macros &_val)
60 {
61     Macros::ModuleMapType::const_iterator it = _val.ModulesInternal.begin();
62     for(; it != _val.ModulesInternal.end(); ++it)
63     {
64         const std::string &name = it->first;
65         const Macro &m = it->second;
66         _os << name << " " << m << '\n';
67     }
68     return _os;
69 }
70
71 } // end namespace gdcm
72
73 #endif //GDCMMODULES_H

```

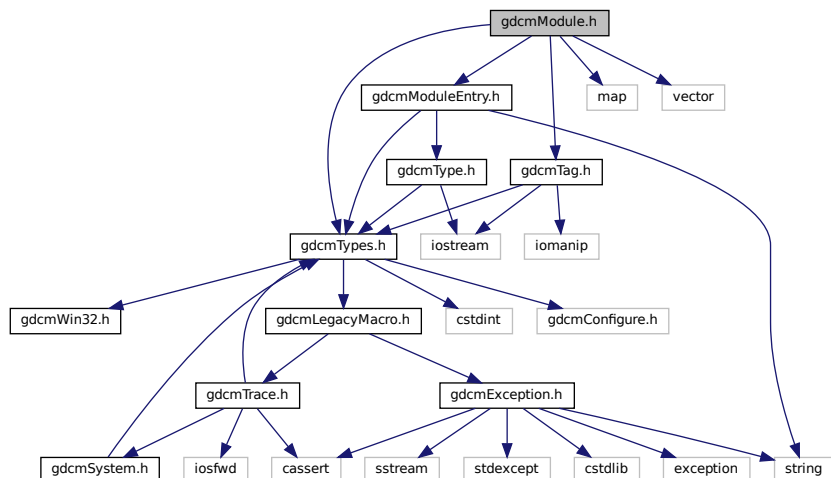
## 11.217 gdcmModule.h File Reference

```

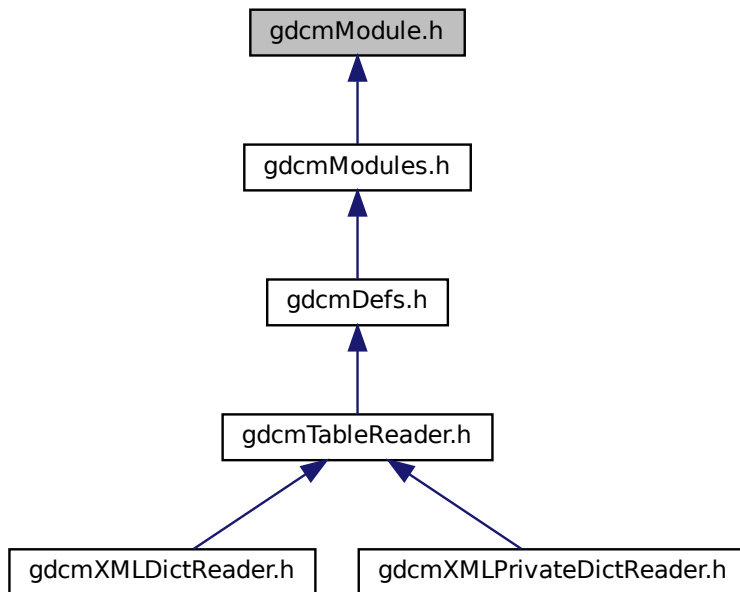
#include "gdcmTypes.h"
#include "gdcmTag.h"
#include "gdcmModuleEntry.h"
#include <map>
#include <vector>

```

Include dependency graph for `gdcmModule.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Module](#)

*Class for representing a [Module](#).*

## Namespaces

- namespace [gdcm](#)

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const Module &_val)`

## 11.218 gdcmModule.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMMODULE_H
15 #define GDCMMODULE_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmTag.h"
19 #include "gdcmModuleEntry.h"
20
21 #include <map>
22 #include <vector>
23
24 namespace gdcm
25 {
26
27 class DataSet;
28 class Usage;
29 class Macros;
30 class GDCM_EXPORT Module
31 {
32 public:
33     typedef std::map<Tag, ModuleEntry> MapModuleEntry;
34     typedef std::vector<std::string> ArrayIncludeMacrosType;
35
36     //typedef MapModuleEntry::const_iterator ConstIterator;
37     //typedef MapModuleEntry::iterator Iterator;
38     //ConstIterator Begin() const { return ModuleInternal.begin(); }
39     //Iterator Begin() { return ModuleInternal.begin(); }
40     //ConstIterator End() const { return ModuleInternal.end(); }
41     //Iterator End() { return ModuleInternal.end(); }
42
43     Module() = default;
44     friend std::ostream& operator<<(std::ostream& _os, const Module &_val);
45
46     void Clear() { ModuleInternal.clear(); }
47
48     void AddModuleEntry(const Tag& tag, const ModuleEntry & module)
49     {
50         ModuleInternal.insert(
51             MapModuleEntry::value_type(tag, module));
52     }
53
54     void AddMacro(const char *include)

```

```

63     {
64         ArrayIncludeMacros.push_back( include );
65     }
66
67 bool FindModuleEntryInMacros(Macros const &macros, const Tag &tag) const;
68 const ModuleEntry& GetModuleEntryInMacros(Macros const &macros, const Tag &tag) const;
69
70 void SetName( const char *name) { Name = name; }
71 const char *GetName()const { return Name.c_str(); }
72
73 // Verify will print on std::cerr for error
74 // Upon success will return true, false otherwise
75 bool Verify(const DataSet& ds, Usage const &usage) const;
76
77 private:
78 //Module &operator=(const Module &_val); // purposely not implemented
79 //Module(const Module &_val); // purposely not implemented
80
81 MapModuleEntry ModuleInternal;
82 std::string Name;
83 ArrayIncludeMacrosType ArrayIncludeMacros;
84 };
85
86 -----
87 inline std::ostream& operator<<(std::ostream& _os, const Module &_val)
88 {
89     _os << _val.Name << '\n';
90     Module::MapModuleEntry::const_iterator it = _val.ModuleInternal.begin();
91     for(; it != _val.ModuleInternal.end(); ++it)
92     {
93         const Tag &t = it->first;
94         const ModuleEntry &de = it->second;
95         _os << t << " " << de << '\n';
96     }
97     return _os;
98 }
99
100 }
101 } // end namespace gdcmm
102 #endif //GDCMMODULE_H

```

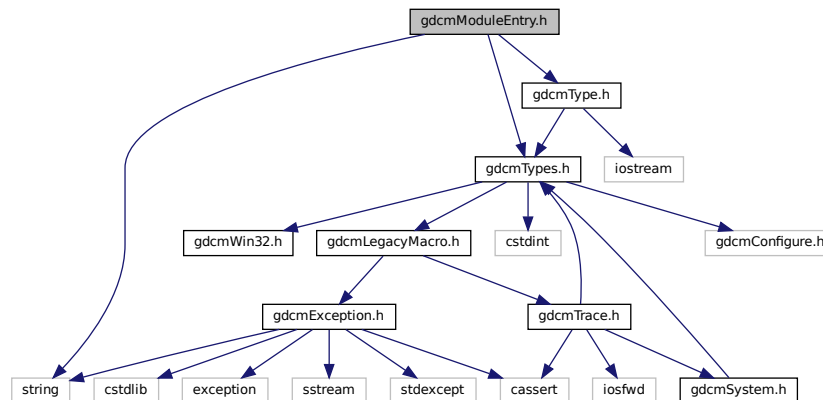
## 11.219 gdcmmModuleEntry.h File Reference

```
#include "gdcmmTypes.h"
```

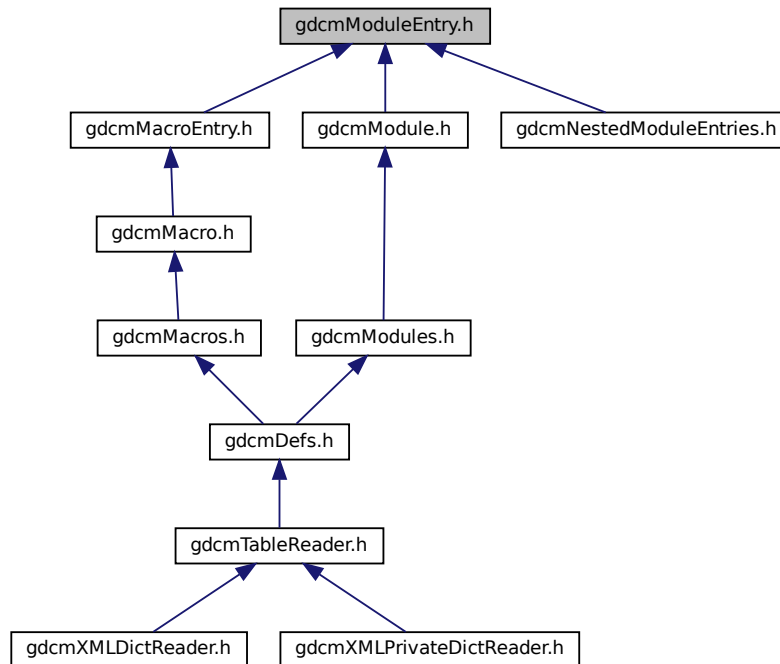
```
#include "gdcmmType.h"
```

```
#include <string>
```

Include dependency graph for gdcmmModuleEntry.h:



This graph shows which files directly or indirectly include this file:



## 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)`

## 11.220 gdcmModuleEntry.h

[Go to the documentation of this file.](#)

```

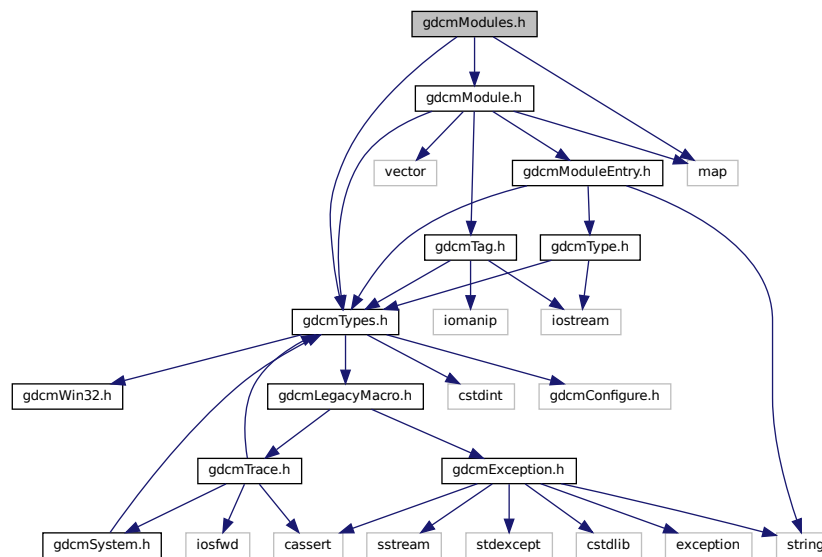
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMMODULEENTRY_H
15 #define GDCMMODULEENTRY_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmType.h"
19
20 #include <string>
21
22 namespace gdcm
23 {
24     class GDCM_EXPORT ModuleEntry
25     {
26     public:
27         ModuleEntry(const char *name = "", const char *type = "3", const char *description =
            ""):Name(name)/*,Type(type)*/,DescriptionField(description) {
28             DataElementType = Type::GetTypeType(type);
29         }
30         virtual ~ModuleEntry() = default; // important
31         friend std::ostream& operator<<(std::ostream& _os, const ModuleEntry &_val);
32
33         void SetName(const char *name) { Name = name; }
34         const char *GetName()const { return Name.c_str(); }
35
36         void SetType(const Type &type) { DataElementType = type; }
37         const Type &GetType()const { return DataElementType; }
38
39         /*
40         * WARNING: 'Description' is currently a std::string, but it might change in the future
41         * do not expect it to remain the same, and always use the ModuleEntry::Description typedef
42         * instead.
43         */
44         typedef std::string Description;
45         void SetDescription(const char *d) { DescriptionField = d; }
46         const Description & GetDescription()const { return DescriptionField; }
47
48     protected:
49         // PS 3.3 repeats the name of an attribute, but often contains typos
50         // for now we will not use this info, but instead access the DataDict instead
51         std::string Name;
52
53         // An attribute, encoded as a Data Element, may or may not be required in a
54         // Data Set, depending on that Attribute's Data Element Type.
55         Type DataElementType;
56
57         // TODO: for now contains the raw description (with enumerated values, defined terms...)
58         Description DescriptionField;
59     };
60
61     inline std::ostream& operator<<(std::ostream& _os, const ModuleEntry &_val)
62     {
63         _os << _val.Name << "\t" << _val.DataElementType << "\t" << _val.DescriptionField;
64         return _os;
65     }
66
67     typedef ModuleEntry MacroEntry;
68 } // end namespace gdcm
69
70 #endif //GDCMMODULEENTRY_H

```

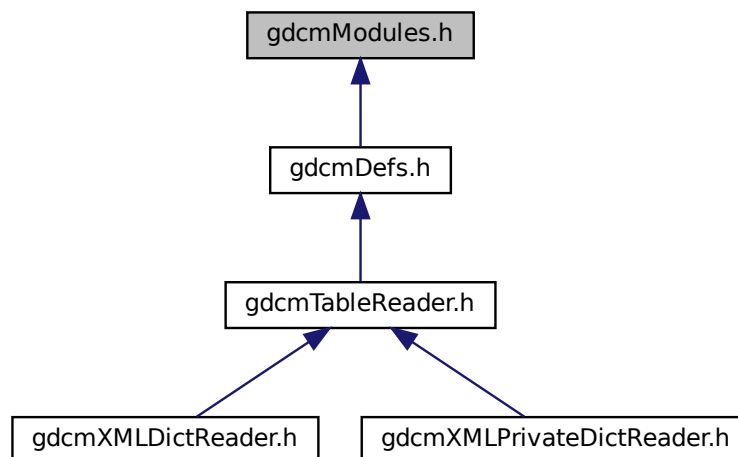
## 11.221 gdcmModules.h File Reference

```
#include "gdcmTypes.h"
#include "gdcmModule.h"
#include <map>
```

Include dependency graph for gdcmModules.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Modules](#)  
*Class for representing a [Modules](#).*

## Namespaces

- namespace [gdcm](#)

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const Modules &_val)`

## 11.222 gdcmModules.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMMODULES_H
15 #define GDCMMODULES_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmModule.h"
19
20 #include <map>
21
22 namespace gdcm
23 {
24 class GDCM_EXPORT Modules
25 {
26 public:
27     typedef std::map<std::string, Module> ModuleMapType;
28
29     Modules() = default;
30     friend std::ostream& operator<<(std::ostream& _os, const Modules &_val);
31
32     void Clear() { ModulesInternal.clear(); }
33
34     // A Module is inserted based on it's ref
35     void AddModule(const char *ref, const Module & module )
36     {
37         assert( ref && *ref );
38         assert( ModulesInternal.find( ref ) == ModulesInternal.end() );
39         ModulesInternal.insert(
40             ModuleMapType::value_type(ref, module));
41     }
42     const Module &GetModule(const char *name)const
43     {
44         assert( name && *name );
45         ModuleMapType::const_iterator it = ModulesInternal.find( name );
46         assert( it != ModulesInternal.end() );
47         assert( it->first == name );
48         return it->second;
49     }
50 }

```



```

55
56 bool IsEmpty()const { return ModulesInternal.empty(); }
57
58 private:
59 ModuleMapType ModulesInternal;
60 };
61 //-----
62 inline std::ostream& operator<<(std::ostream& _os, const Modules &_val)
63 {
64     Modules::ModuleMapType::const_iterator it = _val.ModulesInternal.begin();
65     for(; it != _val.ModulesInternal.end(); ++it)
66     {
67         const std::string &name = it->first;
68         const Module &m = it->second;
69         _os << name << " " << m << '\n';
70     }
71
72     return _os;
73 }
74
75
76
77 } // end namespace gdcm
78
79 #endif //GDCMMODULES_H

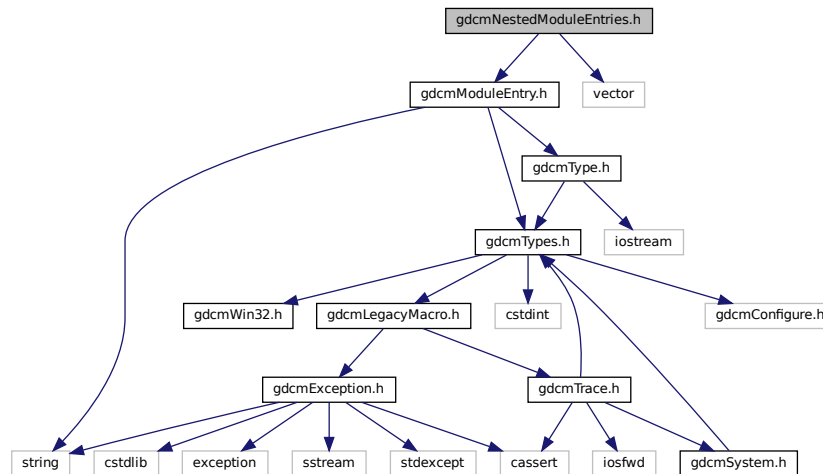
```

## 11.223 gdcmNestedModuleEntries.h File Reference

```
#include "gdcmModuleEntry.h"
```

```
#include <vector>
```

Include dependency graph for gdcmNestedModuleEntries.h:



## 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)

## 11.224 gdcmNestedModuleEntries.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMNESTEDMODULEENTRIES_H
15 #define GDCMNESTEDMODULEENTRIES_H
16
17 #include "gdcmModuleEntry.h"
18 #include <vector>
19
20 namespace gdcm
21 {
22     class GDCM_EXPORT NestedModuleEntries : public ModuleEntry
23     {
24     public:
25         NestedModuleEntries(const char *name = "", const char *type = "3", const char *description =
26             ""):ModuleEntry(name,type,description) { }
27         friend std::ostream& operator<<(std::ostream& _os, const NestedModuleEntries &_val);
28
29         typedef std::vector<ModuleEntry>::size_type SizeType;
30         SizeType GetNumberOfModuleEntries() { return ModuleEntriesList.size(); }
31
32         const ModuleEntry &GetModuleEntry(SizeType idx)const { return ModuleEntriesList[idx]; }
33         ModuleEntry &GetModuleEntry(SizeType idx) { return ModuleEntriesList[idx]; }
34
35         void AddModuleEntry(const ModuleEntry &me) { ModuleEntriesList.push_back( me ); }
36
37     private:
38         std::vector<ModuleEntry> ModuleEntriesList;
39     };
40
41 //-----
42 inline std::ostream& operator<<(std::ostream& _os, const NestedModuleEntries &_val)
43 {
44     _os << "Nested:" << _val.Name << "\t" << _val.DataElementType << "\t" << _val.DescriptionField;
45     return _os;
46 }
47
48 typedef NestedModuleEntries NestedMacroEntries;
49
50 } // end namespace gdcm
51
52 #endif //GDCMNESTEDMODULEENTRIES_H

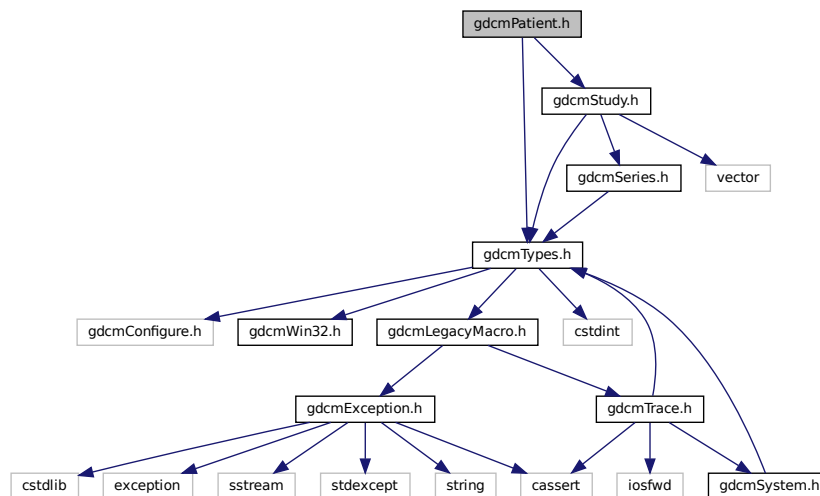
```

## 11.225 gdcmPatient.h File Reference

```
#include "gdcmTypes.h"
```

```
#include "gdcmStudy.h"
```

Include dependency graph for gdcmPatient.h:



### Classes

- class [gdcm::Patient](#)

See PS 3.3 - 2007 DICOM MODEL OF THE REAL-WORLD, p 54.

### Namespaces

- namespace [gdcm](#)

## 11.226 gdcmPatient.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/

```

```

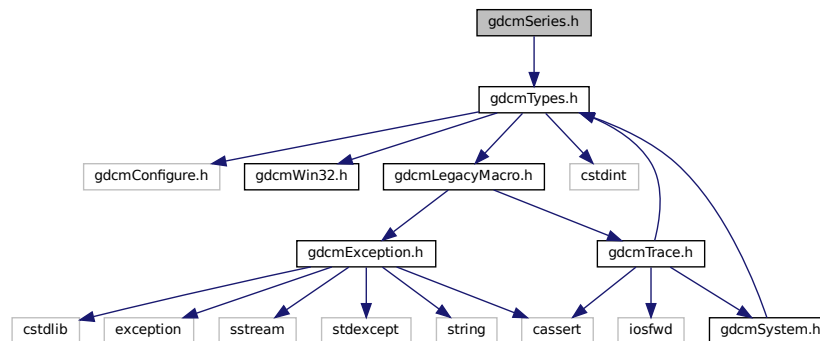
14 #ifndef GDCMPATIENT_H
15 #define GDCMPATIENT_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmStudy.h"
19
20 namespace gdcm
21 {
22   class GDCM_EXPORT Patient
23   {
24   public:
25     Patient() = default;
26
27   private:
28     std::vector<Study> StudyList;
29   };
30 } // end namespace gdcm
31
32 #endif //GDCMPATIENT_H

```

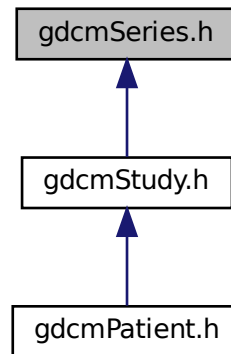
## 11.227 gdcmSeries.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmSeries.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Series](#)  
[Series](#).

## Namespaces

- namespace [gdcm](#)

## 11.228 gdcmSeries.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSERIES_H
15 #define GDCMSERIES_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
24 class GDCM_EXPORT Series
25 {

```

```

26 public:
27     Series() = default;
28 private:
29     // Image, Waveform...
30 };
31
32 } // end namespace gdc
33
34 #endif //GDCMSERIES_H

```

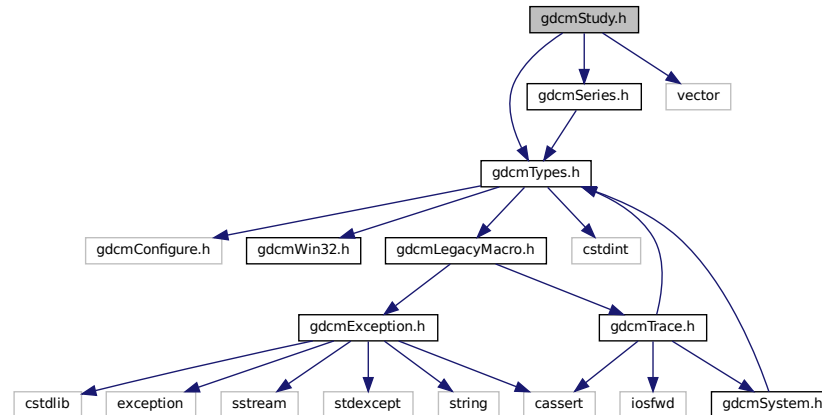
## 11.229 gdcStudy.h File Reference

```

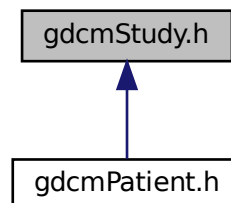
#include "gdcTypes.h"
#include "gdcSeries.h"
#include <vector>

```

Include dependency graph for gdcStudy.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::Study`  
*Study.*

## Namespaces

- namespace `gdcm`

## 11.230 gdcmStudy.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSTUDY_H
15 #define GDCMSTUDY_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmSeries.h"
19
20 #include <vector>
21
22 namespace gdcm
23 {
24     class GDCM_EXPORT Study
25     {
26     public:
27         Study() = default;
28     private:
29         std::vector<Series> SeriesList;
30     };
31
32 } // end namespace gdcm
33
34 #endif //GDCMSTUDY_H

```

## 11.231 gdcmTable.h File Reference

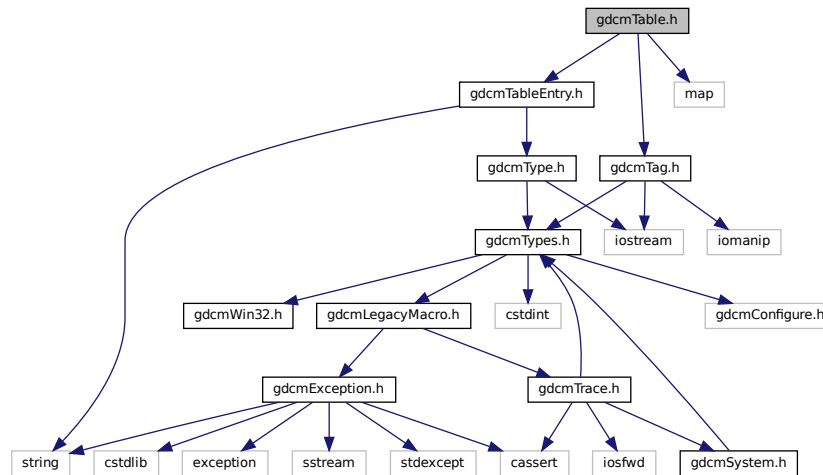
```

#include "gdcmTableEntry.h"
#include "gdcmTag.h"

```

```
#include <map>
```

Include dependency graph for gdcTable.h:



## Classes

- class [gdcm::Table](#)  
*Table.*

## Namespaces

- namespace [gdc](#)

## 11.232 gdcTable.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdc.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMTABLE_H
15 #define GDCMTABLE_H
16
17 #include "gdcTableEntry.h"
18 #include "gdcTag.h"
19
20 #include <map>
  
```



```

21
22 namespace gdcm
23 {
24
28 class Table
29 {
30 public:
31     typedef std::map<Tag, TableEntry> MapTableEntry;
32     Table() = default;
33     ~Table() = default;
34     Table &operator=(const Table &_val) = delete;
35     Table(const Table&_val) = delete;
36
37     friend std::ostream& operator<<(std::ostream& _os, const Table &_val);
38
39     void InsertEntry(Tag const &tag, TableEntry const &te)
40     {
41         #ifndef NDEBUG
42             MapTableEntry::size_type s = TableInternal.size();
43         #endif
44         TableInternal.insert(
45             MapTableEntry::value_type(tag, te));
46         assert( s < TableInternal.size() );
47     }
48
49     const TableEntry &GetTableEntry(const Tag &tag)const
50 {
51     MapTableEntry::const_iterator it =
52         TableInternal.find(tag);
53     if (it == TableInternal.end())
54     {
55         assert( 0 && "Impossible" );
56         return GetTableEntry(Tag(0,0));
57     }
58     return it->second;
59 }
60
61     MapTableEntry TableInternal;
62 };
63
64 } // end namespace gdcm
65
66 #endif //GDCMTABLE_H

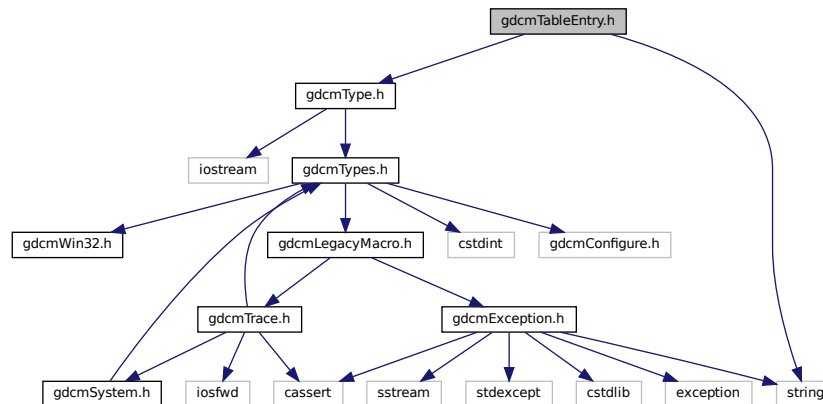
```

## 11.233 gdcmTableEntry.h File Reference

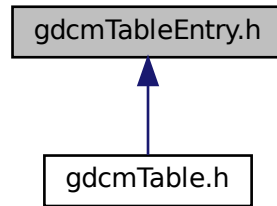
```
#include "gdcmType.h"
```

```
#include <string>
```

Include dependency graph for gdcmTableEntry.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcmlable::TableEntry](#)  
*TableEntry.*

## Namespaces

- namespace [gdcmlable](#)

## 11.234 gdcmlableEntry.h

[Go to the documentation of this file.](#)

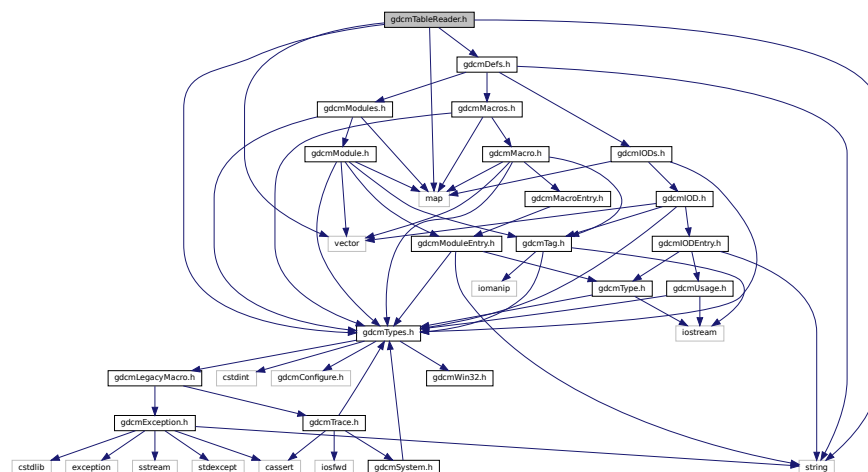
```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcmlable.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMTABLEENTRY_H
15 #define GDCMTABLEENTRY_H
16
17 #include "gdcmlableType.h"
18
19 #include <string>
20
21 namespace gdcmlable
22 {
23
24 class TableEntry
25 {
26 public:
27   TableEntry(const char *attribute = nullptr,
28             Type const &type = Type(), const char *des = nullptr) :
29     Attribute(attribute ? attribute : ""), TypeField(type), Description(des ? des : "") {}
30
31   Attribute(attribute ? attribute : ""), TypeField(type), Description(des ? des : "") {}
32

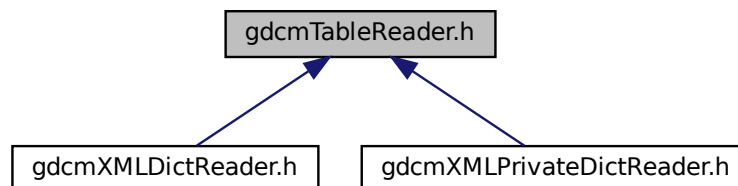
```

## 11.235 gdcmTableReader.h File Reference

Include dependency graph for gdcmTableReader.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::TableReader](#)

*Class for representing a [TableReader](#).*

## Namespaces

- namespace [gdcm](#)

## 11.236 gdcmTableReader.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMTABLEREADER_H
15 #define GDCMTABLEREADER_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmDefs.h"
19 // #include "gdcmModule.h"
20 // #include "gdcmIOD.h"
21 // #include "gdcmIODs.h"
22 // #include "gdcmModules.h"
23
24 #include <string>
25 #include <vector>
26 #include <map>
27
28 namespace gdcm
29 {
30     class GDCM_EXPORT TableReader
31     {
32     public:
33         TableReader(Defs &defs):CurrentDefs(defs),ParsingModule(false),ParsingModuleEntry(false),
34             ParsingModuleEntryDescription(false),
35             ParsingMacro(false),
36             ParsingMacroEntry(false),
37             ParsingMacroEntryDescription(false),
38             ParsingIOD(false),
39             ParsingIODEntry(false),
40             Description() {}
41         virtual ~TableReader() = default;
42
43         // Set/Get filename
44         void SetFilename(const char *filename) { Filename = filename; }
45         const char *GetFilename() { return Filename.c_str(); }
46
47         int Read();
48
49     protected:
50         // You need to override those function in your subclasses:
51         virtual void StartElement(const char *name, const char **atts);
52         virtual void EndElement(const char *name);
53         virtual void CharacterDataHandler(const char *data, int length);
54
55         void HandleModuleEntry(const char **atts);
56         void HandleModule(const char **atts);
57         void HandleModuleEntryDescription(const char **atts);
58
59     };
60
61 }

```

```

62 void HandleMacroEntry(const char **atts);
63 void HandleMacro(const char **atts);
64 void HandleMacroEntryDescription(const char **atts);
65 void HandleModuleInclude(const char **atts);
66 void HandleIODEntry(const char **atts);
67 void HandleIOD(const char **atts);
68
69 //const Modules & GetModules() const { return CurrentModules; }
70 //const Macros & GetMacros() const { return CurrentMacros; }
71 //const IODs & GetIODs() const { return CurrentIODs; }
72 const Defs & GetDefs()const { return CurrentDefs; }
73
74 private:
75     std::string Filename;
76     Defs &CurrentDefs;
77     //Macros CurrentMacros;
78     //Modules CurrentModules;
79     //IODs CurrentIODs;
80     Macro CurrentMacro;
81     Module CurrentModule;
82     IOD CurrentIOD;
83     MacroEntry CurrentMacroEntry;
84     ModuleEntry CurrentModuleEntry;
85     IODEntry CurrentIODEntry;
86     std::string CurrentModuleName;
87     std::string CurrentModuleRef;
88     std::string CurrentMacroRef;
89     bool ParsingModule;
90     bool ParsingModuleEntry;
91     bool ParsingModuleEntryDescription;
92     bool ParsingMacro;
93     bool ParsingMacroEntry;
94     bool ParsingMacroEntryDescription;
95     bool ParsingIOD;
96     bool ParsingIODEntry;
97     Tag CurrentTag;
98     std::string Description;
99 };
100
101 } // end namespace gdcm
102
103 #endif //GDCMTABLEREADER_H

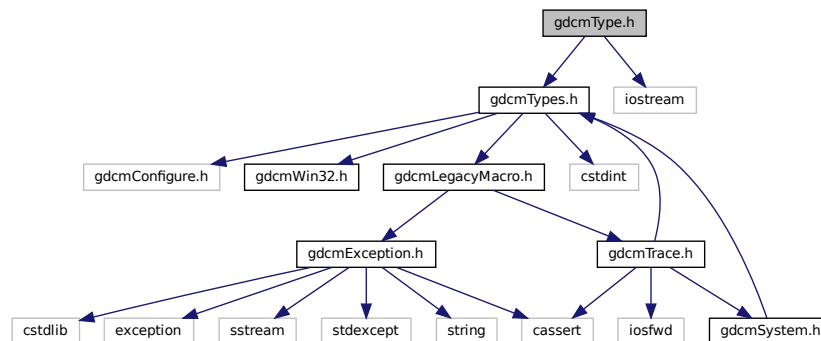
```

## 11.237 gdcmType.h File Reference

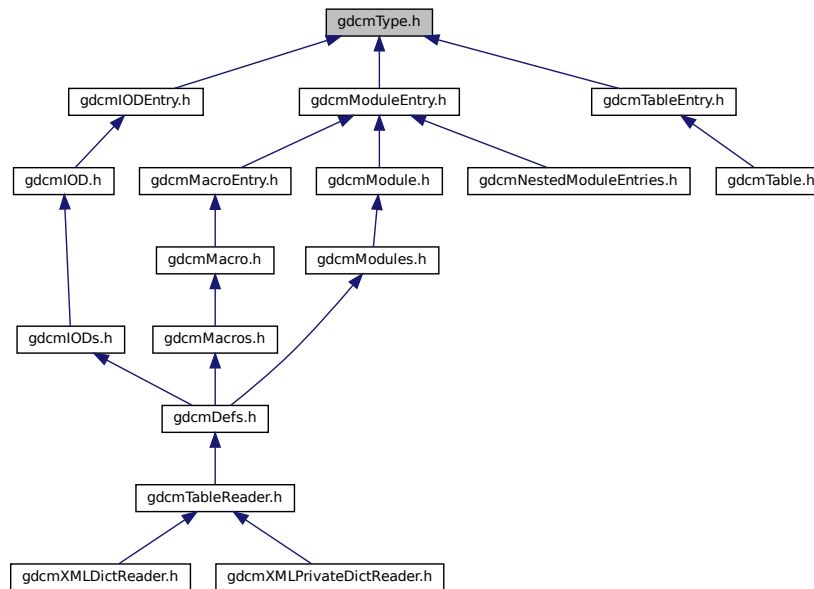
```
#include "gdcmTypes.h"
```

```
#include <iostream>
```

Include dependency graph for gdcmType.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Type](#)  
*Type.*

## Namespaces

- namespace [gdcm](#)

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const Type &val)`

## 11.238 gdcmType.h

[Go to the documentation of this file.](#)

```

1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcml.sourceforge.net/Copyright.html for details.
8

```

```

9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMTYPE_H
16 #define GDCMTYPE_H
17
18 #include "gdcmTypes.h"
19
20 #include <iostream>
21
22 namespace gdcm
23 {
24
25 class GDCM_EXPORT Type
26 {
27 public:
28     typedef enum {
29         T1 = 0,
30         T1C,
31         T2,
32         T2C,
33         T3,
34         UNKNOWN
35     } TypeType;
36
37     Type(TypeType type = UNKNOWN) : TypeField(type) { }
38
39     operator TypeType ()const { return TypeField; }
40     friend std::ostream &operator<<(std::ostream &os, const Type &vr);
41
42     static const char *GetTypeString(TypeType type);
43     static TypeType GetTypeType(const char *type);
44
45 private:
46     TypeType TypeField;
47 };
48
49 //-----
50 inline std::ostream &operator<<(std::ostream &_os, const Type &val)
51 {
52     _os << Type::GetTypeString(val.TypeField);
53     return _os;
54 }
55
56 } // end namespace gdcm
57
58 #endif //GDCMTYPE_H

```

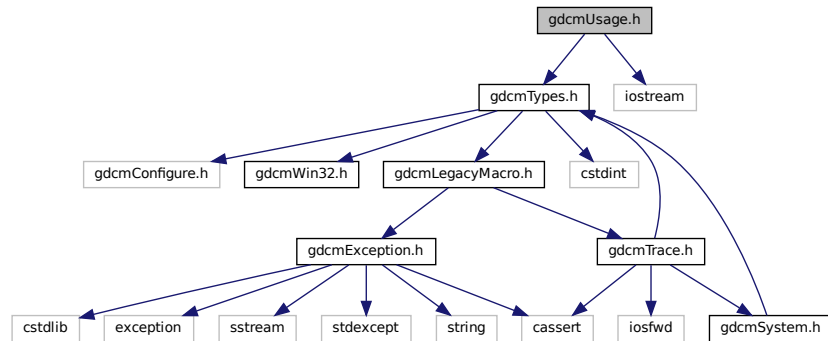
## 11.239 gdcmUsage.h File Reference

```

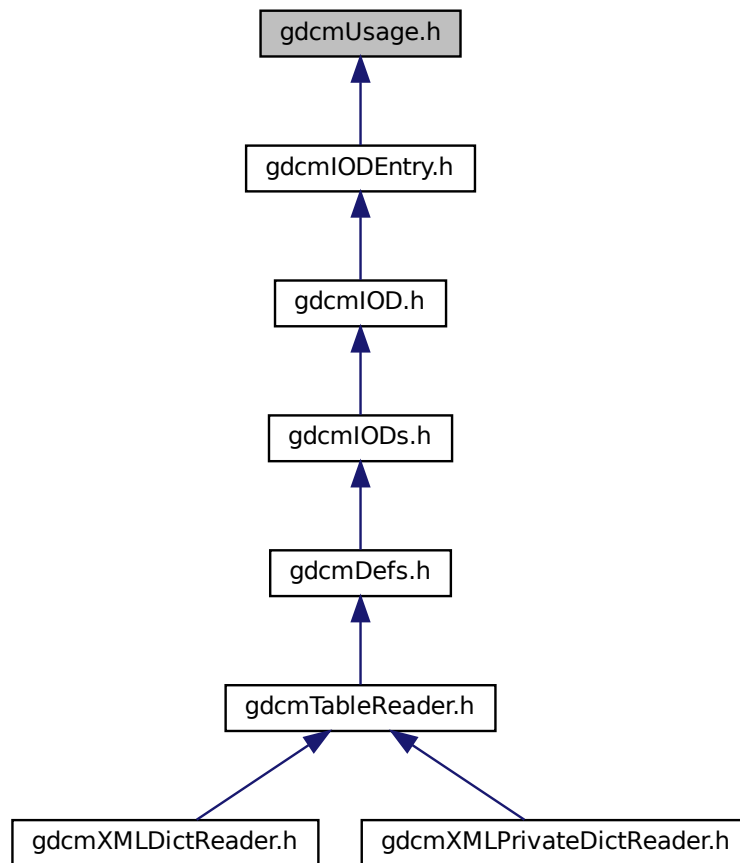
#include "gdcmTypes.h"
#include <iostream>

```

Include dependency graph for `gdcmUsage.h`:



This graph shows which files directly or indirectly include this file:





## Classes

- class `gdcm::Usage`  
*Usage.*

## Namespaces

- namespace `gdcm`

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const Usage &val)`

## 11.240 gdcmUsage.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMUSAGE_H
15 #define GDCMUSAGE_H
16
17 #include "gdcmTypes.h"
18
19 #include <iostream>
20
21 namespace gdcm
22 {
23
24     class GDCM_EXPORT Usage
25     {
26     public:
27         typedef enum {
28             Mandatory, // (see A.1.3.1) , abbreviated M
29             Conditional, // (see A.1.3.2) , abbreviated C
30             UserOption, // (see A.1.3.3) , abbreviated U
31             Invalid
32         } UsageType;
33
34         Usage(UsageType type = Invalid) : UsageField(type) { }
35
36         operator UsageType ()const { return UsageField; }
37         friend std::ostream &operator<<(std::ostream &os, const Usage &vr);
38
39         static const char *GetUsageString(UsageType type);
40         static UsageType GetUsageType(const char *type);
41
42     private:
43         UsageType UsageField;
44     };
45
46     //-----
47     inline std::ostream &operator<<(std::ostream &_os, const Usage &val)
48     {
49         _os << Usage::GetUsageString(val.UsageField);
50         return _os;
51     }
52
53 } // end namespace gdcm
54
55 #endif //GDCMUSAGE_H

```



```

30 {
31 public:
32     XMLDictReader();
33     ~XMLDictReader() {}
34
35     void StartElement(const char *name, const char **atts);
36     void EndElement(const char *name);
37     void CharacterDataHandler(const char *data, int length);
38
39     const Dict & GetDict() { return DICOMDict; }
40
41 protected:
42     void HandleEntry(const char **atts);
43     void HandleDescription(const char **atts);
44
45 private:
46     Dict DICOMDict;
47     Tag CurrentTag;
48     DictEntry CurrentDE;
49     bool ParsingDescription;
50     std::string Description;
51 };
52
53 } // end namespace gdcm
54
55 #endif //GDCMXMLDICTREADER_H

```

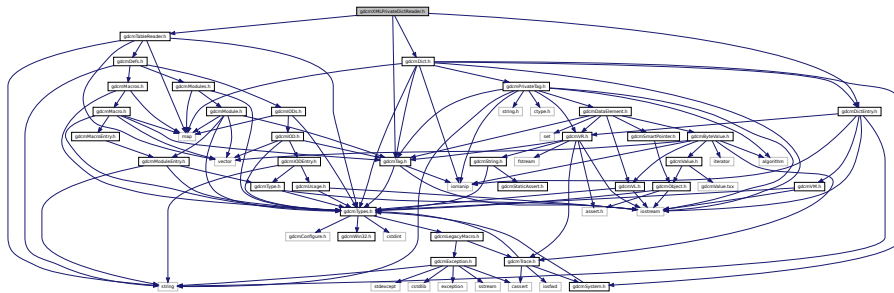
## 11.243 gdcmXMLPrivateDictReader.h File Reference

```

#include "gdcmTableReader.h"
#include "gdcmDict.h"
#include "gdcmDictEntry.h"
#include "gdcmTag.h"

```

Include dependency graph for gdcmXMLPrivateDictReader.h:



### Classes

- class [gdcm::XMLPrivateDictReader](#)  
Class for representing a *XMLPrivateDictReader*.

### Namespaces

- namespace [gdcm](#)

## 11.244 gdcmXMLPrivateDictReader.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMXMLPRIVATEDICTREADER_H
15 #define GDCMXMLPRIVATEDICTREADER_H
16
17 #include "gdcmTableReader.h"
18 #include "gdcmDict.h"
19 #include "gdcmDictEntry.h"
20 #include "gdcmTag.h"
21
22 namespace gdcm
23 {
24
25 class GDCM_EXPORT XMLPrivateDictReader : public TableReader
26 {
27 public:
28     XMLPrivateDictReader();
29     ~XMLPrivateDictReader() {}
30
31     void StartElement(const char *name, const char **atts);
32     void EndElement(const char *name);
33     void CharacterDataHandler(const char *data, int length);
34
35     const PrivateDict & GetPrivateDict() { return PDict; }
36
37 protected:
38     void HandleEntry(const char **atts);
39     void HandleDescription(const char **atts);
40
41 private:
42     PrivateDict PDict;
43     PrivateTag CurrentTag;
44     DictEntry CurrentDE;
45     bool ParsingDescription;
46     std::string Description;
47 };
48
49 } // end namespace gdcm
50
51 #endif //GDCMXMLPRIVATEDICTREADER_H

```

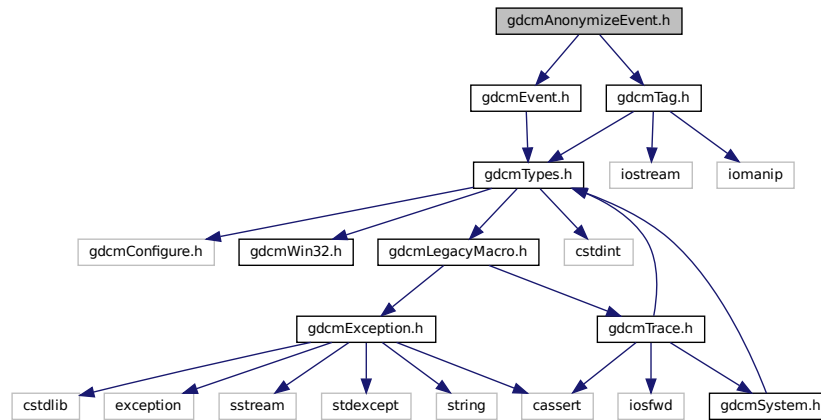
## 11.245 gdcmAnonymizeEvent.h File Reference

```

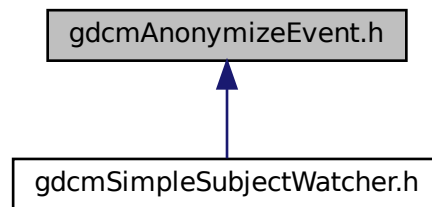
#include "gdcmEvent.h"
#include "gdcmTag.h"

```

Include dependency graph for gdcmAnonymizeEvent.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::AnonymizeEvent`  
*AnonymizeEvent.*

## Namespaces

- namespace `gdcm`

## 11.246 gdcmAnonymizeEvent.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMANONYMIZEEVENT_H
15 #define GDCMANONYMIZEEVENT_H
16
17 #include "gdcmEvent.h"
18 #include "gdcmTag.h"
19
20 namespace gdcm
21 {
22
23 class AnonymizeEvent : public AnyEvent
24 {
25 public:
26     typedef AnonymizeEvent Self;
27     typedef AnyEvent Superclass;
28     AnonymizeEvent(Tag const &tag = 0):m_Tag(tag) {}
29     ~AnonymizeEvent() override = default;
30     AnonymizeEvent(const Self&s) : AnyEvent(s){};
31     void operator=(const Self&) = delete;
32
33     const char * GetEventName()const override { return "AnonymizeEvent"; }
34     bool CheckEvent(const ::gdcm::Event* e)const override
35     { return (dynamic_cast<const Self*>(e) == nullptr ? false : true) ; }
36     ::gdcm::Event* MakeObject()const override
37     { return new Self; }
38
39     void SetTag(const Tag& t) { m_Tag = t; }
40     Tag const & GetTag()const { return m_Tag; }
41 private:
42     Tag m_Tag;
43 };
44
45 } // end namespace gdcm
46
47 #endif //GDCMANONYMIZEEVENT_H

```

## 11.247 gdcmAnonymizer.h File Reference

```

#include "gdcmFile.h"
#include "gdcmSubject.h"
#include "gdcmEvent.h"
#include "gdcmSmartPointer.h"
#include <map>

```

[illegible]

- class `gdcm::Anonymizer`  
*Anonymizer*.

- namespace `gdcm`

[Go to the documentation of this file.](#)

```

1 /*
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====* /
14 #ifndef GDCMANONYMIZER_H
15 #define GDCMANONYMIZER_H
16
17 #include "gdcmFile.h"
18 #include "gdcmSubject.h"
19 #include "gdcmEvent.h"
20 #include "gdcmSmartPointer.h"
21
22 #include <map>
23
24 namespace gdcm
25 {
26 class TagPath;
27 class IOD;
28 class CryptographicMessageSyntax;
29

```

```

77 class GDCM_EXPORT Anonymizer : public Subject
78 {
79 public:
80     Anonymizer():F(new File),CMS(nullptr) {}
81     ~Anonymizer() override;
82
83     bool Empty( Tag const &t );
84
85     bool Empty( PrivateTag const &pt );
86
87     bool Clear( Tag const &t );
88     bool Clear( PrivateTag const &pt );
89
90     bool Remove( Tag const &t );
91
92     bool Remove( PrivateTag const &pt );
93
94     bool Replace( Tag const &t, const char *value );
95     bool Replace( PrivateTag const &t, const char *value );
96
97     bool Replace( Tag const &t, const char *value, VL const &vl );
98     bool Replace( PrivateTag const &t, const char *value, VL const &vl );
99
100     bool RemovePrivateTags();
101
102     bool RemoveGroupLength();
103
104     bool RemoveRetired();
105
106     void SetFile(const File& f) { F = f; }
107     //const File &GetFile() const { return *F; }
108     File &GetFile() { return *F; }
109
110     bool BasicApplicationLevelConfidentialityProfile(bool deidentify = true);
111
112     void SetCryptographicMessageSyntax( CryptographicMessageSyntax *cms );
113     const CryptographicMessageSyntax *GetCryptographicMessageSyntax() const;
114
115     static SmartPointer<Anonymizer> New() { return new Anonymizer; }
116
117     static std::vector<Tag> GetBasicApplicationLevelConfidentialityProfileAttributes();
118
119     static void ClearInternalUIDs();
120
121 protected:
122     // Internal function used to either empty a tag or set it's value to a dummy value (Type 1 vs Type 2)
123     bool BALCPPProtect(DataSet &ds, Tag const &tag, const IOD &iod);
124     bool CanEmptyTag(Tag const &tag, const IOD &iod) const;
125     void RecurseDataSet( DataSet &ds );
126
127 private:
128     bool BasicApplicationLevelConfidentialityProfile1();
129     bool BasicApplicationLevelConfidentialityProfile2();
130     bool CheckIfSequenceContainsAttributeToAnonymize(File const &file, SequenceOfItems* sqi) const;
131
132 private:
133     // I would prefer to have a smart pointer to DataSet but DataSet does not derive from Object...
134     SmartPointer<File> F;
135     CryptographicMessageSyntax *CMS;
136
137     typedef std::pair< Tag, std::string > TagValueKey;
138     typedef std::map< TagValueKey, std::string > DummyMapNonUIDTags;
139     typedef std::map< std::string, std::string > DummyMapUIDTags;
140     static DummyMapNonUIDTags dummyMapNonUIDTags;
141     static DummyMapUIDTags dummyMapUIDTags;
142 };
143
144 } // end namespace gdcm
145
146 #endif //GDCMANONYMIZER_H

```

## 11.249 gdcmApplicationEntity.h File Reference

```

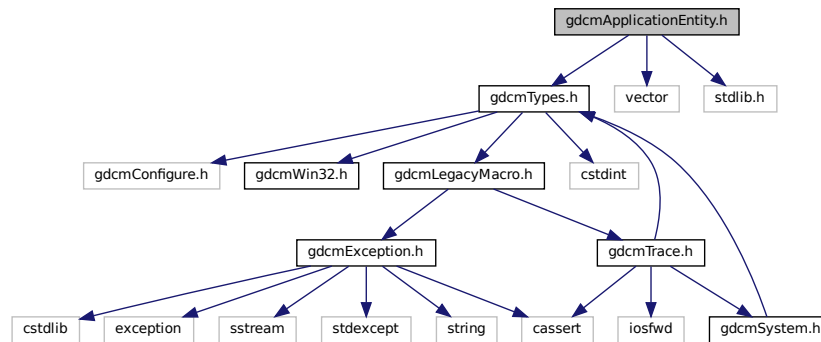
#include "gdcmTypes.h"
#include <vector>

```



```
#include <stdlib.h>
```

Include dependency graph for gdcmApplicationEntity.h:



## Classes

- class [gdcm::ApplicationEntity](#)  
*ApplicationEntity.*

## Namespaces

- namespace [gdcm](#)

## 11.250 gdcmApplicationEntity.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMAPPLICATIONENTITY_H
15 #define GDCMAPPLICATIONENTITY_H
16
17 #include "gdcmTypes.h"
18 #include <vector>
19 #include <stdlib.h> // abort
20
21 namespace gdcm
22 {
23
24
25 class GDCM_EXPORT ApplicationEntity
26 {
27 public:

```

```

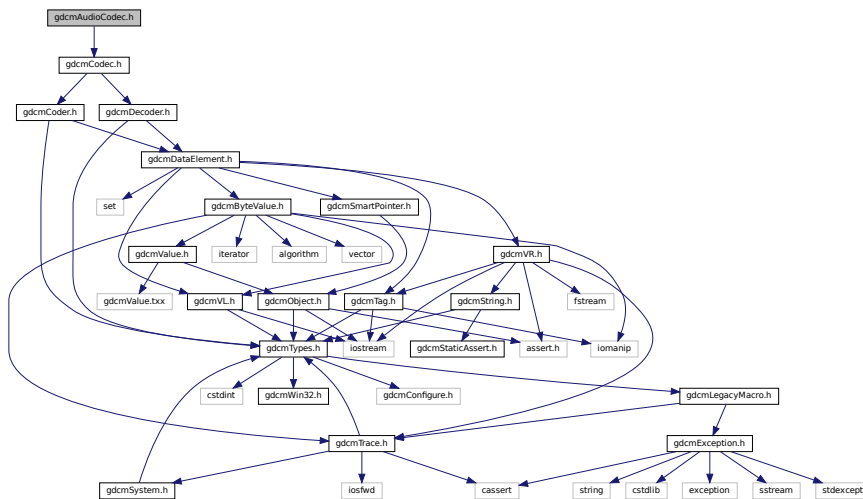
38  static const unsigned int MaxNumberOfComponents = 1;
39  static const unsigned int MaxLength = 16;
40  std::string Internal;
41  static const char Separator = ' ';
42  static const char Padding = ' ';
43  //static const char Excluded[5] = { '\\', /* 5CH */, '\n' /* LF */, '\f', /* FF */, '\r' /* CR */, 0x1b /*
    ESC */};
44
45  bool IsValid()const {
46      return true;
47  }
48  void Squeeze() {
49      // trim leading and trailing white spaces
50  }
51  void SetBlob(const std::vector<char>& v) {
52      (void)v;
53      assert(0); //TODO
54  }
55  void Print(std::ostream &os)const {
56      (void)os;
57      assert(0); //TODO
58  }
59 };
60
61 } // end namespace gdcm
62
63 #endif //GDCMAPPLICATIONENTITY_H

```

## 11.251 gdcmAudioCodec.h File Reference

```
#include "gdcmCodec.h"
```

Include dependency graph for gdcmAudioCodec.h:



## Classes

- class [gdcm::AudioCodec](#)  
*AudioCodec.*

## Namespaces

- namespace [gdcm](#)

## 11.252 gdcmAudioCodec.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMAUDIOCODEC_H
15 #define GDCMAUDIOCODEC_H
16
17 #include "gdcmCodec.h"
18
19 namespace gdcm
20 {
21
22     class GDCM_EXPORT AudioCodec : public Codec
23     {
24     public:
25         AudioCodec();
26         ~AudioCodec() override;
27         bool CanCode(TransferSyntax const &)const override { return false; }
28         bool CanDecode(TransferSyntax const &)const override { return false; }
29         bool Decode(DataElement const &is, DataElement &os) override;
30     };
31
32 } // end namespace gdcm
33
34 #endif //GDCMAUDIOCODEC_H

```

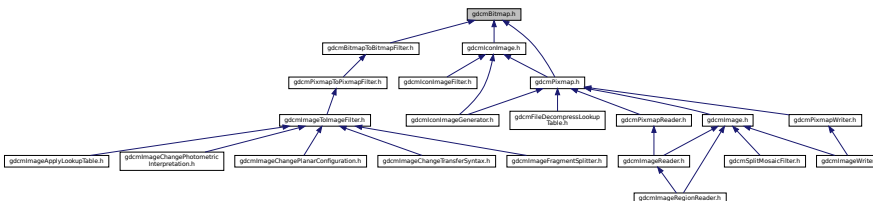
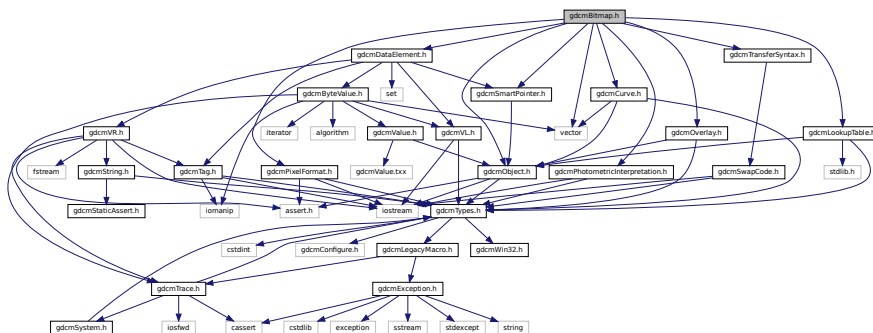
## 11.253 gdcmBitmap.h File Reference

```

#include "gdcmObject.h"
#include "gdcmCurve.h"
#include "gdcmDataElement.h"
#include "gdcmLookupTable.h"
#include "gdcmOverlay.h"
#include "gdcmPhotometricInterpretation.h"
#include "gdcmPixelFormat.h"
#include "gdcmSmartPointer.h"
#include "gdcmTransferSyntax.h"

```

Include dependency graph for gdcmBitmap.h:



- class `gdcm::Bitmap`  
*Bitmap* class.

- namespace `gdcm`

[Go to the documentation of this file.](#)

```
1 /*=====
2
3 Program:   GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
```

```

11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMBITMAP_H
15 #define GDCMBITMAP_H
16
17 #include "gdcmObject.h"
18 #include "gdcmCurve.h"
19 #include "gdcmDataElement.h"
20 // #include "gdcmIconImage.h"
21 #include "gdcmLookupTable.h"
22 #include "gdcmOverlay.h"
23 #include "gdcmPhotometricInterpretation.h"
24 #include "gdcmPixelFormat.h"
25 #include "gdcmSmartPointer.h"
26 #include "gdcmTransferSyntax.h"
27
28 #include <vector>
29
30 namespace gdcm
31 {
32
33     class GDCM_EXPORT Bitmap : public Object
34     {
35     public:
36         Bitmap();
37         ~Bitmap() override;
38         void Print(std::ostream &) const override;
39
40         virtual bool AreOverlaysInPixelData()const { return false; }
41         virtual bool UnusedBitsPresentInPixelData()const { return false; }
42
43         unsigned int GetNumberOfDimensions() const;
44         void SetNumberOfDimensions(unsigned int dim);
45
46         unsigned int GetPlanarConfiguration() const;
47         void SetPlanarConfiguration(unsigned int pc);
48
49         bool GetNeedByteSwap()const
50         {
51             return NeedByteSwap;
52         }
53         void SetNeedByteSwap(bool b)
54         {
55             NeedByteSwap = b;
56         }
57
58         void SetTransferSyntax(TransferSyntax const &ts) {
59             TS = ts;
60         }
61         const TransferSyntax &GetTransferSyntax()const {
62             return TS;
63         }
64         bool IsTransferSyntaxCompatible( TransferSyntax const & ts ) const;
65         void SetDataElement(DataElement const &de) {
66             PixelData = de;
67         }
68         const DataElement& GetDataElement()const { return PixelData; }
69         DataElement& GetDataElement() { return PixelData; }
70
71         void SetLUT(LookupTable const &lut)
72         {
73             LUT = SmartPointer<LookupTable>( const_cast<LookupTable*>(&lut) );
74         }
75         const LookupTable &GetLUT()const
76         {
77             return *LUT;
78         }
79         LookupTable &GetLUT()
80         {
81             return *LUT;
82         }
83
84         const unsigned int *GetDimensions() const;
85         unsigned int GetDimension(unsigned int idx) const;
86
87         void SetColumns(unsigned int col) { SetDimension(0,col); }
88         unsigned int GetColumns()const { return GetDimension(0); }
89         void SetRows(unsigned int rows) { SetDimension(1,rows); }
90         unsigned int GetRows()const { return GetDimension(1); }

```

```

104 void SetDimensions(const unsigned int dims[3]);
105 void SetDimension(unsigned int idx, unsigned int dim);
106 const PixelFormat &GetPixelFormat() const
107 {
108     return PF;
109 }
110 PixelFormat &GetPixelFormat()
111 {
112     return PF;
113 }
114 void SetPixelFormat(PixelFormat const &pf)
115 {
116     PF = pf;
117     PF.Validate();
118 }
119
120 const PhotometricInterpretation &GetPhotometricInterpretation() const;
121 void SetPhotometricInterpretation(PhotometricInterpretation const &pi);
122
123 bool IsEmpty() const { return Dimensions.empty(); }
124 void Clear();
125
126 unsigned long GetBufferLength() const;
127
128 bool GetBuffer(char *buffer) const;
129
130 bool IsLossy() const;
131
132 void SetLossyFlag(bool f) { LossyFlag = f; }
133
134 protected:
135 bool TryRAWCodec(char *buffer, bool &lossyflag) const;
136 bool TryJPEGCodec(char *buffer, bool &lossyflag) const;
137 bool TryPVRGCodec(char *buffer, bool &lossyflag) const;
138 bool TryKAKADUCodec(char *buffer, bool &lossyflag) const;
139 bool TryJPEGLSCodec(char *buffer, bool &lossyflag) const;
140 bool TryJPEG2000Codec(char *buffer, bool &lossyflag) const;
141 bool TryRLECodec(char *buffer, bool &lossyflag) const;
142
143 bool TryJPEGCodec2(std::ostream &os) const;
144 bool TryJPEG2000Codec2(std::ostream &os) const;
145
146 bool GetBuffer2(std::ostream &os) const;
147
148 friend class PixmapReader;
149 friend class ImageChangeTransferSyntax;
150 // Function to compute the lossy flag based only on the image buffer.
151 // Watch out that image can be lossy but in implicit little endian format...
152 bool ComputeLossyFlag();
153
154 //private:
155 protected:
156 unsigned int PlanarConfiguration;
157 unsigned int NumberOfDimensions;
158 TransferSyntax TS;
159 PixelFormat PF; // SamplesPerPixel, BitsAllocated, BitsStored, HighBit, PixelRepresentation
160 PhotometricInterpretation PI;
161 // Mind dump: unsigned int is required here, since we are reading (0028,0008) Number Of Frames
162 // which is VR::IS, so I cannot simply assumed that unsigned short is enough... :(
163 std::vector<unsigned int> Dimensions; // Col/Row
164 DataElement PixelData; // copied from 7fe0,0010
165
166 typedef SmartPointer<LookupTable> LUTPtr;
167 LUTPtr LUT;
168 // I believe the following 3 ivars can be derived from TS ...
169 bool NeedByteSwap; // FIXME: remove me
170 bool LossyFlag;
171
172 private:
173 bool GetBufferInternal(char *buffer, bool &lossyflag) const;
174 };
175
176 } // end namespace gdcm
177
178 #endif //GDCMBITMAP_H

```







## Classes

- class [gdcm::Cleaner](#)  
*Cleaner.*

## Namespaces

- namespace [gdcm](#)

## 11.258 gdcmCleaner.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCLEANER_H
15 #define GDCMCLEANER_H
16
17 #include "gdcmDPath.h"
18 #include "gdcmFile.h"
19 #include "gdcmSmartPointer.h"
20 #include "gdcmSubject.h"
21
22 namespace gdcm {
23 class GDCM_EXPORT Cleaner : public Subject {
24 public:
25     Cleaner();
26     ~Cleaner() override;
27
28     bool Empty(Tag const &t);
29     bool Empty(PrivateTag const &pt);
30     bool Empty(DPath const &dpath);
31     bool Empty(VR const &vr);
32
33     bool Remove(Tag const &t);
34     bool Remove(PrivateTag const &pt);
35     bool Remove(DPath const &dpath);
36     bool Remove(VR const &vr);
37
38     bool Scrub(Tag const &t);
39     bool Scrub(PrivateTag const &pt);
40     bool Scrub(DPath const &dpath);
41     bool Scrub(VR const &vr);
42
43     bool Preserve(DPath const &dpath);
44
45     void RemoveAllMissingPrivateCreator(bool remove);
46
47     bool RemoveMissingPrivateCreator(Tag const &t);
48
49     void RemoveAllGroupLength(bool remove);
50
51     void RemoveAllIllegal(bool remove);
52
53     bool Clean();
54
55     void SetFile(const File &f) { F = f; }
56     // const File &GetFile() const { return *F; }
57     File &GetFile() { return *F; }
58
59 private:
60     File F;
61 };
62
63 #endif

```

```

75
76
77  static SmartPointer<Cleaner> New() { return new Cleaner; }
78
79 private:
80  // I would prefer to have a smart pointer to DataSet but DataSet does not
81  // derive from Object...
82  SmartPointer<File> F;
83  struct impl;
84  // PIMPL idiom
85  impl *pimpl;
86 };
87
88 } // end namespace gdcm
89
90 #endif // GDCMCLEANER_H

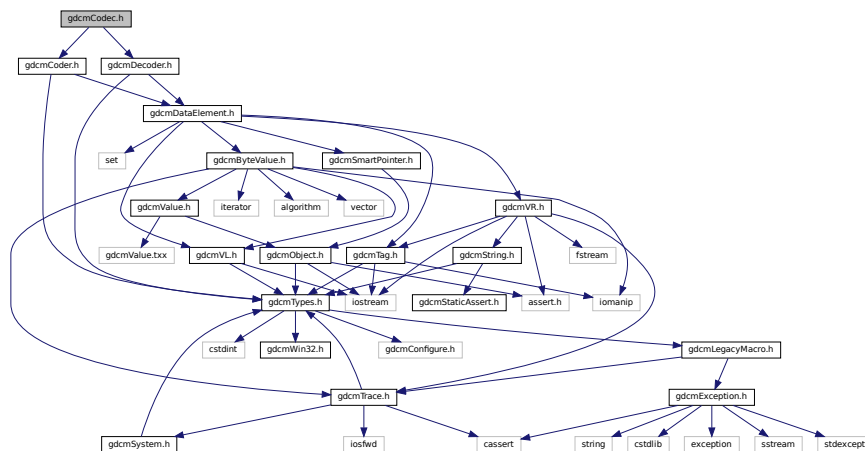
```

## 11.259 gdcmCodec.h File Reference

```
#include "gdcmCoder.h"
```

```
#include "gdcmDecoder.h"
```

Include dependency graph for gdcmCodec.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Codec](#)  
*Codec* class.

## Namespaces

- namespace `gdcm`

## 11.260 gdcmCodec.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCODEC_H
15 #define GDCMCODEC_H
16
17 #include "gdcmCoder.h"
18 #include "gdcmDecoder.h"
19
20 namespace gdcm
21 {
22
23
24
25
26 class GDCM_EXPORT Codec : public Coder, public Decoder
27 {
28 };
29
30 } // end namespace gdcm
31
32 #endif //GDCMCODEC_H

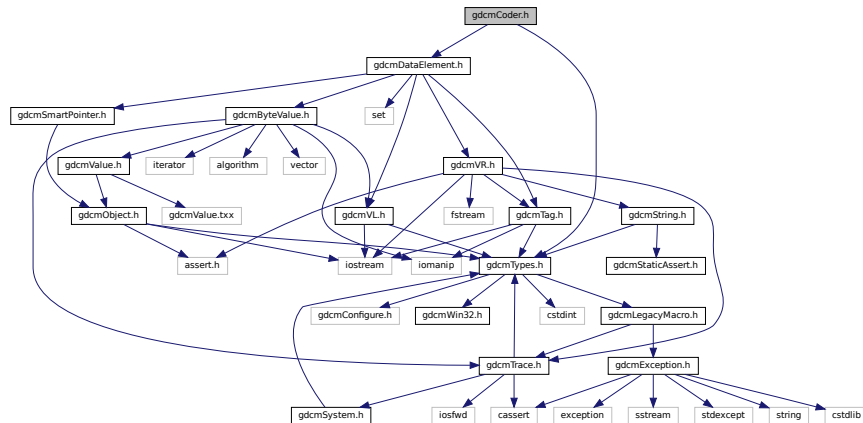
```

## 11.261 gdcmCoder.h File Reference

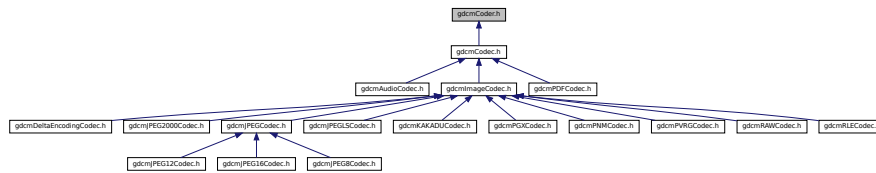
```
#include "gdcmTypes.h"
```

```
#include "gdcmDataElement.h"
```

Include dependency graph for `gdcmCoder.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::Coder`  
*Coder.*

## Namespaces

- namespace `gdcm`

## 11.262 gdcmCoder.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCODER_H
15 #define GDCMCODER_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmDataElement.h" // FIXME
19
20 namespace gdcm
21 {
22
23 class TransferSyntax;
24 class DataElement;
25
26 class GDCM_EXPORT Coder
27 {
28 public:
29     virtual ~Coder() = default;
30
31     virtual bool CanCode(TransferSyntax const &) const = 0;
32
33     // Note: in / out are reserved keyword in C#. Change to in_ / out_
34
35     virtual bool Code(DataElement const &in_, DataElement &out_) { (void)in_; (void)out_; return false; }
36
37 protected:
38     virtual bool InternalCode(const char *bv, unsigned long len, std::ostream &os) {
39         (void)bv; (void)os; (void)len; return false; }
40
41 };
42
43 } // end namespace gdcm
44
45 #endif //GDCMCODER_H

```

## 11.263 gdcmConstCharWrapper.h File Reference

### Classes

- class [gdcm::ConstCharWrapper](#)

*Do not use me.*

### Namespaces

- namespace [gdcm](#)

## 11.264 gdcmConstCharWrapper.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCONSTCHARWRAPPER_H
15 #define GDCMCONSTCHARWRAPPER_H
16
17 namespace gdcm
18 {
19
20 #error
21
22 /*
23 * This class is a pure hack. Its only goal is to work around a bad bug in :
24 * $ swig -version
25 * SWIG Version 1.3.31
26 *
27 * See
28 * -
29 * http://sourceforge.net/mailarchive/forum.php?thread_name=bf0c3b3f0802290552y5163989t76572b80a044ce28%40mail.gmail.com&forum=
30 * As a side note there is also a problem with const reference to enum type:
31 * -
32 * http://sourceforge.net/mailarchive/forum.php?thread_name=bf0c3b3f0802290552y5163989t76572b80a044ce28%40mail.gmail.com&forum=
33 * And to keep track of an issue with swig here is the last one:
34 *
35 * -
36 * http://sourceforge.net/mailarchive/forum.php?thread_name=bf0c3b3f0802290552y5163989t76572b80a044ce28%40mail.gmail.com&forum=
37 */
38
39 class ConstCharWrapper
40 {
41 public:
42     ConstCharWrapper(const char *i=0):Internal(i) {}
43     operator const char * () const { return Internal; }
44 private:
45     const char *Internal;
46 };
47
48 // end namespace gdcm
49
50 #endif //GDCMCONSTCHARWRAPPER_H

```



## 11.266 gdcmCurve.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCURVE_H
15 #define GDCMCURVE_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmObject.h"
19
20 #include <vector>
21
22 namespace gdcm
23 {
24
25 class CurveInternal;
26 class ByteValue;
27 class DataSet;
28 class DataElement;
29
30 class GDCM_EXPORT Curve : public Object
31 {
32 public:
33     Curve();
34     ~Curve() override;
35     void Print(std::ostream &) const override;
36
37     void GetAsPoints(float *array) const;
38
39     static unsigned int GetNumberOfCurves(DataSet const & ds);
40
41     // Update curve data from dataelement de:
42     void Update(const DataElement & de);
43
44     void SetGroup(unsigned short group);
45     unsigned short GetGroup() const;
46     void SetDimensions(unsigned short dimensions);
47     unsigned short GetDimensions() const;
48     void SetNumberOfPoints(unsigned short numberofpoints);
49     unsigned short GetNumberOfPoints() const;
50     void SetTypeOfData(const char *typeofdata);
51     const char *GetTypeOfData() const;
52     // See PS 3.3 - 2004 - C.10.2.1.1 Type of data
53     const char *GetTypeOfDataDescription() const;
54     void SetCurveDescription(const char *curvedescription);
55     void SetDataValueRepresentation(unsigned short datavaluerepresentation);
56     unsigned short GetDataValueRepresentation() const;
57     void SetCurveDataDescriptor(const uint16_t * values, size_t num);
58     std::vector<unsigned short> const &GetCurveDataDescriptor() const;
59     void SetCoordinateStartValue( unsigned short v );
60     void SetCoordinateStepValue( unsigned short v );
61
62     void SetCurve(const char *array, unsigned int length);
63
64     bool IsEmpty() const;
65
66     void Decode(std::istream &is, std::ostream &os);
67
68     Curve(Curve const &ov);
69 private:
70     double ComputeValueFromStartAndStep(unsigned int idx) const;
71     CurveInternal *Internal;
72 };
73
74 } // end namespace gdcm
75
76 #endif //GDCMCURVE_H

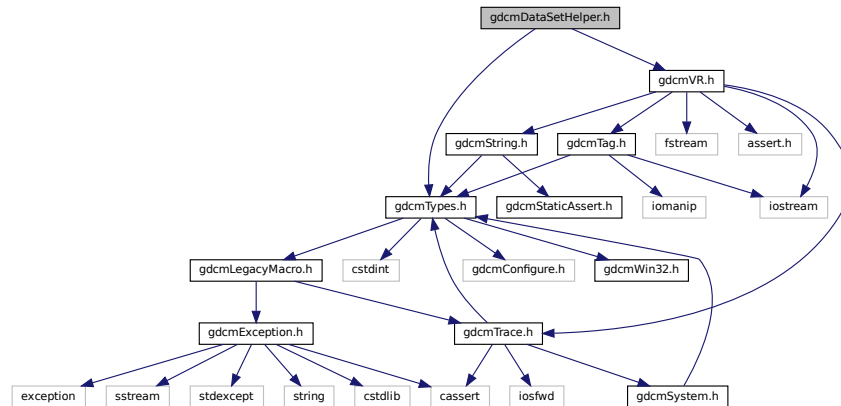
```

## 11.267 gdcmDataSetHelper.h File Reference

```
#include "gdcmTypes.h"
```

```
#include "gdcmVR.h"
```

Include dependency graph for gdcmDataSetHelper.h:



### Classes

- class [gdcm::DataSetHelper](#)  
*DataSetHelper* (internal class, not intended for user level)

### Namespaces

- namespace [gdcm](#)

## 11.268 gdcmDataSetHelper.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDATASETHelper_H
15 #define GDCMDATASETHelper_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmVR.h"

```



```

19
20 namespace gdcm
21 {
22 class DataSet;
23 class File;
24 class Tag;
25 class SequenceOfItems;
26
27 class GDCM_EXPORT DataSetHelper
28 {
29 public:
30     static VR ComputeVR(File const & file, DataSet const &ds, const Tag& tag);
31     //static SequenceOfItems* ComputeSQFromByteValue(File const & file, DataSet const &ds, const Tag &tag);
32
33 protected:
34 };
35
36 // end namespace gdcm
37
38 #endif // GDCMDATASETHelper_H

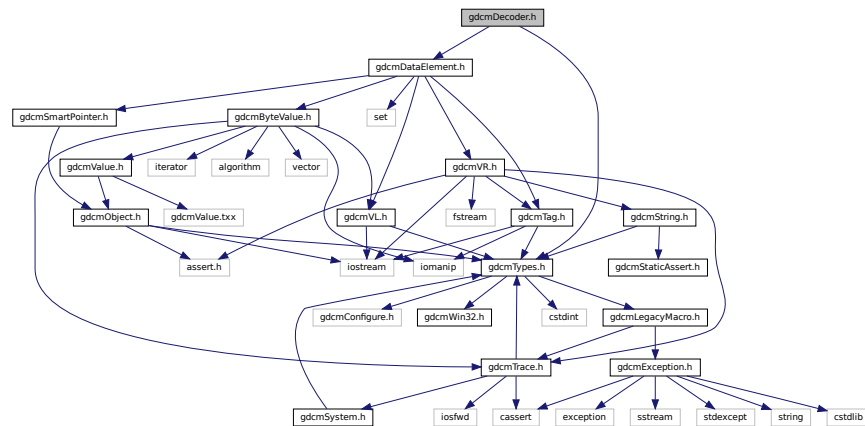
```

## 11.269 gdcmDecoder.h File Reference

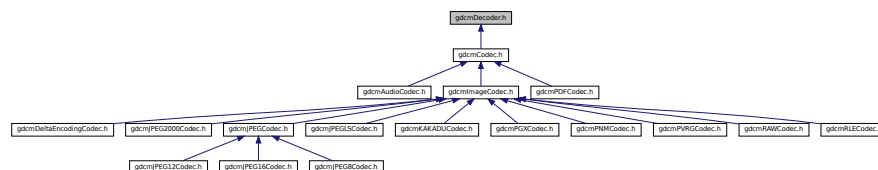
```
#include "gdcmTypes.h"
```

```
#include "gdcmDataElement.h"
```

Include dependency graph for gdcmDecoder.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::Decoder`  
*Decoder.*

## Namespaces

- namespace `gdcm`

## 11.270 gdcmDecoder.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMDECODER_H
16 #define GDCMDECODER_H
17
18 #include "gdcmTypes.h"
19 #include "gdcmDataElement.h" // FIXME
20
21 namespace gdcm
22 {
23
24 class TransferSyntax;
25 class DataElement;
26 class GDCM_EXPORT Decoder
27 {
28 public:
29     virtual ~Decoder() = default;
30
31     virtual bool CanDecode(TransferSyntax const &) const = 0;
32
33     virtual bool Decode(DataElement const &, DataElement &) { return false; }
34 protected:
35     virtual bool DecodeByStreams(std::istream &, std::ostream &) { return false; }
36 };
37
38 } // end namespace gdcm
39
40 #endif //GDCMDECODER_H

```





## 11.274 gdcmDICOMDIR.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDICOMDIR_H
15 #define GDCMDICOMDIR_H
16
17 #include <utility>
18 #include "gdcmFileSet.h"
19
20 namespace gdcm
21 {
22
23 class GDCM_EXPORT DICOMDIR
24 {
25 public:
26     DICOMDIR() = default;
27     DICOMDIR(FileSet fs):_FS(std::move(std::move(fs))) {}
28
29 private:
30     FileSet _FS;
31     //13 sept 2010 mmr-- added the underscore to FS to compile under Sunos gcc
32 };
33
34 } // end namespace gdcm
35
36 #endif //GDCMDICOMDIR_H

```

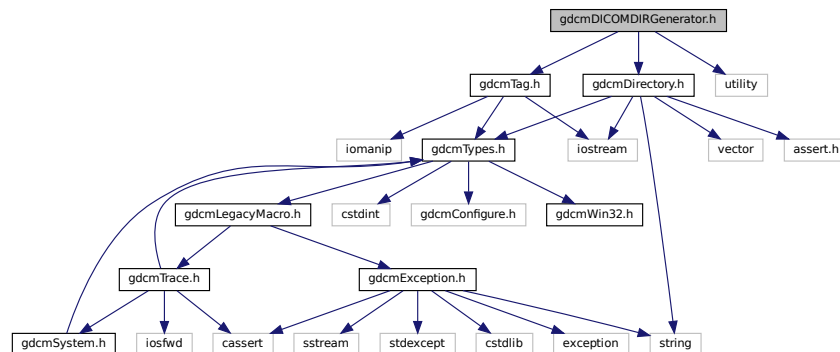
## 11.275 gdcmDICOMDIRGenerator.h File Reference

```

#include "gdcmDirectory.h"
#include "gdcmTag.h"
#include <utility>

```

Include dependency graph for gdcmDICOMDIRGenerator.h:



## Classes

- class `gdcm::DICOMDIRGenerator`  
*DICOMDIRGenerator* class.

## Namespaces

- namespace `gdcm`

## 11.276 gdcmDICOMDIRGenerator.h

[Go to the documentation of this file.](#)

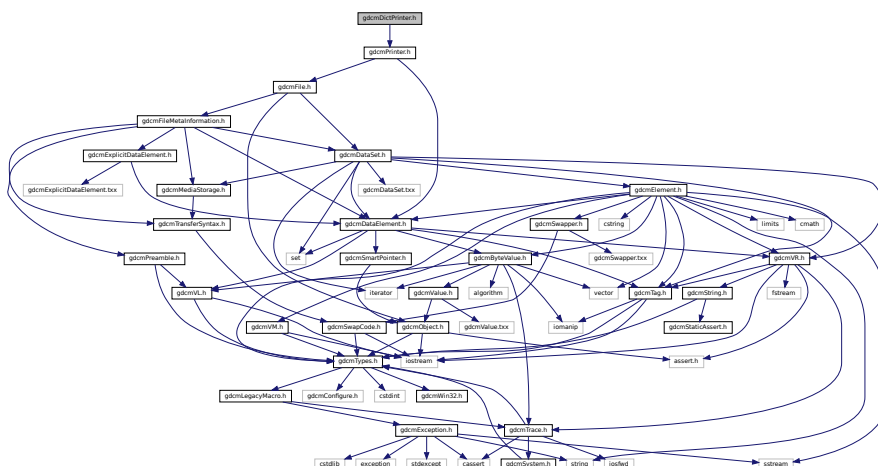
```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDICOMDIRGENERATOR_H
15 #define GDCMDICOMDIRGENERATOR_H
16
17 #include "gdcmDirectory.h"
18 #include "gdcmTag.h"
19 #include <utility> // std::pair
20
21 namespace gdcm
22 {
23 class File;
24 class Scanner;
25 class SequenceOfItems;
26 class VL;
27 class DICOMDIRGeneratorInternal;
28
29 class GDCM_EXPORT DICOMDIRGenerator
30 {
31 public:
32     typedef Directory::FilenameType  FilenameType;
33     typedef Directory::FilenameType  FilenameType;
34     DICOMDIRGenerator();
35     ~DICOMDIRGenerator();
36
37     void SetFileNames( FilenameType const & fns );
38
39     void SetRootDirectory( FilenameType const & root );
40
41     void SetDescriptor( const char *d );
42
43     bool Generate();
44
45     void SetFile(const File& f);
46     File &GetFile();
47
48 protected:
49     Scanner &GetScanner();
50     bool AddPatientDirectoryRecord();
51     bool AddStudyDirectoryRecord();
52     bool AddSeriesDirectoryRecord();
53     bool AddImageDirectoryRecord();
54
55 private:
56     const char *ComputeFileID(const char *);
57     bool TraverseDirectoryRecords(VL start );

```

## 11.277 gdcmDictPrinter.h File Reference

Include dependency graph for gdcmDictPrinter.h:



- class `gdcm::DictPrinter`  
*DictPrinter* class.

- namespace **gdcm**

## 11.278 gdcmDictPrinter.h

[Go to the documentation of this file.](#)

```

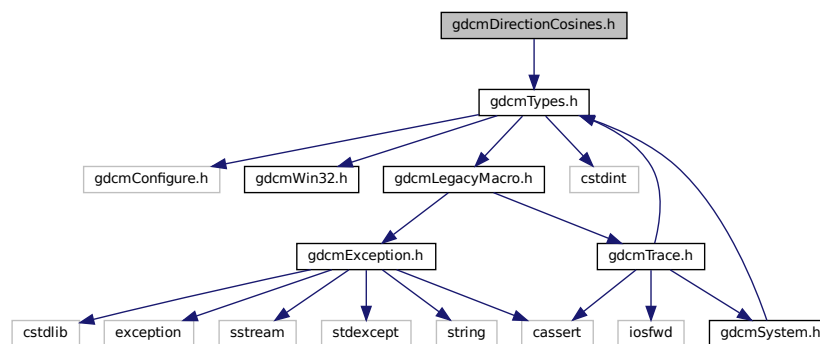
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDICTPRINTER_H
15 #define GDCMDICTPRINTER_H
16
17 #include "gdcmPrinter.h"
18
19 namespace gdcm
20 {
21
22 // It's a sink there is no output
23 class GDCM_EXPORT DictPrinter : public Printer
24 {
25 public:
26     DictPrinter();
27     ~DictPrinter();
28
29     void Print(std::ostream& os);
30
31 protected:
32     void PrintDataElement2(std::ostream& os, const DataSet &ds, const DataElement &ide);
33     void PrintDataSet2(std::ostream& os, const DataSet &ds);
34 };
35
36 // end namespace gdcm
37 #endif //GDCMDICTPRINTER_H

```

## 11.279 gdcmDirectionCosines.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmDirectionCosines.h:





## Classes

- class [gdcm::DirectionCosines](#)  
*class to handle [DirectionCosines](#)*

## Namespaces

- namespace [gdcm](#)

## 11.280 gdcmDirectionCosines.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDIRECTIONCOSINES_H
15 #define GDCMDIRECTIONCOSINES_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21
22     class GDCM_EXPORT DirectionCosines
23     {
24     public:
25         DirectionCosines();
26         DirectionCosines(const double dircos[6]);
27         // Cannot get the following signature to be wrapped with swig...
28         //DirectionCosines(const double *dircos = 0 );
29         ~DirectionCosines();
30
31         void Print(std::ostream &) const;
32
33         void Cross(double z[3]) const;
34
35         double Dot() const;
36
37         static double Dot(const double x[3], const double y[3]);
38
39         void Normalize();
40
41         static void Normalize(double v[3]);
42
43         operator const double* () const { return Values; }
44
45         bool IsValid() const;
46
47         bool SetFromString(const char *str);
48
49         double CrossDot(DirectionCosines const &dc) const;
50
51         double ComputeDistAlongNormal(const double ipp[3]) const;
52
53     private:
54         double Values[6];
55     };
56
57 } // end namespace gdcm
58
59 #endif //GDCMDIRECTIONCOSINES_H

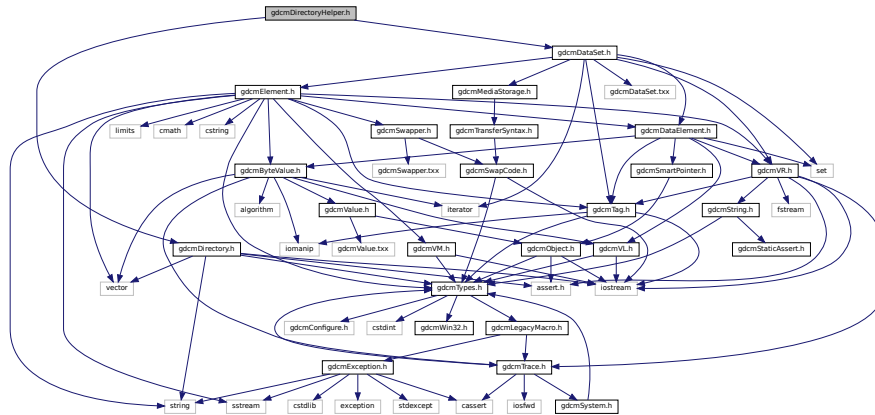
```

## 11.281 gdcmDirectoryHelper.h File Reference

```
#include "gdcmDirectory.h"
```

```
#include "gdcmDataSet.h"
```

Include dependency graph for gdcmDirectoryHelper.h:



### Classes

- class [gdcm::DirectoryHelper](#)  
*DirectoryHelper.*

### Namespaces

- namespace [gdcm](#)

## 11.282 gdcmDirectoryHelper.h

[Go to the documentation of this file.](#)

```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #include "gdcmDirectory.h"
16 #include "gdcmDataSet.h"
17
18 namespace gdcm
19 {
20
```

```

35 class GDCM_EXPORT DirectoryHelper
36 {
37 public:
38     //returns all series UUIDs in a given directory that match a particular SOP Instance UID
39     static Directory::FileNamesType GetSeriesUUIDsBySOPClassUID(const std::string& inDirectory,
40         const std::string& inSOPClassUID);
41
42     //specific implementations of the SOPClassUID grabber, so you don't have to
43     //remember the SOP Class UUIDs of CT or MR images.
44     static Directory::FileNamesType GetCTImageSeriesUUIDs(const std::string& inDirectory);
45     static Directory::FileNamesType GetMRImageSeriesUUIDs(const std::string& inDirectory);
46     static Directory::FileNamesType GetRTStructSeriesUUIDs(const std::string& inDirectory);
47
48     //given a directory and a series UID, provide all filenames with that series UID.
49     static Directory::FileNamesType GetFilenamesFromSeriesUUIDs(const std::string& inDirectory,
50         const std::string& inSeriesUID);
51
52     //given a series UID, load all the images associated with that series UID
53     //these images will be IPP sorted, so that they can be used for gathering all
54     //the necessary information for generating an RTStruct
55     //this function should be called by the writer once, if the writer's dataset
56     //vector is empty. Make sure to have a new writer for new rtstructs.
57     static std::vector<DataSet> LoadImageFromFiles(const std::string& inDirectory,
58         const std::string& inSeriesUID);
59
60     //When writing RTStructs, each contour will have z position defined.
61     //use that z position to determine the SOPInstanceUID for that plane.
62     static std::string RetrieveSOPInstanceUIDFromZPosition(double inZPos,
63         const std::vector<DataSet>& inDS);
64
65     //When writing RTStructs, the frame of reference is done by planes to start with
66     static std::string RetrieveSOPInstanceUIDFromIndex(int inIndex,
67         const std::vector<DataSet>& inDS);
68
69     //each plane needs to know the SOPClassUID, and that won't change from image to image
70     //so, retrieve this once at the start of writing.
71     static std::string GetSOPClassUID(const std::vector<DataSet>& inDS);
72
73     //retrieve the frame of reference from the set of datasets
74     static std::string GetFrameOfReference(const std::vector<DataSet>& inDS);
75
76     //both the image and polydata readers use these functions to get std::strings
77     static std::string GetStringValueFromTag(const Tag& t, const DataSet& ds);
78 };
79
80 }

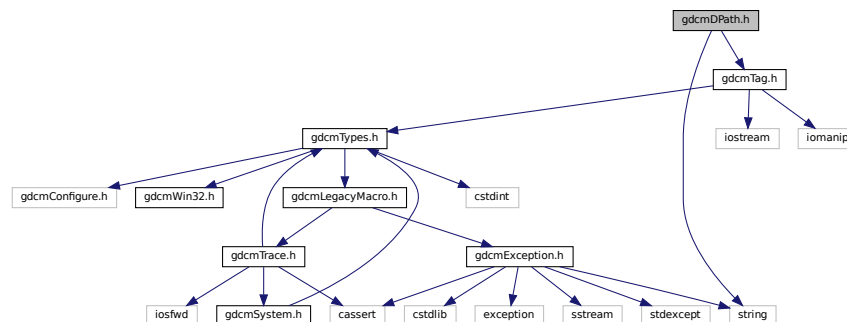
```

## 11.283 gdcmDPath.h File Reference

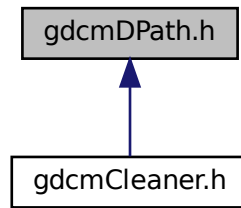
```
#include "gdcmTag.h"
```

```
#include <string>
```

Include dependency graph for gdcmDPath.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcml::DPath](#)

*class to handle a DICOM path While supp 118 did introduced a notion of XPath for XML Native model this convention is too XML-centric. Instead prefer DCMTK style notation <https://groups.google.com/g/comp.protocols.dicom/c/IyIH0IOBMPA>*

## Namespaces

- namespace [gdcml](#)

## Functions

- `std::ostream & gdcml::operator<< (std::ostream &os, const DPath &val)`

## 11.284 gdcmlDPath.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcml.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMLDPATH_H
15 #define GDCMLDPATH_H
16
17 #include "gdcmlTag.h"
18 #include <string>
19

```

```

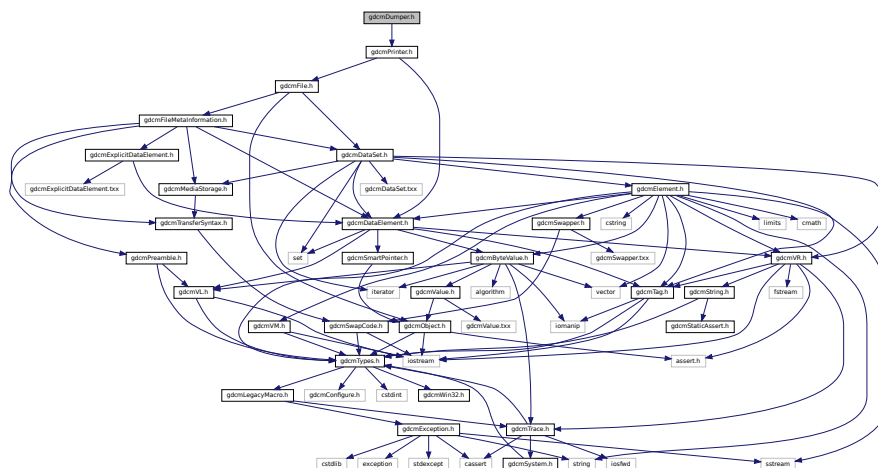
20 namespace gdcm {
21
22 class GDCM_EXPORT DPath {
23   friend std::ostream &operator<<(std::ostream &_os, const DPath &_val);
24
25 public:
26   DPath();
27   ~DPath();
28   void Print(std::ostream &) const;
29   bool operator<(const DPath &rhs) const;
30
31   bool ConstructFromString(const char *path);
32
33   bool Match(DPath const &other) const;
34
35   static bool IsValid(const char *path);
36
37 private:
38   std::string Path;
39 };
40
41 inline std::ostream &operator<<(std::ostream &os, const DPath &val) {
42   os << val.Path;
43   return os;
44 }
45
46 } // end namespace gdcm
47
48 #endif // GDCMDPATH_H

```

## 11.285 gdcmDumper.h File Reference

#include "gdcmPrinter.h"

Include dependency graph for gdcmDumper.h:



## Classes

- class `gdcm::Dumper`  
*Codec class.*

## Namespaces

- namespace `gdcm`

## 11.286 `gdcmDumper.h`

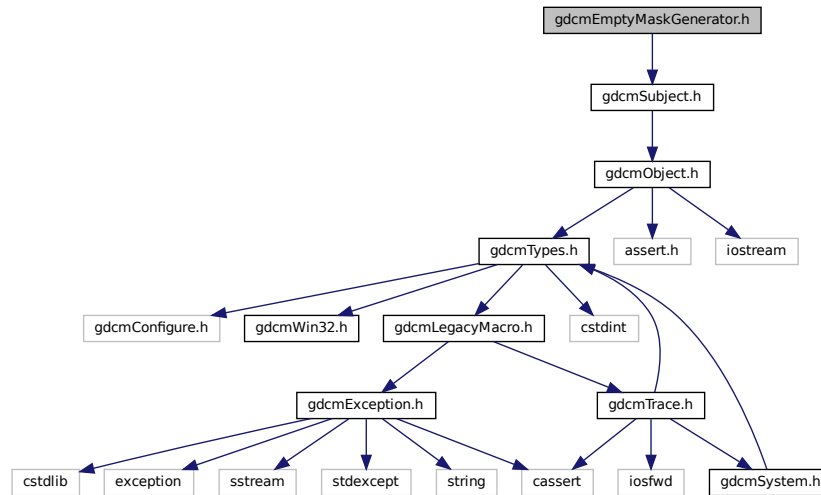
[Go to the documentation of this file.](#)

```
1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMDUMPER_H
15 #define GDCMDUMPER_H
16
17 #include "gdcmPrinter.h"
18
19 namespace gdcm
20 {
21
22 // It's a sink there is no output
23 class GDCM_EXPORT Dumper : public Printer
24 {
25 public:
26     Dumper() { PrintStyle = CONDENSED_STYLE; }
27     ~Dumper() = default;
28 };
29
30 } // end namespace gdcm
31
32 #endif //GDCMDUMPER_H
```

## 11.287 gdcmEmptyMaskGenerator.h File Reference

```
#include "gdcmSubject.h"
```

Include dependency graph for gdcmEmptyMaskGenerator.h:



### Classes

- class [gdcm::EmptyMaskGenerator](#)

*[EmptyMaskGenerator](#) Main class to generate a [Empty Mask Series](#) from an input [Series](#). This class takes an input folder and generates a series of DICOM files in the specified output directory. This class handles multiples DICOM [Series](#) within the same input directory.*

### Namespaces

- namespace [gdcm](#)

## 11.288 gdcmEmptyMaskGenerator.h

[Go to the documentation of this file.](#)

```

1  /*****
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12

```





## Namespaces

- namespace [gdcm](#)

## 11.290 gdcmEncapsulatedDocument.h

[Go to the documentation of this file.](#)

```

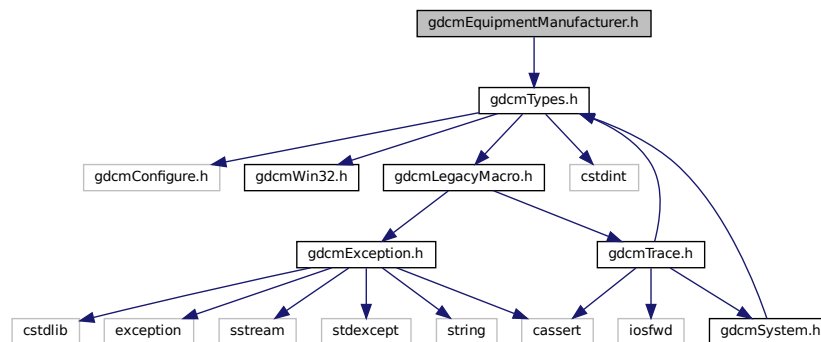
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13  =====*/
14 #ifndef GDCMENCAPSULATEDDOCUMENT_H
15 #define GDCMENCAPSULATEDDOCUMENT_H
16
17 #include "gdcmFile.h"
18
19 namespace gdcm
20 {
24 class GDCM_EXPORT EncapsulatedDocument
25 {
26 public:
27     EncapsulatedDocument() = default;
28
29 private:
30 };
31
32 } // end namespace gdcm
33
34 #endif //GDCMENCAPSULATEDDOCUMENT_H

```

## 11.291 gdcmEquipmentManufacturer.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmEquipmentManufacturer.h:



## Classes

- class [gdcm::EquipmentManufacturer](#)

## Namespaces

- namespace [gdcm](#)

## 11.292 gdcmEquipmentManufacturer.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMEQUIPMENTMANUFACTURER_H
15 #define GDCMEQUIPMENTMANUFACTURER_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21
22 class DataSet;
23
24 class GDCM_EXPORT EquipmentManufacturer
25 {
26 public:
27
28     typedef enum {
29         UNKNOWN = 0,
30         FUJI,
31         GEMS,
32         HITACHI,
33         KODAK,
34         MARCONI,
35         PMS,
36         SIEMENS,
37         TOSHIBA
38     } Type;
39
40     static Type Compute( DataSet const & ds );
41
42     static const char *TypeToString( Type type );
43
44 private:
45     static EquipmentManufacturer::Type GuessFromPrivateAttributes( DataSet const & ds );
46 };
47
48 } // end namespace gdcm
49
50 #endif // GDCMEQUIPMENTMANUFACTURER_H

```



```

25 {
26 public:
27     Fiducials() = default;
28
29 private:
30 };
31
32 } // end namespace gdc
33
34 #endif //GDCMFIDUCIALS_H

```

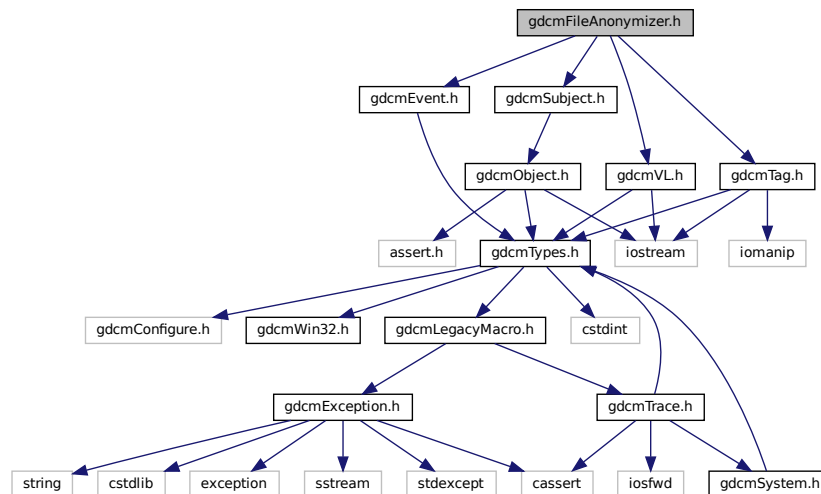
## 11.295 gdcFileAnonymizer.h File Reference

```

#include "gdcSubject.h"
#include "gdcEvent.h"
#include "gdcTag.h"
#include "gdcVL.h"

```

Include dependency graph for gdcFileAnonymizer.h:



## Classes

- class `gdc::FileAnonymizer`  
*FileAnonymizer.*

## Namespaces

- namespace `gdc`

## 11.296 gdcmFileAnonymizer.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMFILEANONYMIZER_H
15 #define GDCMFILEANONYMIZER_H
16
17 #include "gdcmSubject.h"
18 #include "gdcmEvent.h"
19 #include "gdcmTag.h"
20 #include "gdcmVL.h"
21
22 namespace gdcm
23 {
24   class FileAnonymizerInternals;
25
26   class GDCM_EXPORT FileAnonymizer : public Subject
27   {
28   public:
29     FileAnonymizer();
30     ~FileAnonymizer() override;
31
32     void Empty( Tag const &t );
33
34     void Remove( Tag const &t );
35
36     void Replace( Tag const &t, const char *value_str );
37     void Replace( Tag const &t, const char *value_data, VL const &vl );
38
39     void SetInputFileName(const char *filename_native);
40
41     void SetOutputFileName(const char *filename_native);
42
43     bool Write();
44
45   private:
46     bool ComputeEmptyTagPosition();
47     bool ComputeRemoveTagPosition();
48     bool ComputeReplaceTagPosition();
49     FileAnonymizerInternals *Internals;
50   };
51
52 } // end namespace gdcm
53
54 #endif //GDCMFILEANONYMIZER_H

```

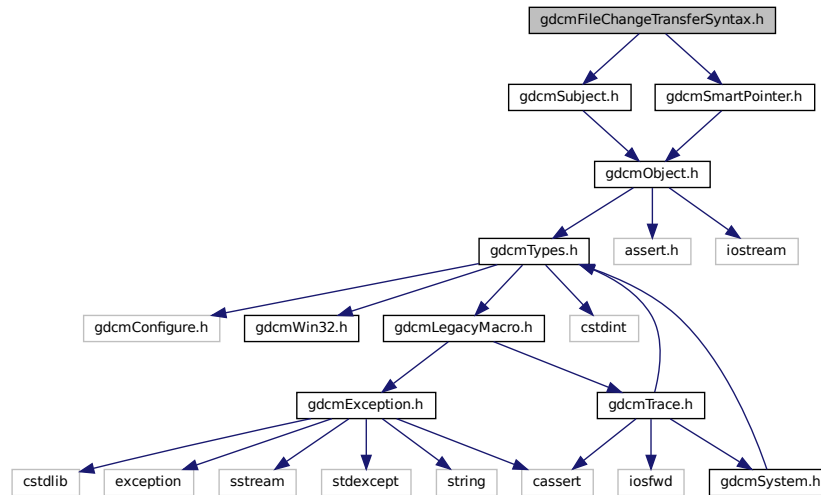
## 11.297 gdcmFileChangeTransferSyntax.h File Reference

```

#include "gdcmSubject.h"
#include "gdcmSmartPointer.h"

```

Include dependency graph for `gdcmFileChangeTransferSyntax.h`:



## Classes

- class `gdcm::FileChangeTransferSyntax`  
*FileChangeTransferSyntax.*

## Namespaces

- namespace `gdcm`

## 11.298 gdcmFileChangeTransferSyntax.h

[Go to the documentation of this file.](#)

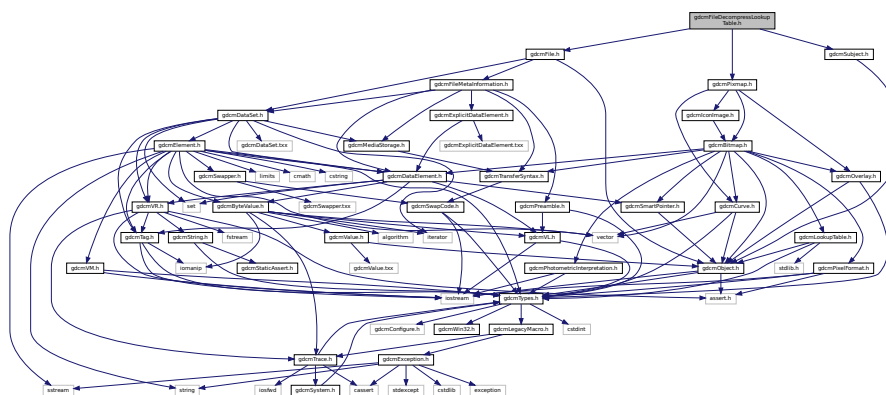
```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMFILECHANGETRANSFERSYNTAX_H
15 #define GDCMFILECHANGETRANSFERSYNTAX_H
16
17 #include "gdcmSubject.h"
18 #include "gdcmSmartPointer.h"
19
20 namespace gdcm
21 {

```

## 11.299 gdcmFileDecompressLookupTable.h File Reference

Include dependency graph for `gdcmFileDecompressLookupTable.h`:



- class `gdcm::FileDecompressLookupTable`  
*FileDecompressLookupTable* class.

## Namespaces

- namespace `gdcm`

## 11.300 `gdcmFileDecompressLookupTable.h`

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMFILEDECOMPRESSLOOKUPTABLE_H
15 #define GDCMFILEDECOMPRESSLOOKUPTABLE_H
16
17 #include "gdcmSubject.h"
18 #include "gdcmFile.h"
19 #include "gdcmPixmap.h"
20
21 namespace gdcm
22 {
23
24 class DataElement;
25
26 class GDCM_EXPORT FileDecompressLookupTable : public Subject
27 {
28 public:
29     FileDecompressLookupTable() = default;
30     ~FileDecompressLookupTable() override = default;
31
32     bool Change();
33
34     void SetFile(const File& f) { F = f; }
35     File &GetFile() { return *F; }
36
37     const Pixmap& GetPixmap() const { return *PixelData; }
38     Pixmap& GetPixmap() { return *PixelData; }
39     void SetPixmap(Pixmap const &img) { PixelData = img; }
40
41 protected:
42
43 private:
44     SmartPointer<File> F;
45     SmartPointer<Pixmap> PixelData;
46 };
47
48 } // end namespace gdcm
49
50 #endif //GDCMFILEDECOMPRESSLOOKUPTABLE_H

```







## Classes

- class [gdcm::FileExplicitFilter](#)  
*FileExplicitFilter* class.

## Namespaces

- namespace [gdcm](#)

## 11.304 gdcmFileExplicitFilter.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMFILEEXPLICITFILTER_H
15 #define GDCMFILEEXPLICITFILTER_H
16
17 #include "gdcmFile.h"
18
19 namespace gdcm
20 {
21 class Dicts;
22
23 class GDCM_EXPORT FileExplicitFilter
24 {
25 public:
26     FileExplicitFilter():F(new
27         File),ChangePrivateTags(false),UseVRUN(true),RecomputeItemLength(false),RecomputeSequenceLength(false) {}
28     ~FileExplicitFilter() = default;
29
30     void SetChangePrivateTags(bool b) { ChangePrivateTags = b;}
31
32     void SetUseVRUN(bool b) { UseVRUN = b; }
33
34     void SetRecomputeItemLength(bool b);
35     void SetRecomputeSequenceLength(bool b);
36
37     bool Change();
38
39     void SetFile(const File& f) { F = f; }
40     File &GetFile() { return *F; }
41
42 protected:
43     bool ProcessDataSet(DataSet &ds, Dicts const &dicts);
44     bool ChangeFMI();
45
46 private:
47     SmartPointer<File> F;
48     bool ChangePrivateTags;
49     bool UseVRUN;
50     bool RecomputeItemLength;
51     bool RecomputeSequenceLength;
52 };
53
54 } // end namespace gdcm
55
56 #endif //GDCMFILEEXPLICITFILTER_H

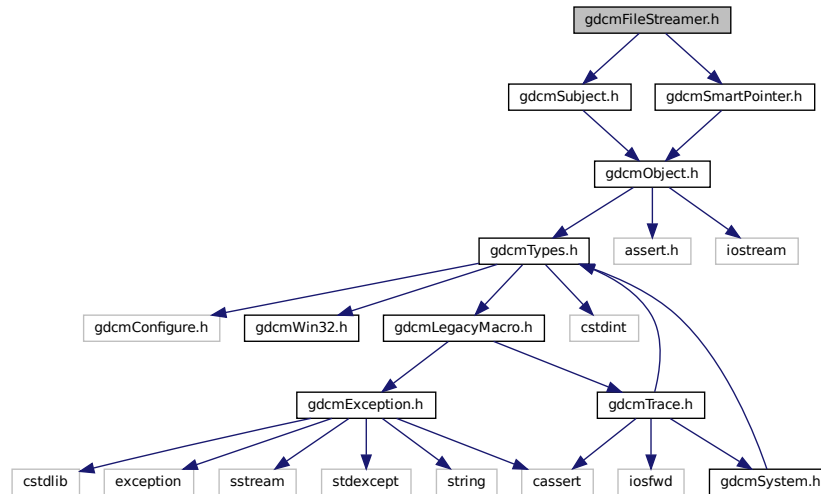
```

## 11.305 gdcmFileStreamer.h File Reference

```
#include "gdcmSubject.h"
```

```
#include "gdcmSmartPointer.h"
```

Include dependency graph for gdcmFileStreamer.h:



### Classes

- class [gdcm::FileStreamer](#)  
*FileStreamer.*

### Namespaces

- namespace [gdcm](#)

## 11.306 gdcmFileStreamer.h

[Go to the documentation of this file.](#)

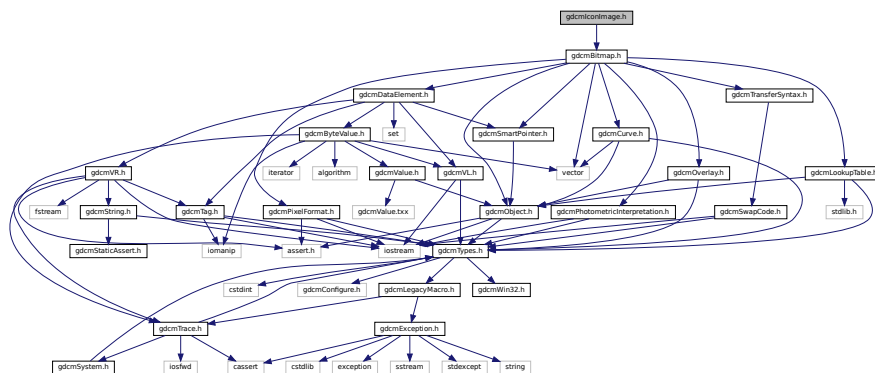
```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/

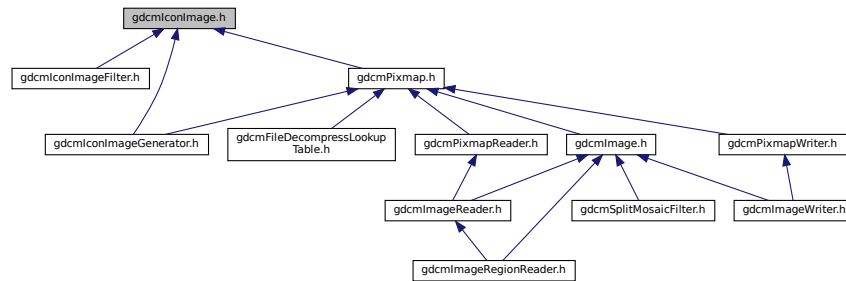
```

## 11.307 gdcmlconImage.h File Reference

Include dependency graph for `gdcmlconImage.h`:



This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace `gdcm`

## Typedefs

- typedef Bitmap `gdcm::IconImage`

## 11.308 gdcmIconImage.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMICONIMAGE_H
15 #define GDCMICONIMAGE_H
16
17 #if 0
18 #include "gdcmObject.h"
19 #include "gdcmDataElement.h"
20 #include "gdcmPhotometricInterpretation.h"
21 #include "gdcmPixelFormat.h"
22 #include "gdcmTransferSyntax.h"
23
24 #include <vector>
25
26 namespace gdcm
27 {
28
29 class GDCM_EXPORT IconImage : public Object
30 {
31 public:
32     IconImage();
33     ~IconImage();
34     void Print(std::ostream &)const {}
35
36 }
37

```

```

38
40 void SetTransferSyntax(TransferSyntax const &ts) {
41     TS = ts;
42 }
43 const TransferSyntax &GetTransferSyntax()const {
44     return TS;
45 }
46 void SetDataElement(DataElement const &de) {
47     PixelData = de;
48 }
49 const DataElement& GetDataElement()const { return PixelData; }
50
51 void SetColumns(unsigned int col) { SetDimension(0,col); }
52 void SetRows(unsigned int rows) { SetDimension(1,rows); }
53 void SetDimension(unsigned int idx, unsigned int dim);
54 int GetColumns()const { return Dimensions[0]; }
55 int GetRows()const { return Dimensions[1]; }
56 // Get/Set PixelFormat
57 const PixelFormat &GetPixelFormat()const
58 {
59     return PF;
60 }
61 void SetPixelFormat(PixelFormat const &pf)
62 {
63     PF = pf;
64 }
65
66 const PhotometricInterpretation &GetPhotometricInterpretation() const;
67 void SetPhotometricInterpretation(PhotometricInterpretation const &pi);
68
69 bool IsEmpty()const { return Dimensions.size() == 0; }
70 void Clear();
71
72 bool GetBuffer(char *buffer) const;
73
74 private:
75     TransferSyntax TS;
76     PixelFormat PF; // SamplesPerPixel, BitsAllocated, BitsStored, HighBit, PixelRepresentation
77     PhotometricInterpretation PI;
78     std::vector<unsigned int> Dimensions; // Col/Row
79     std::vector<double> Spacing; // PixelAspectRatio ?
80     DataElement PixelData; // copied from 7fe0,0010
81     static const unsigned int NumberOfDimensions = 2;
82 };
83
84 } // end namespace gdcm
85 #endif
86 #include "gdcmBitmap.h"
87
88 namespace gdcm
89 {
90     //class GDCM_EXPORT IconImage : public Pixmap {};
91     typedef Bitmap IconImage;
92 }
93
94 #endif //GDCMICONIMAGE_H

```

## 11.309 gdcmIconImageFilter.h File Reference

```

#include "gdcmFile.h"
#include "gdcmIconImage.h"

```

- class `gdcm::IconImageFilter`  
*IconImageFilter*.

- namespace `gdcm`

[Go to the documentation of this file.](#)

Generated by Doxygen

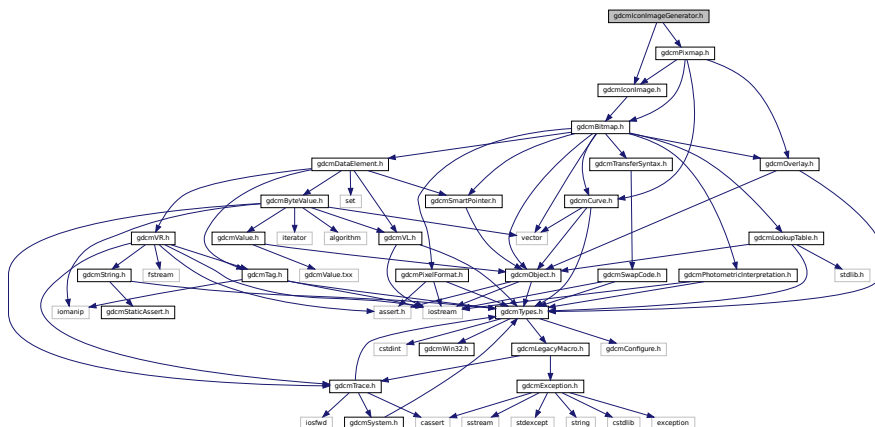


```

59
60     bool Extract();
61
62     unsigned int GetNumberOfIconImages() const;
63     IconImage& GetIconImage( unsigned int i ) const;
64
65 protected:
66     void ExtractIconImages();
67     void ExtractVeproIconImages();
68
69 private:
70     SmartPointer<F> F;
71     IconImageFilterInternals *Internals;
72 };
73
74 // end namespace gdcmm
75
76 #endif //GDCMICONIMAGEFILTER_H

```

```
#include "gdcmPixmap.h"
#include "gdcmIconImage.h"
Include dependency graph for gdcmIconImageGenerator.h:
```



- class `gdcm::IconImageGenerator`  
*IconImageGenerator.*

- namespace **gdcm**

## 11.312 gdcmlconImageGenerator.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMICONIMAGEGENERATOR_H
15 #define GDCMICONIMAGEGENERATOR_H
16
17 #include "gdcmPixmap.h"
18 #include "gdcmIconImage.h"
19
20 namespace gdcm
21 {
22 class IconImageGeneratorInternals;
23 class GDCM_EXPORT IconImageGenerator
24 {
25 public:
26     IconImageGenerator();
27     ~IconImageGenerator();
28
29     void SetPixmap(const Pixmap& p) { P = p; }
30     Pixmap &GetPixmap() { return *P; }
31     const Pixmap &GetPixmap()const { return *P; }
32
33     void SetOutputDimensions(const unsigned int dims[2]);
34
35     void SetPixelMinMax(double min, double max);
36
37     void AutoPixelMinMax(bool b);
38
39     void ConvertRGBToPaletteColor(bool b);
40
41     void SetOutsideValuePixel(double v);
42
43     bool Generate();
44
45     const IconImage& GetIconImage()const { return *I; }
46
47 protected:
48
49 private:
50     void BuildLUT( Bitmap & bitmap, unsigned int maxcolor );
51
52     SmartPointer<Pixmap> P;
53     SmartPointer<IconImage> I;
54     IconImageGeneratorInternals *Internals;
55 };
56
57 } // end namespace gdcm
58
59 #endif //GDCMICONIMAGEGENERATOR_H

```

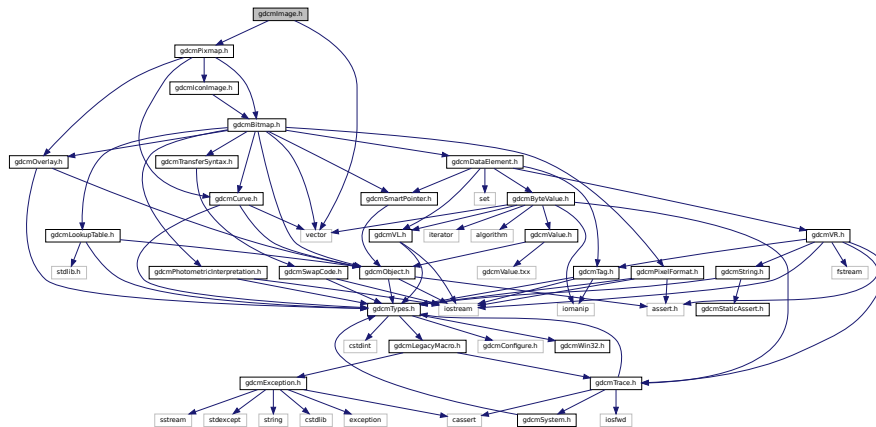
## 11.313 gdcmImage.h File Reference

```

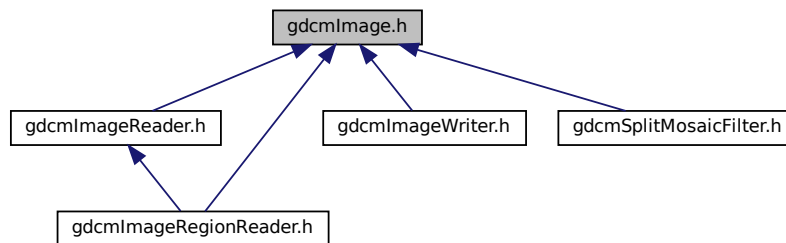
#include "gdcmPixmap.h"
#include <vector>

```

Include dependency graph for gdcmlImage.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::Image`  
*Image*.

## Namespaces

- namespace **gdcm**

## 11.314 gdcmlImage.h

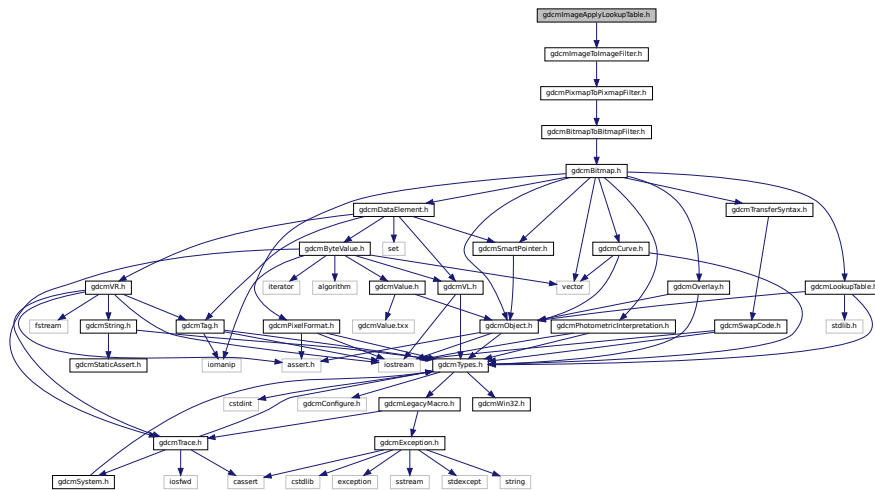
[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcml.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIMAGE_H
15 #define GDCMIMAGE_H
16
17 #include "gdcmlPixmap.h"
18
19 #include <vector>
20
21 namespace gdcml
22 {
23
24     class GDCM_EXPORT Image : public Pixmap
25     {
26     public:
27         Image() : Spacing(), SC(), Intercept(0), Slope(1) {
28             //DirectionCosines.resize(6);
29             Origin.resize( 3 /*NumberOfDimensions*/ ); // fill with 0
30             DirectionCosines.resize( 6 ); // fill with 0
31             DirectionCosines[0] = 1;
32             DirectionCosines[4] = 1;
33             Spacing.resize( 3 /*NumberOfDimensions*/, 1 ); // fill with 1
34         }
35         ~Image() override = default;
36
37         const double *GetSpacing() const;
38         double GetSpacing(unsigned int idx) const;
39         void SetSpacing(const double spacing[3]);
40         void SetSpacing(unsigned int idx, double spacing);
41
42         const double *GetOrigin() const;
43         double GetOrigin(unsigned int idx) const;
44         void SetOrigin(const float origin[3]);
45         void SetOrigin(const double origin[3]);
46         void SetOrigin(unsigned int idx, double ori);
47
48         const double *GetDirectionCosines() const;
49         double GetDirectionCosines(unsigned int idx) const;
50         void SetDirectionCosines(const float dircos[6]);
51         void SetDirectionCosines(const double dircos[6]);
52         void SetDirectionCosines(unsigned int idx, double dircos);
53
54         void Print(std::ostream &os) const override;
55
56         void SetIntercept(double intercept) { Intercept = intercept; }
57         double GetIntercept()const { return Intercept; }
58
59         void SetSlope(double slope) { Slope = slope; }
60         double GetSlope()const { return Slope; }
61
62     private:
63         std::vector<double> Spacing;
64         std::vector<double> Origin;
65         std::vector<double> DirectionCosines;
66
67         // I believe the following 3 ivars can be derived from TS ...
68         SwapCode SC;
69         double Intercept;
70         double Slope;
71     };
72
73 } // end namespace gdcml
74
75 #endif //GDCMIMAGE_H

```

```
#include "gdcmImageToImageFilter.h"
Include dependency graph for gdcmImageApplyLookupTable.h:
```



- class `gdcm::ImageApplyLookupTable`  
*ImageApplyLookupTable* class.

- namespace **gdcm**

[Go to the documentation of this file.](#)

```

1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcml.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIMAGEAPPLYLOOKUPTABLE_H
15 #define GDCMIMAGEAPPLYLOOKUPTABLE_H
16
17 #include "gdcmImageToImageFilter.h"
18

```

## 11.317 gdcmlImageChangePhotometricInterpretation.h File Reference

Include dependency graph for `gdcmlImageChangePhotometricInterpretation.h`:



- Generated by Doxygen

## Namespaces

- namespace `gdcm`

## Functions

- `template<typename T >`  
static `T gdcm::Clamp` (int v)
- `template<typename T >`  
static `int gdcm::Round` (T x)

## 11.318 gdcmImageChangePhotometricInterpretation.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIMAGECHANGEPHOTOMETRICINTERPRETATION_H
15 #define GDCMIMAGECHANGEPHOTOMETRICINTERPRETATION_H
16
17 #include "gdcmImageToImageFilter.h"
18 #include "gdcmPhotometricInterpretation.h"
19 #include <limits>
20
21 namespace gdcm
22 {
23
24 class DataElement;
25 class GDCM_EXPORT ImageChangePhotometricInterpretation : public ImageToImageFilter
26 {
27 public:
28     ImageChangePhotometricInterpretation():PI() {}
29     ~ImageChangePhotometricInterpretation() = default;
30
31     void SetPhotometricInterpretation(PhotometricInterpretation const &pi) { PI = pi; }
32     const PhotometricInterpretation &GetPhotometricInterpretation()const { return PI; }
33
34     bool Change();
35
36     template <typename T>
37     static void RGB2YBR(T ybr[3], const T rgb[3], unsigned short storedbits = 8);
38     template <typename T>
39     static void YBR2RGB(T rgb[3], const T ybr[3], unsigned short storedbits = 8);
40
41 protected:
42     bool ChangeMonochrome();
43     bool ChangeYBR2RGB();
44     bool ChangeRGB2YBR();
45
46 private:
47     PhotometricInterpretation PI;
48 };
49
50 template <typename T>
51 static inline int Round(T x)
52 {
53     return (int) (x+0.5);
54 }

```

```

63
64 template <typename T>
65 static inline T Clamp(int v)
66 {
67     assert( std::numeric_limits<T>::min() == 0 );
68     return v < 0 ? 0 : (v > std::numeric_limits<T>::max() ? std::numeric_limits<T>::max() : v);
69 }
70
71
72 template <typename T>
73 void ImageChangePhotometricInterpretation::RGB2YBR(T ybr[3], const T rgb[3], unsigned short storedbits)
74 {
75     // Implementation details, since the equations from:
76     // http://dicom.nema.org/medical/dicom/current/output/chtml/part03/sect_C.7.6.3.html#sect_C.7.6.3.1.2
77     // are rounded to the 4th decimal precision, prefer the exact equation from the original document at:
78     // CCIR Recommendation 601-2, also found in T.871 (Section §7, page 4)
79     const double R = rgb[0];
80     const double G = rgb[1];
81     const double B = rgb[2];
82     assert( storedbits <= sizeof(T) * 8 );
83     const int halffullscale = 1 « (storedbits - 1);
84     const int Y = Round( 0.299 * R + 0.587 * G + 0.114 * B );
85     const int CB = Round((-0.299 * R - 0.587 * G + 0.886 * B)/1.772 + halffullscale);
86     const int CR = Round( 0.701 * R - 0.587 * G - 0.114 * B)/1.402 + halffullscale);
87     ybr[0] = Clamp<T>(Y);
88     ybr[1] = Clamp<T>(CB);
89     ybr[2] = Clamp<T>(CR);
90 }
91
92 template <typename T>
93 void ImageChangePhotometricInterpretation::YBR2RGB(T rgb[3], const T ybr[3], unsigned short storedbits)
94 {
95     const double Y = ybr[0];
96     const double Cb = ybr[1];
97     const double Cr = ybr[2];
98     assert( storedbits <= sizeof(T) * 8 );
99     const int halffullscale = 1 « (storedbits - 1);
100     const int R = Round(Y + 1.402 * (Cr-halffullscale) );
101     const int G = Round(Y -( 0.114 * 1.772 * (Cb-halffullscale) + 0.299 * 1.402 * (Cr-halffullscale))/0.587);
102     const int B = Round(Y + 1.772 * (Cb-halffullscale) );
103     rgb[0] = Clamp<T>(R);
104     rgb[1] = Clamp<T>(G);
105     rgb[2] = Clamp<T>(B);
106 }
107
108 } // end namespace gdcm
109
110 #endif //GDCMIMAGECHANGEPHOTOMETRICINTERPRETATION_H

```



```
#include "gdcmImageToImageFilter.h"
```

[illegible]

- class `gdcm::ImageChangePlanarConfiguration`  
*ImageChangePlanarConfiguration* class.

- namespace **gdcm**

[Go to the documentation of this file.](#)

```

1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIMAGECHANGEPLANARCONFIGURATION_H
15 #define GDCMIMAGECHANGEPLANARCONFIGURATION_H
16
17 #include "gdcmImageToImageFilter.h"
18

```

```

19 namespace gdcm
20 {
21
22 class DataElement;
23
24 class GDCM_EXPORT ImageChangePlanarConfiguration : public ImageToImageFilter
25 {
26 public:
27     ImageChangePlanarConfiguration():PlanarConfiguration(0) {}
28     ~ImageChangePlanarConfiguration() = default;
29
30     void SetPlanarConfiguration(unsigned int pc) { PlanarConfiguration = pc; }
31     unsigned int GetPlanarConfiguration()const { return PlanarConfiguration; }
32
33     template <typename T>
34     static size_t RGBPlanesToRGBPixels(T *out, const T *r, const T *g, const T *b, size_t s);
35
36     template <typename T>
37     static size_t RGBPixelsToRGBPlanes(T *r, T *g, T *b, const T *rgb, size_t s);
38
39     bool Change();
40
41 protected:
42
43 private:
44     unsigned int PlanarConfiguration;
45 };
46
47 template <typename T>
48 size_t ImageChangePlanarConfiguration::RGBPlanesToRGBPixels(T *out, const T *r, const T *g, const T *b,
49     size_t s)
50 {
51     T *pout = out;
52     for(size_t i = 0; i < s; ++i )
53     {
54         *pout++ = *r++;
55         *pout++ = *g++;
56         *pout++ = *b++;
57     }
58
59     assert( (size_t)(pout - out) == 3 * s );
60     return pout - out;
61 }
62
63 template <typename T>
64 size_t ImageChangePlanarConfiguration::RGBPixelsToRGBPlanes(T *r, T *g, T *b, const T *rgb, size_t s)
65 {
66     const T *prgb = rgb;
67     for(size_t i = 0; i < s; ++i )
68     {
69         *r++ = *prgb++;
70         *g++ = *prgb++;
71         *b++ = *prgb++;
72     }
73     assert( (size_t)(prgb - rgb) == 3 * s );
74     return prgb - rgb;
75 }
76
77 } // end namespace gdcm
78
79 #endif //GDCMIMAGECHANGEPLANARCONFIGURATION_H

```

## 11.321 gdcmImageChangeTransferSyntax.h File Reference

```

#include "gdcmImageToImageFilter.h"
#include "gdcmTransferSyntax.h"

```

- class `gdcm::ImageChangeTransferSyntax`  
*ImageChangeTransferSyntax* class.

- namespace **gdcm**

[Go to the documentation of this file.](#)

```

1  /*=====*/
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcml.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIMAGECHANGETRANSFERSYNTAX_H
15 #define GDCMIMAGECHANGETRANSFERSYNTAX_H
16
17 #include "gdcmImageToImageFilter.h"
18 #include "gdcmTransferSyntax.h"
19
20 namespace gdcm
21 {
22
23 class DataElement;
24 class ImageCodec;
25
26 class GDCM_EXPORT ImageChangeTransferSyntax : public ImageToImageFilter

```

## 11.323 gdcmlImageCodec.h File Reference

Include dependency graph for `gdcmImageCodec.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcml::ImageCodec`  
*ImageCodec.*

## Namespaces

- namespace `gdcml`

## 11.324 gdcmlImageCodec.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIMAGECODEC_H
15 #define GDCMIMAGECODEC_H
16
17 #include "gdcmlCodec.h"
18 #include "gdcmlPhotometricInterpretation.h"
19 #include "gdcmlLookupTable.h"
20 #include "gdcmlSmartPointer.h"
21 #include "gdcmlPixelFormat.h"
22
23 namespace gdcml
24 {
25
26
27
28
29
30 class GDCM_EXPORT ImageCodec : public Codec
31 {
32     friend class ImageChangePhotometricInterpretation;
33 public:
34     ImageCodec();
35     ~ImageCodec() override;
36     bool CanCode(TransferSyntax const &)const override { return false; }
37     bool CanDecode(TransferSyntax const &)const override { return false; }
38     bool Decode(DataElement const &is_, DataElement &os) override;
39     bool IsLossy() const;
40     void SetLossyFlag(bool l);
41     bool GetLossyFlag() const;
42
43     virtual bool GetHeaderInfo(std::istream &is_, TransferSyntax &ts);
44
45     virtual ImageCodec * Clone() const = 0;
46

```

```

47 protected:
48     bool DecodeByStreams(std::istream &is_, std::ostream &os) override;
49     virtual bool IsValid(PhotometricInterpretation const &pi);
50 public:
51
52     unsigned int GetPlanarConfiguration() const
53 {
54     return PlanarConfiguration;
55 }
56 void SetPlanarConfiguration(unsigned int pc)
57 {
58     assert( pc == 0 || pc == 1 );
59     PlanarConfiguration = pc;
60 }
61
62 PixelFormat &GetPixelFormat()
63 {
64     return PF;
65 }
66 const PixelFormat &GetPixelFormat() const
67 {
68     return PF;
69 }
70 virtual void SetPixelFormat(PixelFormat const &pf)
71 {
72     PF = pf;
73 }
74 const PhotometricInterpretation &GetPhotometricInterpretation() const;
75 void SetPhotometricInterpretation(PhotometricInterpretation const &pi);
76
77 bool GetNeedByteSwap() const
78 {
79     return NeedByteSwap;
80 }
81 void SetNeedByteSwap(bool b)
82 {
83     NeedByteSwap = b;
84 }
85 void SetNeedOverlayCleanup(bool b)
86 {
87     NeedOverlayCleanup = b;
88 }
89 void SetLUT(LookupTable const &lut)
90 {
91     LUT = SmartPointer<LookupTable>( const_cast<LookupTable*>(&lut) );
92 }
93 const LookupTable &GetLUT() const
94 {
95     return *LUT;
96 }
97
98 void SetDimensions(const unsigned int d[3]);
99 void SetDimensions(const std::vector<unsigned int> &d);
100 const unsigned int *GetDimensions() const { return Dimensions; }
101 void SetNumberOfDimensions(unsigned int dim);
102 unsigned int GetNumberOfDimensions() const;
103
104 bool CleanupUnusedBits(char * data, size_t datalen);
105
106 protected:
107     // Streaming (write) API:
108     friend class FileChangeTransferSyntax;
109     virtual bool StartEncode( std::ostream & os );
110     virtual bool IsRowEncoder();
111     virtual bool IsFrameEncoder();
112     virtual bool AppendRowEncode( std::ostream & out, const char * data, size_t datalen );
113     virtual bool AppendFrameEncode( std::ostream & out, const char * data, size_t datalen );
114     virtual bool StopEncode( std::ostream & os);
115
116 protected:
117     bool RequestPlanarConfiguration;
118     bool RequestPaddedCompositePixelCode;
119 //private:
120     unsigned int PlanarConfiguration;
121     PhotometricInterpretation PI;
122     PixelFormat PF;
123     bool NeedByteSwap;
124     bool NeedOverlayCleanup;
125
126     typedef SmartPointer<LookupTable> LUTPtr;
127     LUTPtr LUT;

```

```

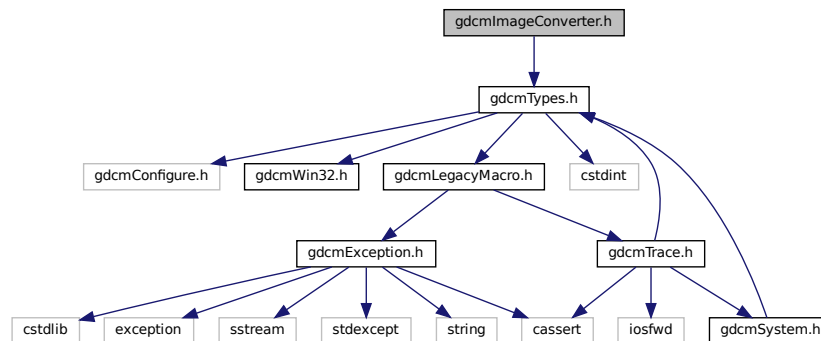
134 unsigned int Dimensions[3]; // FIXME
135 unsigned int NumberOfDimensions;
136 bool LossyFlag;
137
138 bool DoOverlayCleanup(std::istream &is_, std::ostream &os);
139 bool DoByteSwap(std::istream &is_, std::ostream &os);
140 bool DoYBR(std::istream &is_, std::ostream &os);
141 bool DoYBRFull422(std::istream &is_, std::ostream &os);
142 bool DoPlanarConfiguration(std::istream &is_, std::ostream &os);
143 bool DoSimpleCopy(std::istream &is_, std::ostream &os);
144 bool DoPaddedCompositePixelCode(std::istream &is_, std::ostream &os);
145 bool DoInvertMonochrome(std::istream &is_, std::ostream &os);
146
147 //template <typename T>
148 //bool DoInvertPlanarConfiguration(T *output, const T *input, uint32_t length);
149 };
150
151 } // end namespace gdcm
152
153 #endif //GDCMIMAGECODEC_H

```

## 11.325 gdcmImageConverter.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmImageConverter.h:



## Classes

- class `gdcm::ImageConverter`  
*Image Converter.*

## Namespaces

- namespace `gdcm`

## 11.326 gdcmlImageConverter.h

[Go to the documentation of this file.](#)

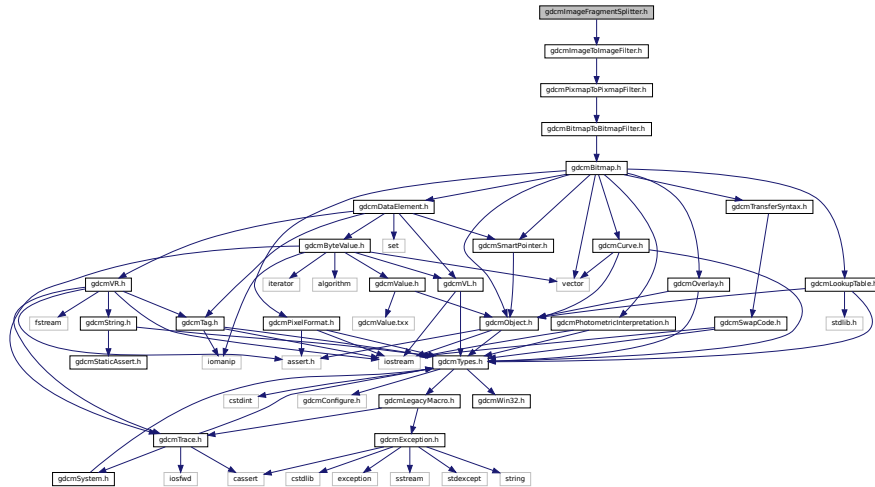
```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcml.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMIMAGECONVERTER_H
16 #define GDCMIMAGECONVERTER_H
17
18 #include "gdcmlTypes.h"
19
20 namespace gdcml
21 {
22
23 class Image;
24 class GDCM_EXPORT ImageConverter
25 {
26 public:
27     ImageConverter();
28     ~ImageConverter();
29
30     void SetInput(Image const &input);
31     const Image& GetOutput() const;
32
33     void Convert();
34
35 private:
36     Image *Input;
37     Image *Output;
38 };
39
40 } // end namespace gdcml
41
42 #endif //GDCMIMAGECONVERTER_H
```



## 11.327 gdcmImageFragmentSplitter.h File Reference

```
#include "gdcmImageToImageFilter.h"
```

Include dependency graph for gdcmImageFragmentSplitter.h:



### Classes

- class [gdcm::ImageFragmentSplitter](#)  
*ImageFragmentSplitter* class.

### Namespaces

- namespace [gdcm](#)

## 11.328 gdcmImageFragmentSplitter.h

[Go to the documentation of this file.](#)

```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIMAGEFRAGMENTSPPLITTER_H
15 #define GDCMIMAGEFRAGMENTSPPLITTER_H
16
17 #include "gdcmImageToImageFilter.h"
18
```

```

19 namespace gdcm
20 {
21
22 class DataElement;
27 class GDCM_EXPORT ImageFragmentSplitter : public ImageToImageFilter
28 {
29 public:
30   ImageFragmentSplitter():FragmentSizeMax(0),Force(false) {}
31   ~ImageFragmentSplitter() = default;
32
33   bool Split();
34
35
36   void SetFragmentSizeMax(unsigned int fragsize);
37   unsigned int GetFragmentSizeMax()const { return FragmentSizeMax; }
38
39   void SetForce( bool f ) { Force = f; }
40
41 protected:
42
43 private:
44   unsigned int FragmentSizeMax;
45   bool Force;
46 };
47
48 // end namespace gdcm
49 #endif //GDCMIMAGEFRAGMENTSPLITTER_H

```

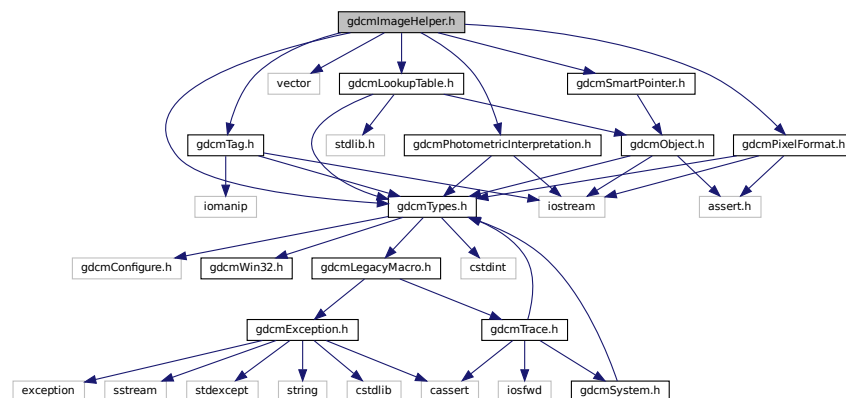
## 11.329 gdcmImageHelper.h File Reference

```

#include "gdcmTypes.h"
#include "gdcmTag.h"
#include <vector>
#include "gdcmPixelFormat.h"
#include "gdcmPhotometricInterpretation.h"
#include "gdcmSmartPointer.h"
#include "gdcmLookupTable.h"

```

Include dependency graph for gdcmImageHelper.h:



## Classes

- class [gdcm::ImageHelper](#)  
     [ImageHelper](#) (internal class, not intended for user level)
- struct [gdcm::RealWorldValueMappingContent](#)

## Namespaces

- namespace [gdcm](#)

## 11.330 gdcmImageHelper.h

[Go to the documentation of this file.](#)

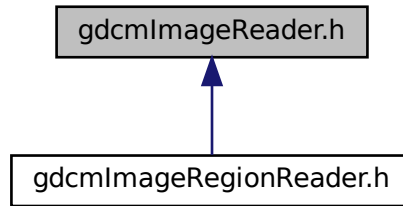
```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIMAGEHELPER_H
15 #define GDCMIMAGEHELPER_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmTag.h"
19 #include <vector>
20 #include "gdcmPixelFormat.h"
21 #include "gdcmPhotometricInterpretation.h"
22 #include "gdcmSmartPointer.h"
23 #include "gdcmLookupTable.h"
24
25 namespace gdcm
26 {
27
28 class MediaStorage;
29 class DataSet;
30 class File;
31 class Image;
32 class Pixmap;
33 class ByteValue;
34
35 // minimal struct:
36 struct RealWorldValueMappingContent {
37     double RealWorldValueIntercept;
38     double RealWorldValueSlope;
39     // http://dicom.nema.org/MEDICAL/DICOM/2014c/output/chtml/part16/sect_CID_7181.html
40     std::string CodeValue;
41     std::string CodeMeaning;
42 };
43
44 class GDCM_EXPORT ImageHelper
45 {
46 public:
47     static void SetForceRescaleInterceptSlope(bool);
48     static bool GetForceRescaleInterceptSlope();
49
50     static void SetPMSRescaleInterceptSlope(bool);
51     static bool GetPMSRescaleInterceptSlope();
52
53     static void SetForcePixelSpacing(bool);
54     static bool GetForcePixelSpacing();
55
56     static std::vector<unsigned int> GetDimensionsValue(const File& f);
57     static void SetDimensionsValue(File& f, const Pixmap & img);
58
59     static PixelFormat GetPixelFormatValue(const File& f);
60
61     static std::vector<double> GetRescaleInterceptSlopeValue(File const & f);
62     static void SetRescaleInterceptSlopeValue(File & f, const Image & img);
63
64     // read only for now
65     static bool GetRealWorldValueMappingContent(File const & f, RealWorldValueMappingContent & rwvmc);
66     static std::vector<double> GetOriginValue(File const & f);
67
68 };
69
70 #endif

```



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::ImageReader`  
*ImageReader.*

## Namespaces

- namespace `gdcm`

## 11.332 gdcmImageReader.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIMAGEREADER_H
15 #define GDCMIMAGEREADER_H
16
17 #include "gdcmPixmapReader.h"
18 #include "gdcmImage.h"
19
20 namespace gdcm
21 {
22
23 class MediaStorage;
24 class GDCM_EXPORT ImageReader : public PixmapReader
25 {
26 public:
27     ImageReader();
28     ~ImageReader() override; //needs to be virtual to ensure lack of memory leaks
29
30
31
32
33
34
35
36
37
38

```



## 11.334 gdcmImageRegionReader.h

[Go to the documentation of this file.](#)

```
1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIMAGEEXTENTREADER_H
15 #define GDCMIMAGEEXTENTREADER_H
16
17 #include "gdcmImageReader.h"
18 #include "gdcmImage.h"
19 #include "gdcmRegion.h"
20
21 namespace gdcm
22 {
23
24 class ImageRegionReaderInternals;
25 class GDCM_EXPORT ImageRegionReader : public ImageReader
26 {
27 public:
28     ImageRegionReader();
29     ~ImageRegionReader() override;
30
31     void SetRegion(const Region & region);
32     const Region &GetRegion() const;
33
34     size_t ComputeBufferLength() const;
35
36     bool ReadInformation();
37
38     bool ReadIntoBuffer(char *inreadbuffer, size_t buflen);
39
40 protected:
41     bool Read() override;
42
43 private:
44     BoxRegion ComputeBoundingBox();
45     bool ReadRAWIntoBuffer(char *buffer, size_t buflen);
46     bool ReadRLEIntoBuffer(char *buffer, size_t buflen);
47     bool ReadJPEG2000IntoBuffer(char *buffer, size_t buflen);
48     bool ReadJPEGIntoBuffer(char *buffer, size_t buflen);
49     bool ReadJPEGLSIntoBuffer(char *buffer, size_t buflen);
50     ImageRegionReaderInternals *Internals;
51 };
52
53 } // end namespace gdcm
54
55 #endif //GDCMIMAGEEXTENTREADER_H
```





## 11.337 gdcmlImageWriter.h File Reference

[illegible]

- class `gdcm::ImageWriter`  
*ImageWriter*.

## Namespaces

- namespace [gdcm](#)

## 11.338 gdcmImageWriter.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIMAGEWRITER_H
15 #define GDCMIMAGEWRITER_H
16
17 #include "gdcmPixmapWriter.h"
18 #include "gdcmImage.h"
19
20 namespace gdcm
21 {
22
23 class Image;
24 class GDCM_EXPORT ImageWriter : public PixmapWriter
25 {
26 public:
27     ImageWriter();
28     ~ImageWriter() override;
29
30     const Image& GetImage()const override { return dynamic_cast<const Image&>(*PixelData); }
31     Image& GetImage()override { return dynamic_cast<Image&>(*PixelData); } // FIXME
32     //void SetImage(Image const &img);
33
34     bool Write() override; // Execute()
35
36     MediaStorage ComputeTargetMediaStorage();
37 protected:
38
39 private:
40 };
41
42 } // end namespace gdcm
43
44 #endif //GDCMIMAGEWRITER_H

```

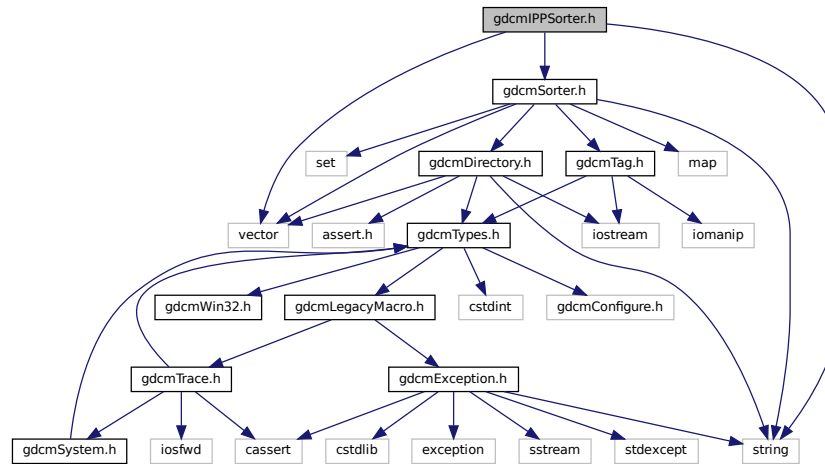
## 11.339 gdcmIPPSorter.h File Reference

```

#include "gdcmSorter.h"
#include <vector>
#include <string>

```

Include dependency graph for gdcmIIPPSorter.h:



## Classes

- class [gdcm::IIPPSorter](#)  
*IIPPSorter.*

## Namespaces

- namespace [gdcm](#)

## 11.340 gdcmIIPPSorter.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIIPPSORTER_H
15 #define GDCMIIPPSORTER_H
16
17 #include "gdcmSorter.h"
18
19 #include <vector>
20 #include <string>
21
22 namespace gdcm
23 {

```



## Namespaces

- namespace `gdcm`

## 11.342 gdcmJPEG12Codec.h

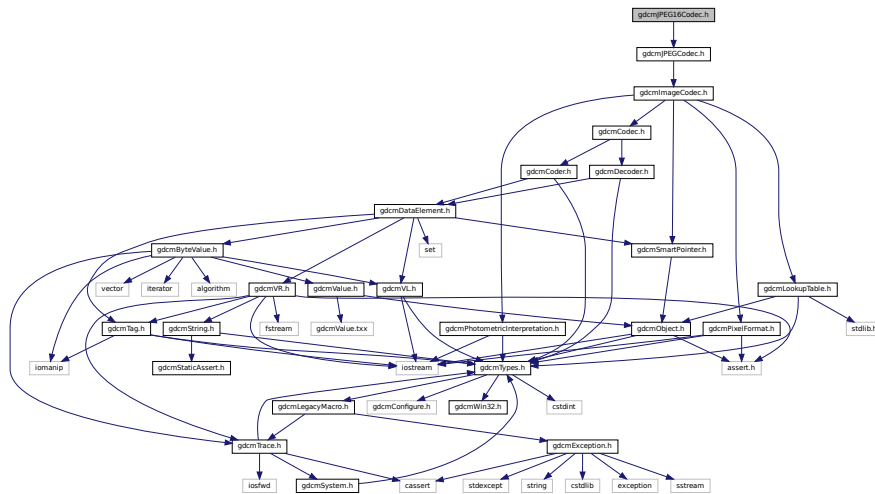
[Go to the documentation of this file.](#)

```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMJPEG12CODEC_H
15 #define GDCMJPEG12CODEC_H
16
17 #include "gdcmJPEGCodec.h"
18
19 namespace gdcm
20 {
21
22 class JPEGInternals_12BIT;
23 class ByteValue;
24 class JPEG12Codec : public JPEGCodec
25 {
26 public:
27     JPEG12Codec();
28     ~JPEG12Codec() override;
29
30     bool DecodeByStreams(std::istream &is, std::ostream &os) override;
31     bool InternalCode(const char *input, unsigned long len, std::ostream &os) override;
32
33     bool GetHeaderInfo(std::istream &is, TransferSyntax &ts) override;
34
35 protected:
36     bool IsStateSuspension() const override;
37     bool EncodeBuffer(std::ostream &os, const char *data, size_t datalen) override;
38
39 private:
40     JPEGInternals_12BIT *Internals;
41 };
42
43 } // end namespace gdcm
44
45 #endif //GDCMJPEG12CODEC_H
```

## 11.343 gdcmJPEG16Codec.h File Reference

```
#include "gdcmJPEGCodec.h"
```

Include dependency graph for gdcmJPEG16Codec.h:



### Classes

- class [gdcm::JPEG16Codec](#)  
*Class to do JPEG 16bits (lossless)*

### Namespaces

- namespace [gdcm](#)

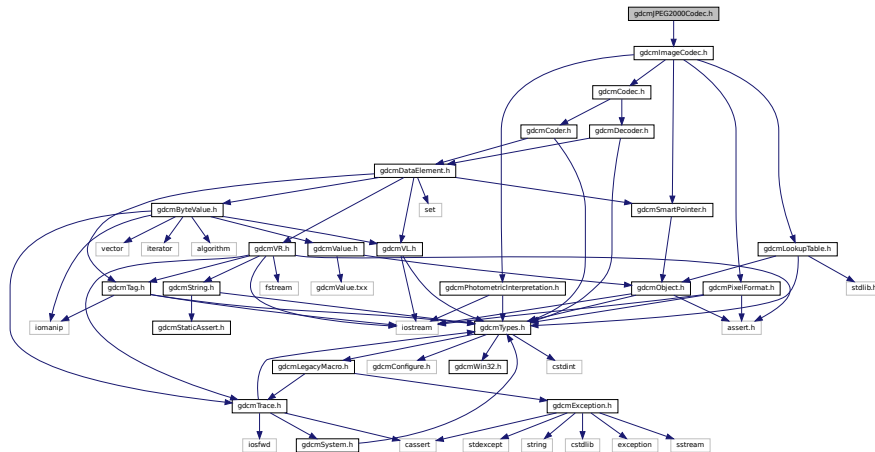
## 11.344 gdcmJPEG16Codec.h

[Go to the documentation of this file.](#)

```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMJPEG16CODEC_H
15 #define GDCMJPEG16CODEC_H
16
17 #include "gdcmJPEGCodec.h"
18
```

## 11.345 gdcMJPEG2000Codec.h File Reference

Include dependency graph for gdcMJPEG2000Codec.h:



- class `gdcm::JPEG2000Codec`  
*Class to do JPEG 2000.*

- namespace **gdcm**

## 11.346 gdcmJPEG2000Codec.h

[Go to the documentation of this file.](#)

```

1  /*****
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 *****/
14 #ifndef GDCMJPEG2000CODEC_H
15 #define GDCMJPEG2000CODEC_H
16
17 #include "gdcmImageCodec.h"
18
19 namespace gdcm
20 {
21
22 class JPEG2000Internals;
23 class GDCM_EXPORT JPEG2000Codec : public ImageCodec
24 {
25     friend class ImageRegionReader;
26     friend class Bitmap;
27 public:
28     JPEG2000Codec();
29     ~JPEG2000Codec() override;
30
31     bool CanDecode(TransferSyntax const &ts) const override;
32     bool CanCode(TransferSyntax const &ts) const override;
33
34     bool Decode(DataElement const &is, DataElement &os) override;
35     bool Code(DataElement const &in, DataElement &out) override;
36
37     bool GetHeaderInfo(std::istream &is, TransferSyntax &ts) override;
38     ImageCodec * Clone() const override;
39
40     // JPEG-2000 / OpenJPEG specific way of encoding lossy-ness
41     // ref: http://www.openjpeg.org/index.php?menu=doc#encoder
42     void SetRate(unsigned int idx, double rate);
43     double GetRate(unsigned int idx = 0) const;
44
45     void SetQuality(unsigned int idx, double q);
46     double GetQuality(unsigned int idx = 0) const;
47
48     void SetTileSize(unsigned int tx, unsigned int ty);
49
50     void SetNumberOfResolutions(unsigned int nres);
51
52     void SetNumberOfThreadsForDecompression(int nThreads);
53
54     void SetReversible(bool res);
55     void SetMCT(unsigned int mct);
56
57 protected:
58     bool DecodeExtent(
59         char *buffer,
60         unsigned int xmin, unsigned int xmax,
61         unsigned int ymin, unsigned int ymax,
62         unsigned int zmin, unsigned int zmax,
63         std::istream & is
64     );
65
66     bool DecodeByStreams(std::istream &is, std::ostream &os) override;
67
68     bool StartEncode( std::ostream & ) override;
69     bool IsRowEncoder() override;
70     bool IsFrameEncoder() override;
71     bool AppendRowEncode( std::ostream & out, const char * data, size_t datalen ) override;
72     bool AppendFrameEncode( std::ostream & out, const char * data, size_t datalen ) override;
73     bool StopEncode( std::ostream & ) override;
74
75 private:
76     std::pair<char *, size_t> DecodeByStreamsCommon(char *dummy_buffer, size_t buf_size);

```

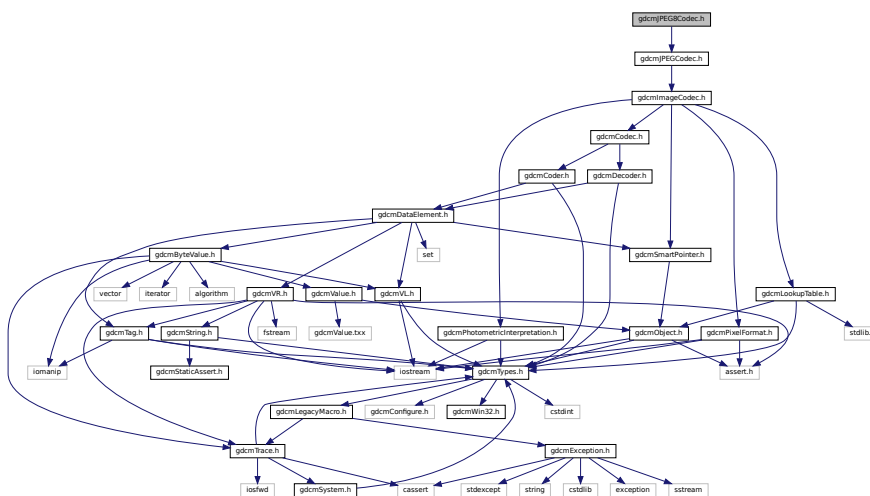


```

86     bool CodeFrameIntoBuffer(char * outdata, size_t outlen, size_t &complen, const char * indata, size_t inlen
      );
87     bool GetHeaderInfo(const char * dummy_buffer, size_t len, TransferSyntax &ts);
88     JPEG2000Internals *Internals;
89 };
90
91 } // end namespace gdcv
92
93 #endif //GDCMJPEG2000CODEC_H

```

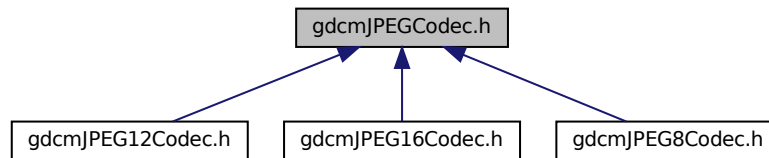
Include dependency graph for gdcMJPEG8Codec.h:



```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
```

## 11.349 gdcMJPEGCodec.h File Reference

This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::JPEGCodec`  
*JPEG codec.*

## Namespaces

- namespace `gdcm`

## 11.350 gdcmJPEGCodec.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMJPEGCODEC_H
15 #define GDCMJPEGCODEC_H
16
17 #include "gdcmImageCodec.h"
18
19 namespace gdcm
20 {
21
22 class PixelFormat;
23 class TransferSyntax;
24 class GDCM_EXPORT JPEGCodec : public ImageCodec
25 {
26 public:
27     JPEGCodec();
28     ~JPEGCodec() override;
29     bool CanDecode(TransferSyntax const &ts) const override;
30     bool CanCode(TransferSyntax const &ts) const override;
31     bool Decode(DataElement const &is, DataElement &os) override;
32     void SetPixelFormat(PixelFormat const &pf) override;
33
34 };
35
36 }
37
38 #endif

```

```

52 void ComputeOffsetTable(bool b);
53
54 bool Code(DataElement const &in, DataElement &out) override;
55
56 bool GetHeaderInfo(std::istream &is, TransferSyntax &ts) override;
57 ImageCodec * Clone() const override;
58
59 //void SetReversible(bool res);
60
61 void SetQuality(double q);
62 double GetQuality() const;
63
64 void SetLossless(bool l);
65 bool GetLossless() const;
66
67 virtual bool EncodeBuffer( std::ostream & out,
68     const char *inbuffer, size_t inlen);
69
70 protected:
71 bool DecodeExtent(
72     char *buffer,
73     unsigned int xmin, unsigned int xmax,
74     unsigned int ymin, unsigned int ymax,
75     unsigned int zmin, unsigned int zmax,
76     std::istream & is
77 );
78
79 bool DecodeByStreams(std::istream &is, std::ostream &os) override;
80 bool IsValid(PhotometricInterpretation const &pi) override;
81
82 bool StartEncode( std::ostream & ) override;
83 bool IsRowEncoder() override;
84 bool IsFrameEncoder() override;
85 bool AppendRowEncode( std::ostream & out, const char * data, size_t datalen ) override;
86 bool AppendFrameEncode( std::ostream & out, const char * data, size_t datalen ) override;
87 bool StopEncode( std::ostream & ) override;
88
89 protected:
90 // Internal method called by SetPixelFormat
91 // Instantiate the right jpeg codec (8, 12 or 16)
92 void SetBitSample(int bit);
93
94 virtual bool IsStateSuspension() const;
95
96 protected:
97 int BitSample;
98 //bool Lossless;
99 int Quality;
100
101 private:
102 void SetupJPEGBitCodec(int bit);
103 JPEGCodec *Internal;
104 };
105
106 } // end namespace gdcm
107
108 #endif //GDCMJPEGCODEC_H

```



```

21
22 class JPEGLSInternals;
23 class GDCM_EXPORT JPEGLSCodec : public ImageCodec
24 {
25 friend class ImageRegionReader;
26 public:
27     JPEGLSCodec();
28     ~JPEGLSCodec() override;
29     bool CanDecode(TransferSyntax const &ts) const override;
30     bool CanCode(TransferSyntax const &ts) const override;
31
32     unsigned long GetBufferLength()const { return BufferLength; }
33     void SetBufferLength(unsigned long l) { BufferLength = l; }
34
35     bool Decode(DataElement const &is, DataElement &os) override;
36     bool Decode(DataElement const &in, char* outBuffer, size_t inBufferLength,
37                 uint32_t inXMin, uint32_t inXMax, uint32_t inYMin,
38                 uint32_t inYMax, uint32_t inZMin, uint32_t inZMax);
39     bool Code(DataElement const &in, DataElement &out) override;
40
41     bool GetHeaderInfo(std::istream &is, TransferSyntax &ts) override;
42     ImageCodec * Clone() const override;
43
44     void SetLossless(bool l);
45     bool GetLossless() const;
46
47     /*
48     * test.acr can look pretty bad, even with a lossy error of 2.  Explanation follows:
49     * I agree that the test image looks ugly.  In this particular case I can
50     * explain though.
51     *
52     * The image is 8 bit, but it does not use the full 8 bit dynamic range.  The
53     * black pixels have value 234 and the white 255.  If you set allowed lossy
54     * error to 2, you allow an error of about 10% of the actual dynamic range.
55     * That is of course very visible.
56     */
57     void SetLossyError(int error);
58
59 protected:
60     bool DecodeExtent(
61         char *buffer,
62         unsigned int xmin, unsigned int xmax,
63         unsigned int ymin, unsigned int ymax,
64         unsigned int zmin, unsigned int zmax,
65         std::istream & is
66     );
67
68     bool StartEncode( std::ostream & ) override;
69     bool IsRowEncoder() override;
70     bool IsFrameEncoder() override;
71     bool AppendRowEncode( std::ostream & out, const char * data, size_t datalen ) override;
72     bool AppendFrameEncode( std::ostream & out, const char * data, size_t datalen ) override;
73     bool StopEncode( std::ostream & ) override;
74
75 private:
76     bool DecodeByStreamsCommon(const char *buffer, size_t totalLen, std::vector<unsigned char> &rgbyteOut);
77     bool CodeFrameIntoBuffer(char * outdata, size_t outlen, size_t &complen, const char * indata, size_t inlen
78     );
79
80     unsigned long BufferLength;
81     int LossyError;
82 };
83
84 } // end namespace gdcms
85
86 #endif //GDCMJPEGLSCODEC_H

```

## 11.353 gdcmsJSON.h File Reference

```

#include "gdcmsFile.h"
#include "gdcmsDataElement.h"

```

[illegible]

- class `gdcm::JSON`

- namespace **gdcm**

[Go to the documentation of this file.](#)

```

1  /*
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMJSON_H
15 #define GDCMJSON_H
16
17 /*
18 See Sup 166 (QIDO-RS)
19 http://www.dclunie.com/dicom-status/status.html#Supplement166
20 */
21
22 #include "gdcmFile.h"
23 #include "gdcmDataElement.h"
24
25 namespace gdcm
26 {
27
28 class JSONInternal;

```





## 11.356 gdcmKAKADUCodec.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMKAKADUCODEC_H
15 #define GDCMKAKADUCODEC_H
16
17 #include "gdcmImageCodec.h"
18
19 namespace gdcm
20 {
21
22     class KAKADUCodec : public ImageCodec
23     {
24     public:
25         KAKADUCodec();
26         ~KAKADUCodec() override;
27         bool CanDecode(TransferSyntax const &ts) const override;
28         bool CanCode(TransferSyntax const &ts) const override;
29
30         bool Decode(DataElement const &is, DataElement &os) override;
31         bool Code(DataElement const &in, DataElement &out) override;
32
33         ImageCodec * Clone() const override;
34     private:
35     };
36 } // end namespace gdcm
37
38 #endif //GDCMKAKADUCODEC_H

```

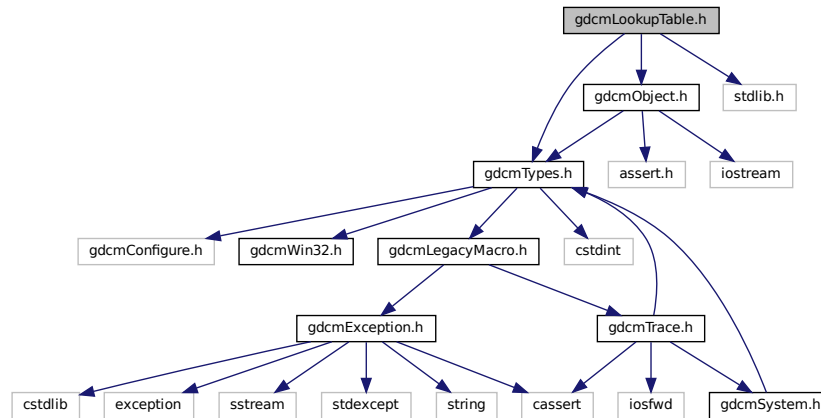
## 11.357 gdcmLookupTable.h File Reference

```

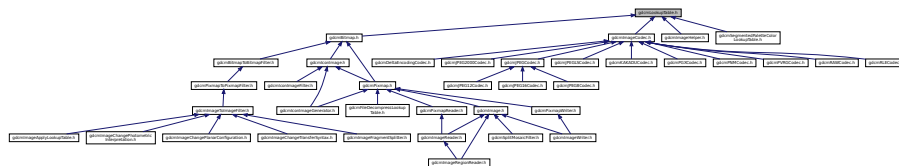
#include "gdcmTypes.h"
#include "gdcmObject.h"
#include <stdlib.h>

```

Include dependency graph for `gdcmLookupTable.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::LookupTable`  
*LookupTable* class.

## Namespaces

- namespace `gdcm`

## 11.358 gdcmLookupTable.h

[Go to the documentation of this file.](#)

```

1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8

```

```

9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMLOOKUPTABLE_H
16 #define GDCMLOOKUPTABLE_H
17
18 #include "gdcmTypes.h"
19 #include "gdcmObject.h"
20 #include <stdlib.h>
21
22 namespace gdcml
23 {
24
25 class LookupTableInternal;
26 class GDCM_EXPORT LookupTable : public Object
27 {
28 public:
29     typedef enum {
30         RED = 0, // Keep RED == 0
31         GREEN,
32         BLUE,
33         GRAY,
34         UNKNOWN
35     } LookupTableType;
36
37     LookupTable();
38     ~LookupTable() override;
39     void Print(std::ostream &) const override;
40
41     void Allocate( unsigned short bitsample = 8 );
42     //TODO: check to see if length should be unsigned short, unsigned int, or whatever
43     void InitializeLUT(LookupTableType type, unsigned short length,
44         unsigned short subscript, unsigned short bitsize);
45     unsigned int GetLUTLength(LookupTableType type) const;
46     virtual void SetLUT(LookupTableType type, const unsigned char *array,
47         unsigned int length);
48     void GetLUT(LookupTableType type, unsigned char *array, unsigned int &length) const;
49     void GetLUTDescriptor(LookupTableType type, unsigned short &length,
50         unsigned short &subscript, unsigned short &bitsize) const;
51
52     void InitializeRedLUT(unsigned short length, unsigned short subscript,
53         unsigned short bitsize);
54     void SetRedLUT(const unsigned char *red, unsigned int length);
55     void InitializeGreenLUT(unsigned short length, unsigned short subscript,
56         unsigned short bitsize);
57     void SetGreenLUT(const unsigned char *green, unsigned int length);
58     void InitializeBlueLUT(unsigned short length, unsigned short subscript,
59         unsigned short bitsize);
60     void SetBlueLUT(const unsigned char *blue, unsigned int length);
61
62     void Clear();
63
64     void Decode(std::istream &is, std::ostream &os) const;
65
66     bool Decode(char *outputbuffer, size_t outlen, const char *inputbuffer, size_t inlen) const;
67
68     bool IsRGB8() const;
69
70     bool Decode8(char *outputbuffer, size_t outlen, const char *inputbuffer, size_t inlen) const;
71
72     LookupTable(LookupTable const &lut):Object(lut)
73     {
74         assert(0);
75     }
76
77     bool GetBufferAsRGBA(unsigned char *rgba) const;
78
79     const unsigned char *GetPointer() const;
80
81     bool WriteBufferAsRGBA(const unsigned char *rgba);
82
83     unsigned short GetBitSample()const { return BitSample; }
84
85     bool Initialized() const;
86
87 private:
88     void Encode(std::istream &is, std::ostream &os);
89
90

```

```

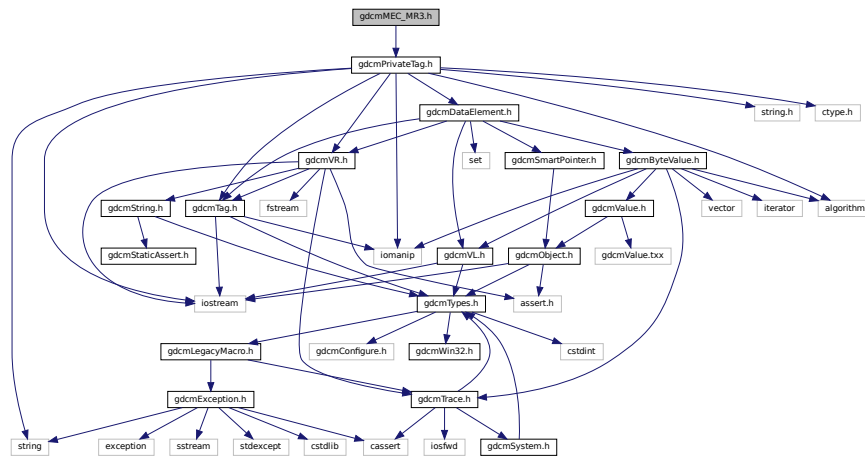
109 protected:
110     LookupTableInternal *Internal;
111     unsigned short BitSample; // refer to the pixel type (not the bit size of LUT)
112     bool IncompleteLUT:1;
113 };
114
115 } // end namespace gdcM
116
117 #endif //GDCMLOOKUPTABLE_H

```

## 11.359 gdcMMEC\_MR3.h File Reference

```
#include "gdcMPrivateTag.h"
```

Include dependency graph for gdcMMEC\_MR3.h:



## Classes

- class [gdcM::MEC\\_MR3](#)  
Class for [MEC\\_MR3](#).

## Namespaces

- namespace [gdcM](#)

## 11.360 gdcMMEC\_MR3.h

[Go to the documentation of this file.](#)

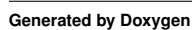
```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre

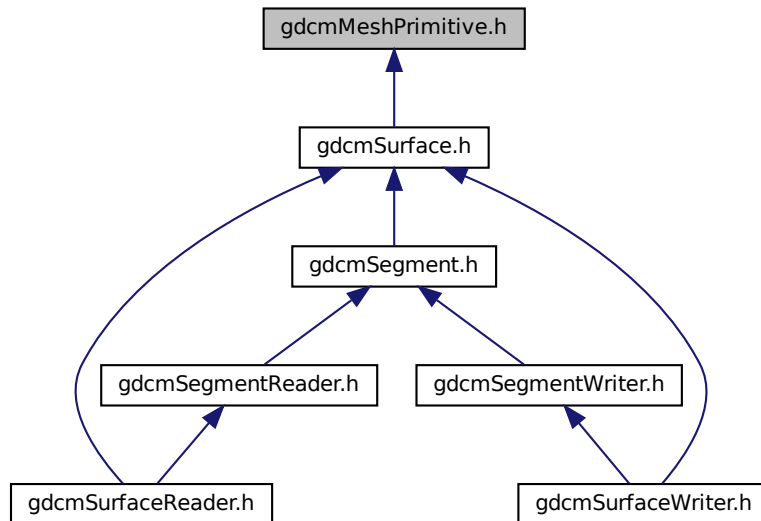
```

## 11.361 gdcMeshPrimitive.h File Reference

```
#include <gdcmObject.h>
#include <gdcmDataElement.h>
```



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::MeshPrimitive](#)  
*This class defines surface mesh primitives.*

## Namespaces

- namespace [gdcm](#)

## 11.362 gdcmMeshPrimitive.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMMESHPRIMITIVE_H
16 #define GDCMMESHPRIMITIVE_H
17

```

```

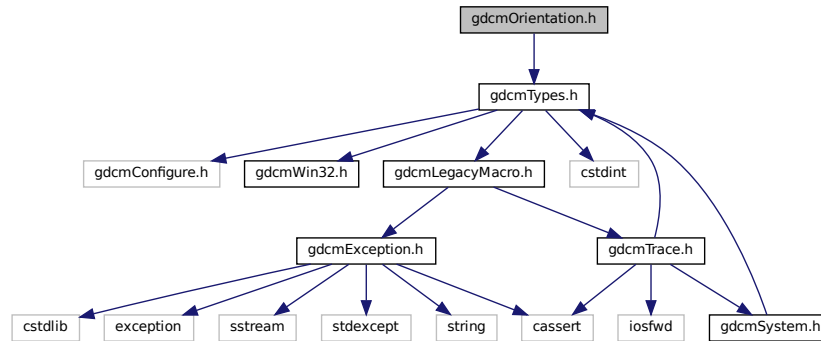
18 #include <gdcmObject.h>
19 #include <gdcmDataElement.h>
20
21 namespace gdcm
22 {
23
24 class GDCM_EXPORT MeshPrimitive : public Object
25 {
26 public:
27
28     typedef std::vector< DataElement > PrimitivesData;
29
30     typedef enum {
31         VERTEX = 0,
32         EDGE,
33         TRIANGLE,
34         TRIANGLE_STRIP,
35         TRIANGLE_FAN,
36         LINE,
37         FACET,
38         MPTType_END
39     } MPTType;
40
41     static const char * GetMPTTypeString(const MPTType type);
42
43     static MPTType GetMPTType(const char * type);
44
45     MeshPrimitive();
46
47     ~MeshPrimitive() override;
48
49     MPTType GetPrimitiveType() const;
50     void SetPrimitiveType(const MPTType type);
51
52     const DataElement & GetPrimitiveData() const;
53     DataElement & GetPrimitiveData();
54     void SetPrimitiveData(DataElement const & de);
55
56     const PrimitivesData & GetPrimitivesData() const;
57     PrimitivesData & GetPrimitivesData();
58     void SetPrimitivesData(PrimitivesData const & DEs);
59
60     const DataElement & GetPrimitiveData(const unsigned int idx) const;
61     DataElement & GetPrimitiveData(const unsigned int idx);
62     void SetPrimitiveData(const unsigned int idx, DataElement const & de);
63     void AddPrimitiveData(DataElement const & de);
64
65     unsigned int GetNumberOfPrimitivesData() const;
66
67 protected:
68
69     // Use to define tag where PrimitiveData will be put.
70     MPTType PrimitiveType;
71
72     // PrimitiveData contains point index list.
73     // It shall have 1 or 1-n DataElement following PrimitiveType.
74     PrimitivesData PrimitiveData;
75 };
76
77 }
78
79 #endif // GDCMMESHPRIMITIVE_H

```

## 11.363 gdcmOrientation.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmOrientation.h:



### Classes

- class [gdcm::Orientation](#)  
class to handle [Orientation](#)

### Namespaces

- namespace [gdcm](#)

### Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Orientation &o)`

## 11.364 gdcmOrientation.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMORIENTATION_H

```



```

15 #define GDCMORIENTATION_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21
22     class GDCM_EXPORT Orientation
23     {
24     public:
25         Orientation();
26         ~Orientation();
27
28         void Print(std::ostream &) const;
29
30         typedef enum {
31             UNKNOWN,
32             AXIAL,
33             CORONAL,
34             SAGITTAL,
35             OBLIQUE
36         } OrientationType;
37
38         static OrientationType GetType(const double dircos[6]);
39
40         static void SetObliquityThresholdCosineValue(double val);
41         static double GetObliquityThresholdCosineValue();
42
43         static const char *GetLabel(OrientationType type);
44
45     protected:
46         static char GetMajorAxisFromPatientRelativeDirectionCosine(double x, double y, double z);
47
48     private:
49         static double ObliquityThresholdCosineValue;
50     };
51
52     //-----
53     inline std::ostream& operator<<(std::ostream &os, const Orientation &o)
54     {
55         o.Print( os );
56         return os;
57     }
58
59 } // end namespace gdcm
60
61 #endif //GDCMORIENTATION_H

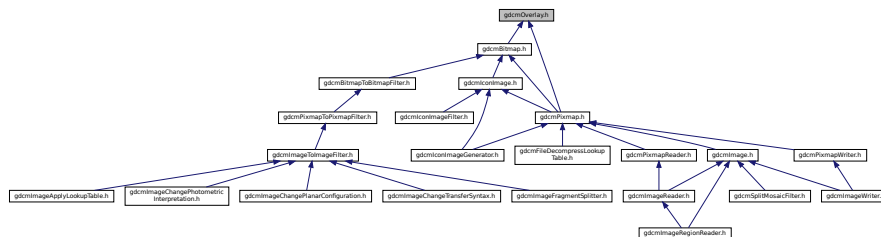
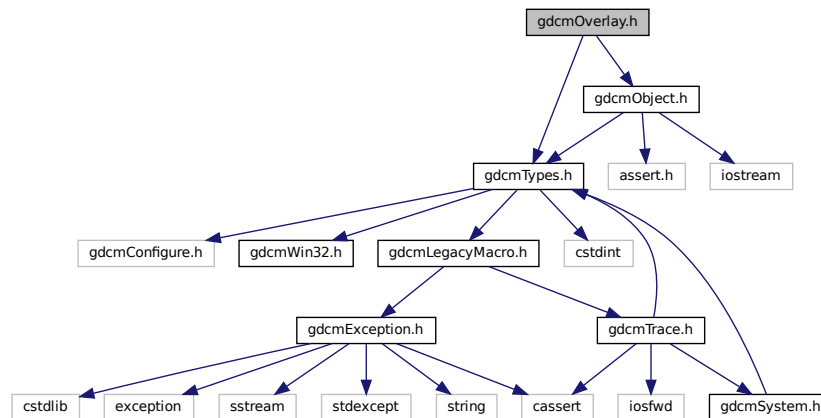
```

## 11.365 gdcmOverlay.h File Reference

```

#include "gdcmTypes.h"
#include "gdcmObject.h"

```



- class `gdcm::Overlay`  
*Overlay* class.

- namespace **gdcm**

[Go to the documentation of this file.](#)

Generated by Doxygen

```

5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMOVERLAY_H
15 #define GDCMOVERLAY_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmObject.h"
19
20 namespace gdcm
21 {
22
23 class OverlayInternal;
24 class ByteValue;
25 class DataSet;
26 class DataElement;
27
28 class GDCM_EXPORT Overlay : public Object
29 {
30 public:
31     Overlay();
32     ~Overlay() override;
33     void Print(std::ostream &) const override;
34
35     void Update(const DataElement & de);
36
37     void SetGroup(unsigned short group);
38     unsigned short GetGroup() const;
39     void SetRows(unsigned short rows);
40     unsigned short GetRows() const;
41     void SetColumns(unsigned short columns);
42     unsigned short GetColumns() const;
43     void SetNumberOfFrames(unsigned int numberofframes);
44     void SetDescription(const char* description);
45     const char *GetDescription() const;
46     typedef enum {
47         Invalid = 0,
48         Graphics = 1,
49         ROI = 2
50     } OverlayType;
51     void SetType(const char* type);
52     const char *GetType() const;
53     OverlayType GetTypeAsEnum() const;
54     static const char *GetOverlayTypeAsString(OverlayType ot);
55     static OverlayType GetOverlayTypeFromString(const char *);
56     void SetOrigin(const signed short origin[2]);
57     const signed short * GetOrigin() const;
58     void setFrameOrigin(unsigned short frameorigin);
59     void SetBitsAllocated(unsigned short bitsallocated);
60     unsigned short GetBitsAllocated() const;
61     void SetBitPosition(unsigned short bitposition);
62     unsigned short GetBitPosition() const;
63
64     void SetOverlay(const char *array, size_t length);
65     bool GrabOverlayFromPixelData(DataSet const &ds);
66
67     const ByteValue &GetOverlayData() const;
68
69     bool IsEmpty() const;
70
71     bool IsZero() const;
72
73     bool IsInPixelData() const;
74     void IsInPixelData(bool b);
75
76     void Decompress(std::ostream &os) const;
77
78     size_t GetUnpackBufferLength() const;
79
80     bool GetUnpackBuffer(char *buffer, size_t len) const;
81
82     Overlay(Overlay const &ov);
83     Overlay &operator=(Overlay const &ov);
84
85 private:

```



```

7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPDFCODEC_H
15 #define GDCMPDFCODEC_H
16
17 #include "gdcmCodec.h"
18
19 namespace gdcm
20 {
21
22 class GDCM_EXPORT PDFCodec : public Codec
23 {
24 public:
25     PDFCodec();
26     ~PDFCodec() override;
27     bool CanCode(TransferSyntax const &)const override { return false; }
28     bool CanDecode(TransferSyntax const &)const override { return false; }
29     bool Decode(DataElement const &is, DataElement &os) override;
30 };
31
32 } // end namespace gdcm
33
34 #endif //GDCMPDFCODEC_H

```

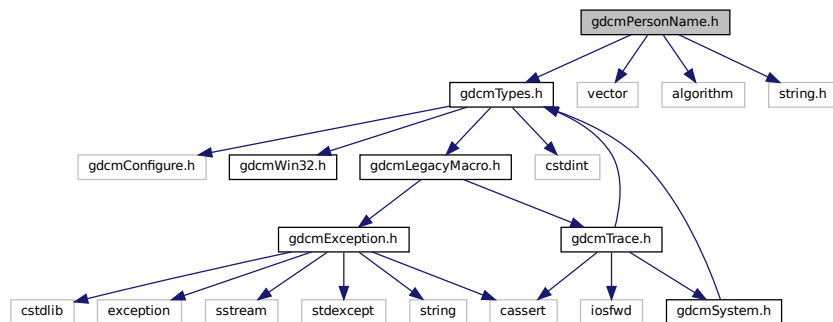
## 11.369 gdcmPersonName.h File Reference

```

#include "gdcmTypes.h"
#include <vector>
#include <algorithm>
#include <string.h>

```

Include dependency graph for gdcmPersonName.h:



### Classes

- class [gdcm::PersonName](#)  
*PersonName* class.

### Namespaces

- namespace [gdcm](#)

## 11.370 gdcmPersonName.h

[Go to the documentation of this file.](#)

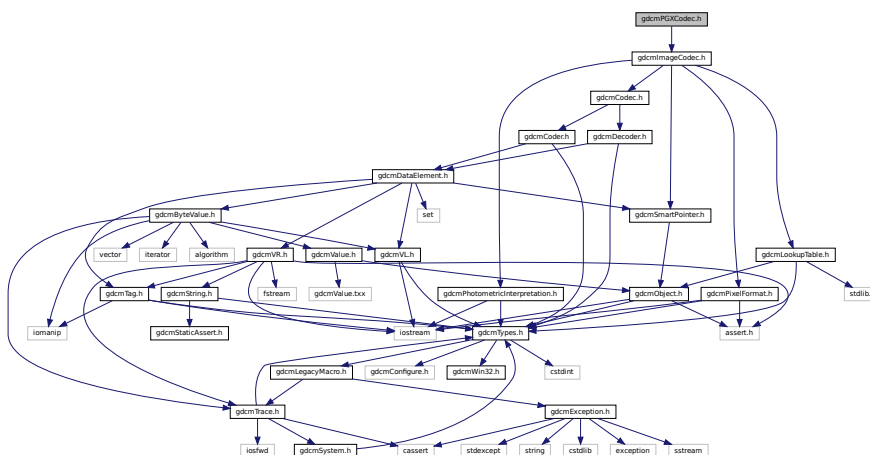
```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMPERSONNAME_H
16 #define GDCMPERSONNAME_H
17
18 #include "gdcmTypes.h"
19 #include <vector>
20 #include <algorithm> // std::min
21 #include <string.h> // strlen
22
23 namespace gdcm
24 {
25
26 class GDCM_EXPORT PersonName
27 {
28 public:
29     static const unsigned int MaxNumberOfComponents = 5;
30     static const unsigned int MaxLength = 64;
31     char Component[MaxNumberOfComponents][MaxLength+1];
32     static const char Separator = '^';
33     static const char Padding = ' ';
34
35     unsigned int GetNumberOfComponents() const {
36         unsigned int r = 0;
37         for(unsigned int i = 0; i < 5; ++i) {
38             if( *Component[i] != '\0' ) r = i;
39         }
40         return r+1;
41     }
42
43     unsigned int GetMaxLength() const { return MaxLength; };
44
45     void SetBlob(const std::vector<char>& v) {
46         (void)v;
47         //assert(0); //TODO
48     }
49
50     void SetComponents(const char *comp1 = "",
51         const char *comp2 = "",
52         const char *comp3 = "",
53         const char *comp4 = "",
54         const char *comp5 = "") {
55         const char *components[5] = { comp1, comp2, comp3, comp4, comp5 };
56         SetComponents( components );
57     }
58
59     void SetComponents(const char *components[]) {
60         if( components )
61             for(unsigned int i = 0; i < 5; ++i) {
62                 if( components[i] && strlen(components[i]) < GetMaxLength() )
63                     strcpy(Component[i], components[i]);
64                 assert( strlen(Component[i]) < GetMaxLength() );
65             }
66     }
67
68     void Print(std::ostream &os) const
69     {
70         //os << "Family Name Complex:  " << Component[0] << std::endl;
71         //os << "Given Name Complex:   " << Component[1] << std::endl;
72         //os << "Middle Name          : " << Component[2] << std::endl;
73         //os << "Name Suffix           : " << Component[3] << std::endl;
74         //os << "Name Prefix            : " << Component[4] << std::endl;
75
76         os << Component[0] << '^';
77         os << Component[1] << '^';
78         os << Component[2] << '^';
79         os << Component[3] << '^';
80         os << Component[4];
81     }
82 };

```

## 11.371 gdcMPEGXCodec.h File Reference

Include dependency graph for gdcnP GXCodec.h:



- class `gdcm::PGXCodec`  
*Class to do PGX.*

- namespace **gdcm**

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcml.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.

```

```

12
13 =====*/
14 #ifndef GDCMPGXCODEC_H
15 #define GDCMPGXCODEC_H
16
17 #include "gdcmImageCodec.h"
18
19 namespace gdcm
20 {
21
22     class GDCM_EXPORT PGXCodec : public ImageCodec
23     {
24     public:
25         PGXCodec();
26         ~PGXCodec() override;
27         bool CanDecode(TransferSyntax const &ts) const override;
28         bool CanCode(TransferSyntax const &ts) const override;
29
30         bool GetHeaderInfo(std::istream &is, TransferSyntax &ts) override;
31         ImageCodec * Clone() const override;
32
33         bool Read(const char *filename, DataElement &out) const;
34         bool Write(const char *filename, const DataElement &out) const;
35     private:
36     };
37 } // end namespace gdcm
38
39 #endif //GDCMPGXCODEC_H

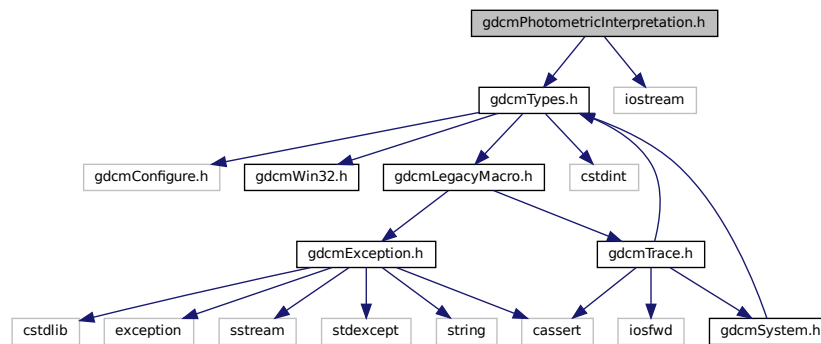
```

## 11.373 gdcmPhotometricInterpretation.h File Reference

```
#include "gdcmTypes.h"
```

```
#include <iostream>
```

Include dependency graph for gdcmPhotometricInterpretation.h:



This graph shows which files directly or indirectly include this file:





## Classes

- class [gdcm::PhotometricInterpretation](#)  
Class to represent an *PhotometricInterpretation*.

## Namespaces

- namespace [gdcm](#)

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const PhotometricInterpretation &val)`

## 11.374 gdcmPhotometricInterpretation.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMPHOTOMETRICINTERPRETATION_H
16 #define GDCMPHOTOMETRICINTERPRETATION_H
17
18 #include "gdcmTypes.h"
19 #include <iostream>
20
21 namespace gdcm
22 {
23
24 class TransferSyntax;
25 class GDCM_EXPORT PhotometricInterpretation
26 {
27 public:
28     typedef enum {
29         UNKNOWN = 0,
30         MONOCHROME1,
31         MONOCHROME2,
32         PALETTE_COLOR,
33         RGB,
34         HSV,
35         ARGB, // retired
36         CMYK,
37         YBR_FULL,
38         YBR_FULL_422,
39         YBR_PARTIAL_422,
40         YBR_PARTIAL_420,
41         YBR_ICT,
42         YBR_RCT,
43         // PALETTE_COLOR ?
44         //MONOCHROME = MONOCHROME1 | MONOCHROME2,
45         //COLOR      = RGB | HSV | ARGB | CMYK | YBR_FULL | YBR_FULL_422 | YBR_PARTIAL_422 | YBR_PARTIAL_420 |
46         YBR_ICT | YBR_RCT,
47         PI_END // Helpful for internal implementation
48     } PType; // PhotometricInterpretationType
49
50 }
51

```

```

52 PhotometricInterpretation(PIType pi = UNKNOWN):PIField(pi) {}
53
54 static const char *GetPIString(PIType pi);
55
56 const char *GetString() const;
57
58 // You need to make sure end of string is \0
59 static PIType GetPIType(const char *pi);
60
61 static bool IsRetired(PIType pi);
62
63 bool IsLossy() const;
64 bool IsLossless() const;
65
66 unsigned short GetSamplesPerPixel() const;
67
68 // TODO
69 // not all PhotometricInterpretation are allowed for compressed Transfer
70 // syntax
71 // static bool IsAllowedForCompressedTS(PIType pi);
72
73
74 friend std::ostream& operator<<(std::ostream& os, const PhotometricInterpretation& pi);
75
76 operator PIType ()const { return PIField; }
77
78 PIType GetType ()const { return PIField; }
79
80 // Will return whether current PhotometricInterpretation is the same Color Space as input:
81 // eg. RGB and YBR_RCT are
82 bool IsSameColorSpace( PhotometricInterpretation const &pi ) const;
83
84 //static PIType GetEquivalent(TransferSyntax const &ts);
85
86 private:
87 PIType PIField;
88 };
89 //-----
90 inline std::ostream& operator<<(std::ostream& os, const PhotometricInterpretation &val)
91 {
92     const char *s = PhotometricInterpretation::GetPIString(val.PIField);
93     os << (s ? s : "");
94     return os;
95 }
96
97
98 } // end namespace gdcm
99
100 #endif //GDCMPHOTOMETRICINTERPRETATION_H

```

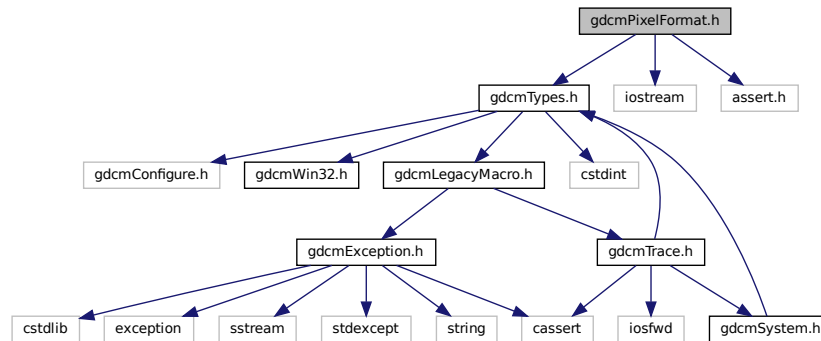
## 11.375 gdcmPixelFormat.h File Reference

```

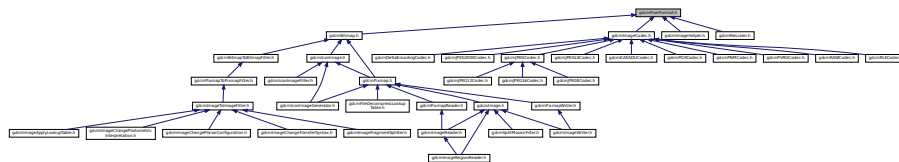
#include "gdcmTypes.h"
#include <iostream>
#include <assert.h>

```

Include dependency graph for gdcmPixelFormat.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::PixelFormat](#)  
*PixelFormat.*

## Namespaces

- namespace [gdcm](#)

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const PixelFormat &pf)`

## 11.376 gdcmPixelFormat.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14
15 #ifndef GDCMPIXELFORMAT_H
16 #define GDCMPIXELFORMAT_H
17
18 #include "gdcmTypes.h"
19 #include <iostream>
20 #include <assert.h>
21
22 namespace gdcm
23 {
24
25 class TransferSyntax;
26
27 class GDCM_EXPORT PixelFormat
28 {
29     friend class Bitmap;
30     friend std::ostream& operator<<(std::ostream &_os, const PixelFormat &pf);
31 public:
32     // When adding a type please add its dual type (its unsigned counterpart)
33     typedef enum {
34         UINT8,
35         INT8,
36         UINT12,
37         INT12,
38         UINT16,
39         INT16,
40         UINT32, // For some DICOM files (RT or SC)
41         INT32,  // " "
42         UINT64, // Needed when input is 32bits + intercept/slope (incomplete support)
43         INT64,  // " "
44         FLOAT16, // sure why not...
45         FLOAT32, // good ol' 'float'
46         FLOAT64, // aka 'double'
47         SINGLEBIT, // bool / monochrome
48         UNKNOWN // aka BitsAllocated == 0 && PixelRepresentation == 0
49     } ScalarType;
50
51     // default ctor:
52     PixelFormat () : PixelFormat(1, 8, 8, 7, 0) {}
53
54     explicit PixelFormat (
55         unsigned short samplesperpixel,
56         unsigned short bitsallocated = 8,
57         unsigned short bitsstored = 8,
58         unsigned short highbit = 7,
59         unsigned short pixelrepresentation = 0 ) :
60         SamplesPerPixel(samplesperpixel),
61         BitsAllocated(bitsallocated),
62         BitsStored(bitsstored),
63         HighBit(highbit),
64         PixelRepresentation(pixelrepresentation) {}
65     // helper, for the common case
66     PixelFormat(ScalarType st);
67
68     // For transparency of use
69     operator ScalarType()const { return GetScalarType(); }
70
71     unsigned short GetSamplesPerPixel() const;
72     void SetSamplesPerPixel(unsigned short spp)
73     {
74         gdcmAssertMacro( spp <= 4 );
75         SamplesPerPixel = spp;
76         assert( SamplesPerPixel == 1 || SamplesPerPixel == 3 || SamplesPerPixel == 4 );
77     }
78
79
80
81
82
83
84
85
86
87
88
89
90
91
92
93
94
95
96

```

```

97     }
98
99     unsigned short GetBitsAllocated()const
100 {
101     return BitsAllocated;
102 }
103
104 void SetBitsAllocated(unsigned short ba)
105 {
106     if( ba )
107     {
108         switch( ba )
109         {
110             /* some devices (FUJIFILM CR + MONO1) incorrectly set BitsAllocated/BitsStored
111             * as bitmask instead of value. Do what they mean instead of what they say.
112             */
113             case 0xffff: ba = 16; break;
114             case 0x0fff: ba = 12; break;
115             case 0x00ff: ba = 8; break;
116         }
117         BitsAllocated = ba;
118         BitsStored = ba;
119         HighBit = (unsigned short)(ba - 1);
120     }
121     else // Make the PixelFormat as UNKNOWN
122     {
123         BitsAllocated = 0;
124         PixelRepresentation = 0;
125     }
126 }
127
128 unsigned short GetBitsStored()const
129 {
130     assert( BitsStored <= BitsAllocated );
131     return BitsStored;
132 }
133
134 void SetBitsStored(unsigned short bs)
135 {
136     switch( bs )
137     {
138         /* see SetBitsAllocated for explanation
139         */
140         case 0xffff: bs = 16; break;
141         case 0x0fff: bs = 12; break;
142         case 0x00ff: bs = 8; break;
143     }
144     if( bs <= BitsAllocated && bs )
145     {
146         BitsStored = bs;
147         SetHighBit( (unsigned short) (bs - 1) );
148     }
149 }
150
151 unsigned short GetHighBit()const
152 {
153     assert( HighBit < BitsStored );
154     return HighBit;
155 }
156
157 void SetHighBit(unsigned short hb)
158 {
159     switch( hb )
160     {
161         /* broken implementations that use bitmask for BitsAllocated/Stored
162         * nonetheless use (BitsStored-1) for HighBit. correct for this here.
163         */
164         case 0xffff: hb = 15; break;
165         case 0x0ffe: hb = 11; break;
166         case 0x00fe: hb = 7; break;
167     }
168     if( hb < BitsStored )
169         HighBit = hb;
170 }
171
172 unsigned short GetPixelRepresentation()const
173 {
174     return (unsigned short)(PixelRepresentation ? 1 : 0);
175 }
176
177 void SetPixelRepresentation(unsigned short pr)
178 {
179     PixelRepresentation = (unsigned short)(pr ? 1 : 0);
180 }
181

```

```

183     ScalarType GetScalarType() const;
184
185     void SetScalarType(ScalarType st);
186     const char *GetScalarTypeAsString() const;
187
188     uint8_t GetPixelSize() const;
189
190     void Print(std::ostream &os) const;
191
192     int64_t GetMin() const;
193
194     int64_t GetMax() const;
195
196     bool IsValid() const;
197
198     bool operator==(ScalarType st) const
199     {
200         return GetScalarType() == st;
201     }
202     bool operator!=(ScalarType st) const
203     {
204         return GetScalarType() != st;
205     }
206     bool operator==(const PixelFormat &pf) const
207     {
208         return
209             SamplesPerPixel == pf.SamplesPerPixel &&
210             BitsAllocated == pf.BitsAllocated &&
211             BitsStored == pf.BitsStored &&
212             HighBit == pf.HighBit &&
213             PixelRepresentation == pf.PixelRepresentation;
214     }
215     bool operator!=(const PixelFormat &pf) const
216     {
217         return
218             SamplesPerPixel != pf.SamplesPerPixel ||
219             BitsAllocated != pf.BitsAllocated ||
220             BitsStored != pf.BitsStored ||
221             HighBit != pf.HighBit ||
222             PixelRepresentation != pf.PixelRepresentation;
223     }
224
225     bool IsCompatible(const TransferSyntax &ts) const;
226 protected:
227     bool Validate();
228
229 private:
230     // D 0028|0002 [US] [Samples per Pixel] [1]
231     unsigned short SamplesPerPixel;
232     // D 0028|0100 [US] [Bits Allocated] [8]
233     unsigned short BitsAllocated;
234     // D 0028|0101 [US] [Bits Stored] [8]
235     unsigned short BitsStored;
236     // D 0028|0102 [US] [High Bit] [7]
237     unsigned short HighBit;
238     // D 0028|0103 [US] [Pixel Representation] [0]
239     unsigned short PixelRepresentation;
240 };
241 //-----
242 inline std::ostream& operator<(std::ostream &os, const PixelFormat &pf)
243 {
244     pf.Print( os );
245     return os;
246 }
247
248 } // end namespace gdcm
249
250 #endif //GDCMPIXELFORMAT_H

```

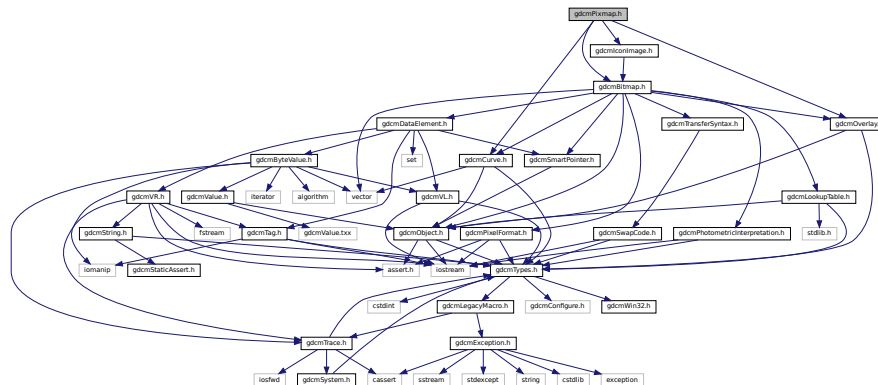
## 11.377 gdcmPixmap.h File Reference

```

#include "gdcmBitmap.h"
#include "gdcmCurve.h"
#include "gdcmIconImage.h"

```

Include dependency graph for gdcmPixmap.h:



```

graph TD
    gdcmPixmap_h[gdcmPixmap.h] --> gdcmFileDecompressLookupTable_h[gdcmFileDecompressLookupTable.h]
    gdcmPixmap_h --> gdcmImageGenerator_h[gdcmImageGenerator.h]
    gdcmPixmap_h --> gdcmImageReader_h[gdcmImageReader.h]
    gdcmPixmap_h --> gdcmImageRegionReader_h[gdcmImageRegionReader.h]
    gdcmPixmap_h --> gdcmImageWriter_h[gdcmImageWriter.h]
    gdcmImageReader_h --> gdcmImageRegionReader_h
    gdcmImageRegionReader_h --> gdcmImageGenerator_h
    gdcmImageRegionReader_h --> gdcmImageReader_h
    gdcmImageRegionReader_h --> gdcmImageWriter_h
    gdcmImageRegionReader_h --> gdcmImageReader_h
    gdcmImageRegionReader_h --> gdcmImageWriter_h
  
```

- class `gdcm::Pixmap`  
*Pixmap* class.

- namespace **gdcm**

## 11.378 gdcmPixmap.h

```

1  /+=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre

```

```

6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPIXMAP_H
15 #define GDCMPIXMAP_H
16
17 #include "gdcmBitmap.h"
18 #include "gdcmCurve.h"
19 #include "gdcmIconImage.h"
20 #include "gdcmOverlay.h"
21
22 namespace gdcm
23 {
24
25     class GDCM_EXPORT Pixmap : public Bitmap
26     {
27     public:
28         Pixmap();
29         ~Pixmap() override;
30         void Print(std::ostream &) const override;
31
32         bool AreOverlaysInPixelData() const override;
33         bool UnusedBitsPresentInPixelData() const override;
34
35         Curve& GetCurve(size_t i = 0) {
36             assert( i < Curves.size() );
37             return Curves[i];
38         }
39         const Curve& GetCurve(size_t i = 0) const {
40             assert( i < Curves.size() );
41             return Curves[i];
42         }
43         size_t GetNumberOfCurves() const { return Curves.size(); }
44         void SetNumberOfCurves(size_t n) { Curves.resize(n); }
45
46         Overlay& GetOverlay(size_t i = 0) {
47             assert( i < Overlays.size() );
48             return Overlays[i];
49         }
50         const Overlay& GetOverlay(size_t i = 0) const {
51             assert( i < Overlays.size() );
52             return Overlays[i];
53         }
54         size_t GetNumberOfOverlays() const { return Overlays.size(); }
55         void SetNumberOfOverlays(size_t n) { Overlays.resize(n); }
56         void RemoveOverlay(size_t i) {
57             assert( i < Overlays.size() );
58             Overlays.erase( Overlays.begin() + i );
59         }
60
61         const IconImage &GetIconImage() const { return *Icon; }
62         IconImage &GetIconImage() { return *Icon; }
63         void SetIconImage(IconImage const &ii) { Icon = ii; }
64
65     private:
66     protected:
67         std::vector<Overlay> Overlays;
68         std::vector<Curve> Curves;
69         SmartPointer<IconImage> Icon;
70     };
71
72 } // end namespace gdcm
73
74 #endif //GDCMPIXMAP_H

```

## 11.379 gdcmPixmapReader.h File Reference

```

#include "gdcmReader.h"
#include "gdcmPixmap.h"

```



```
graph BT; gdcmImageRegionReader.h --> gdcmImageReader.h; gdcmImageReader.h --> gdcmPixmapReader.h
```

- class `gdcm::PixmapReader`  
*PixmapReader*.

- namespace **gdcm**

## 11.380 gdcmPixmapReader.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPIXMAPREADER_H
15 #define GDCMPIXMAPREADER_H
16
17 #include "gdcmReader.h"
18 #include "gdcmPixmap.h"
19
20 namespace gdcm
21 {
22
23 class ByteValue;
24 class MediaStorage;
25
26 class GDCM_EXPORT PixmapReader : public Reader
27 {
28 public:
29     PixmapReader();
30     ~PixmapReader() override; //needs to be virtual to ensure lack of memory leaks
31
32     bool Read() override;
33
34     // Following methods are valid only after a call to 'Read'
35
36     const Pixmap& GetPixmap() const;
37     Pixmap& GetPixmap();
38     //void SetPixamp(Pixmap const &pix);
39
40 protected:
41     bool ReadImageInternal(MediaStorage const &ms, bool handlepixeldata = true);
42     virtual bool ReadImage(MediaStorage const &ms);
43     virtual bool ReadACRNEMAImage();
44
45     SmartPointer<Pixmap> PixelData;
46 };
47
48 } // end namespace gdcm
49
50 #endif //GDCMPIXMAPREADER_H

```



```

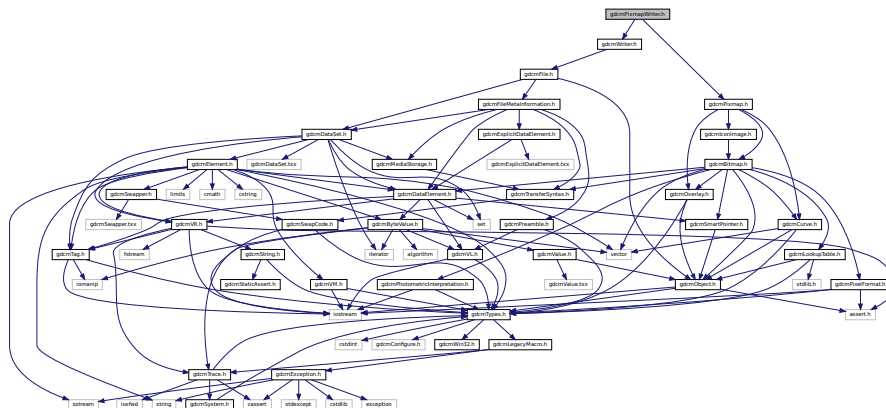
7 All rights reserved.
8 7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
9
10 This software is distributed WITHOUT ANY WARRANTY; without even
11 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
12 PURPOSE. See the above copyright notice for more information.
13
14 =====*/
15 #ifndef GDCMPIXMAPTOPIXMAPFILTER_H
16 #define GDCMPIXMAPTOPIXMAPFILTER_H
17
18 #include "gdcmBitmapToBitmapFilter.h"
19
20 namespace gdcm
21 {
22
23 class Pixmap;
24
25 class GDCM_EXPORT PixmapToPixmapFilter : public BitmapToBitmapFilter
26 {
27 public:
28     PixmapToPixmapFilter();
29     ~PixmapToPixmapFilter() = default;
30
31     Pixmap &GetInput();
32
33     const Pixmap &GetOutput() const;
34
35     // SWIG/Java hack:
36     const Pixmap &GetOutputAsPixmap() const;
37 };
38
39 } // end namespace gdcm
40
41 #endif //GDCMPIXMAPTOPIXMAPFILTER_H

```

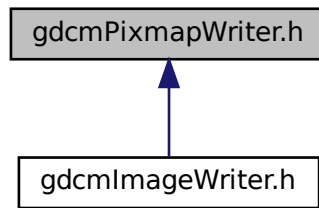
## 11.383 gdcmPidxmapWriter.h File Reference

```
#include "gdcmWriter.h"
#include "gdcmPixmap.h"
```

Include dependency graph for gdcmPixmapWriter.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::PixmapWriter`  
*PixmapWriter.*

## Namespaces

- namespace `gdcm`

## 11.384 gdcmPixmapWriter.h

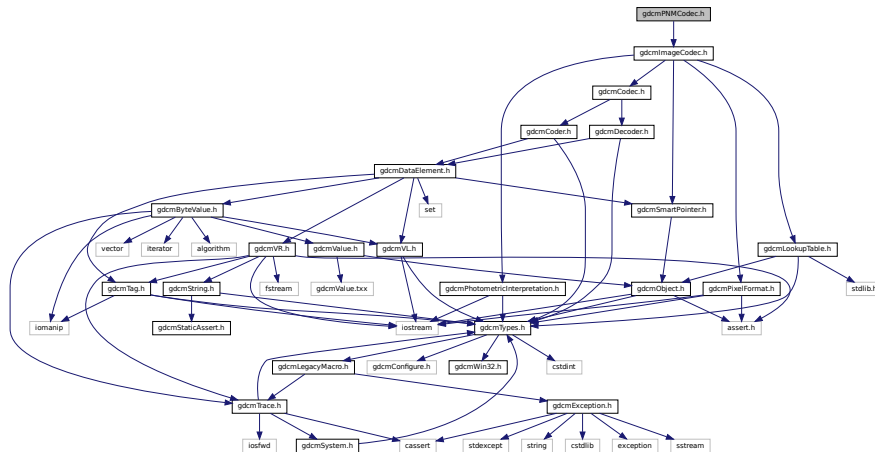
[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPIXMAPWRITER_H
15 #define GDCMPIXMAPWRITER_H
16
17 #include "gdcmWriter.h"
18 #include "gdcmPixmap.h"
19
20 namespace gdcm
21 {
22
23 class StreamImageWriter;
24 class Pixmap;
25
26 class GDCM_EXPORT PixmapWriter : public Writer
27 {
28 public:
29   PixmapWriter();
30   ~PixmapWriter() override;
  
```

## 11.385 gdcnPnmCodec.h File Reference

Include dependency graph for gdcnPnmCodec.h:



- class `gdcm::PNMCodec`  
*Class to do PNM.*

- namespace **gdcm**

## 11.386 gdcmPNMCodec.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPNMCODEC_H
15 #define GDCMPNMCODEC_H
16
17 #include "gdcmImageCodec.h"
18
19 namespace gdcm
20 {
21
22 class GDCM_EXPORT PNMCodec : public ImageCodec
23 {
24 public:
25     PNMCodec();
26     ~PNMCodec() override;
27     bool CanDecode(TransferSyntax const &ts) const override;
28     bool CanCode(TransferSyntax const &ts) const override;
29
30     unsigned long GetBufferLength()const { return BufferLength; }
31     void SetBufferLength(unsigned long l) { BufferLength = l; }
32
33     bool GetHeaderInfo(std::istream &is, TransferSyntax &ts) override;
34     ImageCodec * Clone() const override;
35
36     bool Read(const char *filename, DataElement &out) const;
37     bool Write(const char *filename, const DataElement &out) const;
38     //bool Write(const char *filename);
39 private:
40     unsigned long BufferLength;
41 };
42
43 } // end namespace gdcm
44
45 #endif //GDCMPNMCODEC_H

```

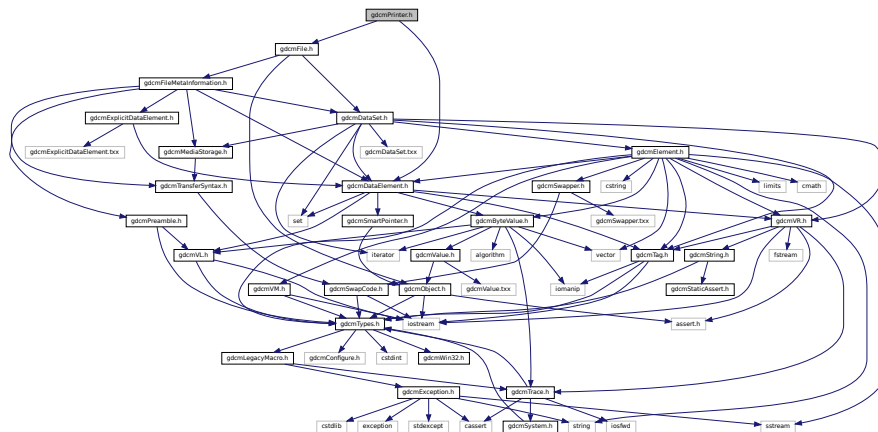
## 11.387 gdcmPrinter.h File Reference

```

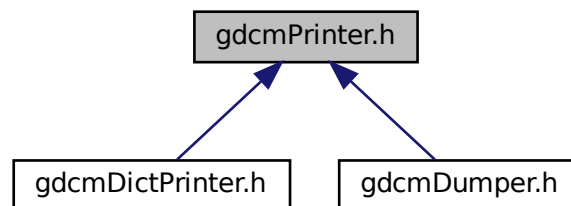
#include "gdcmFile.h"
#include "gdcmDataElement.h"

```

Include dependency graph for `gdcmPrinter.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::Printer`  
*Printer* class.

## Namespaces

- namespace **gdcm**



## 11.388 gdcmPrinter.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPRINTER_H
15 #define GDCMPRINTER_H
16
17 // TODO Class to implement printing
18 // Since DICOM does printing ?
19 // Also I would like to encapsulate the IsCharacterPrintable thing
20 // (to avoid printing \0 and other weird characters)
21 // \todo I still need to implement skipping of group (shadow)
22 // need to implement longer field to read
23
24 /*
25 * Output:
26 * For ASCII:
27 * Typically will look like:
28 * [ORIGINAL\PRIMARY\OTHER]
29 * If a non printable character is found: RED and INVERSE is used:
30 * [
31 *
32 * when the VR is not found (file or dict), we check if we can print the output:
33 * on success ASCII mode is used, on failure the output is printed a series of bytes
34 *
35 * Special case when the data element is empty:
36 * INVERSE « (no value)
37 *
38 * retired public element are printed in red and underline
39 * unknown private element are printed in RED followed by 'UNKNOWN'
40 *
41 * Correct VR is printed in green just after the found VR
42 *
43 * length of data element is printed in bytes, followed by the VM, a green VM is appended
44 * if this is not compatible
45 */
46 #include "gdcmFile.h"
47 #include "gdcmDataElement.h"
48
49 namespace gdcm
50 {
51
52 class DataSet;
53 class DictEntry;
54 class Dicts;
55
56 // It's a sink there is no output
57 class GDCM_EXPORT Printer
58 {
59 public:
60     Printer();
61     ~Printer();
62
63     void SetFile(File const &f) { F = &f; }
64
65     void SetColor(bool c);
66
67     typedef enum {
68         VERBOSE_STYLE = 0, // GDCM Legacy VERBOSE one
69         CONDENSED_STYLE, //
70         // Ok I am missing voc here ...better naming would be nice
71         XML, //
72         CXX
73     } PrintStyles;
74
75     void SetStyle(PrintStyles ps) {
76         PrintStyle = ps;
77     }
78
79 }
80
81 }

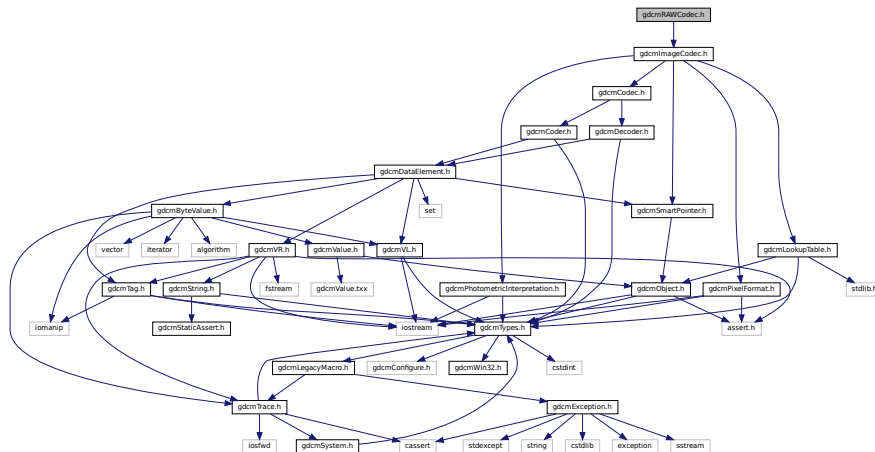
```



[Go to the documentation of this file.](#)

## 11.391 gdcmlRAWCodec.h File Reference

Include dependency graph for gdcmlRAWCodec.h:



## Classes

- class [gdcm::RAWCodec](#)  
*RAWCodec* class.

## Namespaces

- namespace [gdcm](#)

## 11.392 gdcmRAWCodec.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMRAWCODEC_H
15 #define GDCMRAWCODEC_H
16
17 #include "gdcmImageCodec.h"
18
19 namespace gdcm
20 {
21
22 class RAWInternals;
23 class GDCM_EXPORT RAWCodec : public ImageCodec
24 {
25 public:
26     RAWCodec();
27     ~RAWCodec() override;
28     bool CanCode(TransferSyntax const &ts) const override;
29     bool CanDecode(TransferSyntax const &ts) const override;
30     bool Decode(DataElement const &is, DataElement &os) override;
31     bool Code(DataElement const &in, DataElement &out) override;
32
33     bool GetHeaderInfo(std::istream &is, TransferSyntax &ts) override;
34     ImageCodec * Clone() const override;
35
36     bool DecodeBytes(const char* inBytes, size_t inBufferLength,
37                     char* outBytes, size_t inOutBufferLength);
38
39 protected:
40     bool DecodeByStreams(std::istream &is, std::ostream &os) override;
41
42 private:
43     RAWInternals *Internals;
44 };
45
46 } // end namespace gdcm
47
48 #endif // GDCMRAWCODEC_H

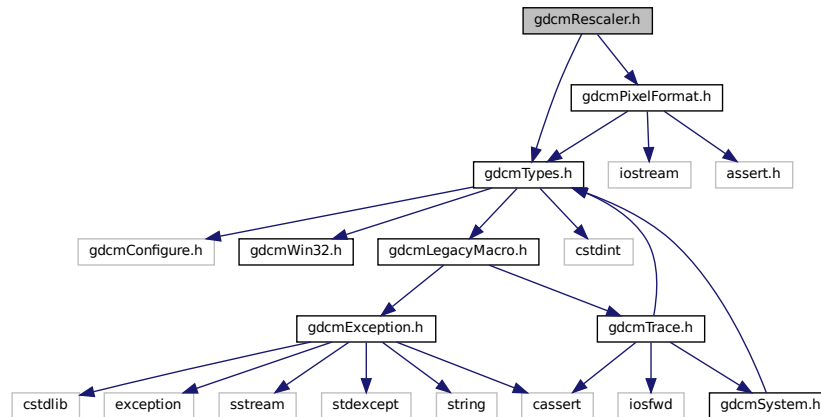
```

## 11.393 gdcmRescaler.h File Reference

```
#include "gdcmTypes.h"
```

```
#include "gdcmPixelFormat.h"
```

Include dependency graph for gdcmRescaler.h:



### Classes

- class [gdcm::Rescaler](#)  
*Rescale class.*

### Namespaces

- namespace [gdcm](#)

## 11.394 gdcmRescaler.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMRESCALER_H
15 #define GDCMRESCALER_H
16
17 #include "gdcmTypes.h"

```

```
18 #include "gdcmPixelFormat.h"
19
20 namespace gdcm
21 {
22
23     class GDCM_EXPORT Rescaler
24     {
25     public:
26         Rescaler(): Intercept(0), Slope(1), PF(PixelFormat::UNKNOWN), TargetScalarType(PixelFormat::UNKNOWN),
27             ScalarRangeMin(0), ScalarRangeMax(0), UseTargetPixelType(false) {}
28         ~Rescaler() = default;
29
30         bool Rescale(char *out, const char *in, size_t n);
31         bool InverseRescale(char *out, const char *in, size_t n);
32
33         void SetIntercept(double i) { Intercept = i; }
34         double GetIntercept() const { return Intercept; }
35
36         void SetSlope(double s) { Slope = s; }
37         double GetSlope() const { return Slope; }
38
39         void SetTargetPixelType( PixelFormat const & targetst );
40
41         void SetUseTargetPixelType(bool b);
42
43         void SetPixelFormat(PixelFormat const & pf) { PF = pf; }
44
45         PixelFormat::ScalarType ComputeInterceptSlopePixelType();
46
47         void SetMinMaxForPixelType(double min, double max);
48
49         PixelFormat ComputePixelTypeFromMinMax();
50
51     protected:
52         template <typename TIn>
53         void RescaleFunctionIntoBestFit(char *out, const TIn *in, size_t n);
54         template <typename TIn>
55         void InverseRescaleFunctionIntoBestFit(char *out, const TIn *in, size_t n);
56
57     private:
58         double Intercept; // 0028,1052
59         double Slope; // 0028,1053
60         PixelFormat PF;
61         PixelFormat::ScalarType TargetScalarType;
62         double ScalarRangeMin;
63         double ScalarRangeMax;
64         bool UseTargetPixelType;
65     };
66 } // end namespace gdcm
67
68 #endif //GDCMRESCALER_H
```



```

21
22 class Fragment;
23 class RLEInternals;
36 class GDCM_EXPORT RLECodec : public ImageCodec
37 {
38 friend class ImageRegionReader;
39 public:
40     RLECodec();
41     ~RLECodec() override;
42     bool CanCode(TransferSyntax const &ts) const override;
43     bool CanDecode(TransferSyntax const &ts) const override;
44     bool Decode(DataElement const &is, DataElement &os) override;
45     unsigned long GetBufferLength()const { return BufferLength; }
46     void SetBufferLength(unsigned long l) { BufferLength = l; }
47
48     bool Code(DataElement const &in, DataElement &out) override;
49     bool GetHeaderInfo(std::istream &is, TransferSyntax &ts) override;
50     ImageCodec * Clone() const override;
51
52 protected:
53     bool DecodeExtent(
54         char *buffer,
55         unsigned int XMin, unsigned int XMax,
56         unsigned int YMin, unsigned int YMax,
57         unsigned int ZMin, unsigned int ZMax,
58         std::istream & is
59     );
60
61     bool DecodeByStreams(std::istream &is, std::ostream &os) override;
62 public:
63
64     void SetLength(unsigned long l)
65     {
66         Length = l;
67     }
68
69 protected:
70     bool StartEncode( std::ostream & ) override;
71     bool IsRowEncoder() override;
72     bool IsFrameEncoder() override;
73     bool AppendRowEncode( std::ostream & out, const char * data, size_t datalen ) override;
74     bool AppendFrameEncode( std::ostream & out, const char * data, size_t datalen ) override;
75     bool StopEncode( std::ostream & ) override;
76
77 private:
78     bool DecodeByStreamsCommon(std::istream &is, std::ostream &os);
79     RLEInternals *Internals;
80     unsigned long Length;
81     unsigned long BufferLength;
82     size_t DecodeFragment(Fragment const & frag, char *buffer, size_t llen);
83 };
84
85 } // end namespace gdcm
86
87 #endif //GDCMRLECODEC_H

```

## 11.397 gdcmScanner.h File Reference

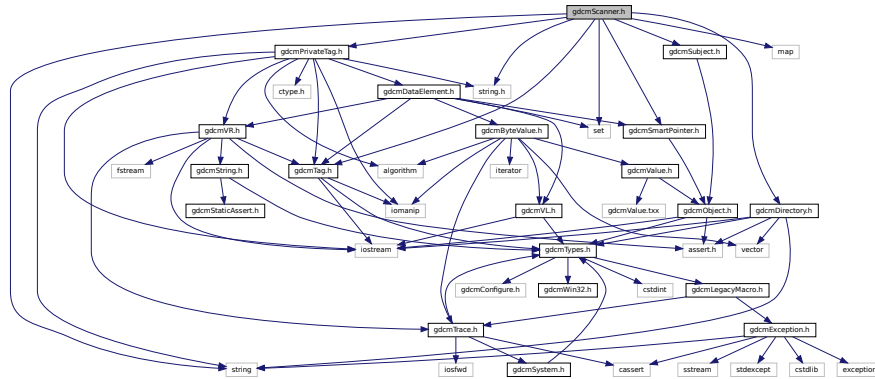
```

#include "gdcmDirectory.h"
#include "gdcmSubject.h"
#include "gdcmTag.h"
#include "gdcmPrivateTag.h"
#include "gdcmSmartPointer.h"
#include <map>
#include <set>
#include <string>
#include <string.h>

```



Include dependency graph for gdcmScanner.h:



## Classes

- struct `gdcm::Scanner::ltstr`
- class `gdcm::Scanner`  
*Scanner.*

## Namespaces

- namespace `gdcm`

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Scanner &s)`

## 11.398 gdcmScanner.h

[Go to the documentation of this file.](#)

```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSCANNER_H
15 #define GDCMSCANNER_H
16
17 #include "gdcmDirectory.h"
18 #include "gdcmSubject.h"
19 #include "gdcmTag.h"
```

```

20 #include "gdcPrivateTag.h"
21 #include "gdcSmartPointer.h"
22
23 #include <map>
24 #include <set>
25 #include <string>
26
27 #include <string.h> // strcmp
28
29 namespace gdc
30 {
31     class StringFilter;
32
33     class GDCM_EXPORT Scanner : public Subject
34     {
35     public:
36         Scanner():Values(),FileNames(),Mappings() {}
37         ~Scanner() override;
38
39         typedef std::map<Tag, const char*> TagToValue;
40         //typedef std::map<Tag, ConstCharWrapper> TagToValue; //StringMap;
41         //typedef TagToStringMap TagToValue;
42         typedef TagToValue::value_type TagToValueValueType;
43
44         void AddTag( Tag const & t );
45         void ClearTags();
46
47         // Work in progress do not use:
48         void AddPrivateTag( PrivateTag const & t );
49
50         void AddSkipTag( Tag const & t );
51         void ClearSkipTags();
52
53         bool Scan( Directory::FileNamesType const & filenames );
54
55         Directory::FileNamesType const &GetFileNames()const { return FileNames; }
56
57         void Print( std::ostream & os ) const override;
58
59         void PrintTable( std::ostream & os ) const;
60
61         bool IsKey( const char * filename ) const;
62
63         Directory::FileNamesType GetKeys() const;
64
65         // struct to store all the values found:
66         typedef std::set< std::string > ValuesType;
67
68         ValuesType const & GetValues()const { return Values; }
69
70         ValuesType GetValues(Tag const &t) const;
71
72         Directory::FileNamesType GetOrderedValues(Tag const &t) const;
73
74         /* ltstr is CRITICAL, otherwise pointers value are used to do the key comparison */
75         struct ltstr
76         {
77             bool operator()(const char* s1, const char* s2)const
78         {
79             assert( s1 && s2 );
80             return strcmp(s1, s2) < 0;
81         }
82         };
83         typedef std::map<const char *,TagToValue, ltstr> MappingType;
84         typedef MappingType::const_iterator ConstIterator;
85         ConstIterator Begin()const { return Mappings.begin(); }
86         ConstIterator End()const { return Mappings.end(); }
87
88         MappingType const & GetMappings()const { return Mappings; }
89
90         TagToValue const & GetMapping(const char *filename) const;
91
92         const char *GetFilenameFromTagToValue(Tag const &t, const char *valueref) const;
93
94         Directory::FileNamesType GetAllFileNamesFromTagToValue(Tag const &t, const char *valueref) const;
95
96         // by a call to GetMapping()
97         TagToValue const & GetMappingFromTagToValue(Tag const &t, const char *value) const;
98
99         const char* GetValue(const char *filename, Tag const &t) const;

```

```

155
156 static SmartPointer<Scanner> New() { return new Scanner; }
157
158
159 protected:
160 void ProcessPublicTag(StringFilter &sf, const char *filename);
161 private:
162 // struct to store all uniq tags in ascending order:
163 typedef std::set< Tag > TagsType;
164 typedef std::set< PrivateTag > PrivateTagsType;
165 std::set< Tag > Tags;
166 std::set< PrivateTag > PrivateTags;
167 std::set< Tag > SkipTags;
168 ValueType Values;
169 Directory::FileNamesType Filenames;
170
171 // Main struct that will hold all mapping:
172 MappingType Mappings;
173
174 double Progress;
175 };
176 //-----
177 inline std::ostream& operator<<(std::ostream &os, const Scanner &s)
178 {
179     s.Print( os );
180     return os;
181 }
182
183 #if defined(SWIGPYTHON) || defined(SWIGCSHARP) || defined(SWIGJAVA) || defined(SWIGPHP)
184 /*
185 * HACK: I need this temp class to be able to manipulate a std::map from python,
186 * swig does not support wrapping of simple class like std::map...
187 */
188 class SWIGTagToValue
189 {
190 public:
191     SWIGTagToValue(Scanner::TagToValue const &t2v):Internal(t2v),it(t2v.begin()) {}
192     const Scanner::TagToValueValueType& GetCurrent()const { return *it; }
193     const Tag& GetCurrentTag()const { return it->first; }
194     const char *GetCurrentValue()const { return it->second; }
195     void Start() { it = Internal.begin(); }
196     bool IsAtEnd()const { return it == Internal.end(); }
197     void Next() { ++it; }
198 private:
199     const Scanner::TagToValue& Internal;
200     Scanner::TagToValue::const_iterator it;
201 };
202 #endif /* SWIG */
203
204 } // end namespace gdcm
205
206 #endif //GDCMSCANNER_H

```

## 11.399 gdcmScanner2.h File Reference

```

#include "gdcmDirectory.h"
#include "gdcmSubject.h"
#include "gdcmTag.h"
#include "gdcmPrivateTag.h"
#include "gdcmSmartPointer.h"
#include <map>
#include <set>
#include <string>
#include <string.h>

```



```

20 #include "gdcmscanner2.h"
21 #include "gdcmsmartpointer.h"
22
23 #include <map>
24 #include <set>
25 #include <string>
26
27 #include <string.h> // strcmp
28
29 namespace gdcmscanner2
30 {
31     class StringFilter;
32
33     class GDCM_EXPORT Scanner2 : public Subject
34     {
35     public:
36         Scanner2():Values(),FileNames(),PublicMappings(),PrivateMappings() {}
37         ~Scanner2() override;
38
39         typedef std::map<Tag, const char*> PublicTagToValue;
40         typedef PublicTagToValue::value_type PublicTagToValueValueType;
41
42         typedef std::map<PrivateTag, const char*> PrivateTagToValue;
43         typedef PrivateTagToValue::value_type PrivateTagToValueValueType;
44
45         bool AddPublicTag( Tag const & t );
46         void ClearPublicTags();
47
48         // Work in progress do not use:
49         bool AddPrivateTag( PrivateTag const & pt );
50         void ClearPrivateTags();
51
52         bool AddSkipTag( Tag const & t );
53         void ClearSkipTags();
54
55         bool Scan( Directory::FileNamesType const & filenames );
56
57         Directory::FileNamesType const &GetFileNames()const { return FileNames; }
58
59         void Print( std::ostream & os ) const override;
60
61         void PrintTable( std::ostream & os, bool header = false ) const;
62
63         bool IsKey( const char * filename ) const;
64
65         Directory::FileNamesType GetKeys() const;
66
67         // struct to store all the values found:
68         typedef std::set< std::string > ValueType;
69
70         ValueType const & GetValues()const { return Values; }
71
72         ValueType GetPublicValues(Tag const &t) const;
73
74         ValueType GetPrivateValues(PrivateTag const &pt) const;
75
76         Directory::FileNamesType GetPublicOrderedValues(Tag const &t) const;
77
78         Directory::FileNamesType GetPrivateOrderedValues(PrivateTag const &pt) const;
79
80         /* ltstr is CRITICAL, otherwise pointers value are used to do the key comparison */
81         struct ltstr
82         {
83             bool operator()(const char* s1, const char* s2)const
84         {
85             assert( s1 && s2 );
86             return strcmp(s1, s2) < 0;
87         }
88         };
89
90         typedef std::map<const char *,PublicTagToValue, ltstr> PublicMappingType;
91         typedef PublicMappingType::const_iterator PublicConstIterator;
92         PublicConstIterator Begin()const { return PublicMappings.begin(); }
93         PublicConstIterator End()const { return PublicMappings.end(); }
94
95         typedef std::map<const char *,PrivateTagToValue, ltstr> PrivateMappingType;
96         typedef PrivateMappingType::const_iterator PrivateConstIterator;
97         PrivateConstIterator PrivateBegin()const { return PrivateMappings.begin(); }
98         PrivateConstIterator PrivateEnd()const { return PrivateMappings.end(); }
99
100         PublicMappingType const & GetPublicMappings()const { return PublicMappings; }

```

```

147 PrivateMappingType const & GetPrivateMappings()const { return PrivateMappings; }
148
149 PublicTagToValue const & GetPublicMapping(const char *filename) const;
150 PrivateTagToValue const & GetPrivateMapping(const char *filename) const;
151
152
153 const char *GetFilenameFromPublicTagToValue(Tag const &t, const char *valueref) const;
154 const char *GetFilenameFromPrivateTagToValue(PrivateTag const &pt, const char *valueref) const;
155
156 Directory::FileNamesType GetAllFileNamesFromPublicTagToValue(Tag const &t, const char *valueref) const;
157 Directory::FileNamesType GetAllFileNamesFromPrivateTagToValue(PrivateTag const &pt, const char *valueref)
158 const;
159
160 // by a call to GetMapping()
161 PublicTagToValue const & GetMappingFromPublicTagToValue(Tag const &t, const char *value) const;
162 PrivateTagToValue const & GetMappingFromPrivateTagToValue(PrivateTag const &pt, const char *value) const;
163
164 const char* GetPublicValue(const char *filename, Tag const &t) const;
165 const char* GetPrivateValue(const char *filename, PrivateTag const &t) const;
166
167 static SmartPointer<Scanner2> New() { return new Scanner2; }
168
169 protected:
170 void ProcessPublicTag(StringFilter &sf, const char *filename);
171 void ProcessPrivateTag(StringFilter &sf, const char *filename);
172 private:
173 // struct to store all uniq tags in ascending order:
174 typedef std::set< Tag > PublicTagsType;
175 typedef std::set< PrivateTag > PrivateTagsType;
176 std::set< Tag > PublicTags; // Public and Private Creator
177 std::set< PrivateTag > PrivateTags; // Only Private (no Private Creator)
178 std::set< Tag > SkipTags;
179 ValueType Values;
180 Directory::FileNamesType Filenames;
181
182 // Main struct that will hold all public mapping:
183 PublicMappingType PublicMappings;
184 // Main struct that will hold all private mapping:
185 PrivateMappingType PrivateMappings;
186
187 double Progress;
188 };
189 //-----
190 inline std::ostream& operator<<(std::ostream &os, const Scanner2 &s)
191 {
192     s.Print( os );
193     return os;
194 }
195
196 } // end namespace gdcms
197
198 #endif //GDCMSCANNER2_H

```

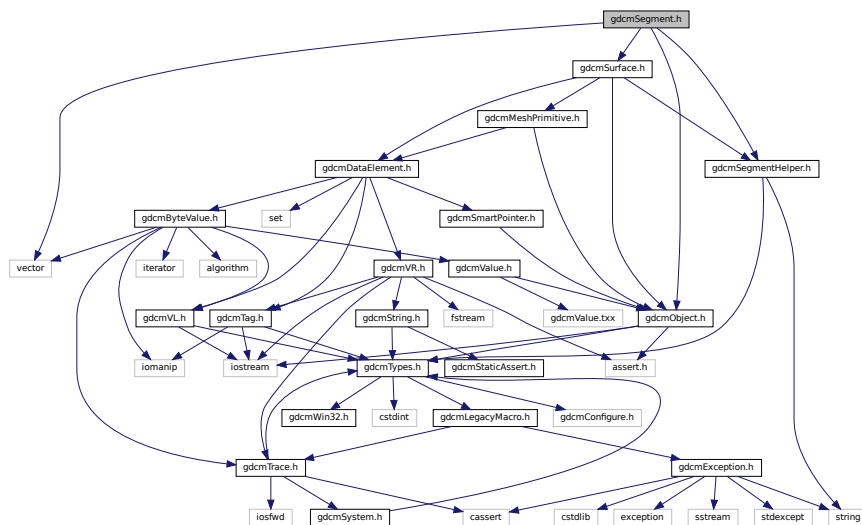
## 11.401 gdcmSegment.h File Reference

```

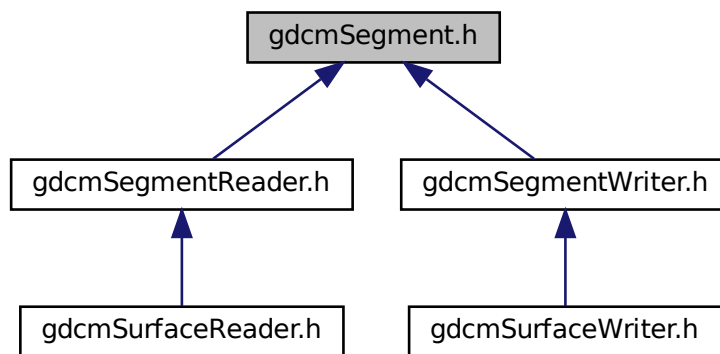
#include <vector>
#include <gdcmObject.h>
#include <gdcmSurface.h>
#include "gdcmSegmentHelper.h"

```

Include dependency graph for gdcmSegment.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Segment](#)  
*This class defines a segment.*

## Namespaces

- namespace [gdcm](#)

## 11.402 gdcmSegment.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSEGMENT_H
15 #define GDCMSEGMENT_H
16
17 #include <vector>
18
19 #include <gdcmObject.h>
20 #include <gdcmSurface.h>
21 #include "gdcmSegmentHelper.h"
22
23 namespace gdcm
24 {
25
26     class GDCM_EXPORT Segment : public Object
27     {
28     public:
29
30         typedef std::vector<SmartPointer< Surface > > SurfaceVector;
31         typedef std::vector< SegmentHelper::BasicCodedEntry > BasicCodedEntryVector;
32
33         typedef enum {
34             AUTOMATIC = 0,
35             SEMIAUTOMATIC,
36             MANUAL,
37             ALGOType_END
38         } ALGOType;
39
40         static const char * GetALGOTypeString(ALGOType type);
41         static ALGOType GetALGOType(const char * type);
42
43         Segment();
44
45         ~Segment() override;
46
47         /**      Segment getters/setters      **/
48         unsigned short GetSegmentNumber() const;
49         void SetSegmentNumber(const unsigned short num);
50
51         const char * GetSegmentLabel() const;
52         void SetSegmentLabel(const char * label);
53
54         const char * GetSegmentDescription() const;
55         void SetSegmentDescription(const char * description);
56
57         SegmentHelper::BasicCodedEntry const & GetAnatomicRegion() const;
58         SegmentHelper::BasicCodedEntry & GetAnatomicRegion();
59         void SetAnatomicRegion(SegmentHelper::BasicCodedEntry const & BSE);
60
61         BasicCodedEntryVector const & GetAnatomicRegionModifiers() const;
62         BasicCodedEntryVector & GetAnatomicRegionModifiers();
63         void SetAnatomicRegionModifiers(BasicCodedEntryVector const & BSEV);
64
65         SegmentHelper::BasicCodedEntry const & GetPropertyCategory() const;
66         SegmentHelper::BasicCodedEntry & GetPropertyCategory();
67         void SetPropertyCategory(SegmentHelper::BasicCodedEntry const & BSE);
68
69         SegmentHelper::BasicCodedEntry const & GetPropertyType() const;
70         SegmentHelper::BasicCodedEntry & GetPropertyType();
71         void SetPropertyType(SegmentHelper::BasicCodedEntry const & BSE);
72
73         BasicCodedEntryVector const & GetPropertyTypeModifiers() const;
74         BasicCodedEntryVector & GetPropertyTypeModifiers();
75         void SetPropertyTypeModifiers(BasicCodedEntryVector const & BSEV);
76
77     };
78
79 }
80
81
82
83

```



```

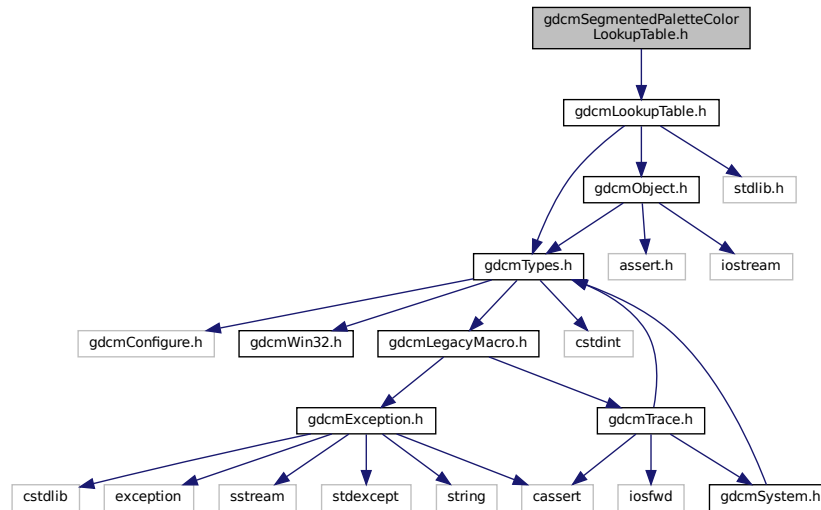
84
85 ALGOType GetSegmentAlgorithmType() const;
86 void SetSegmentAlgorithmType(ALGOType type);
87 void SetSegmentAlgorithmType(const char * typeStr);
88
89 const char * GetSegmentAlgorithmName() const;
90 void SetSegmentAlgorithmName(const char * name);
91
92 /**          Surface getters/setters          **/
93 unsigned long GetSurfaceCount();
94 void SetSurfaceCount(const unsigned long nb);
95
96 SurfaceVector const & GetSurfaces() const;
97 SurfaceVector & GetSurfaces();
98
99 SmartPointer< Surface > GetSurface(const unsigned int idx = 0) const;
100
101 void AddSurface(SmartPointer< Surface > surface);
102
103 protected :
104 /**          Segment members          **/
105 //0062 0004 US 1 Segment Number
106 unsigned short SegmentNumber;
107 //0062 0005 LO 1 Segment Label
108 std::string SegmentLabel;
109 //0062 0006 ST 1 Segment Description
110 std::string SegmentDescription;
111
112 // General Anatomic Region
113 SegmentHelper::BasicCodedEntry AnatomicRegion;
114 // General Anatomic Region Modifier
115 BasicCodedEntryVector AnatomicRegionModifiers;
116 // Property Category Code
117 SegmentHelper::BasicCodedEntry PropertyCategory;
118 // Property Type Code
119 SegmentHelper::BasicCodedEntry PropertyType;
120 // Property Type Modifier Code
121 BasicCodedEntryVector PropertyTypeModifiers;
122
123 //0062 0008 CS 1 Segment Algorithm Type
124 ALGOType SegmentAlgorithmType;
125 //0062 0009 LO 1 Segment Algorithm Name
126 std::string SegmentAlgorithmName;
127
128 /**          Surface members          **/
129 //0066 002a UL 1 Surface Count
130 unsigned long SurfaceCount;
131
132 SurfaceVector Surfaces;
133
134 private :
135 void ComputeSurfaceCount();
136 };
137
138 }
139
140 #endif // GDCMSEGMENT_H

```

## 11.403 gdcmSegmentedPaletteColorLookupTable.h File Reference

```
#include "gdcmLookupTable.h"
```

Include dependency graph for gdcmSegmentedPaletteColorLookupTable.h:



### Classes

- class [gdcm::SegmentedPaletteColorLookupTable](#)  
*SegmentedPaletteColorLookupTable* class.

### Namespaces

- namespace [gdcm](#)

## 11.404 gdcmSegmentedPaletteColorLookupTable.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14

```

```

15 #ifndef GDCMSEGMENTEDPALETTECOLORLOOKUPTABLE_H
16 #define GDCMSEGMENTEDPALETTECOLORLOOKUPTABLE_H
17
18 #include "gdcmLookupTable.h"
19
20 namespace gdcm
21 {
22
23 class GDCM_EXPORT SegmentedPaletteColorLookupTable : public LookupTable
24 {
25 public:
26     SegmentedPaletteColorLookupTable();
27     ~SegmentedPaletteColorLookupTable() override;
28     void Print(std::ostream &)const override {}
29
30     void SetLUT(LookupTableType type, const unsigned char *array,
31               unsigned int length) override;
32
33 };
34
35 } // end namespace gdcm
36
37 #endif //GDCMSEGMENTEDPALETTECOLORLOOKUPTABLE_H

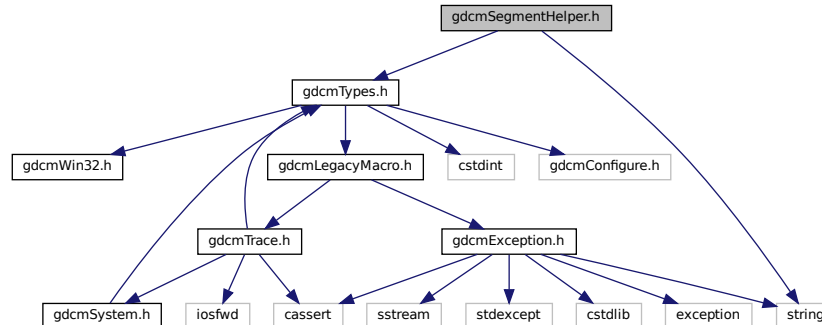
```

## 11.405 gdcmSegmentHelper.h File Reference

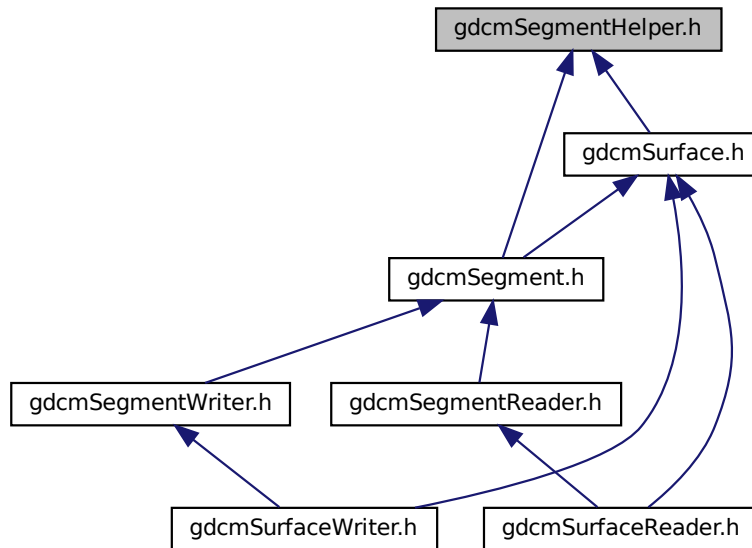
```
#include "gdcmTypes.h"
```

```
#include <string>
```

Include dependency graph for gdcmSegmentHelper.h:



This graph shows which files directly or indirectly include this file:



## Classes

- struct [gdcm::SegmentHelper::BasicCodedEntry](#)

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

## Namespaces

- namespace [gdcm](#)
- namespace [gdcm::SegmentHelper](#)

## 11.406 gdcmSegmentHelper.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/

```

```

14 #ifndef GDCMSEGMENTHELPER_H
15 #define GDCMSEGMENTHELPER_H
16
17 #include "gdcmTypes.h"
18
19 #include <string>
20
21 namespace gdcm
22 {
23
24     namespace SegmentHelper
25     {
26
27         struct GDCM_EXPORT BasicCodedEntry
28         {
29             BasicCodedEntry() :
30                 CV(""),
31                 CSD(""),
32                 CSV(""),
33                 CM("")
34             {}
35
36             BasicCodedEntry(const char * a_CV,
37                             const char * a_CSD,
38                             const char * a_CM) :
39                 CV(a_CV),
40                 CSD(a_CSD),
41                 CSV(""),
42                 CM(a_CM)
43             {}
44
45             BasicCodedEntry(const char * a_CV,
46                             const char * a_CSD,
47                             const char * a_CSV,
48                             const char * a_CM) :
49                 CV(a_CV),
50                 CSD(a_CSD),
51                 CSV(a_CSV),
52                 CM(a_CM)
53             {}
54
55             bool IsEmpty(const bool checkOptionalAttributes = false) const;
56
57             /** Members */
58             // 0008 0100 1 Code Value
59             std::string CV;
60             // 0008 0102 1 Coding Scheme Designator
61             std::string CSD;
62             // 0008 0103 1C Coding Scheme Version
63             std::string CSV;
64             // 0008 0104 1 Code Meaning
65             std::string CM;
66         };
67
68     } // end of SegmentHelper namespace
69 } // end of gdcm namespace
70
71 #endif // GDCMSEGMENTHELPER_H

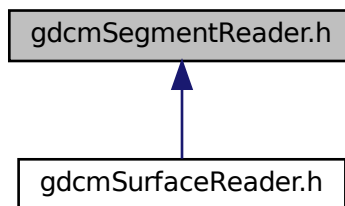
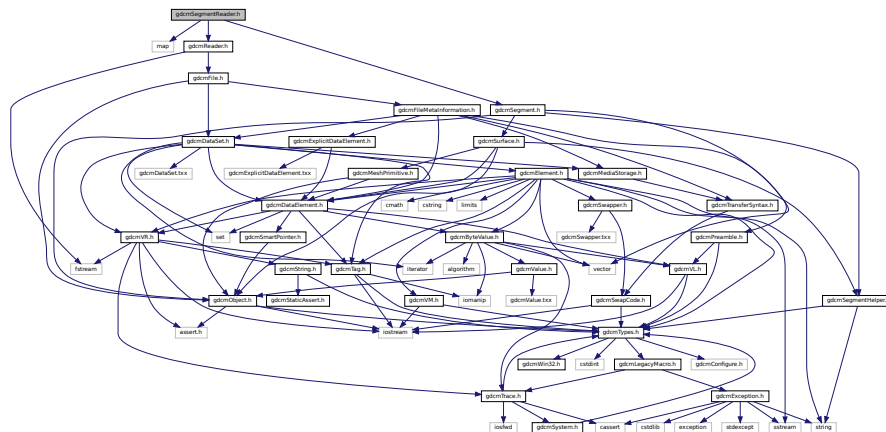
```

## 11.407 gdcmSegmentReader.h File Reference

```

#include <map>
#include <gdcmReader.h>
#include <gdcmSegment.h>

```



## Classes

- class `gdcm::SegmentReader`  
*This class defines a segment reader.*

## Namespaces

- namespace **gdcm**

## 11.408 gdcmSegmentReader.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSEGMENTREADER_H
15 #define GDCMSEGMENTREADER_H
16
17 #include <map>
18
19 #include <gdcmReader.h>
20 #include <gdcmSegment.h>
21
22 namespace gdcm
23 {
24
25     class GDCM_EXPORT SegmentReader : public Reader
26     {
27     public:
28         typedef std::vector<SmartPointer<Segment>> SegmentVector;
29
30         SegmentReader();
31         ~SegmentReader() override;
32
33         bool Read() override; // Set to protected ?
34
35         /** Segment getters/setters */
36         const SegmentVector GetSegments() const;
37         SegmentVector GetSegments();
38
39         // unsigned int GetNumberOfSegments();
40
41     protected:
42         typedef std::map<unsigned long, SmartPointer<Segment>> SegmentMap;
43
44         bool ReadSegments();
45
46         bool ReadSegment(const Item & segmentItem, const unsigned int idx);
47
48         SegmentMap Segments; // The key value is item number (in segment sequence)
49                             // or the surface number (for a surface segmentation).
50     };
51
52 #endif // GDCMSEGMENTREADER_H

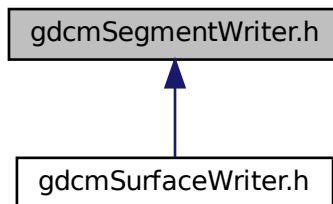
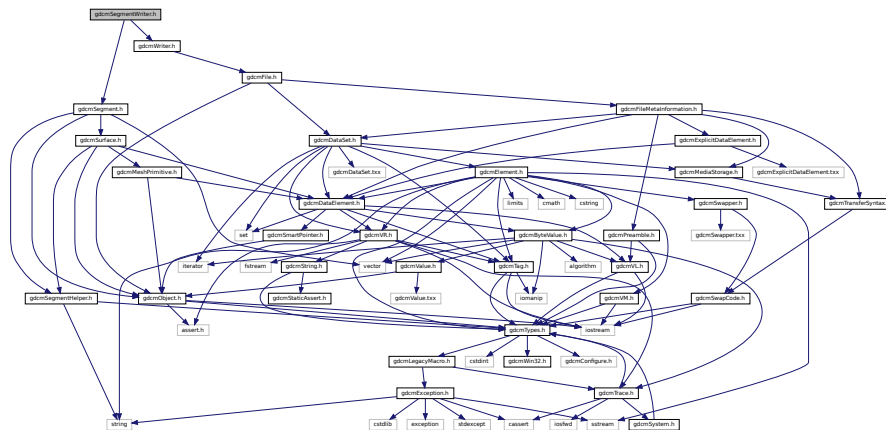
```

## 11.409 gdcmSegmentWriter.h File Reference

```

#include <gdcmWriter.h>
#include <gdcmSegment.h>

```



- class `gdcm::SegmentWriter`  
*This class defines a segment writer.*

- namespace **gdcm**



## 11.410 gdcmSegmentWriter.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSEGMENTWRITER_H
15 #define GDCMSEGMENTWRITER_H
16
17 #include <gdcmWriter.h>
18 #include <gdcmSegment.h>
19
20 namespace gdcm
21 {
22
23 class GDCM_EXPORT SegmentWriter : public Writer
24 {
25 public:
26     typedef std::vector<SmartPointer<Segment>> SegmentVector;
27
28     SegmentWriter();
29
30     ~SegmentWriter() override;
31
32     bool Write() override; // Set to protected ?
33
34     /** Segment getters/setters */
35     unsigned int GetNumberOfSegments() const;
36     void SetNumberOfSegments(const unsigned int size);
37
38     const SegmentVector & GetSegments() const;
39     SegmentVector & GetSegments();
40     SmartPointer<Segment> GetSegment(const unsigned int idx = 0) const;
41
42     void AddSegment(SmartPointer<Segment> segment);
43
44     void SetSegments(SegmentVector & segments);
45
46 protected:
47     bool PrepareWrite();
48
49     SegmentVector Segments;
50 };
51
52 }
53
54 #endif // GDCMSEGMENTWRITER_H

```

## 11.411 gdcmSerieHelper.h File Reference

```

#include "gdcmTag.h"
#include "gdcmSmartPointer.h"
#include "gdcmFile.h"
#include <vector>
#include <string>

```



## 11.412 gdcmSerieHelper.h

[Go to the documentation of this file.](#)

```

1  /*****
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 *****/
14 #ifndef GDCMSERIEHELPER_H
15 #define GDCMSERIEHELPER_H
16
17 #include "gdcmTag.h"
18 #include "gdcmSmartPointer.h"
19 #include "gdcmFile.h"
20 #include <vector>
21 #include <string>
22 #include <map>
23
24 namespace gdcm
25 {
26
27 enum CompOperators {
28     GDCM_EQUAL = 0,
29     GDCM_DIFFERENT,
30     GDCM_GREATER,
31     GDCM_GREATEROREQUAL,
32     GDCM_LESS,
33     GDCM_LESSEOREQUAL
34 };
35 enum LodModeType
36 {
37     LD_ALL          = 0x00000000,
38     LD_NOSEQ        = 0x00000001,
39     LD_NOSHADOW     = 0x00000002,
40     LD_NOSHADOWSEQ = 0x00000004
41 };
42
43
44 class GDCM_EXPORT FileWithName : public File
45 {
46 public:
47     FileWithName(File &f):File(f),filename(){}
48     std::string filename;
49 };
50
51 typedef std::vector< SmartPointer<FileWithName> > FileList;
52 typedef bool (*BOOL_FUNCTION_PFILE_PFILE_POINTER)(File *, File *);
53 class Scanner;
54
55 class GDCM_EXPORT SerieHelper
56 {
57 public:
58     SerieHelper();
59     ~SerieHelper();
60
61     void Clear();
62     void SetLoadMode (int ) {}
63     void SetDirectory(std::string const &dir, bool recursive=false);
64
65     void AddRestriction(const std::string & tag);
66     void SetUseSeriesDetails( bool useSeriesDetails );
67     void CreateDefaultUniqueSeriesIdentifier();
68     FileList *GetFirstSingleSerieUIDFileSet();
69     FileList *GetNextSingleSerieUIDFileSet();
70     std::string CreateUniqueSeriesIdentifier( File * inFile );
71     void OrderFileList(FileList *fileSet);
72     void AddRestriction(uint16_t group, uint16_t elem, std::string const &value, int op);
73
74 protected:
75     bool UserOrdering(FileList *fileSet);
76     void AddFileName(std::string const &filename);
77

```

```

90  bool AddFile(FileWithName &header);
91  void AddRestriction(const Tag& tag);
92  bool ImagePositionPatientOrdering(FileList *fileSet);
93  bool ImageNumberOrdering( FileList *fileList );
94  bool FileNameOrdering( FileList *fileList );
95
96  using Rule = struct RuleStructure{
97      uint16_t group;
98      uint16_t elem;
99      std::string value;
100     int op;
101 };
102 typedef std::vector<Rule> SerieRestrictions;
103
104 typedef std::map<std::string, FileList *> SingleSerieUIDFileSetmap;
105 SingleSerieUIDFileSetmap SingleSerieUIDFileSetHT;
106 SingleSerieUIDFileSetmap::iterator ItFileSetHT;
107
108 private:
109     SerieRestrictions Restrictions;
110     SerieRestrictions Refine;
111
112     bool UseSeriesDetails;
113     bool DirectOrder;
114
115     BOOL_FUNCTION_PFILE_PFILE_POINTER UserLessThanFunction;
116 };
117
118 // backward compat
119 } // end namespace gdcm
120
121
122 #endif //GDCMSERIEHELPER_H

```

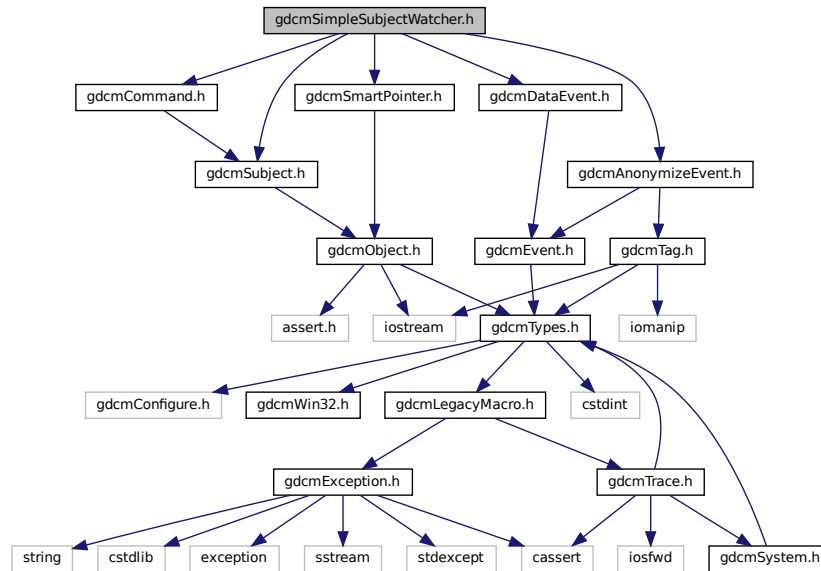
## 11.413 gdcmSimpleSubjectWatcher.h File Reference

```

#include "gdcmSubject.h"
#include "gdcmCommand.h"
#include "gdcmSmartPointer.h"
#include "gdcmAnonymizeEvent.h"
#include "gdcmDataEvent.h"

```

Include dependency graph for gdcmSimpleSubjectWatcher.h:



## Classes

- class [gdcm::SimpleSubjectWatcher](#)  
*SimpleSubjectWatcher.*

## Namespaces

- namespace [gdcm](#)

## 11.414 gdcmSimpleSubjectWatcher.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSIMPLESUBJECTWATCHER_H
15 #define GDCMSIMPLESUBJECTWATCHER_H
16
17 #include "gdcmSubject.h"

```

```

18 #include "gdcmCommand.h"
19 #include "gdcmSmartPointer.h"
20 #include "gdcmAnonymizeEvent.h"
21 #include "gdcmDataEvent.h"
22
23 namespace gdcm
24 {
25 //-----
26 class Event;
27
28 class GDCM_EXPORT SimpleSubjectWatcher
29 {
30 public:
31     SimpleSubjectWatcher(Subject * s, const char *comment = "");
32     virtual ~SimpleSubjectWatcher();
33     SimpleSubjectWatcher(const SimpleSubjectWatcher&) = delete;
34     void operator=(const SimpleSubjectWatcher&) = delete;
35
36 protected:
37     virtual void StartFilter();
38     virtual void EndFilter();
39     virtual void ShowProgress(Subject *caller, const Event &evt);
40     virtual void ShowFileName(Subject *caller, const Event &evt);
41     virtual void ShowIteration();
42     virtual void ShowAnonymization(Subject *caller, const Event &evt);
43     virtual void ShowDataSet(Subject *caller, const Event &evt);
44     virtual void ShowData(Subject *caller, const Event &evt);
45     virtual void ShowAbort();
46
47 protected:
48     // Custom API used for internal Testing do not use !
49     void TestAbortOn();
50     void TestAbortOff();
51
52 private:
53     SmartPointer<Subject> m_Subject;
54     std::string m_Comment;
55
56     typedef SimpleMemberCommand<SimpleSubjectWatcher> SimpleCommandType;
57     typedef MemberCommand<SimpleSubjectWatcher> CommandType;
58
59     SmartPointer<SimpleCommandType> m_StartFilterCommand;
60     SmartPointer<SimpleCommandType> m_EndFilterCommand;
61     SmartPointer<CommandType> m_ProgressFilterCommand;
62     SmartPointer<CommandType> m_FileNameFilterCommand;
63     SmartPointer<SimpleCommandType> m_IterationFilterCommand;
64     SmartPointer<SimpleCommandType> m_AbortFilterCommand;
65     SmartPointer<CommandType> m_AnonymizeFilterCommand;
66     SmartPointer<CommandType> m_DataFilterCommand;
67     SmartPointer<CommandType> m_DataSetFilterCommand;
68
69     unsigned long m_StartTag;
70     unsigned long m_EndTag;
71     unsigned long m_ProgressTag;
72     unsigned long m_FileNameTag;
73     unsigned long m_IterationTag;
74     unsigned long m_AbortTag;
75     unsigned long m_AnonymizeTag;
76     unsigned long m_DataTag;
77     unsigned long m_DataSetTag;
78
79     bool m_TestAbort;
80 };
81
82 } // end namespace gdcm
83 //-----
84 #endif //GDCMSIMPLESUBJECTWATCHER_H

```

## 11.415 gdcmSorter.h File Reference

```

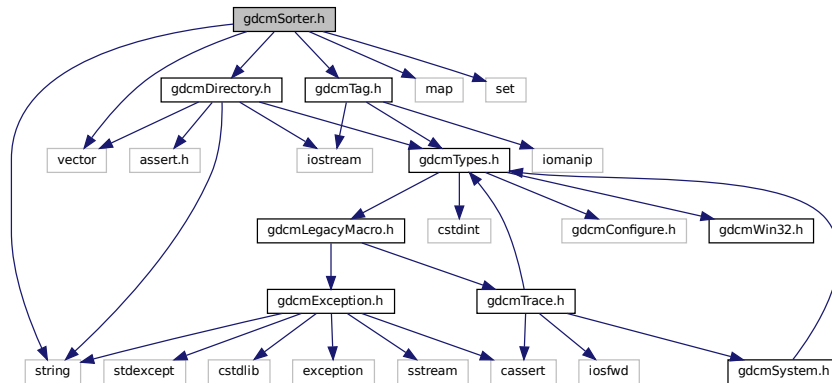
#include "gdcmDirectory.h"
#include "gdcmTag.h"
#include <vector>
#include <string>

```

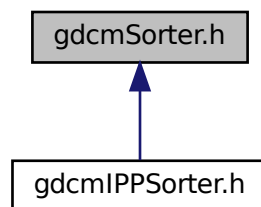
```
#include <map>
```

```
#include <set>
```

Include dependency graph for gdcmSorter.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Sorter](#)  
*Sorter.*

## Namespaces

- namespace [gdcm](#)

## Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Sorter &s)`

## 11.416 gdcmSorter.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSORTER_H
15 #define GDCMSORTER_H
16
17 #include "gdcmDirectory.h"
18 #include "gdcmTag.h"
19
20 #include <vector>
21 #include <string>
22 #include <map>
23 #include <set>
24
25 namespace gdcm
26 {
27 class DataSet;
28
29 class GDCM_EXPORT Sorter
30 {
31     friend std::ostream& operator<<(std::ostream &_os, const Sorter &s);
32 public:
33     Sorter();
34     virtual ~Sorter();
35
36     virtual bool Sort(std::vector<std::string> const & filenames);
37
38     const std::vector<std::string> &GetFileNames()const { return Filenames; }
39
40     void Print(std::ostream &os) const;
41
42     bool AddSelect( Tag const &tag, const char *value );
43
44     void SetTagsToRead( std::set<Tag> const & tags );
45
46     typedef bool (*SortFunction)(DataSet const &, DataSet const &);
47     void SetSortFunction( SortFunction f );
48
49     virtual bool StableSort(std::vector<std::string> const & filenames);
50
51 protected:
52     std::vector<std::string> Filenames;
53     typedef std::map<Tag, std::string> SelectionMap;
54     std::map<Tag, std::string> Selection;
55     SortFunction SortFunc;
56     std::set<Tag> TagsToRead;
57 };
58
59 //-----
60 inline std::ostream& operator<<(std::ostream &os, const Sorter &s)
61 {
62     s.Print( os );
63     return os;
64 }
65
66 } // end namespace gdcm
67
68 #endif //GDCMSORTER_H

```







## Classes

- class [gdcm::Spectroscopy](#)  
*Spectroscopy* class.

## Namespaces

- namespace [gdcm](#)

## 11.420 gdcmSpectroscopy.h

[Go to the documentation of this file.](#)

```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSPECTROSCOPY_H
15 #define GDCMSPECTROSCOPY_H
16
17 #include "gdcmFile.h"
18
19 namespace gdcm
20 {
21     class GDCM_EXPORT Spectroscopy
22     {
23     public:
24         Spectroscopy() = default;
25     private:
26     };
27 } // end namespace gdcm
28
29 #endif //GDCMSPECTROSCOPY_H
```

## 11.421 gdcmSplitMosaicFilter.h File Reference

```
#include "gdcmFile.h"
#include "gdcmImage.h"
```

- class `gdcm::SplitMosaicFilter`  
*SplitMosaicFilter* class.

- namespace **gdcm**

[Go to the documentation of this file.](#)

Generated by Doxygen

## 11.423 gdcmStreamImageReader.h File Reference

Include dependency graph for gdcStreamImageReader.h:



- Generated by Doxygen

*StreamImageReader.*

## Namespaces

- namespace `gdcm`

## 11.424 gdcmStreamImageReader.h

[Go to the documentation of this file.](#)

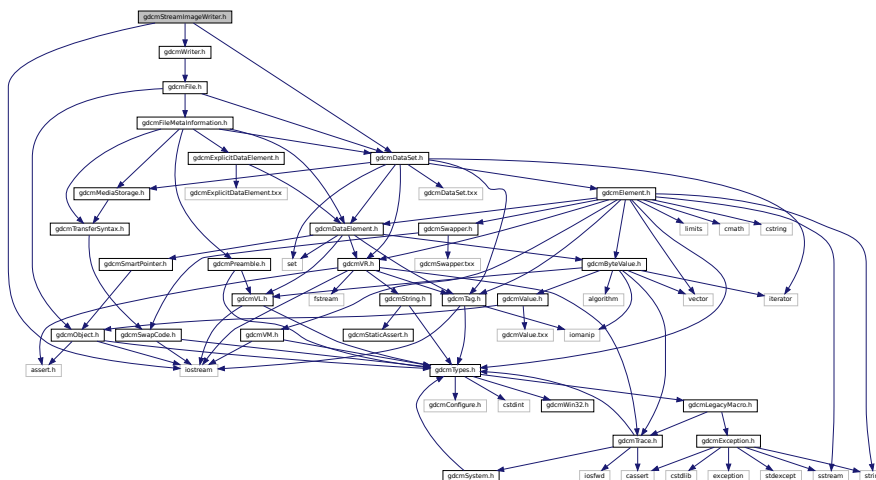
```

1  /*****
2  *
3  *   Copyright NumFOCUS
4  *
5  *   Licensed under the Apache License, Version 2.0 (the "License");
6  *   you may not use this file except in compliance with the License.
7  *   You may obtain a copy of the License at
8  *
9  *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *****/
18 #ifndef GDCMSTREAMIMAGEREADER_H
19 #define GDCMSTREAMIMAGEREADER_H
20
21 #include "gdcmReader.h"
22
23 namespace gdcm
24 {
25
26 class MediaStorage;
27 class GDCM_EXPORT StreamImageReader
28 {
29 {
30 public:
31     StreamImageReader();
32     virtual ~StreamImageReader();
33
34     void SetFileName(const char* inFileName);
35     void SetStream(std::istream& inStream);
36
37     std::vector<unsigned int> GetDimensionsValueForResolution( unsigned int );
38
39     void DefinePixelExtent( uint16_t inXMin, uint16_t inXMax,
40         uint16_t inYMin, uint16_t inYMax, uint16_t inZMin = 0, uint16_t inZMax = 1);
41
42     uint32_t DefineProperBufferLength() const;
43
44     bool Read(char* inReadBuffer, const std::size_t& inBufferLength);
45
46     bool CanReadImage() const;
47
48     virtual bool ReadImageInformation();
49
50     File const & GetFile() const;
51
52 protected:
53 private:
54     //contains a reader for being able to ReadUpToTag
55     //however, we don't want the user to be able to call Read
56     //either directly or via a parent class call, so we hide the reader in here.
57     Reader mReader;
58
59     std::streamoff mFileOffset; //the file offset for getting header information
60 #if 0
61     std::streamoff mFileOffset1;
62 #endif
63

```

## 11.425 gdcmStreamImageWriter.h File Reference

Include dependency graph for `gdcmStreamImageWriter.h`:



- class `gdcm::StreamImageWriter`  
*StreamImageReader*.

- namespace **gdcm**

## 11.426 gdcmStreamImageWriter.h

[Go to the documentation of this file.](#)

```

1  /*=====
2  *
3  *   Copyright NumFOCUS
4  *
5  *   Licensed under the Apache License, Version 2.0 (the "License");
6  *   you may not use this file except in compliance with the License.
7  *   You may obtain a copy of the License at
8  *
9  *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18
19 #ifndef GDCMSTREAMIMAGEWRITER_H
20 #define GDCMSTREAMIMAGEWRITER_H
21
22 #include "gdcmWriter.h"
23 #include <iostream>
24 #include "gdcmDataSet.h"
25
26 namespace gdcm
27 {
28
29 class MediaStorage;
30 class RAWCodec;
42 class GDCM_EXPORT StreamImageWriter
43 {
44
45 public:
46     StreamImageWriter();
47     virtual ~StreamImageWriter();
48
49
53     void SetFileName(const char* inFileName);
54     void SetStream(std::ostream& inStream);
55
56
64     void DefinePixelExtent(uint16_t inXMin, uint16_t inXMax,
65         uint16_t inYMin, uint16_t inYMax, uint16_t inZMin = 0, uint16_t inZMax = 1);
66
67
73     uint32_t DefineProperBufferLength();
74
82     bool Write(void* inWriteBuffer, const std::size_t& inBufferLength);
83
87     virtual bool WriteImageInformation();
88
92     bool CanWriteFile() const;
93
94
97     void SetFile(const File& inFile);
98
99 protected:
100
101     //contains the PrepareWrite function, which will get the given dataset ready
102     //for writing to disk by manufacturing the header information.
103     //note that if there is a pixel element in the given dataset, that will be removed
104     //during the copy, so that the imagewriter can write everything else out
105     Writer mWriter;
106
107     //is the offset necessary if we always append?
108     //std::streamoff mFileOffset; //the fileoffset for getting header information
109     SmartPointer<File> mspFile; //all the non-pixel information
110
111     //for thread safety, these should not be stored here, but should be used
112     //for every read subregion operation.
113     uint16_t mXMin, mYMin, mXMax, mYMax, mZMin, mZMax;
114
115     //virtual bool ReadImageSubregionRAW(std::ostream& os);
120     virtual bool WriteImageSubregionRAW(char* inWriteBuffer, const std::size_t& inBufferLength);
121
122     int WriteRawHeader(RAWCodec* inCodec, std::ostream* inStream);

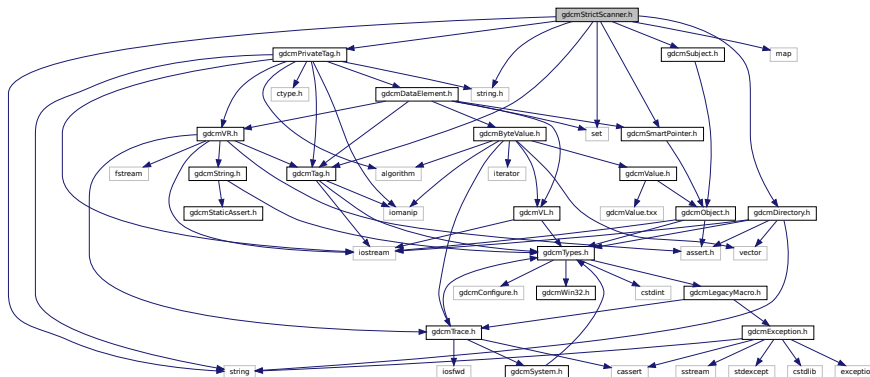
```



```
132
137     int mElementOffsets;
138     int mElementOffsets1;
139
140 };
141
142
143 } // end namespace gdcm
144
145 #endif //GDCMSTREAMIMAGEWRITER_H
```

```
#include "gdcmDirectory.h"
#include "gdcmSubject.h"
#include "gdcmTag.h"
#include "gdcmPrivateTag.h"
#include "gdcmSmartPointer.h"
#include <map>
#include <set>
#include <string>
#include <string.h>
```

Include dependency graph for gdcmStrictScanner.h:



- struct `gdcm::StrictScanner::Itstr`
- class `gdcm::StrictScanner`  
*StrictScanner.*

- namespace **gdcm**

## Functions

- `std::ostream & gdcmm::operator<< (std::ostream &os, const StrictScanner &s)`

## 11.428 gdcmmStrictScanner.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcmm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSTRICTSCANNER_H
15 #define GDCMSTRICTSCANNER_H
16
17 #include "gdcmmDirectory.h"
18 #include "gdcmmSubject.h"
19 #include "gdcmmTag.h"
20 #include "gdcmmPrivateTag.h"
21 #include "gdcmmSmartPointer.h"
22
23 #include <map>
24 #include <set>
25 #include <string>
26
27 #include <string.h> // strcmp
28
29 namespace gdcmm
30 {
31     class StringFilter;
32
33     class GDCM_EXPORT StrictScanner : public Subject
34     {
35     public:
36         StrictScanner():Values(),FileNames(),Mappings() {}
37         ~StrictScanner() override;
38
39         typedef std::map<Tag, const char*> TagToValue;
40         //typedef std::map<Tag, ConstCharWrapper> TagToValue; //StringMap;
41         //typedef TagToStringMap TagToValue;
42         typedef TagToValue::value_type TagToValueValueType;
43
44         void AddTag( Tag const & t );
45         void ClearTags();
46
47         // Work in progress do not use:
48         void AddPrivateTag( PrivateTag const & t );
49
50         void AddSkipTag( Tag const & t );
51         void ClearSkipTags();
52
53         bool Scan( Directory::FileNamesType const & filenames );
54
55         Directory::FileNamesType const &GetFileNames()const { return FileNames; }
56
57         void Print( std::ostream & os ) const override;
58
59         void PrintTable( std::ostream & os ) const;
60
61         bool IsKey( const char * filename ) const;
62
63         Directory::FileNamesType GetKeys() const;
64
65         // struct to store all the values found:
66         typedef std::set< std::string > ValueType;

```

```

105
106  ValueType const & GetValues()const { return Values; }
107
108  ValueType GetValues(Tag const &t) const;
109
110  Directory::FileNamesType GetOrderedValues(Tag const &t) const;
111
112  /* ltstr is CRITICAL, otherwise pointers value are used to do the key comparison */
113  struct ltstr
114  {
115      bool operator()(const char* s1, const char* s2)const
116  {
117      assert( s1 && s2 );
118      return strcmp(s1, s2) < 0;
119  }
120  };
121
122  typedef std::map<const char *,TagToValue, ltstr> MappingType;
123  typedef MappingType::const_iterator ConstIterator;
124  ConstIterator Begin()const { return Mappings.begin(); }
125  ConstIterator End()const { return Mappings.end(); }
126
127  MappingType const & GetMappings()const { return Mappings; }
128
129  TagToValue const & GetMapping(const char *filename) const;
130
131  const char *GetFilenameFromTagToValue(Tag const &t, const char *valueref) const;
132
133  Directory::FileNamesType GetAllFileNamesFromTagToValue(Tag const &t, const char *valueref) const;
134
135  // by a call to GetMapping()
136  TagToValue const & GetMappingFromTagToValue(Tag const &t, const char *value) const;
137
138  const char* GetValue(const char *filename, Tag const &t) const;
139
140  static SmartPointer<StrictScanner> New() { return new StrictScanner; }
141
142 protected:
143     void ProcessPublicTag(StringFilter &sf, const char *filename);
144 private:
145     // struct to store all uniq tags in ascending order:
146     typedef std::set< Tag > TagsType;
147     typedef std::set< PrivateTag > PrivateTagsType;
148     std::set< Tag > Tags;
149     std::set< PrivateTag > PrivateTags;
150     std::set< Tag > SkipTags;
151     ValueType Values;
152     Directory::FileNamesType Filenames;
153
154     // Main struct that will hold all mapping:
155     MappingType Mappings;
156
157     double Progress;
158 };
159 //-----
160 inline std::ostream& operator<<(std::ostream &os, const StrictScanner &s)
161 {
162     s.Print( os );
163     return os;
164 }
165
166 } // end namespace gdcm
167
168 #endif //GDCMSTRICTSCANNER_H

```

## 11.429 gdcmStrictScanner2.h File Reference

```

#include "gdcmDirectory.h"
#include "gdcmPrivateTag.h"
#include "gdcmSmartPointer.h"
#include "gdcmSubject.h"
#include "gdcmTag.h"
#include <map>

```



```

13 =====*/
14 #ifndef GDCMSTRICTSCANNER2_H
15 #define GDCMSTRICTSCANNER2_H
16
17 #include "gdcmDirectory.h"
18 #include "gdcmPrivateTag.h"
19 #include "gdcmSmartPointer.h"
20 #include "gdcmSubject.h"
21 #include "gdcmTag.h"
22
23 #include <map>
24 #include <set>
25 #include <string>
26
27 #include <string.h> // strcmp
28
29 namespace gdcm {
30 class StringFilter;
31
32 class GDCM_EXPORT StrictScanner2 : public Subject {
33     friend std::ostream &operator<<(std::ostream &_os, const StrictScanner2 &s);
34
35 public:
36     StrictScanner2() : Values(), Filenames(), PublicMappings(), PrivateMappings() {}
37     ~StrictScanner2() override;
38
39     typedef std::map<Tag, const char *> PublicTagToValue;
40     typedef PublicTagToValue::value_type PublicTagToValueValueType;
41
42     typedef std::map<PrivateTag, const char *> PrivateTagToValue;
43     typedef PrivateTagToValue::value_type PrivateTagToValueValueType;
44
45     bool AddPublicTag(Tag const &t);
46     void ClearPublicTags();
47
48     // Work in progress do not use:
49     bool AddPrivateTag(PrivateTag const &pt);
50     void ClearPrivateTags();
51
52     bool AddSkipTag(Tag const &t);
53     void ClearSkipTags();
54
55     bool Scan(Directory::FileNamesType const &filenames);
56
57     Directory::FileNamesType const &GetFilenames()const { return Filenames; }
58
59     void Print(std::ostream &os) const override;
60
61     void PrintTable(std::ostream &os, bool header = false) const;
62
63     bool IsKey(const char *filename) const;
64
65     Directory::FileNamesType GetKeys() const;
66
67     // struct to store all the values found:
68     typedef std::set<std::string> ValueType;
69
70     ValueType const &GetValues()const { return Values; }
71
72     ValueType GetPublicValues(Tag const &t) const;
73
74     ValueType GetPrivateValues(PrivateTag const &pt) const;
75
76     Directory::FileNamesType GetPublicOrderedValues(Tag const &t) const;
77
78     Directory::FileNamesType GetPrivateOrderedValues(PrivateTag const &pt) const;
79
80     /* ltstr is CRITICAL, otherwise pointers value are used to do the key
81     * comparison */
82     struct ltstr {
83         bool operator()(const char *s1, const char *s2)const {
84             assert(s1 && s2);
85             return strcmp(s1, s2) < 0;
86         }
87     };
88
89     typedef std::map<const char *, PublicTagToValue, ltstr> PublicMappingType;
90     typedef PublicMappingType::const_iterator PublicConstIterator;
91     PublicConstIterator Begin()const { return PublicMappings.begin(); }
92     PublicConstIterator End()const { return PublicMappings.end(); }
93
94     typedef std::map<const char *, PrivateTagToValue, ltstr> PrivateMappingType;

```

```

138 typedef PrivateMappingType::const_iterator PrivateConstIterator;
139 PrivateConstIterator PrivateBegin()const { return PrivateMappings.begin(); }
140 PrivateConstIterator PrivateEnd()const { return PrivateMappings.end(); }
141
142
143
144 PublicMappingType const &GetPublicMappings()const { return PublicMappings; }
145 PrivateMappingType const &GetPrivateMappings()const {
146     return PrivateMappings;
147 }
148
149
150 PublicTagToValue const &GetPublicMapping(const char *filename) const;
151 PrivateTagToValue const &GetPrivateMapping(const char *filename) const;
152
153
154
155 const char *GetFilenameFromPublicTagToValue(Tag const &t,
156                                             const char *valueref) const;
157 const char *GetFilenameFromPrivateTagToValue(PrivateTag const &pt,
158                                             const char *valueref) const;
159
160
161
162 Directory::FileNamesType GetAllFileNamesFromPublicTagToValue(
163     Tag const &t, const char *valueref) const;
164 Directory::FileNamesType GetAllFileNamesFromPrivateTagToValue(
165     PrivateTag const &pt, const char *valueref) const;
166
167
168 // by a call to GetMapping()
169 PublicTagToValue const &GetMappingFromPublicTagToValue(
170     Tag const &t, const char *value) const;
171 PrivateTagToValue const &GetMappingFromPrivateTagToValue(
172     PrivateTag const &pt, const char *value) const;
173
174
175
176 const char *GetPublicValue(const char *filename, Tag const &t) const;
177 const char *GetPrivateValue(const char *filename, PrivateTag const &t) const;
178
179
180
181 static SmartPointer<StrictScanner2> New() { return new StrictScanner2; }
182
183
184
185 protected:
186 void ProcessPublicTag(StringFilter &sf, const char *filename);
187 void ProcessPrivateTag(StringFilter &sf, const char *filename);
188
189 private:
190 // struct to store all uniq tags in ascending order:
191 typedef std::set<Tag> PublicTagsType;
192 typedef std::set<PrivateTag> PrivateTagsType;
193 std::set<Tag> PublicTags; // Public and Private Creator
194 std::set<PrivateTag> PrivateTags; // Only Private (no Private Creator)
195 std::set<Tag> SkipTags;
196 ValuesType Values;
197 Directory::FileNamesType Filenames;
198
199 // Main struct that will hold all public mapping:
200 PublicMappingType PublicMappings;
201 // Main struct that will hold all private mapping:
202 PrivateMappingType PrivateMappings;
203
204 double Progress;
205 };
206
207 //-----
208 inline std::ostream &operator<<(std::ostream &os, const StrictScanner2 &s) {
209     s.Print(os);
210     return os;
211 }
212
213 } // end namespace gdcM
214
215 #endif // GDCMSTRICTSCANNER2_H

```

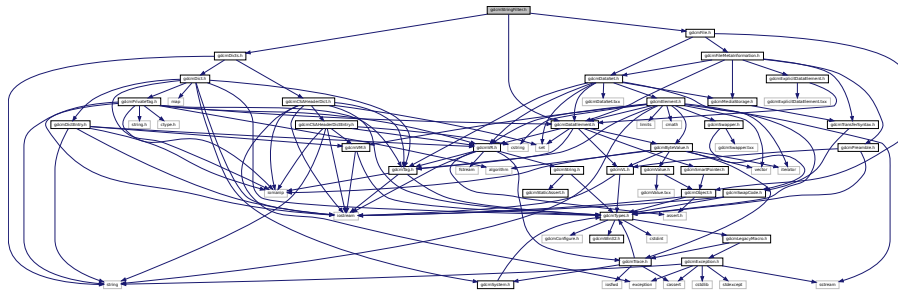
## 11.431 gdcMStringFilter.h File Reference

```

#include "gdcMDataElement.h"
#include "gdcMDicts.h"
#include "gdcMFile.h"

```

Include dependency graph for gdcmStringFilter.h:



## Classes

- class `gdcm::StringFilter`  
*StringFilter.*

## Namespaces

- namespace `gdcm`

## 11.432 gdcmStringFilter.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSTRINGFILTER_H
15 #define GDCMSTRINGFILTER_H
16
17 #include "gdcmDataElement.h"
18 #include "gdcmDicts.h"
19 #include "gdcmFile.h"
20
21 namespace gdcm
22 {
23
24
25
26
27
28
29 class GDCM_EXPORT StringFilter
30 {
31 public:
32     StringFilter();
33     ~StringFilter();
34
35     void UseDictAlways(bool) {};
36
37
38     void SetDicts(const Dicts &dicts);
39
40
41     std::string ToString(const DataElement& de) const;
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61
62
63
64
65
66
67
68
69
70
71
72
73
74
75
76
77
78
79
80
81
82
83
84
85
86
87
88
89
90
91
92
93
94
95
96
97
98
99
100

```

```

45
46 std::string ToString(const Tag& t) const;
47
48 std::string ToString(const PrivateTag& t) const;
49
50
51 std::pair<std::string, std::string> ToStringPair(const DataElement& de) const;
52 std::pair<std::string, std::string> ToStringPair(const Tag& t) const;
53
54
55 std::string FromString(const Tag&t, const char * value, size_t len);
56
57
58 void SetFile(const File& f) { F = f; }
59 File &GetFile() { return *F; }
60 const File &GetFile()const { return *F; }
61
62
63 bool ExecuteQuery(std::string const &query, std::string & value) const;
64
65
66 protected:
67 std::pair<std::string, std::string> ToStringPair(const Tag& t, DataSet const &ds) const;
68 bool ExecuteQuery(std::string const &query, DataSet const &ds, std::string & value) const;
69
70
71 private:
72 std::pair<std::string, std::string> ToStringPairInternal(const DataElement& de, DataSet const &ds) const;
73 SmartPointer<File> F;
74 };
75
76 // end namespace gdcmm
77 #endif //GDCMSTRINGFILTER_H

```

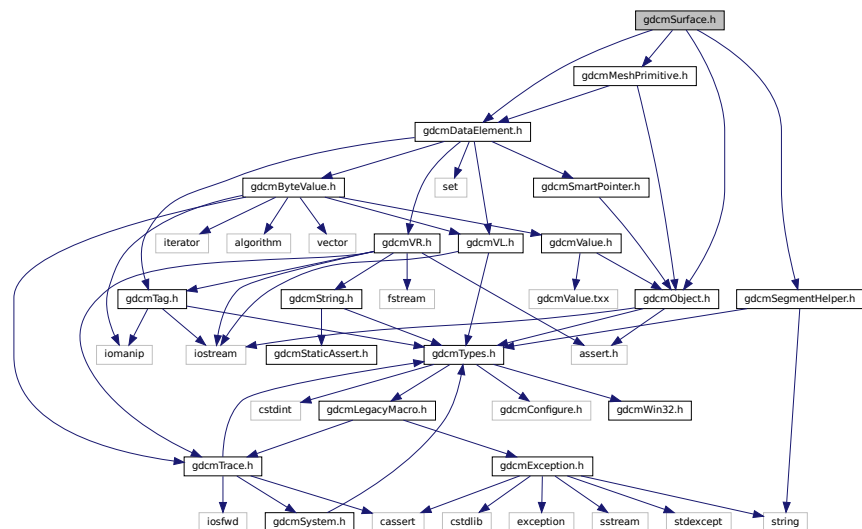
## 11.433 gdcmmSurface.h File Reference

```

#include <gdcmmObject.h>
#include <gdcmmDataElement.h>
#include <gdcmmMeshPrimitive.h>
#include "gdcmmSegmentHelper.h"

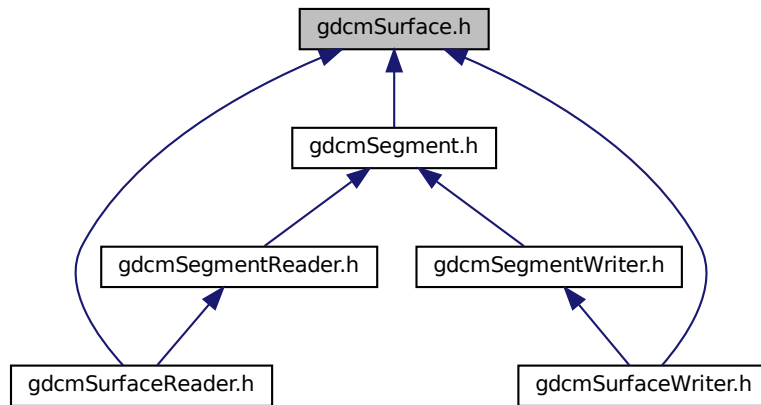
```

Include dependency graph for gdcmmSurface.h:





This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::Surface](#)  
*This class defines a SURFACE IE.*

## Namespaces

- namespace [gdcm](#)

## 11.434 gdcmSurface.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSURFACE_H
15 #define GDCMSURFACE_H
16
17 #include <gdcmObject.h>
18 #include <gdcmDataElement.h>
19 #include <gdcmMeshPrimitive.h>
20 #include "gdcmSegmentHelper.h" // for BasicCodedEntry
21
22 namespace gdcm

```

```

23 {
24
25 class GDCM_EXPORT Surface : public Object
26 {
27 public:
28
29     typedef enum {
30         NO = 0,
31         YES,
32         UNKNOWN,
33         STATES_END
34     } STATES;
35
36     static const char * GetSTATESString(STATES state);
37     static STATES GetSTATES(const char * state);
38
39     typedef enum {
40         SURFACE = 0,
41         WIREFRAME,
42         POINTS,
43         VIEWType_END
44     } VIEWType;
45
46     static const char * GetVIEWTypeString(VIEWType type);
47     static VIEWType GetVIEWType(const char * type);
48
49     Surface();
50
51     ~Surface() override;
52
53     /** Common getters/setters */
54     unsigned long GetSurfaceNumber() const;
55     void SetSurfaceNumber(const unsigned long nb);
56
57     const char * GetSurfaceComments() const;
58     void SetSurfaceComments(const char * comment);
59
60     bool GetSurfaceProcessing() const;
61     void SetSurfaceProcessing(bool b);
62
63     float GetSurfaceProcessingRatio() const;
64     void SetSurfaceProcessingRatio(const float ratio);
65
66     const char * GetSurfaceProcessingDescription() const;
67     void SetSurfaceProcessingDescription(const char * description);
68
69     SegmentHelper::BasicCodedEntry const & GetProcessingAlgorithm() const;
70     SegmentHelper::BasicCodedEntry & GetProcessingAlgorithm();
71     void SetProcessingAlgorithm(SegmentHelper::BasicCodedEntry const & BSE);
72
73     unsigned short GetRecommendedDisplayGrayscaleValue() const;
74     void SetRecommendedDisplayGrayscaleValue(const unsigned short vl);
75
76     const unsigned short * GetRecommendedDisplayCIELabValue() const;
77     unsigned short GetRecommendedDisplayCIELabValue(const unsigned int idx) const;
78     void SetRecommendedDisplayCIELabValue(const unsigned short vl[3]);
79     void SetRecommendedDisplayCIELabValue(const unsigned short vl, const unsigned int idx = 0);
80     void SetRecommendedDisplayCIELabValue(const std::vector< unsigned short > & vl);
81
82     float GetRecommendedPresentationOpacity() const;
83     void SetRecommendedPresentationOpacity(const float opacity);
84
85     VIEWType GetRecommendedPresentationType() const;
86     void SetRecommendedPresentationType(VIEWType type);
87
88     STATES GetFiniteVolume() const;
89     void SetFiniteVolume(STATES state);
90
91     STATES GetManifold() const;
92     void SetManifold(STATES state);
93
94     SegmentHelper::BasicCodedEntry const & GetAlgorithmFamily() const;
95     SegmentHelper::BasicCodedEntry & GetAlgorithmFamily();
96     void SetAlgorithmFamily(SegmentHelper::BasicCodedEntry const & BSE);
97
98     const char * GetAlgorithmVersion() const;
99     void SetAlgorithmVersion(const char * str);
100
101     const char * GetAlgorithmName() const;
102     void SetAlgorithmName(const char * str);
103
104

```

```

115  /** Points getters/setters */
116  unsigned long GetNumberOfSurfacePoints() const;
117  void SetNumberOfSurfacePoints(const unsigned long nb);
118
119  const DataElement & GetPointCoordinatesData() const;
120  DataElement & GetPointCoordinatesData();
121
122  void SetPointCoordinatesData(DataElement const & de);
123
124  const float * GetPointPositionAccuracy() const;
125  void SetPointPositionAccuracy(const float * accuracies);
126
127  float GetMeanPointDistance() const;
128  void SetMeanPointDistance(float average);
129
130  float GetMaximumPointDistance() const;
131  void SetMaximumPointDistance(float maximum);
132
133  const float * GetPointsBoundingBoxCoordinates() const;
134  void SetPointsBoundingBoxCoordinates(const float * coordinates);
135
136  const float * GetAxisOfRotation() const;
137  void SetAxisOfRotation(const float * axis);
138
139  const float * GetCenterOfRotation() const;
140  void SetCenterOfRotation(const float * center);
141
142  /** Vectors getters/setters */
143  unsigned long GetNumberOfVectors() const;
144  void SetNumberOfVectors(const unsigned long nb);
145
146  unsigned short GetVectorDimensionality() const;
147  void SetVectorDimensionality(const unsigned short dim);
148
149  const float * GetVectorAccuracy() const;
150  void SetVectorAccuracy(const float * accuracy);
151
152  const DataElement & GetVectorCoordinateData() const;
153  DataElement & GetVectorCoordinateData();
154
155  void SetVectorCoordinateData(DataElement const & de);
156
157  /** Primitive getters/setters */
158  MeshPrimitive const & GetMeshPrimitive() const;
159  MeshPrimitive & GetMeshPrimitive();
160
161  void SetMeshPrimitive(MeshPrimitive & mp);
162
163 private:
164
165  /** Common members */
166
167  //0066 0003 UL 1 Surface Number
168  unsigned long SurfaceNumber;
169  //0066 0004 LT 1 Surface Comments
170  std::string SurfaceComments;
171
172  //0066 0009 CS 1 Surface Processing
173  bool SurfaceProcessing;
174  //0066 000a FL 1 Surface Processing Ratio
175  float SurfaceProcessingRatio;
176  //0066 000b LO 1 Surface Processing Description
177  std::string SurfaceProcessingDescription;
178  // Processing Algorithm Code
179  SegmentHelper::BasicCodedEntry ProcessingAlgorithm;
180
181  //0062 000c US 1 Recommended Display Grayscale Value
182  unsigned short RecommendedDisplayGrayscaleValue;
183  //0062 000d US 3 Recommended Display CIELab Value
184  unsigned short RecommendedDisplayCIELabValue[3];
185
186  // 0066 000c FL 1 Recommended Presentation Opacity
187  float RecommendedPresentationOpacity;
188  // 0066 000d CS 1 Recommended Presentation Type
189  VIEWType RecommendedPresentationType;
190
191  //0066 000e CS 1 Finite Volume
192  STATES FiniteVolume;
193  //0066 0010 CS 1 Manifold
194  STATES Manifold;
195
196

```

```

208 // Algorithm Family Code
209 SegmentHelper::BasicCodedEntry AlgorithmFamily;
210
211 //0066 0031 LO 1 Algorithm Version
212 std::string AlgorithmVersion;
213 //0066 0032 LT 1 Algorithm Parameters
214 //0066 0036 LO 1 Algorithm Name
215 std::string AlgorithmName;
216
217
218 /**      Point members      **/
219
220 //0066 0015 UL 1 Number of Surface Points
221 unsigned long NumberOfSurfacePoints;
222 //0066 0016 OF 1 Point Coordinates Data
223 DataElement PointCoordinatesData;
224 //0066 0017 FL 3 Point Position Accuracy
225 float * PointPositionAccuracy;
226 //0066 0018 FL 1 Mean Point Distance
227 float MeanPointDistance;
228 //0066 0019 FL 1 Maximum Point Distance
229 float MaximumPointDistance;
230 //0066 001a FL 6 Points Bounding Box Coordinates
231 float * PointsBoundingBoxCoordinates;
232 //0066 001b FL 3 Axis of Rotation
233 float * AxisOfRotation;
234 //0066 001c FL 3 Center of Rotation
235 float * CenterOfRotation;
236
237
238 /**      Normal members      **/
239
240 //0066 001e UL 1 Number of Vectors
241 unsigned long NumberOfVectors;
242 //0066 001f US 1 Vector Dimensionality
243 unsigned short VectorDimensionality;
244 //0066 0020 FL 1-n Vector Accuracy
245 float * VectorAccuracy;
246 //0066 0021 OF 1 Vector Coordinate Data
247 DataElement VectorCoordinateData;
248
249
250 /**      Primitive members      **/
251 SmartPointer< MeshPrimitive > Primitive;
252 };
253
254 }
255
256 #endif // GDCMSURFACE_H

```

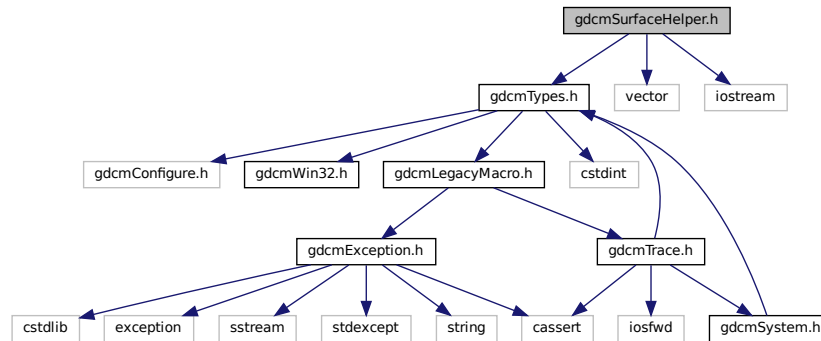
## 11.435 gdcmSurfaceHelper.h File Reference

```

#include "gdcmTypes.h"
#include <vector>
#include <iostream>

```

Include dependency graph for gdcmSurfaceHelper.h:



## Classes

- class [gdcm::SurfaceHelper](#)  
*SurfaceHelper.*

## Namespaces

- namespace [gdcm](#)

## 11.436 gdcmSurfaceHelper.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2017 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSURFACEHELPER_H
15 #define GDCMSURFACEHELPER_H
16
17 #include "gdcmTypes.h" // for GDCM_EXPORT
18
19 #include <vector>
20 #include <iostream>
21
22 namespace gdcm
23 {
24
25 class GDCM_EXPORT SurfaceHelper
26 {
27 public:
28
29

```

```

33  typedef std::vector< unsigned short > ColorArray;
34
46  template <typename T, typename U>
47  static unsigned short RGBToRecommendedDisplayGrayscale(const std::vector<T> & RGB,
48                                                         const U rangeMax = 255);
60  template <typename T, typename U>
61  static ColorArray RGBToRecommendedDisplayCIELab(const std::vector<T> & RGB,
62                                                  const U rangeMax = 255);
74  template <typename T, typename U>
75  static std::vector<T> RecommendedDisplayCIELabToRGB(const ColorArray & CIELab,
76                                                     const U rangeMax = 255);
87  template <typename U>
88  static std::vector<float> RecommendedDisplayCIELabToRGB(const ColorArray & CIELab,
89                                                         const U rangeMax = 255);
90
91 private:
92
93  static std::vector< float > RGBToXYZ(const std::vector<float> & RGB);
94
95  static std::vector< float > XYZToRGB(const std::vector<float> & XYZ);
96
97  static std::vector< float > XYZToCIELab(const std::vector<float> & XYZ);
98
99  static std::vector< float > CIELabToXYZ(const std::vector<float> & CIELab);
100 };
101
102 template <typename T, typename U>
103 unsigned short SurfaceHelper::RGBToRecommendedDisplayGrayscale(const std::vector<T> & RGB,
104                                                                const U rangeMax/* = 255*/)
105 {
106     assert(RGB.size() > 2);
107
108     unsigned short Grayscale = 0;
109
110     const float inverseRangeMax = 1.0f / (float) rangeMax;
111
112     // 0xFFFF "=" 255 "=" white
113     Grayscale = (unsigned short) ((0.2989 * RGB[0] + 0.5870 * RGB[1] + 0.1140 * RGB[2])
114                                  * inverseRangeMax // Convert to range 0-1
115                                  * 0xFFFF);        // Convert to range 0x0000-0xFFFF
116
117     return Grayscale;
118 }
119
120 template <typename T, typename U>
121 SurfaceHelper::ColorArray SurfaceHelper::RGBToRecommendedDisplayCIELab(const std::vector<T> & RGB,
122                                                                         const U rangeMax/* = 255*/)
123 {
124     assert(RGB.size() > 2);
125
126     ColorArray CIELab(3);
127     std::vector<float> tmp(3);
128
129     // Convert to range 0-1
130     const float inverseRangeMax = 1.0f / (float) rangeMax;
131     tmp[0] = (float) (RGB[0] * inverseRangeMax);
132     tmp[1] = (float) (RGB[1] * inverseRangeMax);
133     tmp[2] = (float) (RGB[2] * inverseRangeMax);
134
135     tmp = SurfaceHelper::XYZToCIELab( SurfaceHelper::RGBToXYZ( tmp ) );
136
137     // Convert to range 0x0000-0xFFFF
138     // 0xFFFF "=" 127, 0x8080 "=" 0, 0x0000 "=" -128
139     CIELab[0] = (unsigned short) ( 0xFFFF * (tmp[0]*0.01f));
140     if(tmp[1] >= -128 && tmp[1] <= 0)
141     {
142         CIELab[1] = (unsigned short) (((float) (0x8080)/128.0f)*tmp[1] + ((float) 0x8080));
143     }
144     else if(tmp[1] <= 127 && tmp[1] > 0)
145     {
146         CIELab[1] = (unsigned short) (((float) (0xFFFF - 0x8080)/127.0f)*tmp[1] + (float) (0x8080));
147     }
148     if(tmp[2] >= -128 && tmp[2] <= 0)
149     {
150         CIELab[2] = (unsigned short) (((float) 0x8080/128.0f)*tmp[2] + ((float) 0x8080));
151     }
152     else if(tmp[2] <= 127 && tmp[2] > 0)
153     {
154         CIELab[2] = (unsigned short) (((float) (0xFFFF - 0x8080)/127.0f)*tmp[2] + (float) (0x8080));
155     }
156 }

```

```

157     return CIELab;
158 }
159
160 template <typename T, typename U>
161 std::vector<T> SurfaceHelper::RecommendedDisplayCIELabToRGB(const ColorArray & CIELab,
162                                                            const U rangeMax/* = 255*/)
163 {
164     assert(CIELab.size() > 2);
165
166     std::vector<T> RGB(3);
167     std::vector<float> tmp(3);
168
169     // Convert to range 0-1
170
171     tmp[0] = 100.0f*CIELab[0] / (float) (0xFFFF);
172     if(CIELab[1] <= 0x8080)
173     {
174         tmp[1] = (float) ((CIELab[1] - 0x8080) * 128.0f) / (float) 0x8080;
175     }
176     else
177     {
178         tmp[1] = (float) ((CIELab[1]-0x8080)*127.0f / (float) (0xFFFF - 0x8080));
179     }
180     if(CIELab[2] <= 0x8080)
181     {
182         tmp[2] = (float) ((CIELab[2] - 0x8080) * 128.0f) / (float) 0x8080;
183     }
184     else
185     {
186         tmp[2] = (float) ((CIELab[2]-0x8080)*127.0f / (float) (0xFFFF - 0x8080));
187     }
188
189     tmp = SurfaceHelper::XYZToRGB( SurfaceHelper::CIELabToXYZ( tmp ) );
190
191     // Convert to range 0-rangeMax
192     RGB[0] = (T) (tmp[0] * rangeMax);
193     RGB[1] = (T) (tmp[1] * rangeMax);
194     RGB[2] = (T) (tmp[2] * rangeMax);
195
196     return RGB;
197 }
198
199 template <typename U>
200 std::vector<float> SurfaceHelper::RecommendedDisplayCIELabToRGB(const ColorArray & CIELab,
201                                                            const U rangeMax/* = 255*/)
202 {
203     return RecommendedDisplayCIELabToRGB<float>(CIELab, rangeMax);
204 }
205
206 } // end namespace gdcm
207
208 #endif // GDCMSURFACEHELPER_H

```

## 11.437 gdcmSurfaceReader.h File Reference

```

#include <gdcmSegmentReader.h>
#include <gdcmSurface.h>

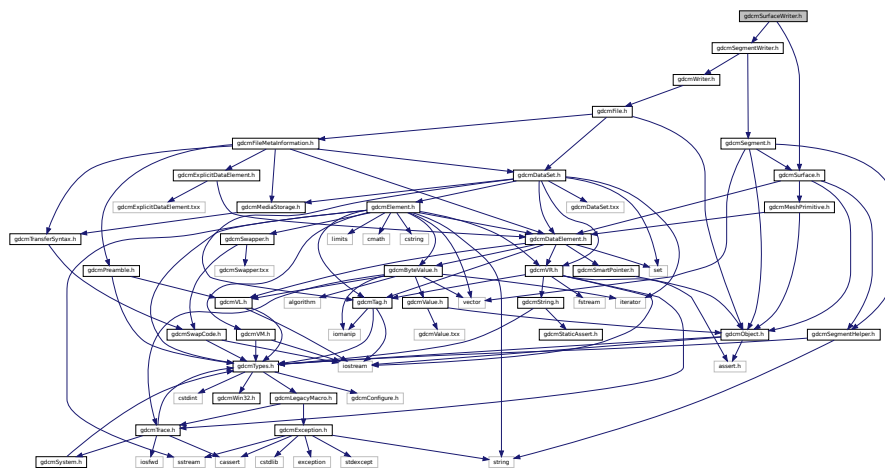
```





## 11.439 gdcmSurfaceWriter.h File Reference

Include dependency graph for `gdcmSurfaceWriter.h`:



*This class defines a SURFACE IE writer.*

- namespace **gdcm**

## 11.440 gdcmSurfaceWriter.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSURFACEWRITER_H
15 #define GDCMSURFACEWRITER_H
16
17 #include <gdcmSegmentWriter.h>
18 #include <gdcmSurface.h>
19
20 namespace gdcm
21 {
22
23 class GDCM_EXPORT SurfaceWriter : public SegmentWriter
24 {
25 public:
26     SurfaceWriter();
27
28     ~SurfaceWriter() override;
29
30     // const Surface & GetSurface() const { return *SurfaceData; }
31     // Surface & GetSurface() { return *SurfaceData; }
32     // void SetSurface(Surface const & segment);
33
34     bool Write() override; // Execute()
35
36     unsigned long GetNumberOfSurfaces();
37     void SetNumberOfSurfaces(const unsigned long nb);
38
39 protected:
40
41     bool PrepareWrite();
42
43     void ComputeNumberOfSurfaces();
44
45     bool PrepareWritePointMacro(SmartPointer< Surface > surface,
46                                 DataSet & surfaceDS,
47                                 const TransferSyntax & ts);
48
49     //0066 0001 UL 1 Number of Surfaces
50     unsigned long NumberOfSurfaces;
51 };
52
53 #endif // GDCMSURFACEWRITER_H

```

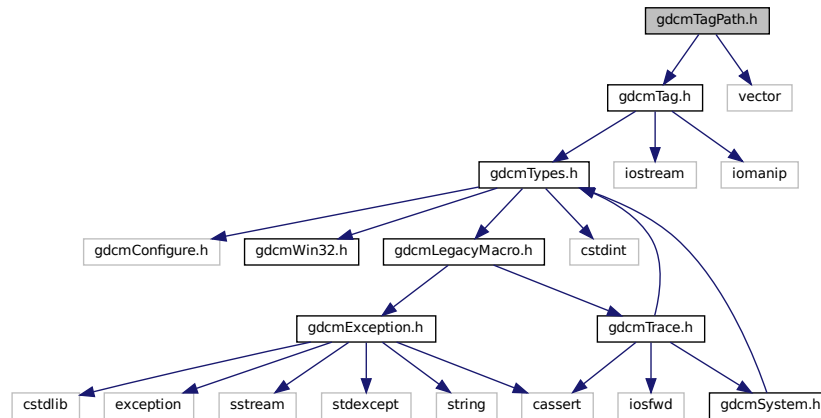
## 11.441 gdcmTagPath.h File Reference

```

#include "gdcmTag.h"
#include <vector>

```

Include dependency graph for gdcmTagPath.h:



## Classes

- class [gdcm::TagPath](#)  
*class to handle a path of tag.*

## Namespaces

- namespace [gdcm](#)

## 11.442 gdcmTagPath.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMTAGPATH_H
15 #define GDCMTAGPATH_H
16
17 #include "gdcmTag.h"
18
19 #include <vector>
20
21 namespace gdcm
22 {
23
24 class GDCM_EXPORT TagPath

```

```

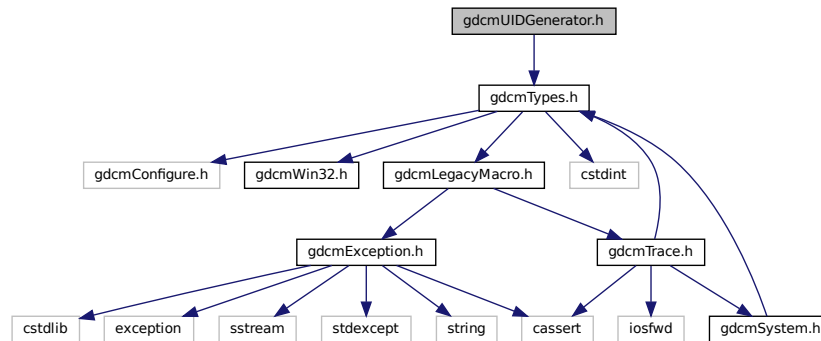
31 {
32 public:
33     TagPath();
34     ~TagPath();
35     void Print(std::ostream &) const;
36
37     bool ConstructFromString(const char *path);
38
39     static bool IsValid(const char *path);
40
41     bool ConstructFromTagList(Tag const *l, unsigned int n);
42
43     bool Push(Tag const & t);
44     bool Push(unsigned int itemnum);
45
46 private:
47     std::vector<Tag> Path;
48 };
49
50 // end namespace gdc
51
52 #endif //GDCMTAGPATH_H

```

## 11.443 gdcUIDGenerator.h File Reference

#include "gdcTypes.h"

Include dependency graph for gdcUIDGenerator.h:



## Classes

- class `gdc::UIDGenerator`  
Class for generating unique UID.

## Namespaces

- namespace `gdc`

## 11.444 gdcmUIDGenerator.h

[Go to the documentation of this file.](#)

```

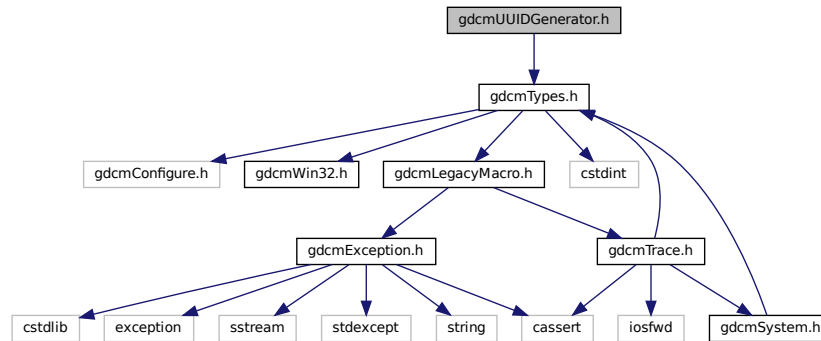
1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMUIDGENERATOR_H
15 #define GDCMUIDGENERATOR_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21
22     class GDCM_EXPORT UIDGenerator
23     {
24     public:
25         UIDGenerator():Unique() {}
26
27         // Function to override the GDCM root with a user one:
28         // WARNING: This need to be a valid root, otherwise call will fail
29         // Implementation note. According to DICOM standard PS 3.5, Section 9 :
30         // Unique Identifiers (UIDs), we have:
31         /*
32         ...
33         The <org root> portion of the UID uniquely identifies an organization, (i.e., manufacturer, research
34         organization, NEMA, etc.), and is composed of a number of numeric components as defined by ISO 8824.
35         The <suffix> portion of the UID is also composed of a number of numeric components, and shall be
36         unique within the scope of the <org root>. This implies that the organization identified in the <org root>
37         is
38         responsible for guaranteeing <suffix> uniqueness by providing registration policies. These policies shall
39         guarantee <suffix> uniqueness for all UID's created by that organization. Unlike the <org root>, which may
40         be common for UID's in an organization, the <suffix> shall take different unique values between different
41         UID's that identify different objects.
42         ...
43         */
44         static void SetRoot(const char * root);
45         static const char *GetRoot();
46
47         const char* Generate();
48
49         static bool IsValid(const char *uid);
50
51         static const char *GetGDCMUID(); // who would want that in the public API ??
52
53     protected:
54         static bool GenerateUUID(unsigned char *uuid_data);
55
56     private:
57         static const char GDCM_UID[];
58         static std::string Root;
59         static std::string EncodedHardwareAddress;
60         static std::string Unique; // Buffer
61     };
62
63 } // end namespace gdcm
64
65 #endif //GDCMUIDGENERATOR_H

```

## 11.445 gdcmUUIDGenerator.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmUUIDGenerator.h:



### Classes

- class [gdcm::UUIDGenerator](#)  
Class for generating unique UUID.

### Namespaces

- namespace [gdcm](#)

## 11.446 gdcmUUIDGenerator.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMUUUIDGENERATOR_H
15 #define GDCMUUUIDGENERATOR_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21
22     class GDCM_EXPORT UUIDGenerator
  
```

```

27 {
28 public:
31     const char* Generate();
32
33     static bool IsValid(const char *uid);
34
35 private:
36     std::string Unique; // Buffer
37 };
38
39 } // end namespace gdcmm
40
41 #endif //GDCMUUIDGENERATOR_H

```

## 11.448 gdcmlValidate.h

[Go to the documentation of this file.](#)

```

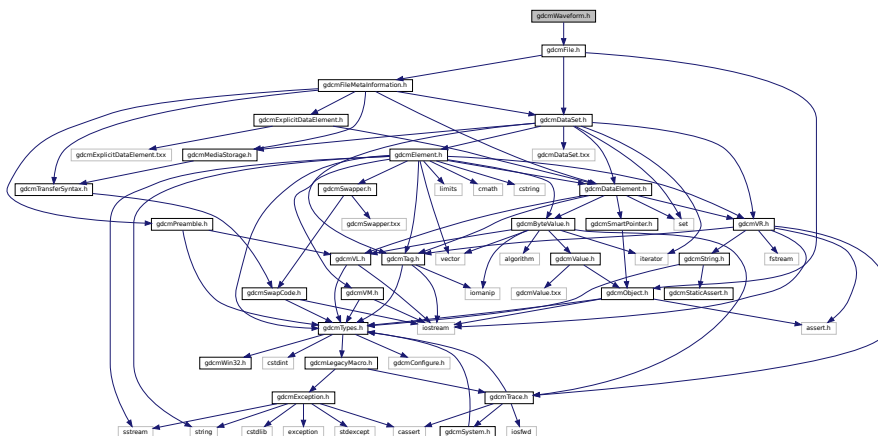
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMVALIDATE_H
15 #define GDCMVALIDATE_H
16
17 #include "gdcmFile.h"
18
19 namespace gdcm
20 {
21
22     class GDCM_EXPORT Validate
23     {
24     public:
25         Validate();
26         ~Validate();
27
28         void SetFile(File const &f) { F = &f; }
29         const File& GetValidatedFile() { return V; }
30
31         void Validation();
32
33     protected:
34         const File *F;
35         File V; // Validated file
36     };
37
38 } // end namespace gdcm
39
40 #endif //GDCMVALIDATE_H

```

## 11.449 gdcWaveform.h File Reference

```
#include "gdcmFile.h"
```

Include dependency graph for `gdcWaveform.h`:





## Classes

- class [gdcm::Waveform](#)  
*Waveform* class.

## Namespaces

- namespace [gdcm](#)

## 11.450 gdcmWaveform.h

[Go to the documentation of this file.](#)

```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMWAVEFORM_H
15 #define GDCMWAVEFORM_H
16
17 #include "gdcmFile.h"
18
19 namespace gdcm
20 {
21     class GDCM_EXPORT Waveform
22     {
23     public:
24         Waveform() = default;
25     private:
26     };
27 } // end namespace gdcm
28
29 #endif //GDCMWAVEFORM_H
```

## 11.451 gdcmXMLPrinter.h File Reference

```
#include "gdcmFile.h"
#include "gdcmDataElement.h"
```

[illegible]

- class `qdc::XMLPrinter`

- namespace **gdcm**

[Go to the documentation of this file.](#)

Generated by Doxygen

```

29 DicomDataSet = DicomAttribute*
30 DicomAttribute = element DicomAttribute {
31   Tag, VR, Keyword?, PrivateCreator?,
32   ( BulkData | Value+ | Item+ | PersonName+ )?
33 }
34
35 BulkData = element BulkData{ UUID }
36 Value = element Value { Number, xsd:string }
37 Item = element Item { Number, DicomDataSet }
38 PersonName = element PersonName {
39   Number,
40   element SingleByte { NameComponents }?,
41   element Ideographic { NameComponents }?,
42   element Phonetic
43   { NameComponents }?
44 }
45
46 NameComponents =
47   element FamilyName {xsd:string}?,
48   element GivenName {xsd:string}?,
49   element MiddleName {xsd:string}?,
50   element NamePrefix {xsd:string}?,
51   element NameSuffix {xsd:string}?
52
53 # keyword is the attribute tag from PS3.6
54 # (derived from the DICOM Attribute's name)
55 Keyword = attribute keyword { xsd:token }
56 # canonical XML definition of Hex, with lowercase letters disallowed
57 Tag = attribute tag { xsd:string{ minLength="8" maxLength="8" pattern="[0-9A-F]{8}" } }
58 VR = attribute vr { "AE" | "AS" | "AT" | "CS" | "DA" | "DS" | "DT" | "FL" | "FD"
59 | "IS" | "LO" | "LT" | "OB" | "OF" | "OW" | "PN" | "SH" | "SL"
60 | "SQ" | "SS" | "ST" | "TM" | "UI" | "UL" | "UN" | "US" | "UT" }
61 PrivateCreator = attribute privateCreator{ xsd:string }
62 UUID = attribute uuid { xsd:string }
63 Number = attribute number { xsd:positiveInteger }
64
65
66 */
67
68 #include "gdcmFile.h"
69 #include "gdcmDataElement.h"
70
71 namespace gdcm
72 {
73
74   class DataSet;
75   class DictEntry;
76   class Dicts;
77
78   class GDCM_EXPORT XMLPrinter
79   {
80   public:
81     XMLPrinter();
82     virtual ~XMLPrinter();
83
84     // Set file
85     void SetFile(File const &f) { F = &f; }
86
87
88
89     typedef enum {
90       OnlyUUID = 0 ,
91       LOADBULKDATA = 1
92     } PrintStyles;
93
94     // Set PrintStyle value
95     void SetStyle(PrintStyles ps)
96     {
97       PrintStyle = ps;
98     }
99
100     // Get PrintStyle value
101     PrintStyles GetPrintStyle()const
102     {
103       return PrintStyle;
104     }
105
106     // Print
107     void Print(std::ostream& os);

```

```

110
111 // Print an individual dataset
112 void PrintDataSet(const DataSet &ds, const TransferSyntax &ts, std::ostream& os);
113
114 //void PrintUID(std::ostream &os);
115
116 virtual void HandleBulkData(const char *uuid, const TransferSyntax &ts,
117     const char *bulkdata, size_t bulklen);
118
119 protected:
120
121 VR PrintDataElement(std::ostream &os, const Dicts &dicts, const DataSet &ds, const DataElement &de, const
122     TransferSyntax &ts);
123
124 void PrintSQ(const SequenceOfItems *sqi, const TransferSyntax &ts, std::ostream &os);
125
126 PrintStyles PrintStyle;
127
128 const File *F;
129
130 };
131
132 } // end namespace gdcm
133
134 #endif //GDCMXMLPRINTER_H

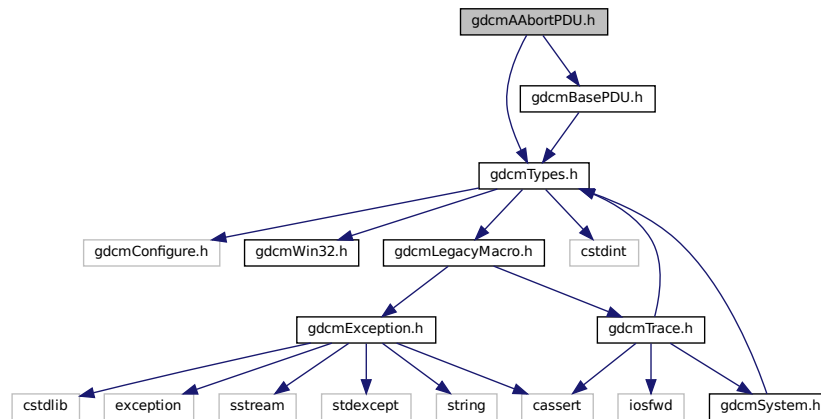
```

## 11.453 gdcmAAAbortPDU.h File Reference

```
#include "gdcmTypes.h"
```

```
#include "gdcmBasePDU.h"
```

Include dependency graph for gdcmAAAbortPDU.h:



## Classes

- class `gdcm::network::AAabortPDU`  
*AAabortPDU*.

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.454 gdcmAAbortPDU.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMAABORTPDU_H
15 #define GDCMAABORTPDU_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmBasePDU.h"
19
20 namespace gdcm
21 {
22
23 namespace network
24 {
25
26 class GDCM_EXPORT AAbortPDU : public BasePDU
27 {
28 public:
29     AAbortPDU();
30     std::istream &Read(std::istream &is) override;
31     const std::ostream &Write(std::ostream &os) const override;
32
33     size_t Size() const override;
34     void Print(std::ostream &os) const override;
35
36     bool IsLastFragment() const override { return true; }
37
38     void SetSource(const uint8_t s);
39     void SetReason(const uint8_t r);
40
41 private:
42     static const uint8_t ItemType; // PDUType ?
43     static const uint8_t Reserved2;
44     uint32_t ItemLength; // PDU Length
45     static const uint8_t Reserved7;
46     static const uint8_t Reserved8;
47     uint8_t Source;
48     uint8_t Reason; // diag
49 };
50
51 } // end namespace network
52
53 } // end namespace gdcm
54
55 #endif //GDCMAABORTPDU_H

```

## 11.455 gdcmAAssociateACPDU.h File Reference

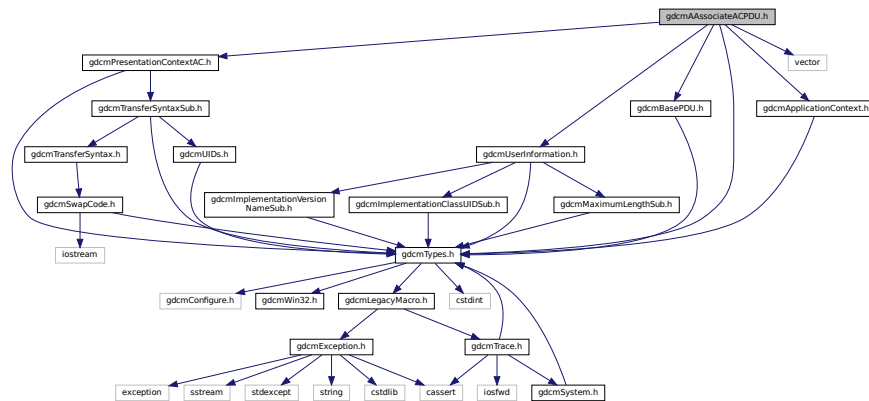
```

#include "gdcmTypes.h"
#include "gdcmApplicationContext.h"
#include "gdcmPresentationContextAC.h"
#include "gdcmUserInformation.h"
#include "gdcmBasePDU.h"

```

```
#include <vector>
```

Include dependency graph for `gdcmAAssociateACPDU.h`:



## Classes

- class `gdcm::network::AAssociateACPDU`  
*AAssociateACPDU.*

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.456 gdcmAAssociateACPDU.h

[Go to the documentation of this file.](#)

```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMAASSOCIATEACPDU_H
15 #define GDCMAASSOCIATEACPDU_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmApplicationContext.h"
19 #include "gdcmPresentationContextAC.h"
20 #include "gdcmUserInformation.h"
21 #include "gdcmBasePDU.h"
22
23 #include <vector>
24
```

```

25 namespace gdcmm
26 {
27
28 namespace network
29 {
30 class AAssociateRQPDU;
31
32 class AAssociateACPDU : public BasePDU
33 {
34 public:
35     AAssociateACPDU();
36     std::istream &Read(std::istream &is) override;
37     const std::ostream &Write(std::ostream &os) const override;
38
39     void AddPresentationContextAC( PresentationContextAC const &pcac );
40
41     typedef std::vector<PresentationContextAC>::size_type SizeType;
42     const PresentationContextAC &GetPresentationContextAC( SizeType i ) {
43         assert( !PresContextAC.empty() && i < PresContextAC.size() );
44         return PresContextAC[i];
45     }
46     SizeType GetNumberOfPresentationContextAC()const {
47         return PresContextAC.size();
48     }
49     const UserInformation &GetUserInformation()const { return UserInfo; }
50
51     SizeType Size() const override;
52
53     void Print(std::ostream &os) const override;
54     bool IsLastFragment()const override { return true; }
55
56     void InitFromRQ( AAssociateRQPDU const &rqpdu );
57 protected:
58     friend class AAssociateRQPDU;
59     void SetCalledAETitle(const char calledaetitle[16]);
60     void SetCallingAETitle(const char callingaetitle[16]);
61 private:
62     void InitSimple( AAssociateRQPDU const &rqpdu );
63 private:
64     static const uint8_t ItemType; // PDUType ?
65     static const uint8_t Reserved2;
66     uint32_t PDULength; // len of
67     static const uint16_t ProtocolVersion;
68     static const uint16_t Reserved9_10;
69
70     // This reserved field shall be sent with a value identical to the value
71     // received in the same field of the A-ASSOCIATE-RQ PDU, but its value
72     // shall not be tested when received.
73     char Reserved11_26[16];
74     // This reserved field shall be sent with a value identical to the value
75     // received in the same field of the A-ASSOCIATE-RQ PDU, but its value
76     // shall not be tested when received.
77     char Reserved27_42[16];
78     // This reserved field shall be sent with a value identical to the value
79     // received in the same field of the A-ASSOCIATE-RQ PDU, but its value
80     // shall not be tested when received.
81     char Reserved43_74[32];
82     /*
83     75-xxx Variable items This variable field shall contain the following items: one Application
84     Context Item, one or more Presentation Context Item(s) and one User
85     Information Item. For a complete description of these items see Sections
86     7.1.1.2, 7.1.1.14, and 7.1.1.6.
87     */
88     ApplicationContext AppContext;
89     std::vector<PresentationContextAC> PresContextAC;
90     UserInformation UserInfo;
91 };
92
93 } // end namespace network
94
95 } // end namespace gdcmm
96
97 #endif //GDCMAASSOCIATEACPDU_H

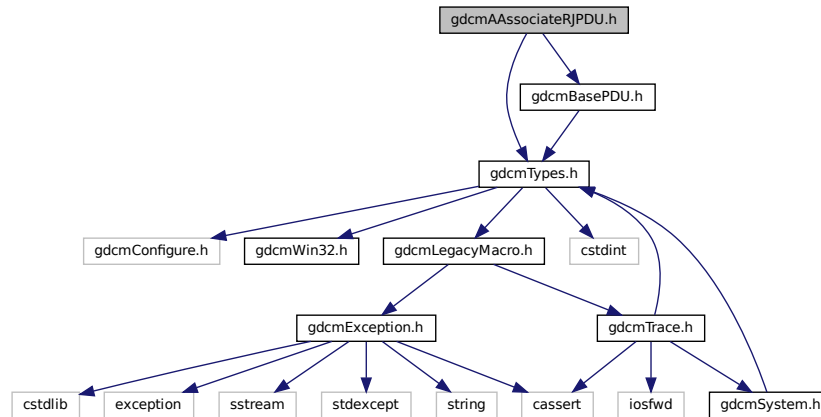
```

## 11.457 gdcmAAssociateRJPDU.h File Reference

```
#include "gdcmTypes.h"
```

```
#include "gdcmBasePDU.h"
```

Include dependency graph for gdcmAAssociateRJPDU.h:



### Classes

- class `gdcm::network::AAssociateRJPDU`  
*AAssociateRJPDU*.

### Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.458 gdcmAAssociateRJPDU.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMAASSOCIATERJPDU_H
15 #define GDCMAASSOCIATERJPDU_H

```



## 11.459 gdcmAAssociateRQPDU.h File Reference

Include dependency graph for gdcmAAssociateRQPDU.h:



- Generated by Doxygen

## Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.460 gdcmAAssociateRQPDU.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMASSOCIATERQPDU_H
15 #define GDCMASSOCIATERQPDU_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmVR.h" // AEComp
19 #include "gdcmApplicationContext.h"
20 #include "gdcmPresentationContextRQ.h"
21 #include "gdcmUserInformation.h"
22 #include "gdcmBasePDU.h"
23
24 namespace gdcm
25 {
26
27 namespace network
28 {
29
30 class AAssociateACPDU;
31 class AAssociateRQPDU : public BasePDU
32 {
33 public:
34     AAssociateRQPDU();
35     std::istream &Read(std::istream &is) override;
36     const std::ostream &Write(std::ostream &os) const override;
37     size_t Size() const override;
38     void AddPresentationContext( PresentationContextRQ const &pc );
39
40     void SetCalledAETitle(const char calledaetitle[16]);
41     std::string GetCalledAETitle()const { return std::string(CalledAETitle,16); }
42
43     void SetCallingAETitle(const char callingaetitle[16]);
44     std::string GetCallingAETitle()const { return std::string(CallingAETitle,16); }
45
46     static bool IsAETitleValid(const char title[16]);
47
48     //void InitFromRQ( AAssociateACPDU &acpdu );
49
50     void Print(std::ostream &os) const override;
51
52     AAssociateRQPDU(const AAssociateRQPDU &pdu):BasePDU(pdu)
53     {
54         assert( 0 );
55     }
56     //this function fails to compile on windows.
57     // AAssociateRQPDU &operator=(const AAssociateRQPDU &_val)
58     // {
59     //     assert( 0 );
60     // }
61
62     typedef std::vector<PresentationContextRQ>::size_type SizeType;
63     SizeType GetNumberOfPresentationContext()const {
64         return PresContext.size();
65     }
66
67 }
68
69 }

```

```

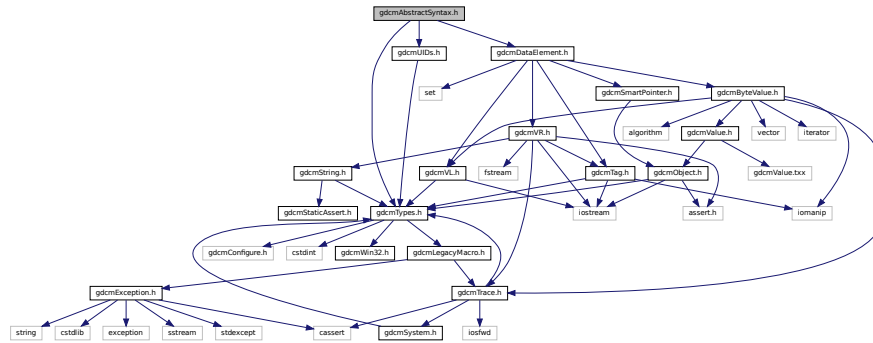
75 PresentationContextRQ const &GetPresentationContext(SizeType i)const {
76     assert( !PresContext.empty() && i < PresContext.size() );
77     return PresContext[i];
78 }
79 typedef std::vector<PresentationContextRQ> PresentationContextArrayType;
80 PresentationContextArrayType const &GetPresentationContexts() { return PresContext; }
81
82 const PresentationContextRQ *GetPresentationContextByID(uint8_t i) const;
83 const PresentationContextRQ *GetPresentationContextByAbstractSyntax(AbstractSyntax const & absyn ) const;
84 bool IsLastFragment()const override { return true; }
85
86 const UserInformation & GetUserInformation()const { return UserInfo; }
87 void SetUserInformation( UserInformation const & ui );
88
89 protected:
90     friend class AAssociateACPDU;
91     std::string GetReserved43_74() const;
92
93 private:
94     // 1 PDU-type 01H
95     static const uint8_t ItemType; // PDUType ?
96     // 2 Reserved This reserved field shall be sent with a value 00H but not tested to this value when
97     // received.
98     static const uint8_t Reserved2;
99     /* 3-6 PDU-length This PDU-length shall be the number of bytes from the first byte of the
100     following field to the last byte of the variable field. It shall be encoded as
101     an unsigned binary number
102     uint32_t ItemLength; // PDU Length
103     */
104     /* 7-8 Protocol-version This two byte field shall use one bit to identify each version of the
105     DICOM UL protocol supported by the calling end-system. This is
106     Version 1 and shall be identified with bit 0 set. A receiver of this PDU
107     implementing only this version of the DICOM UL protocol shall only test
108     that bit 0 is set.
109     */
110     static const uint16_t ProtocolVersion;
111     /*
112     9-10 Reserved This reserved field shall be sent with a value 0000H but not tested to
113     this value when received.
114     */
115     static const uint16_t Reserved9_10;
116     /*
117     11-26 Called-AE-title Destination DICOM Application Name. It shall be encoded as 16
118     characters as defined by the ISO 646:1990-Basic G0 Set with leading
119     and trailing spaces (20H) being non-significant. The value made of 16
120     spaces (20H) meaning "no Application Name specified" shall not be
121     used. For a complete description of the use of this field, see Section
122     7.1.1.4.
123     */
124     char CalledAETitle[16];
125     /*
126     27-42 Calling-AE-title Source DICOM Application Name. It shall be encoded as 16
127     characters as defined by the ISO 646:1990-Basic G0 Set with leading
128     and trailing spaces (20H) being non-significant. The value made of 16
129     spaces (20H) meaning "no Application Name specified" shall not be
130     used. For a complete description of the use of this field, see Section
131     7.1.1.3.
132     */
133     char CallingAETitle[16];
134     /*
135     43-74 Reserved This reserved field shall be sent with a value 00H for all bytes but not
136     tested to this value when received
137     */
138     char Reserved43_74[32]; // { 0 }
139     /*
140     75-xxx Variable items This variable field shall contain the following items: one Application
141     Context Item, one or more Presentation Context Items and one User
142     Information Item. For a complete description of the use of these items
143     see Sections 7.1.1.2, 7.1.1.13, and 7.1.1.6.
144     */
145     ApplicationContext AppContext;
146     std::vector<PresentationContextRQ> PresContext;
147     UserInformation UserInfo;
148 };
149
150 } // end namespace network
151 } // end namespace gdcma
152
153 #endif //GDCMAASSOCIATERQPDU_H

```

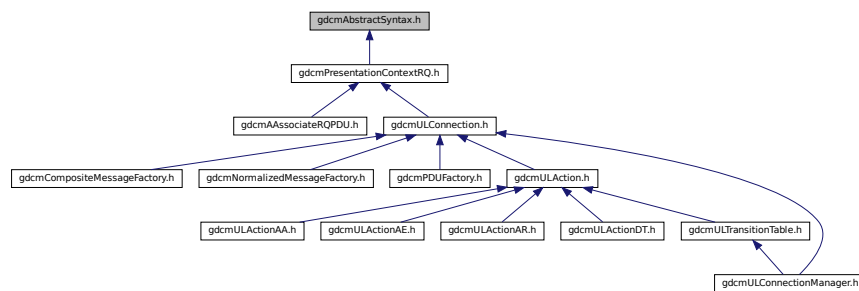
## 11.461 gdcAbstractSyntax.h File Reference

```
#include "gdcmTypes.h"
#include "gdcmUIDs.h"
#include "gdcmDataElement.h"
```

Include dependency graph for `gdcAbstractSyntax.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::network::AbstractSyntax`  
*AbstractSyntax*.

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.462 gdcmAbstractSyntax.h

[Go to the documentation of this file.](#)

```

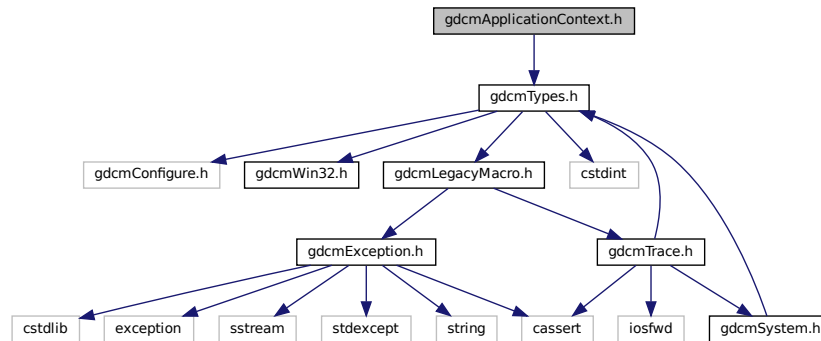
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMABSTRACTSYNTAX_H
15 #define GDCMABSTRACTSYNTAX_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmUIDs.h"
19 #include "gdcmDataElement.h"
20
21 namespace gdcm
22 {
23
24 namespace network
25 {
26
27 class AbstractSyntax
28 {
29 public:
30     AbstractSyntax();
31     std::istream &Read(std::istream &is);
32     const std::ostream &Write(std::ostream &os) const;
33
34     void SetName( const char *name ) { UpdateName( name ); }
35     const char *GetName() const { return Name.c_str(); }
36
37     // accept a UID::TSType also...
38     void SetNameFromUID( UID::TSType tsname );
39     //now that the PresentationContext messes around with UIDs and returns a string
40     //use that string as well.
41     //void SetNameFromUIDString( const std::string& inUIDName );
42
43     size_t Size() const;
44
45     void Print(std::ostream &os) const;
46
47     bool operator==(const AbstractSyntax & as) const
48     {
49         return Name == as.Name;
50     }
51
52     DataElement GetAsDataElement() const;
53
54 private:
55     void UpdateName( const char *name );
56     static const uint8_t ItemType;
57     static const uint8_t Reserved2;
58     uint16_t ItemLength; // len of
59     std::string /*AbstractSyntax*/ Name; // UID
60 };
61
62 } // end namespace network
63 } // end namespace gdcm
64
65 #endif //GDCMABSTRACTSYNTAX_H

```

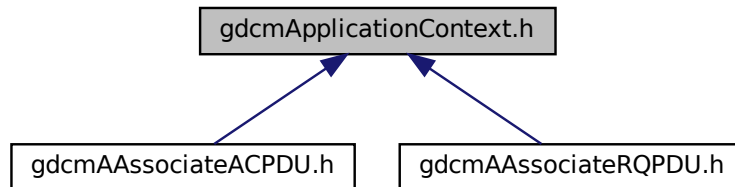
## 11.463 gdcmApplicationContext.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmApplicationContext.h:



This graph shows which files directly or indirectly include this file:



### Classes

- class `gdcm::network::ApplicationContext`  
*ApplicationContext.*

### Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.464 gdcmApplicationContext.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMAPPLICATIONCONTEXT_H
15 #define GDCMAPPLICATIONCONTEXT_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21
22 namespace network
23 {
24
25 class ApplicationContext
26 {
27 public:
28     ApplicationContext();
29     std::istream &Read(std::istream &is);
30     const std::ostream &Write(std::ostream &os) const;
31
32     void SetName( const char *name ) { UpdateName( name ); }
33     const char *GetName()const { return Name.c_str(); }
34     size_t Size() const;
35
36     //static const uint8_t GetItemType() { return ItemType; }
37     void Print(std::ostream &os) const;
38
39 private:
40     void UpdateName( const char *name );
41     static const uint8_t ItemType;
42     static const uint8_t Reserved2;
43     uint16_t ItemLength; // len of application context name
44     std::string /*ApplicationContext*/ Name; // UID
45 };
46
47 } // end namespace network
48
49 } // end namespace gdcm
50
51 #endif //GDCMAPPLICATIONCONTEXT_H

```

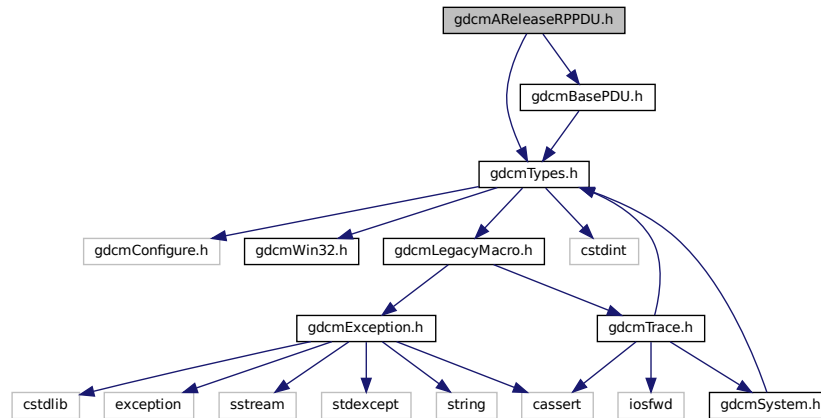
## 11.465 gdcmAReleaseRPPDU.h File Reference

```

#include "gdcmTypes.h"
#include "gdcmBasePDU.h"

```

Include dependency graph for `gdcmAReleaseRPPDU.h`:



## Classes

- class `gdcm::network::AReleaseRPPDU`  
*AReleaseRPPDU*.

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.466 `gdcmAReleaseRPPDU.h`

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMARELEASERPPDU_H
15 #define GDCMARELEASERPPDU_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmBasePDU.h"
19
20 namespace gdcm
21 {
22
23 namespace network

```



```

24 {
25
31 class AReleaseRPPDU : public BasePDU
32 {
33 public:
34   AReleaseRPPDU();
35   std::istream &Read(std::istream &is) override;
36   const std::ostream &Write(std::ostream &os) const override;
37   size_t Size() const override;
38   void Print(std::ostream &os) const override;
39   bool IsLastFragment() const override { return true; }
40 private:
41   static const uint8_t ItemType; // PDUType ?
42   static const uint8_t Reserved2;
43   uint32_t ItemLength; // PDU Length
44   static const uint32_t Reserved7_10;
45 };
46
47 } // end namespace network
48
49 } // end namespace gdcm
50
51 #endif //GDCMARELEASERPPDU_H

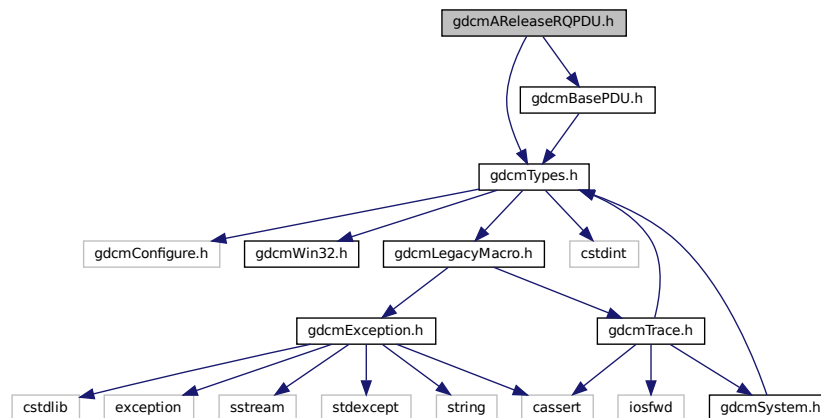
```

## 11.467 gdcmAReleaseRQPDU.h File Reference

```
#include "gdcmTypes.h"
```

```
#include "gdcmBasePDU.h"
```

Include dependency graph for gdcmAReleaseRQPDU.h:



## Classes

- class `gdcm::network::AReleaseRQPDU`  
*AReleaseRQPDU.*

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.468 gdcmAReleaseRQPDU.h

[Go to the documentation of this file.](#)

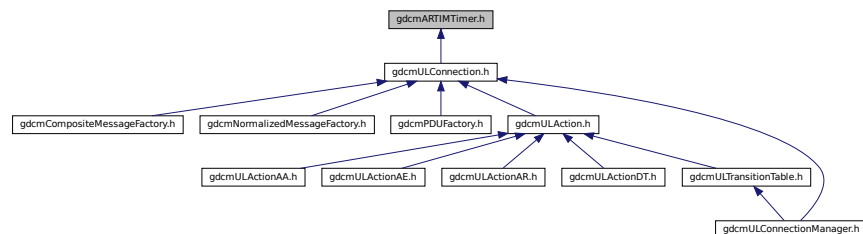
```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMARELEASERQPDU_H
15 #define GDCMARELEASERQPDU_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmBasePDU.h"
19
20 namespace gdcm
21 {
22
23 namespace network
24 {
25
26 class AReleaseRQPDU : public BasePDU
27 {
28 public:
29     AReleaseRQPDU();
30     std::istream &Read(std::istream &is) override;
31     const std::ostream &Write(std::ostream &os) const override;
32     size_t Size() const override;
33     void Print(std::ostream &os) const override;
34     bool IsLastFragment() const override { return true; }
35 private:
36     static const uint8_t ItemType; // PDUType ?
37     static const uint8_t Reserved2;
38     uint32_t ItemLength; // PDU Length
39     static const uint32_t Reserved7_10;
40 };
41
42 } // end namespace network
43
44 } // end namespace gdcm
45
46 #endif //GDCMARELEASERQPDU_H

```

## 11.469 gdcmARTIMTimer.h File Reference

This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::network::ARTIMTimer](#)  
*ARTIMTimer.*

## Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.470 gdcmARTIMTimer.h

[Go to the documentation of this file.](#)

```

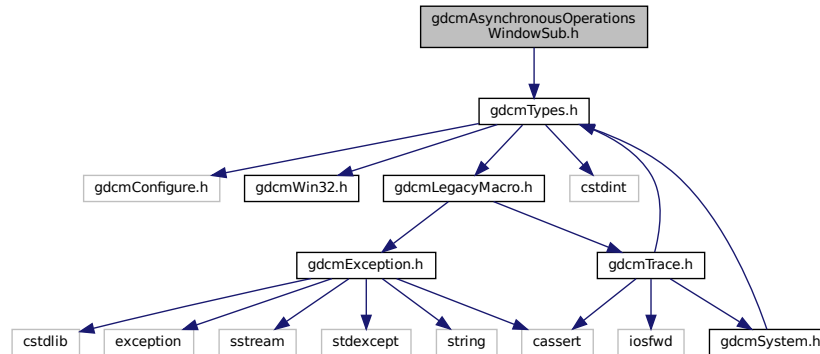
1 /*=====
2 *
3 * Copyright NumFOCUS
4 *
5 * Licensed under the Apache License, Version 2.0 (the "License");
6 * you may not use this file except in compliance with the License.
7 * You may obtain a copy of the License at
8 *
9 *     http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 * Unless required by applicable law or agreed to in writing, software
12 * distributed under the License is distributed on an "AS IS" BASIS,
13 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 * See the License for the specific language governing permissions and
15 * limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMARTIMTIMER_H
19 #define GDCMARTIMTIMER_H
20
21 namespace gdcm {
22     namespace network {
23         class ARTIMTimer
24         {
25         private:
26             double mStartTime; //ms timing should be good enough, but there are also
27                               //high-resolution timing options. Those return doubles. For now,
28                               //go with integer timing solutions based on milliseconds (DWORD on windows),
29                               //but leave as doubles to ease transitions to other timing methods.
30
31             double mTimeout;
32             //once GetCurrentTime() -mStartTime > mTimeout, GetHasExpired returns true.
33
34             double GetCurrentTime() const; //a platform-specific implementation of getting the
35             //current time.
36
37         public:
38             ARTIMTimer(); //initiates the start and timeout at -1;
39             void Start(); //start the timer by getting the current wall time
40             void Stop(); //stop the timer by resetting the 'start' to -1;
41             void SetTimeout(double inTimeout);
42             double GetTimeout() const;
43
44             double GetElapsedTime() const;
45
46             bool GetHasExpired() const;
47
48         };
49     }
50 }
51 #endif //GDCMARTIMTIMER_H

```

## 11.471 gdcmAsynchronousOperationsWindowSub.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmAsynchronousOperationsWindowSub.h:



### Classes

- class [gdcm::network::AsynchronousOperationsWindowSub](#)  
*AsynchronousOperationsWindowSub.*

### Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.472 gdcmAsynchronousOperationsWindowSub.h

[Go to the documentation of this file.](#)

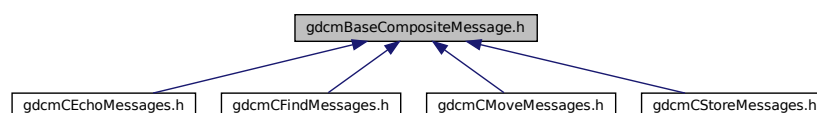
```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMASYNCHRONOUSOPERATIONSWINDOWSUB_H
15 #define GDCMASYNCHRONOUSOPERATIONSWINDOWSUB_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {

```

## 11.473 gdcmBaseCompositeMessage.h File Reference

Include dependency graph for `gdcmBaseCompositeMessage.h`:



## Classes

- class [gdcm::network::BaseCompositeMessage](#)  
*BaseCompositeMessage.*

## Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.474 gdcmBaseCompositeMessage.h

[Go to the documentation of this file.](#)

```

1  /*=====
2  *
3  *   Copyright NumFOCUS
4  *
5  *   Licensed under the Apache License, Version 2.0 (the "License");
6  *   you may not use this file except in compliance with the License.
7  *   You may obtain a copy of the License at
8  *
9  *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMBASECOMPOSITEMESSAGE_H
19 #define GDCMBASECOMPOSITEMESSAGE_H
20
21 #include "gdcmPresentationDataValue.h"
22 #include "gdcmBaseRootQuery.h"
23
24 #include <vector>
25
26 namespace gdcm
27 {
28     namespace network
29     {
30         class ULConnection;
31         class BaseCompositeMessage
32         {
33         public:
34             virtual ~BaseCompositeMessage() = default;
35             //construct the appropriate pdv and dataset for this message
36             //for instance, setting tag 0x0,0x100 to the appropriate value
37             //the pdv, as described in Annex E of 3.8-2009, is the first byte
38             //of the message (the MessageHeader), and then the subsequent dataset
39             //that describes the operation.
40             virtual std::vector<PresentationDataValue> ConstructPDV(const ULConnection &inConnection,
41                 const BaseRootQuery * inRootQuery) = 0;
42         };
43     }
44 }
45
46 #endif //BASECOMPOSITEMESSAGE_H

```



## 11.476 gdcmBaseNormalizedMessage.h

[Go to the documentation of this file.](#)

```

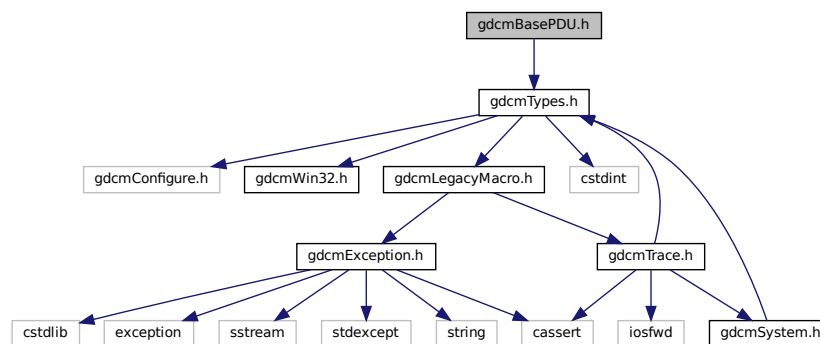
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2014 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMBASENORMALIZEDMESSAGE_H
15 #define GDCMBASENORMALIZEDMESSAGE_H
16
17 #include "gdcmPresentationDataValue.h"
18 #include "gdcmBaseQuery.h"
19
20 #include <vector>
21
22 namespace gdcm
23 {
24     namespace network
25     {
26         class ULConnection;
27         class BaseNormalizedMessage
28         {
29         public:
30             virtual ~BaseNormalizedMessage() = default;
31             //construct the appropriate pdv and dataset for this message
32             //for instance, setting tag 0x0,0x100 to the appropriate value
33             //the pdv, as described in Annex E of 3.8-2009, is the first byte
34             //of the message (the MessageHeader), and then the subsequent dataset
35             //that describes the operation.
36             virtual std::vector<PresentationDataValue> ConstructPDV( const ULConnection &inConnection,
37                                                                     const BaseQuery * inQuery) = 0;
38         };
39     }
40 }
41 #endif //GDCMBASENORMALIZEDMESSAGE_H

```

## 11.477 gdcmBasePDU.h File Reference

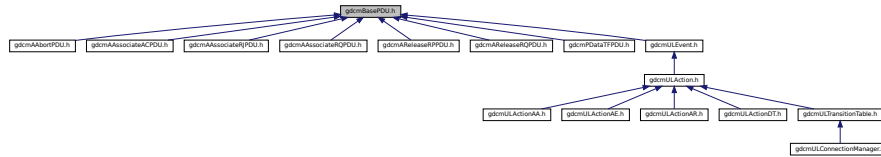
```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmBasePDU.h:





This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::network::BasePDU`  
*BasePDU.*

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.478 gdcmBasePDU.h

[Go to the documentation of this file.](#)

```

1 /*=====
2 *
3 *   Copyright NumFOCUS
4 *
5 *   Licensed under the Apache License, Version 2.0 (the "License");
6 *   you may not use this file except in compliance with the License.
7 *   You may obtain a copy of the License at
8 *
9 *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *===== */
18 #ifndef GDCMBASEPDU_H
19 #define GDCMBASEPDU_H
20
21 #include "gdcmTypes.h"
22
23 namespace gdcm
24 {
25     namespace network
26     {
27
28         class BasePDU
29         {
30         public:
31             virtual ~BasePDU() = default;
32
33             virtual std::istream &Read(std::istream &is) = 0;
34             virtual const std::ostream &Write(std::ostream &os) const = 0;
35
36             virtual size_t Size() const = 0;
37             virtual void Print(std::ostream &os) const = 0;
38         };
39     }
40 }

```

## 11.479 gdcmBaseQuery.h File Reference

The diagram illustrates a dense network of dependencies between glibc headers. At the top is `glibcBaseQuery.h`, which depends on `glibcDataSet.h`. This header then acts as a central hub, depending on numerous other headers including `glibcIOc.h`, `glibcElement.h`, `glibcDataElement.h`, `glibcDataElementText.h`, `glibcMediaStorage.h`, `glibcTransferSyntax.h`, `glibcSwapper.h`, `glibcSwapperText.h`, `glibcSwapCode.h`, `glibcVM.h`, `glibcVMCode.h`, `glibcTrace.h`, `glibcException.h`, `glibcConfig.h`, `glibcMm32.h`, `glibcMm64.h`, `glibcMm80387.h`, `glibcMm960.h`, `glibcMm1024.h`, `glibcMm128.h`, `glibcMm160.h`, `glibcMm192.h`, `glibcMm224.h`, `glibcMm256.h`, `glibcMm288.h`, `glibcMm320.h`, `glibcMm352.h`, `glibcMm384.h`, `glibcMm416.h`, `glibcMm448.h`, `glibcMm480.h`, `glibcMm512.h`, `glibcMm544.h`, `glibcMm576.h`, `glibcMm608.h`, `glibcMm640.h`, `glibcMm672.h`, `glibcMm704.h`, `glibcMm736.h`, `glibcMm768.h`, `glibcMm800.h`, `glibcMm832.h`, `glibcMm864.h`, `glibcMm896.h`, `glibcMm928.h`, `glibcMm960.h`, `glibcMm992.h`, `glibcMm1024.h`, `glibcMm1056.h`, `glibcMm1088.h`, `glibcMm1120.h`, `glibcMm1152.h`, `glibcMm1184.h`, `glibcMm1216.h`, `glibcMm1248.h`, `glibcMm1280.h`, `glibcMm1312.h`, `glibcMm1344.h`, `glibcMm1376.h`, `glibcMm1408.h`, `glibcMm1440.h`, `glibcMm1472.h`, `glibcMm1504.h`, `glibcMm1536.h`, `glibcMm1568.h`, `glibcMm1600.h`, `glibcMm1632.h`, `glibcMm1664.h`, `glibcMm1696.h`, `glibcMm1728.h`, `glibcMm1760.h`, `glibcMm1792.h`, `glibcMm1824.h`, `glibcMm1856.h`, `glibcMm1888.h`, `glibcMm1920.h`, `glibcMm1952.h`, `glibcMm1984.h`, `glibcMm2016.h`, `glibcMm2048.h`, `glibcMm2080.h`, `glibcMm2112.h`, `glibcMm2144.h`, `glibcMm2176.h`, `glibcMm2208.h`, `glibcMm2240.h`, `glibcMm2272.h`, `glibcMm2304.h`, `glibcMm2336.h`, `glibcMm2368.h`, `glibcMm2400.h`, `glibcMm2432.h`, `glibcMm2464.h`, `glibcMm2496.h`, `glibcMm2528.h`, `glibcMm2560.h`, `glibcMm2592.h`, `glibcMm2624.h`, `glibcMm2656.h`, `glibcMm2688.h`, `glibcMm2720.h`, `glibcMm2752.h`, `glibcMm2784.h`, `glibcMm2816.h`, `glibcMm2848.h`, `glibcMm2880.h`, `glibcMm2912.h`, `glibcMm2944.h`, `glibcMm2976.h`, `glibcMm3008.h`, `glibcMm3040.h`, `glibcMm3072.h`, `glibcMm3104.h`, `glibcMm3136.h`, `glibcMm3168.h`, `glibcMm3200.h`, `glibcMm3232.h`, `glibcMm3264.h`, `glibcMm3296.h`, `glibcMm3328.h`, `glibcMm3360.h`, `glibcMm3392.h`, `glibcMm3424.h`, `glibcMm3456.h`, `glibcMm3488.h`, `glibcMm3520.h`, `glibcMm3552.h`, `glibcMm3584.h`, `glibcMm3616.h`, `glibcMm3648.h`, `glibcMm3680.h`, `glibcMm3712.h`, `glibcMm3744.h`, `glibcMm3776.h`, `glibcMm3808.h`, `glibcMm3840.h`, `glibcMm3872.h`, `glibcMm3904.h`, `glibcMm3936.h`, `glibcMm3968.h`, `glibcMm4000.h`, `glibcMm4032.h`, `glibcMm4064.h`, `glibcMm4096.h`, `glibcMm4128.h`, `glibcMm4160.h`, `glibcMm4192.h`, `glibcMm4224.h`, `glibcMm4256.h`, `glibcMm4288.h`, `glibcMm4320.h`, `glibcMm4352.h`, `glibcMm4384.h`, `glibcMm4416.h`, `glibcMm4448.h`, `glibcMm4480.h`, `glibcMm4512.h`, `glibcMm4544.h`, `glibcMm4576.h`, `glibcMm4608.h`, `glibcMm4640.h`, `glibcMm4672.h`, `glibcMm4704.h`, `glibcMm4736.h`, `glibcMm4768.h`, `glibcMm4800.h`, `glibcMm4832.h`, `glibcMm4864.h`, `glibcMm4896.h`, `glibcMm4928.h`, `glibcMm4960.h`, `glibcMm4992.h`, `glibcMm5024.h`, `glibcMm5056.h`, `glibcMm5088.h`, `glibcMm5120.h`, `glibcMm5152.h`, `glibcMm5184.h`, `glibcMm5216.h`, `glibcMm5248.h`, `glibcMm5280.h`, `glibcMm5312.h`, `glibcMm5344.h`, `glibcMm5376.h`, `glibcMm5408.h`, `glibcMm5440.h`, `glibcMm5472.h`, `glibcMm5504.h`, `glibcMm5536.h`, `glibcMm5568.h`, `glibcMm5600.h`, `glibcMm5632.h`, `glibcMm5664.h`, `glibcMm5696.h`, `glibcMm5728.h`, `glibcMm5760.h`, `glibcMm5792.h`, `glibcMm5824.h`, `glibcMm5856.h`, `glibcMm5888.h`, `glibcMm5920.h`, `glibcMm5952.h`, `glibcMm5984.h`, `glibcMm6016.h`, `glibcMm6048.h`, `glibcMm6080.h`, `glibcMm6112.h`, `glibcMm6144.h`, `glibcMm6176.h`, `glibcMm6208.h`, `glibcMm6240.h`, `glibcMm6272.h`, `glibcMm6304.h`, `glibcMm6336.h`, `glibcMm6368.h`, `glibcMm6400.h`, `glibcMm6432.h`, `glibcMm6464.h`, `glibcMm6496.h`, `glibcMm6528.h`, `glibcMm6560.h`, `glibcMm6592.h`, `glibcMm6624.h`, `glibcMm6656.h`, `glibcMm6688.h`, `glibcMm6720.h`, `glibcMm6752.h`, `glibcMm6784.h`, `glibcMm6816.h`, `glibcMm6848.h`, `glibcMm6880.h`, `glibcMm6912.h`, `glibcMm6944.h`, `glibcMm6976.h`, `glibcMm7008.h`, `glibcMm7040.h`, `glibcMm7072.h`, `glibcMm7104.h`, `glibcMm7136.h`, `glibcMm7168.h`, `glibcMm7200.h`, `glibcMm7232.h`, `glibcMm7264.h`, `glibcMm7296.h`, `glibcMm7328.h`, `glibcMm7360.h`, `glibcMm7392.h`, `glibcMm7424.h`, `glibcMm7456.h`, `glibcMm7488.h`, `glibcMm7520.h`, `glibcMm7552.h`, `glibcMm7584.h`, `glibcMm7616.h`, `glibcMm7648.h`, `glibcMm7680.h`, `glibcMm7712.h`, `glibcMm7744.h`, `glibcMm7776.h`, `glibcMm7808.h`, `glibcMm7840.h`, `glibcMm7872.h`, `glibcMm7904.h`, `glibcMm7936.h`, `glibcMm7968.h`, `glibcMm8000.h`, `glibcMm8032.h`, `glibcMm8064.h`, `glibcMm8096.h`

- class `gdcm::BaseQuery`  
*BaseQuery.*

- namespace **gdcm**

## Enumerations

- enum `gdcm::ENQueryType` {  
`gdcm::eCreateMMPS = 0` ,  
`gdcm::eSetMMPS` }

## 11.480 gdcmBaseQuery.h

[Go to the documentation of this file.](#)

```

1 /*=====
2 *
3 *   Copyright NumFOCUS
4 *
5 *   Licensed under the Apache License, Version 2.0 (the "License");
6 *   you may not use this file except in compliance with the License.
7 *   You may obtain a copy of the License at
8 *
9 *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMBASEQUERY_H
19 #define GDCMBASEQUERY_H
20
21 #include "gdcmDataSet.h"
22 #include "gdcmUIDs.h"
23 #include "gdcmObject.h"
24
25 namespace gdcm
26 {
27     class QueryFactory;
28     class DictEntry;
29
30     enum ENQueryType
31     {
32         eCreateMMPS = 0,
33         eSetMMPS
34     };
35
36 class GDCM_EXPORT BaseQuery : public Object
37 {
38     //these four classes contain the required, unique, and optional tags from the standard.
39     //used both to list the tags as well as to validate a dataset, if ever we were to do so.
40 protected:
41     DataSet mDataSet;
42     friend class QueryFactory;
43     BaseQuery();
44
45     std::string mSopInstanceUID;
46
47     void SetSearchParameter(const Tag& inTag, const DictEntry& inDictEntry, const std::string& inValue);
48
49     bool ValidDataSet( const DataSet & dataSetToValid, const DataSet & dataSetReference ) const ;
50 public:
51     ~BaseQuery() override;
52
53     void SetSearchParameter(const Tag& inTag, const std::string& inValue);
54     void SetSearchParameter(const std::string& inKeyword, const std::string& inValue);
55
56     const std::ostream &WriteHelpFile(std::ostream &os);
57
58     //this function allows writing of the query to disk for storing for future use
59     //virtual in case it needs to be overridden
60     //returns false if the operation failed
61     bool WriteQuery(const std::string& inFileName);
62
63     DataSet const & GetQueryDataSet() const;
64     DataSet & GetQueryDataSet();

```



## Namespaces

- namespace [gdcm](#)

## Enumerations

- enum [gdcm::EQueryLevel](#) {  
[gdcm::ePatient](#) = 0 ,  
[gdcm::eStudy](#) = 1 ,  
[gdcm::eSeries](#) = 2 ,  
[gdcm::eImage](#) = 3 }
- enum [gdcm::EQueryType](#) {  
[gdcm::eFind](#) = 0 ,  
[gdcm::eMove](#) ,  
[gdcm::eWLMFind](#) }

## 11.482 gdcmBaseRootQuery.h

[Go to the documentation of this file.](#)

```

1  /*=====
2  *
3  *   Copyright NumFOCUS
4  *
5  *   Licensed under the Apache License, Version 2.0 (the "License");
6  *   you may not use this file except in compliance with the License.
7  *   You may obtain a copy of the License at
8  *
9  *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMBASEROOTQUERY_H
19 #define GDCMBASEROOTQUERY_H
20
21 #include "gdcmDataSet.h"
22 #include "gdcmUIDs.h"
23 #include "gdcmBaseQuery.h"
24 #include "gdcmQueryPatient.h"
25 #include "gdcmQueryStudy.h"
26 #include "gdcmQuerySeries.h"
27 #include "gdcmQueryImage.h"
28
29 namespace gdcm
30 {
31     class QueryFactory;
32     class DictEntry;
33
34     enum EQueryLevel
35     {
36         // -1 is reserved do not use
37         ePatient = 0,
38         eStudy = 1,
39         eSeries = 2,
40         eImage = 3
41     };
42     enum EQueryType
43     {
44         eFind = 0,
45         eMove,
46         eWLMFind
47     };

```

```

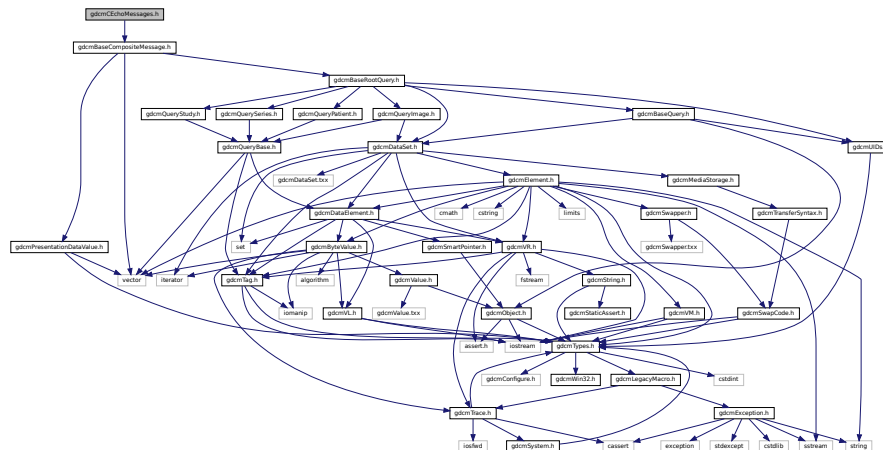
66 class GDCM_EXPORT BaseRootQuery : public BaseQuery
67 {
68     //these four classes contain the required, unique, and optional tags from the standard.
69     //used both to list the tags as well as to validate a dataset, if ever we were to do so.
70 protected:
71     QueryPatient mPatient;
72     QueryStudy mStudy;
73     QuerySeries mSeries;
74     QueryImage mImage;
75
76     friend class QueryFactory;
77     BaseRootQuery();
78
79     ERootType mRootType; //set in construction, and it's something else in the study root type
80     std::string mHelpDescription; //used when generating the help output
81
82 public:
83     ~BaseRootQuery() override;
84
85     virtual std::vector<Tag> GetTagListByLevel(const EQueryLevel& inQueryLevel) = 0;
86
87     virtual void InitializeDataSet(const EQueryLevel& inQueryLevel) = 0;
88
89     bool ValidateQuery( bool inStrict = true ) const override = 0;
90
91     static const char *GetQueryLevelString( EQueryLevel ql );
92     static int GetQueryLevelFromString( const char * str );
93
94     static QueryBase * Construct(ERootType inRootType, EQueryLevel qllevel);
95     EQueryLevel GetQueryLevelFromQueryRoot( ERootType roottype );
96 };
97
98 } // end namespace gdcm
99
100 #endif //GDCMBASEROOTQUERY_H

```

## 11.483 gdcmCEchoMessages.h File Reference

```
#include "gdcmBaseCompositeMessage.h"
```

Include dependency graph for `gdcmCEchoMessages.h`:



## Classes

- class `gdcm::network::CEchoRQ`

[CEchoRQ](#).

- class [gdcm::network::CEchoRSP](#)

[CEchoRSP](#) this file defines the messages for the cecho action.

## Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.484 gdcmCEchoMessages.h

[Go to the documentation of this file.](#)

```

1 /*=====
2 *
3 *   Copyright NumFOCUS
4 *
5 *   Licensed under the Apache License, Version 2.0 (the "License");
6 *   you may not use this file except in compliance with the License.
7 *   You may obtain a copy of the License at
8 *
9 *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMCECHOMESSAGES_H
19 #define GDCMCECHOMESSAGES_H
20
21 #include "gdcmBaseCompositeMessage.h"
22
23 namespace gdcm{
24     namespace network{
25
26     class ULConnection;
27
28     class CEchoRQ : public BaseCompositeMessage {
29     public:
30         std::vector<PresentationDataValue> ConstructPDV(const ULConnection &inConnection,
31             const BaseRootQuery* inRootQuery) override;
32     };
33
34     class CEchoRSP : public BaseCompositeMessage {
35     public:
36         std::vector<PresentationDataValue> ConstructPDVByDataSet(const DataSet* inDataSet);
37     };
38     }
39 }
40 #endif // GDCMCECHOMESSAGES_H

```

## 11.485 gdcmCFindMessages.h File Reference

```

#include "gdcmBaseCompositeMessage.h"
#include "gdcmBaseRootQuery.h"

```

The diagram illustrates the complex dependency structure of the glibmm library. It shows how various header files are interconnected, with 'glibmm.h' at the top and many other headers branching out. The bottom layer contains system headers like 'iostream', 'string', 'stdexcept', 'cstdlib', 'exception', 'cassert', 'glibmmSystem.h', and 'iostream'.

- class `gdcmm::network::CFindCancelRQ`  
*CFindCancelRQ* this file defines the messages for the *cfind* action.
- class `gdcmm::network::CFindRQ`  
*CFindRQ*.
- class `gdcmm::network::CFindRSP`  
*CFindRSP* this file defines the messages for the *cfind* action.

- namespace `gdcm`
- namespace `gdcm::network`

[Go to the documentation of this file.](#)

Generated by Doxygen



## 11.487 gdcnCMoveMessages.h File Reference

Include dependency graph for gdcMCMoveMessages.h:



- Generated by Doxygen

*CMoveRQ.*

- class `gdcm::network::CMoveRSP`

*CMoveRSP* this file defines the messages for the cmove action.

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.488 gdcmCMoveMessages.h

[Go to the documentation of this file.](#)

```

1 /*=====
2 *
3 * Copyright NumFOCUS
4 *
5 * Licensed under the Apache License, Version 2.0 (the "License");
6 * you may not use this file except in compliance with the License.
7 * You may obtain a copy of the License at
8 *
9 *     http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 * Unless required by applicable law or agreed to in writing, software
12 * distributed under the License is distributed on an "AS IS" BASIS,
13 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 * See the License for the specific language governing permissions and
15 * limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMCMOVEMESSAGES_H
19 #define GDCMCMOVEMESSAGES_H
20
21 #include "gdcmBaseCompositeMessage.h"
22 #include "gdcmBaseRootQuery.h"
23
24 namespace gdcm{
25     namespace network{
26         class ULConnection;
27     class CMoveRQ : public BaseCompositeMessage {
28     //this class will fulfill the inheritance,
29     //but additional information is needed by cmovd
30     //namely, the root type or the calling AE-TITLE
31     std::vector<PresentationDataValue> ConstructPDVByDataSet(const DataSet* inDataSet);
32     public:
33     std::vector<PresentationDataValue> ConstructPDV(
34         const ULConnection &inConnection,
35         const BaseRootQuery* inRootQuery) override;
36     };
37
38 class CMoveRSP : public BaseCompositeMessage {
39     public:
40     std::vector<PresentationDataValue> ConstructPDVByDataSet(const DataSet* inDataSet);
41     };
42
43 class CMoveCancelRq : public BaseCompositeMessage {
44     public:
45     std::vector<PresentationDataValue> ConstructPDVByDataSet(const DataSet* inDataSet);
46     };
47 }
48
49 #endif

```



## 11.491 gdcCompositeMessageFactory.h File Reference

## Classes

- class [gdcm::network::CompositeMessageFactory](#)  
*CompositeMessageFactory.*

## Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.492 gdcmCompositeMessageFactory.h

[Go to the documentation of this file.](#)

```

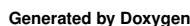
1  /*=====
2  *
3  *   Copyright NumFOCUS
4  *
5  *   Licensed under the Apache License, Version 2.0 (the "License");
6  *   you may not use this file except in compliance with the License.
7  *   You may obtain a copy of the License at
8  *
9  *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMCOMPOSITEMESSAGEFACTORY_H
19 #define GDCMCOMPOSITEMESSAGEFACTORY_H
20
21 #include "gdcmPresentationDataValue.h"
22 #include "gdcmULConnection.h"
23
24 namespace gdcm {
25     class BaseRootQuery;
26     class File;
27     namespace network {
28         class BasePDU;
29     }
30     class CompositeMessageFactory
31     {
32     public:
33         //the echo request only needs a properly constructed PDV.
34         //find, move, etc, may need something more robust, but since those are
35         //easily placed into the appropriate pdatapdu in the pdufactory,
36         //this approach without a base class (but done internally) is useful.
37         static std::vector<PresentationDataValue> ConstructCEchoRQ(const ULConnection& inConnection);
38
39         static std::vector<PresentationDataValue> ConstructCStoreRQ(const ULConnection& inConnection, const File
&file, bool writeDataSet = true );
40         static std::vector<PresentationDataValue> ConstructCStoreRSP(const DataSet *inDataSet, const BasePDU*
inPC);
41
42         static std::vector<PresentationDataValue> ConstructCFindRQ(const ULConnection& inConnection, const
BaseRootQuery* inRootQuery);
43
44         static std::vector<PresentationDataValue> ConstructCMoveRQ(const ULConnection& inConnection, const
BaseRootQuery* inRootQuery);
45
46     };
47 }
48
49 #endif // GDCMCOMPOSITEMESSAGEFACTORY_H

```



## 11.495 gdcnCStoreMessages.h File Reference

Include dependency graph for qdcmCStoreMessages.h:



## Classes

- class `gdcm::network::CStoreRQ`  
*CStoreRQ.*
- class `gdcm::network::CStoreRSP`  
*CStoreRSP this file defines the messages for the cecho action.*

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.496 gdcmCStoreMessages.h

[Go to the documentation of this file.](#)

```

1  /*=====
2  *
3  *   Copyright NumFOCUS
4  *
5  *   Licensed under the Apache License, Version 2.0 (the "License");
6  *   you may not use this file except in compliance with the License.
7  *   You may obtain a copy of the License at
8  *
9  *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMCSTOREMESSAGES_H
19 #define GDCMCSTOREMESSAGES_H
20
21 #include "gdcmBaseCompositeMessage.h"
22
23 namespace gdcm{
24 class File;
25     namespace network{
26         class BasePDU;
27     class CStoreRQ : public BaseCompositeMessage {
28     public:
29         std::vector<PresentationDataValue> ConstructPDV(const ULConnection &inConnection, const BaseRootQuery*
30         inRootQuery) override;//to fulfill the virtual contract
31     public:
32         std::vector<PresentationDataValue> ConstructPDV(const ULConnection &inConnection,
33         const File& file, bool writeDataSet = true );
34     };
35
36     class CStoreRSP : public BaseCompositeMessage {
37     public:
38         std::vector<PresentationDataValue> ConstructPDV(const ULConnection &inConnection, const BaseRootQuery*
39         inRootQuery) override;//to fulfill the virtual contract
40     public:
41         std::vector<PresentationDataValue> ConstructPDV(const DataSet* inDataSet, const BasePDU* inPC);
42     };
43 }
44 }
45 #endif // GDCMCSTOREMESSAGES_H

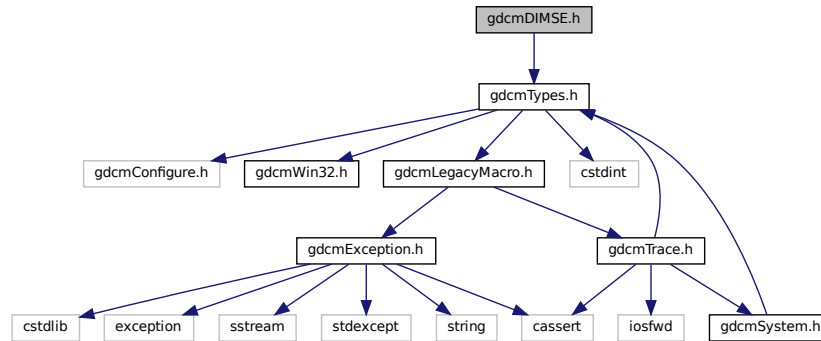
```



## 11.497 gdcmDIMSE.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmDIMSE.h:



### Classes

- class [gdcm::network::CEchoRQ](#)  
*CEchoRQ.*
- class [gdcm::network::CEchoRSP](#)  
*CEchoRSP* this file defines the messages for the cecho action.
- class [gdcm::network::CFind](#)
- class [gdcm::network::DIMSE](#)  
*DIMSE.*

### Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.498 gdcmDIMSE.h

[Go to the documentation of this file.](#)

```

1  /*****
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12

```

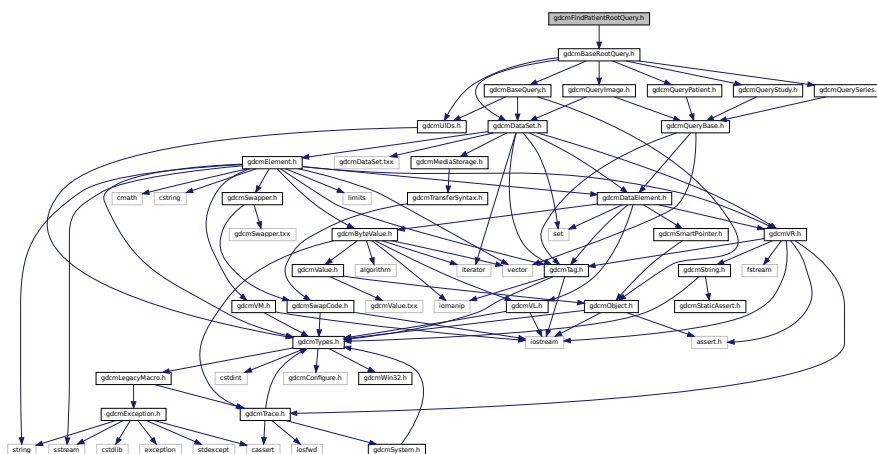
```

13 =====*/
14 #ifndef GDCMDIMSE_H
15 #define GDCMDIMSE_H
16
17 #include "gdcTypes.h"
18
19 namespace gdc
20 {
21
22 namespace network
23 {
24
25 class DIMSE {
26 public:
27     typedef enum {
28 C_STORE_RQ      = 0x0001,
29 C_STORE_RSP     = 0x8001,
30 C_GET_RQ        = 0x0010,
31 C_GET_RSP       = 0x8010,
32 C_FIND_RQ       = 0x0020,
33 C_FIND_RSP      = 0x8020,
34 C_MOVE_RQ       = 0x0021,
35 C_MOVE_RSP      = 0x8021,
36 C_ECHO_RQ       = 0x0030,
37 C_ECHO_RSP      = 0x8030,
38 N_EVENT_REPORT_RQ = 0x0100,
39 N_EVENT_REPORT_RSP = 0x8100,
40 N_GET_RQ        = 0x0110,
41 N_GET_RSP       = 0x8110,
42 N_SET_RQ        = 0x0120,
43 N_SET_RSP       = 0x8120,
44 N_ACTION_RQ     = 0x0130,
45 N_ACTION_RSP    = 0x8130,
46 N_CREATE_RQ     = 0x0140,
47 N_CREATE_RSP    = 0x8140,
48 N_DELETE_RQ     = 0x0150,
49 N_DELETE_RSP    = 0x8150,
50 C_CANCEL_RQ     = 0x0FFF
51     } CommandTypes;
52 };
53
54 /*
55 9.1.5.1 C-ECHO parameters
56 Table 9.1-5
57 C-ECHO PARAMETERS
58 */
59 class CEchoRQ
60 {
61 public:
62     uint16_t      MessageID;          /* M */
63     UIComp        AffectedSOPClassUID; /* M */
64 };
65
66 class CEchoRSP
67 {
68 public:
69 /*
70 Message ID M U
71 Message ID Being Responded To M
72 Affected SOP Class UID M U(=)
73 Status M
74 */
75 };
76
77 class CFind
78 {
79 /*
80 Failure Refused: Out of Resources A700 (0000,0902)
81 Identifier does not match SOP Class A900 (0000,0901)
82 (0000,0902)
83 Unable to process Cxxx (0000,0901)
84 (0000,0902)
85 Cancel Matching terminated due to Cancel
86 request
87 FE00 None
88 Success Matching is complete - No final Identifier
89 is supplied.
90 0000 None
91 Pending Matches are continuing - Current Match
92 is supplied and any Optional Keys were
93 supported in the same manner as

```

## 11.499 gdcMFindPatientRootQuery.h File Reference

Include dependency graph for gdcmFindPatientRootQuery.h:



```
graph BT
    A[gdcmMovePatientRootQuery.h] --> B[gdcmFindPatientRootQuery.h]
```

## Classes

- class [gdcm::FindPatientRootQuery](#)  
*PatientRootQuery.*

## Namespaces

- namespace [gdcm](#)

## 11.500 gdcmFindPatientRootQuery.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMFINDPATIENTROOTQUERY_H
15 #define GDCMFINDPATIENTROOTQUERY_H
16
17 #include "gdcmBaseRootQuery.h"
18
19 namespace gdcm
20 {
21     class GDCM_EXPORT FindPatientRootQuery : public BaseRootQuery
22     {
23     public:
24         FindPatientRootQuery();
25
26         void InitializeDataSet(const EQueryLevel& inQueryLevel) override;
27
28         std::vector<Tag> GetTagListByLevel(const EQueryLevel& inQueryLevel) override;
29         bool ValidateQuery(bool inStrict = true) const override;
30
31         UIDs::TSName GetAbstractSyntaxUID() const override;
32     };
33 } // end namespace gdcm
34
35 #endif // GDCMFINDPATIENTROOTQUERY_H

```



```

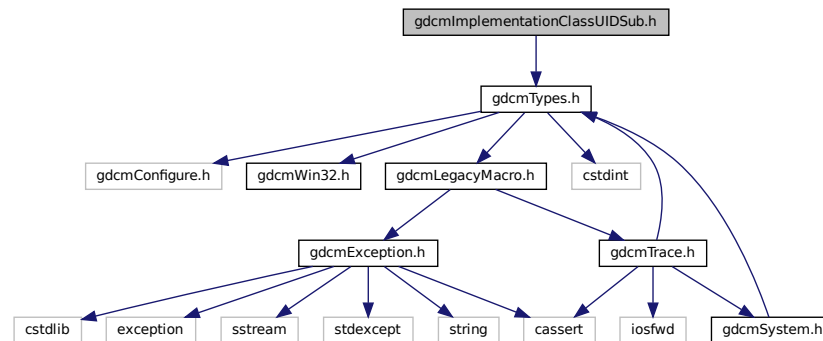
25 class GDCM_EXPORT FindStudyRootQuery : public BaseRootQuery
26 {
27     friend class QueryFactory;
28 public:
29     FindStudyRootQuery();
30
31     void InitializeDataSet(const EQueryLevel& inQueryLevel) override;
32
33     std::vector<Tag> GetTagListByLevel(const EQueryLevel& inQueryLevel) override;
34
38     bool ValidateQuery(bool inStrict = true) const override;
39
40     UIDs::TSName GetAbstractSyntaxUID() const override;
41 };
42
43 } // end namespace gdcmm
44
45 #endif // GDCM_FINDSTUDYROOTQUERY_H

```

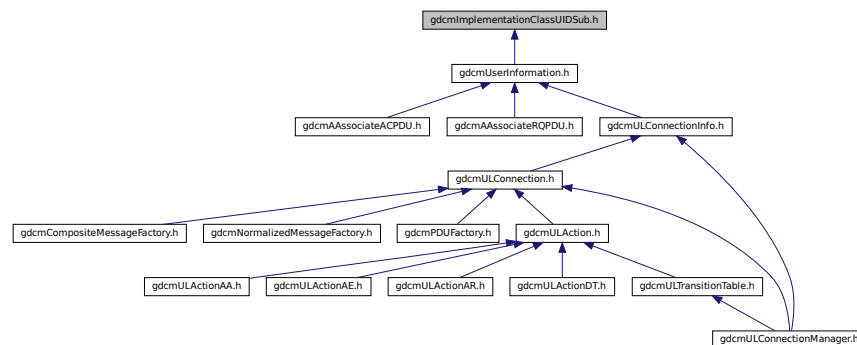
## 11.503 gdcmmImplementationClassUIDSub.h File Reference

```
#include "gdcmmTypes.h"
```

Include dependency graph for gdcmmImplementationClassUIDSub.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::network::ImplementationClassUIDSub](#)  
*ImplementationClassUIDSub.*

## Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.504 gdcmImplementationClassUIDSub.h

[Go to the documentation of this file.](#)

```

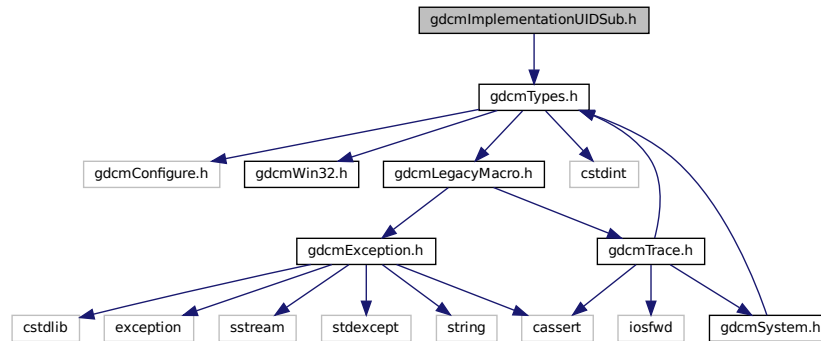
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIMPLEMENTATIONCLASSUIDSUB_H
15 #define GDCMIMPLEMENTATIONCLASSUIDSUB_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21
22 namespace network
23 {
24
25 class ImplementationClassUIDSub
26 {
27 public:
28     ImplementationClassUIDSub();
29     std::istream &Read(std::istream &is);
30     const std::ostream &Write(std::ostream &os) const;
31
32     size_t Size() const;
33
34     void Print(std::ostream &os) const;
35
36 private:
37     static const uint8_t ItemType;
38     static const uint8_t Reserved2;
39     uint16_t ItemLength;
40     std::string ImplementationClassUID;
41 };
42
43 } // end namespace network
44
45 } // end namespace gdcm
46
47 #endif //GDCMMAXIMUMLENGTHSUB_H

```

## 11.505 gdcmImplementationUIDSub.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmImplementationUIDSub.h:



### Classes

- class [gdcm::network::ImplementationUIDSub](#)  
*ImplementationUIDSub.*

### Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.506 gdcmImplementationUIDSub.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIMPLEMENTATIONUIDSUB_H
15 #define GDCMIMPLEMENTATIONUIDSUB_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21

```



```

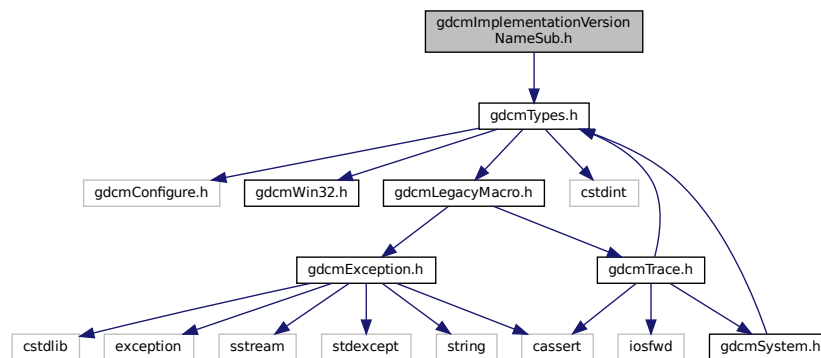
22 namespace network
23 {
24
25 class GDCM_EXPORT ImplementationUIDSub
26 {
27 public:
28     ImplementationUIDSub();
29     const std::ostream &Write(std::ostream &os) const;
30 private:
31     static const uint8_t ItemType;
32     static const uint8_t Reserved2;
33     uint16_t ItemLength;
34     std::string ImplementationClassUID;
35 };
36
37 // end namespace network
38
39 // end namespace gdcml
40
41 #endif //GDCMMAXIMUMLENGTHSUB_H

```

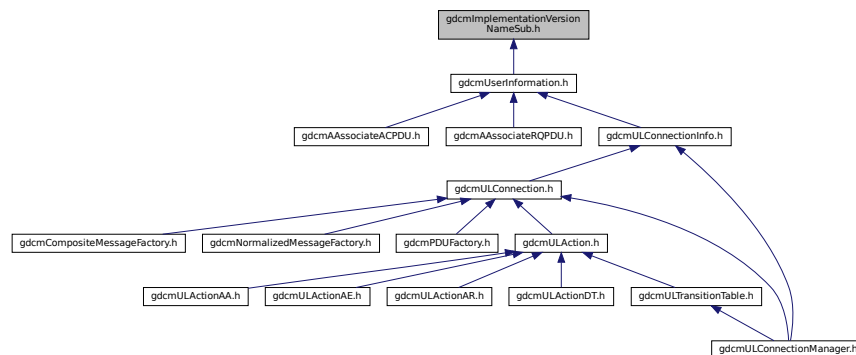
## 11.507 gdcmlImplementationVersionNameSub.h File Reference

```
#include "gdcmlTypes.h"
```

Include dependency graph for gdcmlImplementationVersionNameSub.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::network::ImplementationVersionNameSub`  
*ImplementationVersionNameSub.*

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.508 gdcmImplementationVersionNameSub.h

[Go to the documentation of this file.](#)

```

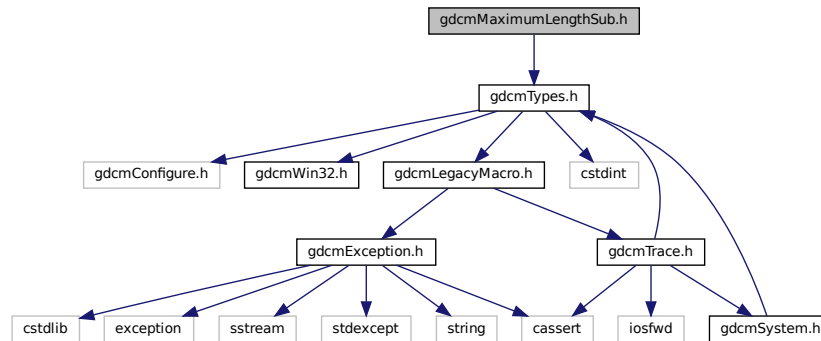
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMIMPLEMENTATIONVERSIONNAMESUB_H
15 #define GDCMIMPLEMENTATIONVERSIONNAMESUB_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21
22     namespace network
23     {
24
25         class ImplementationVersionNameSub
26         {
27         public:
28             ImplementationVersionNameSub();
29             std::istream &Read(std::istream &is);
30             const std::ostream &Write(std::ostream &os) const;
31
32             size_t Size() const;
33             void Print(std::ostream &os) const;
34
35         private:
36             static const uint8_t ItemType;
37             static const uint8_t Reserved2;
38             uint16_t ItemLength;
39             std::string ImplementationVersionName;
40         };
41
42     } // end namespace network
43
44 } // end namespace gdcm
45
46 #endif //GDCMMAXIMUMLENGTHSUB_H

```

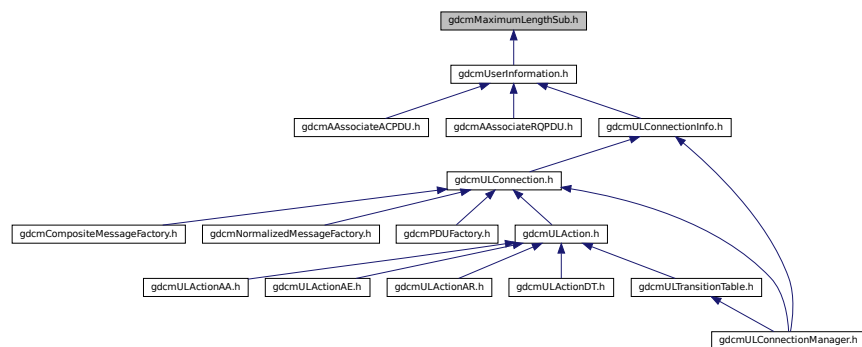
## 11.509 gdcmMaximumLengthSub.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmMaximumLengthSub.h:



This graph shows which files directly or indirectly include this file:



### Classes

- class `gdcm::network::MaximumLengthSub`  
*MaximumLengthSub.*

### Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.510 gdcmMaximumLengthSub.h

[Go to the documentation of this file.](#)

```

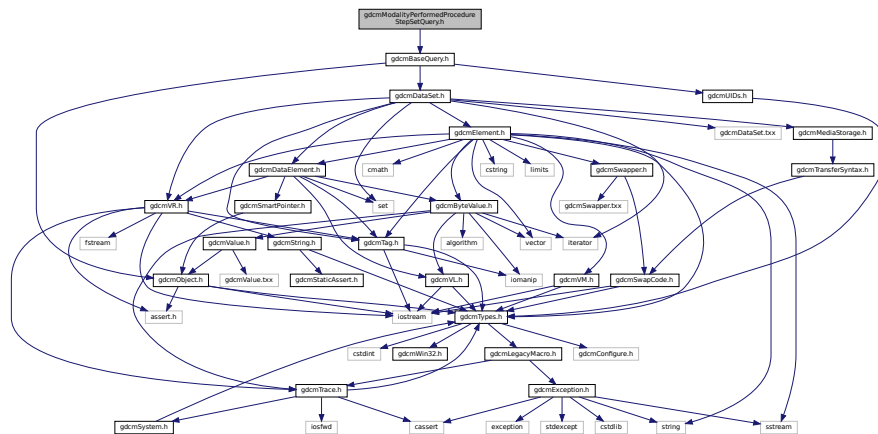
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMMAXIMUMLENGTHSUB_H
15 #define GDCMMAXIMUMLENGTHSUB_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21
22     namespace network
23     {
24
25         class MaximumLengthSub
26         {
27         public:
28             MaximumLengthSub();
29             std::istream &Read(std::istream &is);
30             const std::ostream &Write(std::ostream &os) const;
31
32             size_t Size() const;
33
34             uint32_t GetMaximumLength()const { return MaximumLength; }
35             void SetMaximumLength(uint32_t maximumlength);
36
37             void Print(std::ostream &os) const;
38
39         private:
40             static const uint8_t ItemType;
41             static const uint8_t Reserved2;
42             uint16_t ItemLength;
43             uint32_t MaximumLength;
44         };
45     }
46 } // end namespace network
47
48 // end namespace gdcm
49
50 #endif //GDCMMAXIMUMLENGTHSUB_H

```



## 11.513 gdcModalityPerformedProcedureStepSetQuery.h File Reference

Include dependency graph for `gdcmModalityPerformedProcedureStepSetQuery.h`:



- class `gdcmm::ModalityPerformedProcedureStepSetQuery`  
*ModalityPerformedProcedureStepSetQuery*.

- namespace **gdcm**

## 11.514 gdcmModalityPerformedProcedureStepSetQuery.h

[Go to the documentation of this file.](#)

```

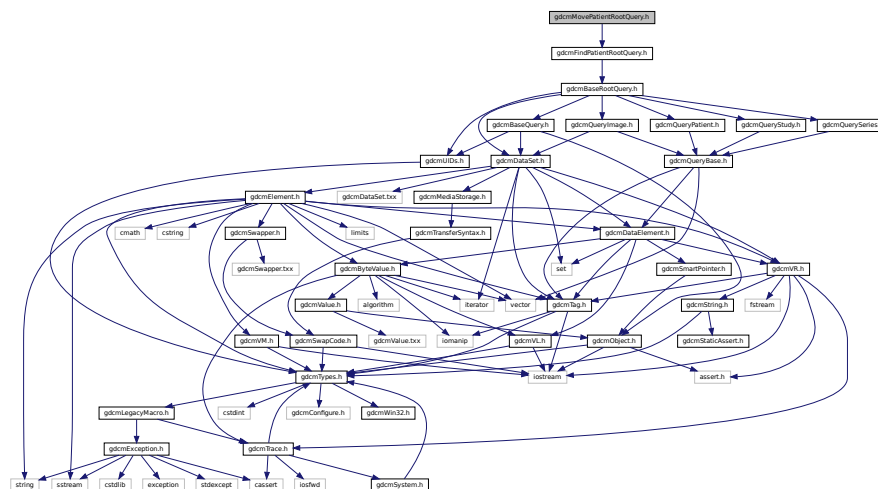
1  /*=====*/
2
3  Program:  GDCM (Grassroots DICOM).  A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMMODALITYPERFORMEDPROCEDURESTEPSETQUERY_H
15 #define GDCMMODALITYPERFORMEDPROCEDURESTEPSETQUERY_H
16
17 #include "gdcmBaseQuery.h"
18
19 namespace gdcm
20 {
21     class GDCM_EXPORT ModalityPerformedProcedureStepSetQuery : public BaseQuery{
22     friend class QueryFactory;
23     public:
24         ModalityPerformedProcedureStepSetQuery( const std::string & iSopInstanceUID );
25
26         gdcm::DataSet GetRequiredDataSet() const;
27         bool ValidateQuery( bool inStrict = true) const override;
28         UIDs::TSName GetAbstractSyntaxUID() const override;
29     };
30
31 } // end namespace gdcm
32
33 #endif // GDCMMODALITYPERFORMEDPROCEDURESTEPSETQUERY_H

```

## 11.515 gdcMovePatientRootQuery.h File Reference

```
#include "gdcmFindPatientRootQuery.h"
```

Include dependency graph for gdcmmovePatientRootQuery.h:



## Classes

- class `gdcm::MovePatientRootQuery`  
*MovePatientRootQuery.*

## Namespaces

- namespace `gdcm`

## 11.516 gdcmMovePatientRootQuery.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMMOVEPATIENTROOTQUERY_H
15 #define GDCMMOVEPATIENTROOTQUERY_H
16
17 #include "gdcmFindPatientRootQuery.h"
18
19 namespace gdcm
20 {
21     class GDCM_EXPORT MovePatientRootQuery : public BaseRootQuery
22     {
23     public:
24         friend class QueryFactory;
25         MovePatientRootQuery();
26
27         void InitializeDataSet(const EQueryLevel& inQueryLevel) override;
28
29         std::vector<Tag> GetTagListByLevel(const EQueryLevel& inQueryLevel) override;
30
31         bool ValidateQuery(bool inStrict = true) const override;
32
33         UIDs::TSName GetAbstractSyntaxUID() const override;
34     };
35 } // end namespace gdcm
36
37 #endif // GDCMMOVEPATIENTROOTQUERY_H

```









## Classes

- class [gdcm::network::NCreateRQ](#)  
*NCreateRQ.*
- class [gdcm::network::NCreateRSP](#)  
*NCreateRSP this file defines the messages for the ncreate action.*

## Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.522 gdcmNCreateMessages.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2014 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCNCREATEMESSAGES_H
15 #define GDCMCNCREATEMESSAGES_H
16
17 #include "gdcmBaseNormalizedMessage.h"
18
19 namespace gdcm{
20     namespace network{
21
22     class ULConnection;
23
24     class NCreateRQ : public BaseNormalizedMessage {
25     public:
26         std::vector<PresentationDataValue> ConstructPDV(const ULConnection &inConnection,
27             const BaseQuery* inQuery) override;
28     };
29
30     class NCreateRSP : public BaseNormalizedMessage {
31     public:
32         std::vector<PresentationDataValue> ConstructPDVByDataSet(const DataSet* inDataSet);
33     };
34 }
35
36 #endif // GDCMCNCREATEMESSAGES_H

```



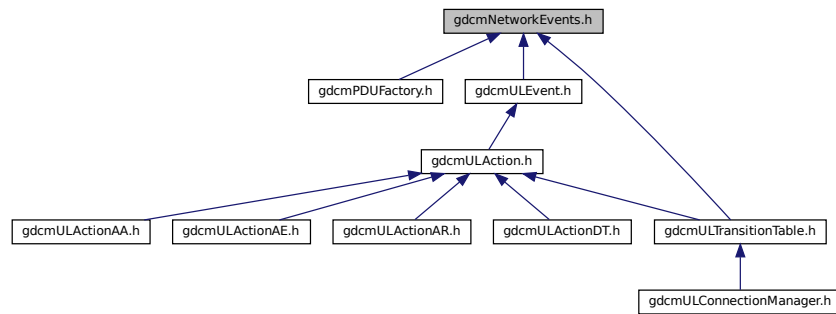
```

17 #include "gdcmBaseNormalizedMessage.h"
18
19 namespace gdcm{
20     namespace network{
21
22     class ULConnection;
23
24     class NDeleteRQ : public BaseNormalizedMessage {
25     public:
26         std::vector<PresentationDataValue> ConstructPDV(const ULConnection &inConnection,
27             const BaseQuery* inQuery) override;
28     };
29
30     class NDeleteRSP : public BaseNormalizedMessage {
31     public:
32         std::vector<PresentationDataValue> ConstructPDVByDataSet(const DataSet* inDataSet);
33     };
34 }
35
36 #endif // GDCMCNDELETEMESSAGES_H

```

## 11.525 gdcmNetworkEvents.h File Reference

This graph shows which files directly or indirectly include this file:



## 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`

## 11.526 gdcmNetworkEvents.h

[Go to the documentation of this file.](#)

```

1 /*=====
2 *
3 * Copyright NumFOCUS
4 *
5 * Licensed under the Apache License, Version 2.0 (the "License");
6 * you may not use this file except in compliance with the License.
7 * You may obtain a copy of the License at
8 *
9 *     http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 * Unless required by applicable law or agreed to in writing, software
12 * distributed under the License is distributed on an "AS IS" BASIS,
13 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 * See the License for the specific language governing permissions and
15 * limitations under the License.
16 *
17 *=====*/
18 /*
19 The NetworkEvents enumeration defines the inputs into the state of the network connection.
20
21 These inputs can come either from user input or input from other things on the socket,
22 ie, responses from the peer or ARTIM timeouts.
23
24 Note that this enumeration is not 'power of two', like the states, because you can't have
25 multiple simultaneous events. Multiple state outputs in transition tables, however, is possible.
26
27 */
28 #ifndef GDCMNETWORKEVENTS_H
29 #define GDCMNETWORKEVENTS_H
30
31 namespace gdcm {
32 namespace network {
33     typedef enum {
34         eAASSOCIATERequestLocalUser = 0,
35         eTransportConnConfirmLocal,
36         eASSOCIATE_ACPDUreceived,
37         eASSOCIATE_RJPDUreceived,
38         eTransportConnIndicLocal,
39         eAASSOCIATE_RQPDUreceived,
40         eAASSOCIATEresponseAccept,
41         eAASSOCIATEresponseReject,
42         ePDATArequest,
43         ePDATATFPDU,
44         eARELEASERequest,

```

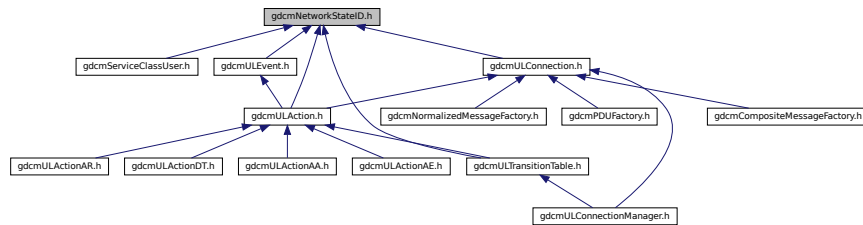
```

45     eARELEASE_RQPDUReceivedOpen,
46     eARELEASE_RPPDUReceived,
47     eARELEASEResponse,
48     eAABORTRequest,
49     eAABORTPDUReceivedOpen,
50     eTransportConnectionClosed,
51     eARTIMTimerExpired,
52     eUnrecognizedPDUReceived,
53     eEventDoesNotExist
54 } EEventID;
55
56 const int cMaxEventID = eEventDoesNotExist;
57 }
58 }
59
60 #endif //NETWORKEVENTS_H

```

## 11.527 gdcmlNetworkStateID.h File Reference

This graph shows which files directly or indirectly include this file:



## Namespaces

- namespace [gdcml](#)
- namespace [gdcml::network](#)

## Enumerations

- enum [gdcml::network::EStateID](#) {
  - [gdcml::network::eStaDoesNotExist](#) = 0 ,
  - [gdcml::network::eSta1Idle](#) = 1 ,
  - [gdcml::network::eSta2Open](#) = 2 ,
  - [gdcml::network::eSta3WaitLocalAssoc](#) = 4 ,
  - [gdcml::network::eSta4LocalAssocDone](#) = 8 ,
  - [gdcml::network::eSta5WaitRemoteAssoc](#) = 16 ,
  - [gdcml::network::eSta6TransferReady](#) = 32 ,
  - [gdcml::network::eSta7WaitRelease](#) = 64 ,
  - [gdcml::network::eSta8WaitLocalRelease](#) = 128 ,
  - [gdcml::network::eSta9ReleaseCollisionRqLocal](#) = 256 ,
  - [gdcml::network::eSta10ReleaseCollisionAc](#) = 512 ,
  - [gdcml::network::eSta11ReleaseCollisionRq](#) = 1024 ,
  - [gdcml::network::eSta12ReleaseCollisionAcLocal](#) = 2048 ,
  - [gdcml::network::eSta13AwaitingClose](#) = 4096 }



## Functions

- int `gdcm::network::GetStateIndex` (EStateID inState)

## Variables

- const int `gdcm::network::cMaxStateID` = 13

## 11.528 gdcmNetworkStateID.h

[Go to the documentation of this file.](#)

```

1 /*=====
2 *
3 *   Copyright NumFOCUS
4 *
5 *   Licensed under the Apache License, Version 2.0 (the "License");
6 *   you may not use this file except in compliance with the License.
7 *   You may obtain a copy of the License at
8 *
9 *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMNETWORKSTATEID_H
19 #define GDCMNETWORKSTATEID_H
20
21 namespace gdcm {
22     namespace network {
23
24         enum EStateID {
25             eStaDoesNotExist = 0,
26             eStaIdle = 1,
27             eSta2Open = 2,
28             eSta3WaitLocalAssoc = 4,
29             eSta4LocalAssocDone = 8,
30             eSta5WaitRemoteAssoc = 16,
31             eSta6TransferReady = 32,
32             eSta7WaitRelease = 64,
33             eSta8WaitLocalRelease = 128,
34             eSta9ReleaseCollisionRqLocal = 256,
35             eSta10ReleaseCollisionAc = 512,
36             eSta11ReleaseCollisionRq = 1024,
37             eSta12ReleaseCollisionAcLocal = 2048,
38             eSta13AwaitingClose = 4096
39         };
40
41         const int cMaxStateID = 13;
42
43         //the transition table is built on state indices
44         //this function will produce the index from the power-of-two EStateID
45         inline int GetStateIndex(EStateID inState){
46             switch (inState){
47                 case eStaDoesNotExist:
48                     default:
49                         return -1;
50                 case eStaIdle:
51                     return 0;
52                 case eSta2Open:
53                     return 1;
54                 case eSta3WaitLocalAssoc:
55                     return 2;
56                 case eSta4LocalAssocDone:
57                     return 3;
58                 case eSta5WaitRemoteAssoc:
59                     return 4;
60             }
61         }
62     }
63 }

```





## Classes

- class `gdcm::network::NGetRQ`  
*NGetRQ.*
- class `gdcm::network::NGetRSP`  
*NGetRSP this file defines the messages for the nget action.*

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.532 gdcmNGetMessages.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2014 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMCNGETMESSAGES_H
15 #define GDCMCNGETMESSAGES_H
16
17 #include "gdcmBaseNormalizedMessage.h"
18
19 namespace gdcm{
20     namespace network{
21
22     class ULConnection;
23
24     class NGetRQ : public BaseNormalizedMessage {
25     public:
26         std::vector<PresentationDataValue> ConstructPDV(const ULConnection &inConnection,
27             const BaseQuery* inQuery) override;
28     };
29
30     class NGetRSP : public BaseNormalizedMessage {
31     public:
32         std::vector<PresentationDataValue> ConstructPDVByDataSet(const DataSet* inDataSet);
33     };
34 }
35
36 #endif // GDCMCNGETMESSAGES_H

```

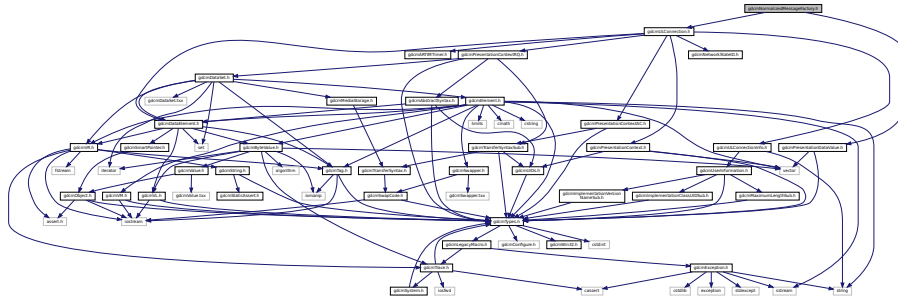
## 11.533 gdcmNormalizedMessageFactory.h File Reference

```

#include "gdcmPresentationDataValue.h"
#include "gdcmULConnection.h"

```

Include dependency graph for gdcmNormalizedMessageFactory.h:



## Classes

- class [gdcm::network::NormalizedMessageFactory](#)

## Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.534 gdcmNormalizedMessageFactory.h

[Go to the documentation of this file.](#)

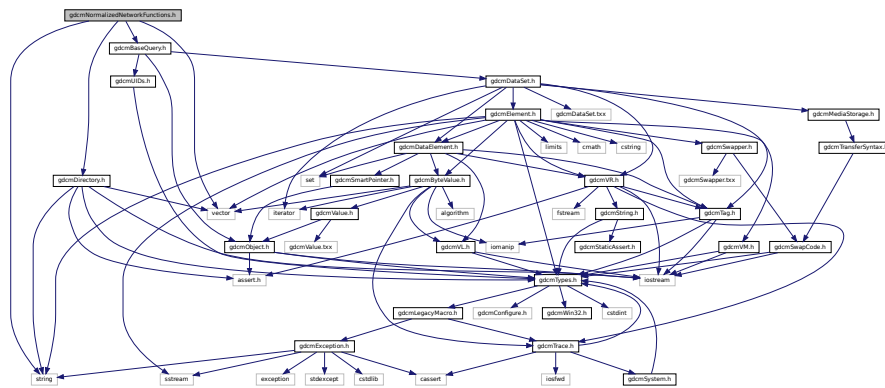
```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2014 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMNORMALIZEDMESSAGEFACTORY_H
15 #define GDCMNORMALIZEDMESSAGEFACTORY_H
16
17 #include "gdcmPresentationDataValue.h"
18 #include "gdcmULConnection.h"
19
20 namespace gdcm {
21     class BaseQuery;
22     class File;
23     namespace network {
24         class BasePDU;
25
26     class NormalizedMessageFactory
27     {
28     public:
29         static std::vector<PresentationDataValue> ConstructNEventReport (const ULConnection& inConnection,
30 const BaseQuery* inQuery);
31         static std::vector<PresentationDataValue> ConstructNGet (const ULConnection& inConnection, const
32 BaseQuery* inQuery);
33         static std::vector<PresentationDataValue> ConstructNSet (const ULConnection& inConnection, const
34 BaseQuery* inQuery);
35     };
36 }

```

## 11.535 gdcmNormalizedNetworkFunctions.h File Reference

Include dependency graph for `gdcnNormalizedNetworkFunctions.h`:



- class `gdcm::NormalizedNetworkFunctions`  
*Normalized Network Functions.*

- namespace **gdcm**

## 11.536 gdcmNormalizedNetworkFunctions.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2014 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMNORMALIZEDNETWORKFUNCTIONS_H
15 #define GDCMNORMALIZEDNETWORKFUNCTIONS_H
16
17 #include "gdcmDirectory.h"
18 #include "gdcmBaseQuery.h" // EQueryLevel / EQueryType
19
20 #include <vector>
21 #include <string>
22
23 namespace gdcm
24 {
25     class GDCM_EXPORT NormalizedNetworkFunctions
26     {
27     public:
28         static BaseQuery* ConstructQuery( const std::string & sopInstanceUID,
29                                           const DataSet& queryds, ENQueryType queryType = eCreateMMPS );
30         static bool NEventReport( const char *remote, uint16_t portno,
31                                   const BaseQuery* query, std::vector<DataSet> &retDataSets,
32                                   const char *aetitle, const char *call );
33         static bool NGet( const char *remote, uint16_t portno,
34                           const BaseQuery* query, std::vector<DataSet> &retDataSets,
35                           const char *aetitle, const char *call );
36         static bool NSet( const char *remote, uint16_t portno,
37                           const BaseQuery* query, std::vector<DataSet> &retDataSets,
38                           const char *aetitle, const char *call );
39         static bool NAction( const char *remote, uint16_t portno,
40                              const BaseQuery* query, std::vector<DataSet> &retDataSets,
41                              const char *aetitle, const char *call );
42         static bool NCreate( const char *remote, uint16_t portno,
43                              BaseQuery* query, std::vector<DataSet> &retDataSets,
44                              const char *aetitle, const char *call );
45         static bool NDelete( const char *remote, uint16_t portno,
46                              const BaseQuery* query, std::vector<DataSet> &retDataSets,
47                              const char *aetitle, const char *call );
48     };
49 } // end namespace gdcm
50
51 #endif // GDCMCOMPOSITENETWORKFUNCTIONS_H

```





```

17 #include "gdcmBaseNormalizedMessage.h"
18
19 namespace gdcm{
20     namespace network{
21
22     class ULConnection;
23
24     class NSetRQ : public BaseNormalizedMessage {
25     public:
26         std::vector<PresentationDataValue> ConstructPDV(const ULConnection &inConnection,
27             const BaseQuery* inQuery) override;
28     };
29
30     class NSetRSP : public BaseNormalizedMessage {
31     public:
32         std::vector<PresentationDataValue> ConstructPDVByDataSet(const DataSet* inDataSet);
33     };
34 }
35
36 #endif // GDCMCNSETMESSAGES_H

```

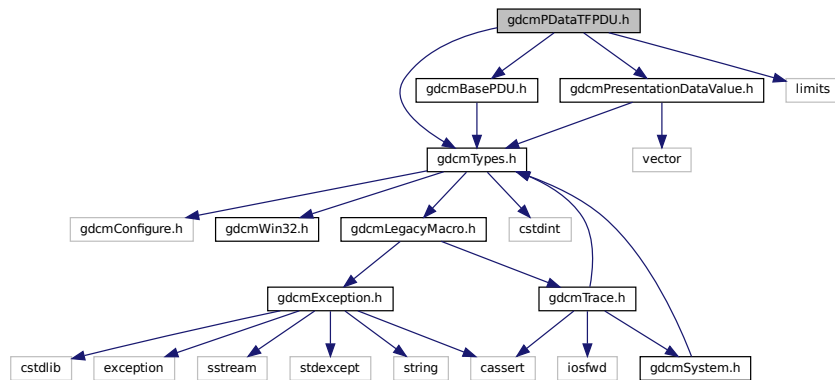
## 11.539 gdcmPDataTFPDU.h File Reference

```

#include "gdcmTypes.h"
#include "gdcmPresentationDataValue.h"
#include "gdcmBasePDU.h"
#include <limits>

```

Include dependency graph for gdcmPDataTFPDU.h:



### Classes

- class [gdcm::network::PDataTFPDU](#)  
[PDataTFPDU](#).

### Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.540 gdcmPDataTFPDU.h

[Go to the documentation of this file.](#)

```

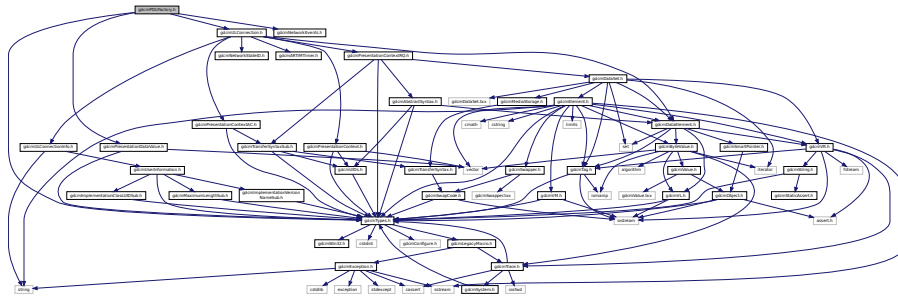
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPDATATFPDU_H
15 #define GDCMPDATATFPDU_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmPresentationDataValue.h"
19 #include "gdcmBasePDU.h"
20 #include <limits>
21
22 namespace gdcm
23 {
24
25     namespace network
26     {
27
28         class GDCM_EXPORT PDataTFPDU : public BasePDU
29         {
30         public:
31             PDataTFPDU();
32             std::istream &Read(std::istream &is) override;
33             const std::ostream &Write(std::ostream &os) const override;
34
35             size_t Size() const override;
36
37             void AddPresentationDataValue( PresentationDataValue const &pdv ) {
38                 V.push_back( pdv );
39                 assert(Size() < std::numeric_limits<uint32_t>::max());
40                 ItemLength = (uint32_t)Size() - 6;
41             }
42
43             typedef std::vector<PresentationDataValue>::size_type SizeType;
44             PresentationDataValue const &GetPresentationDataValue(SizeType i) const {
45                 assert( !V.empty() && i < V.size() );
46                 return V[i];
47             }
48
49             SizeType GetNumberOfPresentationDataValues() const {
50                 return V.size();
51             }
52
53             void Print(std::ostream &os) const override;
54             bool IsLastFragment() const override;
55
56         protected:
57             std::istream &ReadInto(std::istream &is, std::ostream &os);
58         private:
59             static const uint8_t ItemType; // PDUType ?
60             static const uint8_t Reserved2;
61             uint32_t ItemLength; // PDU Length ?
62             std::vector<PresentationDataValue> V;
63         };
64
65     } // end namespace network
66 } // end namespace gdcm
67
68 #endif //GDCMPDATATFPDU_H

```

## 11.541 gdcmPDUFactory.h File Reference

```
#include "gdcmTypes.h"
#include "gdcmNetworkEvents.h"
#include "gdcmULConnection.h"
#include "gdcmPresentationDataValue.h"
```

Include dependency graph for gdcmPDUFactory.h:



### Classes

- class [gdcm::network::PDUFactory](#)  
*PDUFactory basically, given an initial byte, construct the.*

### Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.542 gdcmPDUFactory.h

[Go to the documentation of this file.](#)

```
1 /*=====
2 *
3 * Copyright NumFOCUS
4 *
5 * Licensed under the Apache License, Version 2.0 (the "License");
6 * you may not use this file except in compliance with the License.
7 * You may obtain a copy of the License at
8 *
9 * http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 * Unless required by applicable law or agreed to in writing, software
12 * distributed under the License is distributed on an "AS IS" BASIS,
13 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 * See the License for the specific language governing permissions and
15 * limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMPDUFACTORY_H
19 #define GDCMPDUFACTORY_H
20
21 #include "gdcmTypes.h"
22 #include "gdcmNetworkEvents.h"
```

```

23 #include "gdcmULConnection.h"
24 #include "gdcmPresentationDataValue.h"
25
26 namespace gdcm{
27     class BaseRootQuery;
28     class BaseQuery;
29     class File;
30     namespace network{
31         class BasePDU;
32
33     class PDUFactory {
34     public:
35         static BasePDU* ConstructPDU(uint8_t itemtype); //eventually needs to be smartpointer'd
36         static EEventID DetermineEventByPDU(const BasePDU* inPDU);
37         static BasePDU* ConstructReleasePDU();
38         static BasePDU* ConstructAbortPDU();
39
40         //these are the composite PDU construction methods for the PDataPDUs.
41         //basically, builds a pdatapdu, and then puts the appropriate information in
42         //for the appropriate composite service (c-echo, c-find, c-store, c-get, c-move)
43         //the connection is necessary to construct the stream of PDVs that will
44         //be then placed into the vector of PDUs
45         static std::vector<BasePDU*> CreateCEchoPDU(const ULConnection& inConnection);
46         static std::vector<BasePDU*> CreateCStoreRQPDU(const ULConnection& inConnection, const File &file, bool
writeDataSet = true );
47         static std::vector<BasePDU*> CreateCStoreRSPDU(const DataSet *inDataSet, const BasePDU* inPC);
48         static std::vector<BasePDU*> CreateCFindPDU(const ULConnection& inConnection, const BaseRootQuery*
inRootQuery);
49         static std::vector<BasePDU*> CreateCMovePDU(const ULConnection& inConnection, const BaseRootQuery*
inRootQuery);
50
51         static std::vector<BasePDU*> CreateNEventReportPDU (const ULConnection& inConnection, const BaseQuery
*inQuery);
52         static std::vector<BasePDU*> CreateNGetPDU      (const ULConnection& inConnection, const BaseQuery
*inQuery);
53         static std::vector<BasePDU*> CreateNSetPDU      (const ULConnection& inConnection, const BaseQuery
*inQuery);
54         static std::vector<BasePDU*> CreateNActionPDU    (const ULConnection& inConnection, const BaseQuery
*inQuery);
55         static std::vector<BasePDU*> CreateNCreatePDU   (const ULConnection& inConnection, const BaseQuery
*inQuery);
56         static std::vector<BasePDU*> CreateNDeletePDU   (const ULConnection& inConnection, const BaseQuery
*inQuery);
57
58         //given data pdus, produce the presentation data values stored within.
59         //all operations have these as the payload of the data sending operation
60         //however, echo does not have a dataset in the pdv.
61         static std::vector<PresentationDataValue> GetPDVs(const std::vector<BasePDU*> & inDataPDUs);
62     };
63 }
64
65 #endif //GDCMPDUFACTORY_H

```

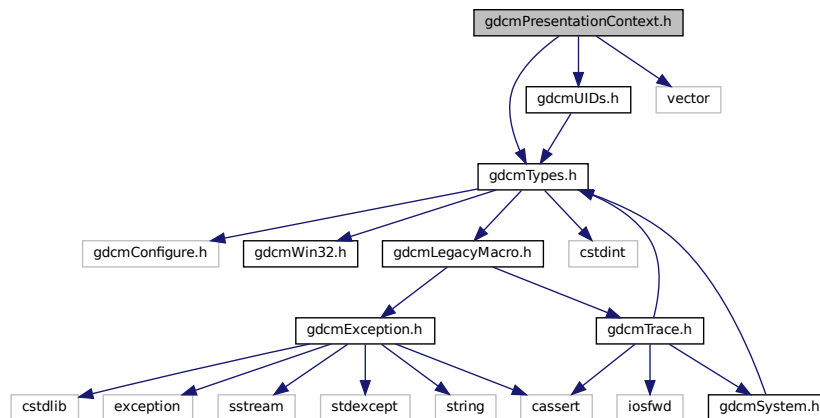
## 11.543 gdcmPresentationContext.h File Reference

```

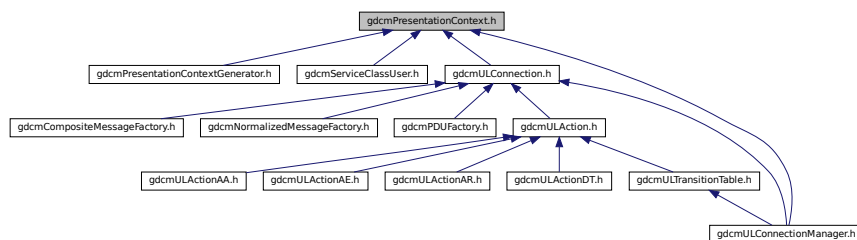
#include "gdcmTypes.h"
#include "gdcmUIDs.h"
#include <vector>

```

Include dependency graph for gdcmPresentationContext.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::PresentationContext](#)  
*PresentationContext.*

## Namespaces

- namespace [gdcm](#)

## 11.544 gdcmPresentationContext.h

[Go to the documentation of this file.](#)

1 / \* =====  
2

```

3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPRESENTATIONCONTEXT_H
15 #define GDCMPRESENTATIONCONTEXT_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmUIDs.h"
19
20 #include <vector>
21
22 namespace gdcm
23 {
24
25 class GDCM_EXPORT PresentationContext
26 {
27 public:
28     PresentationContext();
29
30     PresentationContext( UID::TSName asname,
31         UID::TSName tsname = UID::ImplicitVRLittleEndianDefaultTransferSyntaxforDICOM );
32
33     void SetAbstractSyntax( const char *absyn ) { AbstractSyntax = absyn; }
34     const char *GetAbstractSyntax()const { return AbstractSyntax.c_str(); }
35
36     void AddTransferSyntax( const char *tsstr );
37     typedef std::vector<std::string> TransferSyntaxArrayType;
38     typedef TransferSyntaxArrayType::size_type SizeType;
39     const char *GetTransferSyntax(SizeType i)const { return TransferSyntaxes[i].c_str(); }
40     SizeType GetNumberOfTransferSyntaxes()const { return TransferSyntaxes.size(); }
41
42     void SetPresentationContextID( uint8_t id );
43     uint8_t GetPresentationContextID() const;
44
45     void Print(std::ostream &os) const;
46
47     bool operator==(const PresentationContext & pc)const
48     {
49         assert( TransferSyntaxes.size() == 1 ); // TODO
50         assert( pc.TransferSyntaxes.size() == 1 );
51         return AbstractSyntax == pc.AbstractSyntax && TransferSyntaxes == pc.TransferSyntaxes;
52     }
53
54 protected :
55     std::string AbstractSyntax;
56     std::vector<std::string> TransferSyntaxes;
57     uint8_t /*PresentationContext*/ID;
58 };
59
60 // end namespace gdcm
61
62 #endif //GDCMPRESENTATIONCONTEXT_H

```

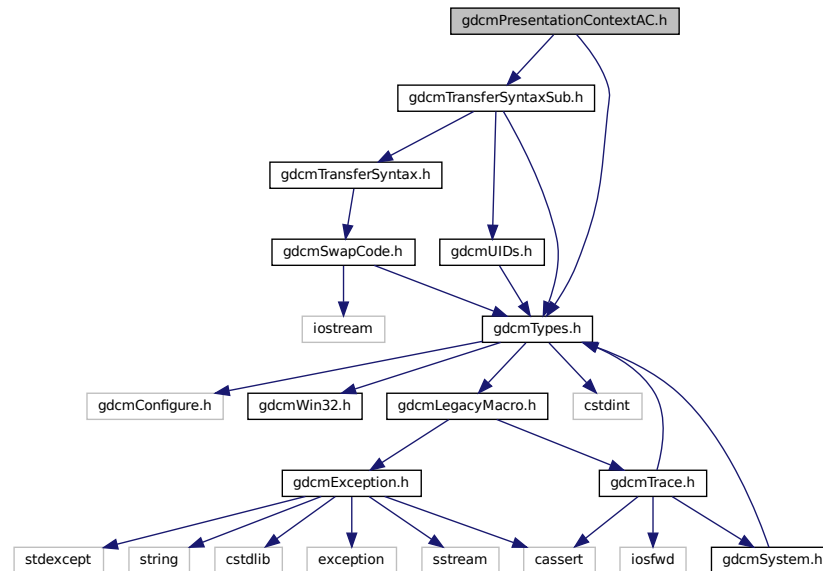
## 11.545 gdcmPresentationContextAC.h File Reference

```

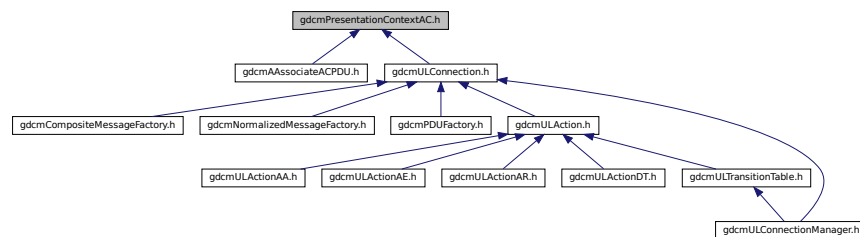
#include "gdcmTypes.h"
#include "gdcmTransferSyntaxSub.h"

```

Include dependency graph for gdcmPresentationContextAC.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::network::PresentationContextAC](#)  
*PresentationContextAC.*

## Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.546 gdcmPresentationContextAC.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPRESENTATIONCONTEXTAC_H
15 #define GDCMPRESENTATIONCONTEXTAC_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmTransferSyntaxSub.h"
19
20 namespace gdcm
21 {
22
23     namespace network
24     {
25
26         class PresentationContextAC
27         {
28         public:
29             PresentationContextAC();
30             std::istream &Read(std::istream &is);
31             const std::ostream &Write(std::ostream &os) const;
32
33             size_t Size() const;
34
35             void SetTransferSyntax( TransferSyntaxSub const &ts );
36             void SetPresentationContextID( uint8_t id );
37
38             void Print(std::ostream &os) const;
39
40             uint8_t GetPresentationContextID() const
41             {
42                 return ID;
43             }
44             TransferSyntaxSub const & GetTransferSyntax()const { return SubItems; }
45
46             void SetReason( uint8_t r ) { Result = r; }
47             uint8_t GetReason()const { return Result; }
48
49         private:
50             static const uint8_t ItemType;
51             static const uint8_t Reserved2;
52             uint16_t ItemLength; // len of last transfer syntax
53             uint8_t /*PresentationContext*/ID;
54             static const uint8_t Reserved6;
55             uint8_t /*Reason*/Result;
56             static const uint8_t Reserved8;
57             TransferSyntaxSub SubItems;
58         };
59     }
60 } // end namespace network
61
62 } // end namespace gdcm
63
64 #endif //GDCMPRESENTATIONCONTEXTAC_H

```

## 11.547 gdcmPresentationContextGenerator.h File Reference

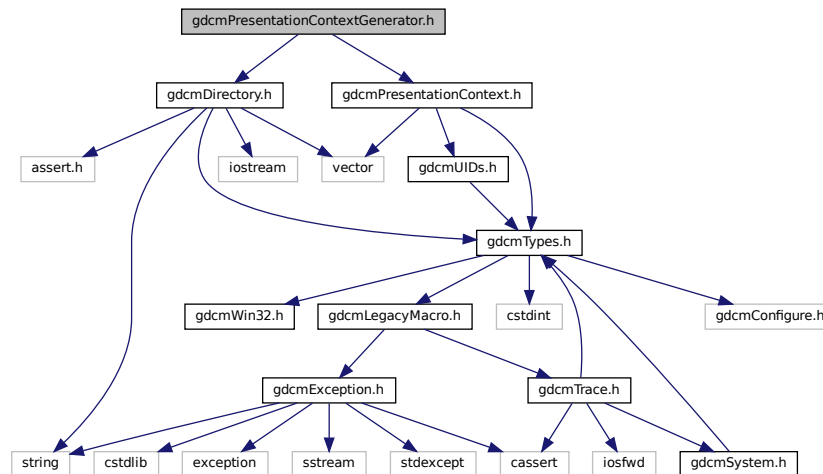
```

#include "gdcmDirectory.h"
#include "gdcmPresentationContext.h"

```



Include dependency graph for gdcmPresentationContextGenerator.h:



## Classes

- class [gdcm::PresentationContextGenerator](#)  
*PresentationContextGenerator.*

## Namespaces

- namespace [gdcm](#)

## 11.548 gdcmPresentationContextGenerator.h

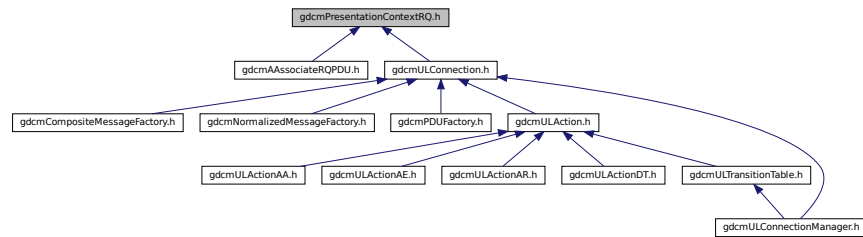
[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPRESENTATIONCONTEXTGENERATOR_H
15 #define GDCMPRESENTATIONCONTEXTGENERATOR_H
16
17 #include "gdcmDirectory.h"
18 #include "gdcmPresentationContext.h"
19
20 namespace gdcm
21 {
22 class TransferSyntax;
```



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::network::PresentationContextRQ`  
*PresentationContextRQ.*

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.550 gdcmPresentationContextRQ.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPRESENTATIONCONTEXTTRQ_H
15 #define GDCMPRESENTATIONCONTEXTTRQ_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmAbstractSyntax.h"
19 #include "gdcmTransferSyntaxSub.h"
20 #include "gdcmDataSet.h"
21
22 namespace gdcm
23 {
24   class PresentationContext;
25   namespace network
26   {
27
28
29
30
31
32
33
34   class GDCM_EXPORT PresentationContextRQ
35   {
36   public:
37     PresentationContextRQ();
38
39
40
41     PresentationContextRQ(UIDs::TSName asname, UIDs::TSName tname =

```

```

43     UIDs::ImplicitVRLittleEndianDefaultTransferSyntaxforDICOM );
44
45     std::istream &Read(std::istream &is);
46     const std::ostream &Write(std::ostream &os) const;
47     size_t Size() const;
48
49     void SetAbstractSyntax( AbstractSyntax const & absyn );
50     AbstractSyntax const &GetAbstractSyntax()const { return SubItems; }
51     AbstractSyntax &GetAbstractSyntax() { return SubItems; }
52
53     void AddTransferSyntax( TransferSyntaxSub const &ts );
54     typedef std::vector<TransferSyntaxSub>::size_type SizeType;
55     TransferSyntaxSub const & GetTransferSyntax(SizeType i)const { return TransferSyntaxes[i]; }
56     TransferSyntaxSub & GetTransferSyntax(SizeType i) { return TransferSyntaxes[i]; }
57     std::vector<TransferSyntaxSub> const & GetTransferSyntaxes()const {return TransferSyntaxes; }
58     SizeType GetNumberOfTransferSyntaxes()const { return TransferSyntaxes.size(); }
59
60     void SetPresentationContextID( uint8_t id );
61     uint8_t GetPresentationContextID() const;
62
63     void Print(std::ostream &os) const;
64
65     bool operator==(const PresentationContextRQ & pc)const
66 {
67     assert( TransferSyntaxes.size() == 1 ); // TODO
68     assert( pc.TransferSyntaxes.size() == 1 );
69     return SubItems == pc.SubItems && TransferSyntaxes == pc.TransferSyntaxes;
70 }
71
72     PresentationContextRQ(const PresentationContext & pc);
73
74 private:
75     static const uint8_t ItemType;
76     static const uint8_t Reserved2;
77     uint16_t ItemLength; // len of last transfer syntax
78     uint8_t /*PresentationContext*/ID;
79     static const uint8_t Reserved6;
80     static const uint8_t Reserved7;
81     static const uint8_t Reserved8;
82     /*
83     This variable field shall contain the following sub-items: one Abstract
84     Syntax and one or more Transfer Syntax(es). For a complete
85     description of the use and encoding of these sub-items see Sections
86     9.3.2.2.1 and 9.3.2.2.2.
87     */
88     AbstractSyntax SubItems;
89     std::vector<TransferSyntaxSub> TransferSyntaxes;
90 };
91
92 } // end namespace network
93
94 } // end namespace gdcm
95
96 #endif //GDCMPRESENTATIONCONTEXTTRQ_H

```

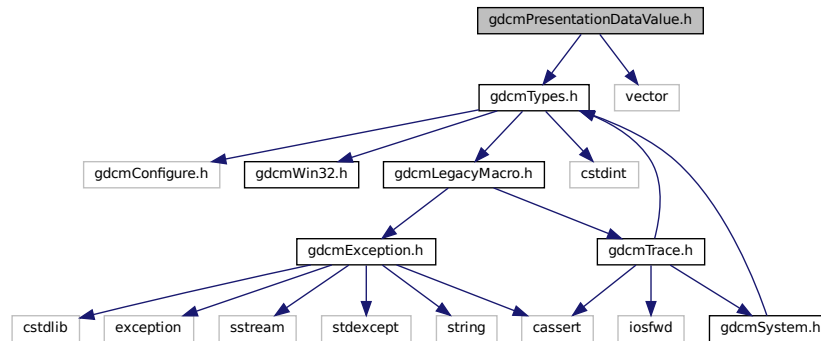
## 11.551 gdcmPresentationDataValue.h File Reference

```

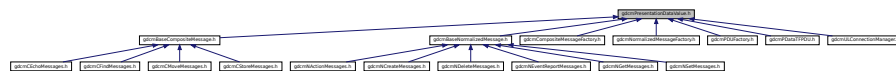
#include "gdcmTypes.h"
#include <vector>

```

Include dependency graph for gdcmPresentationDataValue.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::network::PresentationDataValue](#)  
*PresentationDataValue.*

## Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.552 gdcmPresentationDataValue.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPRESENTATIONDATAVALUE_H

```

```

15 #define GDCMPRESENTATIONDATAVALUE_H
16
17 #include "gdcmTypes.h"
18
19 #include <vector>
20
21 namespace gdcm
22 {
23   class DataSet;
24   namespace network
25   {
26
27   class GDCM_EXPORT PresentationDataValue
28   {
29   public:
30     PresentationDataValue();
31     std::istream &Read(std::istream &is);
32     std::istream &ReadInto(std::istream &is, std::ostream &os);
33
34     const std::ostream &Write(std::ostream &os) const;
35
36     size_t Size() const;
37
38     void SetDataSet(const DataSet &ds);
39     void SetBlob(const std::string &partialblob);
40     const std::string &GetBlob() const;
41
42     uint8_t GetPresentationContextID()const { return PresentationContextID; }
43     void SetPresentationContextID(uint8_t id) {
44         assert( id );
45         PresentationContextID = id;
46     }
47     uint8_t GetMessageHeader()const {
48         assert( MessageHeader <= 0x3 );
49         return MessageHeader;
50     }
51     // E.2 MESSAGE CONTROL HEADER ENCODING
52     // Only the first two bits are considered
53     void SetMessageHeader(uint8_t messageheader) {
54         MessageHeader = messageheader;
55         assert( MessageHeader <= 0x3 );
56     }
57     //flip the least significant bit of the message header to 1
58     //if this is a command, else set it to 0.
59     void SetCommand(bool inCommand);
60     void SetLastFragment(bool inLast);//set to true if this is the last PDV of a set
61
62     bool GetIsCommand() const;
63     bool GetIsLastFragment() const;
64
65     void Print(std::ostream &os) const;
66
67     //NOTE that the PDVs have to be given in the order in which they were received!
68     //also note that a dataset may be across multiple PDVs
69     static DataSet ConcatenatePDVBlobs(const std::vector<PresentationDataValue>& inPDVs);
70
71     static DataSet ConcatenatePDVBlobsAsExplicit(const std::vector<PresentationDataValue>& inPDVs);
72
73 private:
74     uint32_t ItemLength;
75     uint8_t PresentationContextID;
76     uint8_t MessageHeader;
77     std::string Blob;
78 };
79 } // end namespace network
80
81 } // end namespace gdcm
82
83 #endif //GDCMPRESENTATIONDATAVALUE_H

```

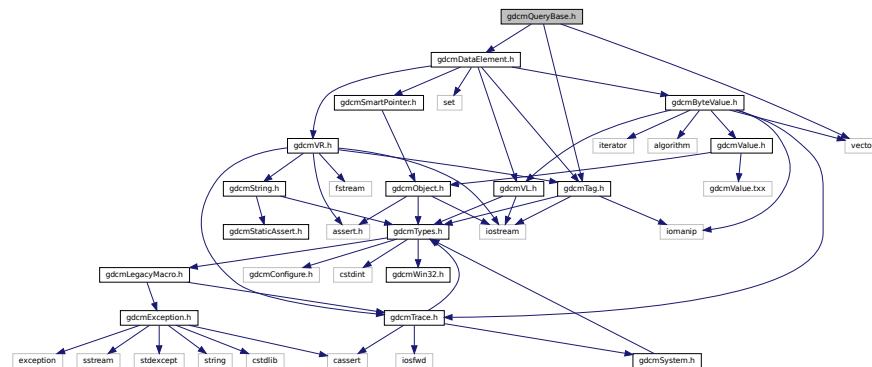
## 11.553 gdcmQueryBase.h File Reference

```

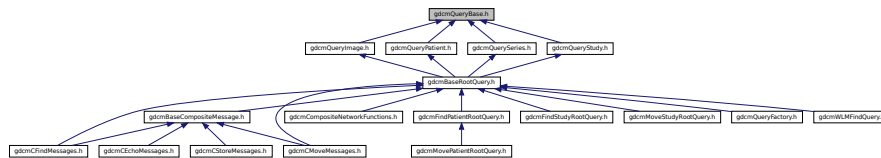
#include "gdcmTag.h"
#include "gdcmDataElement.h"

```

Include dependency graph for gdcmQueryBase.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::QueryBase`  
*QueryBase*.

## Namespaces

- namespace **gdcm**

## Enumerations

- enum `gdcm::ERootType` {  
`gdcm::ePatientRootType` ,  
`gdcm::eStudyRootType` }

## 11.554 gdcmQueryBase.h

[Go to the documentation of this file.](#)

```

1  /*=====
2  *
3  *   Copyright NumFOCUS
4  *
5  *   Licensed under the Apache License, Version 2.0 (the "License");
6  *   you may not use this file except in compliance with the License.
7  *   You may obtain a copy of the License at
8  *
9  *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMQUERYBASE_H
19 #define GDCMQUERYBASE_H
20
21 #include "gdcmTag.h"
22 #include "gdcmDataElement.h"
23
24 #include <vector>
25
26 namespace gdcm
27 {
28     enum ERootType
29     {
30         ePatientRootType,
31         eStudyRootType
32     };
33
34     class GDCM_EXPORT QueryBase
35     {
36     public:
37         virtual ~QueryBase() = default;
38
39         virtual std::vector<Tag> GetRequiredTags(const ERootType& inRootType) const = 0;
40         virtual std::vector<Tag> GetUniqueTags(const ERootType& inRootType) const = 0;
41         virtual std::vector<Tag> GetOptionalTags(const ERootType& inRootType) const = 0;
42         // C.4.1.2.1 Baseline Behavior of SCU
43         // All C-FIND SCUs shall be capable of generating query requests which
44         // meet the requirements of the Hierarchical Search.
45         // The Identifier contained in a C-FIND request shall contain a single
46         // value in the Unique Key Attribute for each level above the
47         // Query/Retrieve level. No Required or Optional Keys shall be
48         // specified which are associated with levels above the Query/Retrieve
49         // level.
50         virtual std::vector<Tag> GetHierarchicalSearchTags(const ERootType& inRootType) const = 0;
51
52         std::vector<Tag> GetAllTags(const ERootType& inRootType) const;
53
54         std::vector<Tag> GetAllRequiredTags(const ERootType& inRootType) const;
55
56         virtual const char * GetName() const = 0;
57         virtual DataElement GetQueryLevel() const = 0;
58     };
59 }
60
61 #endif //GDCMQUERYBASE_H

```





## 11.556 gdcmQueryFactory.h

[Go to the documentation of this file.](#)

```

1  /*=====
2  *
3  *   Copyright NumFOCUS
4  *
5  *   Licensed under the Apache License, Version 2.0 (the "License");
6  *   you may not use this file except in compliance with the License.
7  *   You may obtain a copy of the License at
8  *
9  *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMQUERYFACTORY_H
19 #define GDCMQUERYFACTORY_H
20
21 #include "gdcmBaseRootQuery.h"
22
23 namespace gdcm{
24     enum ECharSet {
25         eLatin1 = 0,
26         eLatin2,
27         eLatin3,
28         eLatin4,
29         eCyrillic,
30         eArabic,
31         eGreek,
32         eHebrew,
33         eLatin5, // Latin Alphabet No. 5 (Turkish) Extended
34         eJapanese, // JIS X 0201 (Shift JIS) Extended
35         eThai, // TIS 620-2533 (Thai) Extended
36         eJapaneseKanjiMultibyte, // JIS X 0208 (Kanji) Extended
37         eJapaneseSupplementaryKanjiMultibyte, // JIS X 0212 (Kanji) Extended
38         eKoreanHangulHanjaMultibyte, // KS X 1001 (Hangul and Hanja) Extended
39         eUTF8,
40         eGB18030 // Chinese (Simplified) Extended
41     };
42
43     class GDCM_EXPORT QueryFactory
44     {
45     public:
46         static BaseQuery* ProduceQuery( const std::string & sopInstanceUID, ENQueryType inQueryType );
47         static BaseRootQuery* ProduceQuery(ERootType inRootType, EQueryType inQueryType,
48             EQueryLevel inQueryLevel);
49
50         static DataElement ProduceCharacterSetDataElement(
51             const std::vector<ECharSet>& inCharSetType);
52
53         static ECharSet GetCharacterFromCurrentLocale();
54
55         static void ListCharSets(std::ostream& os);
56     };
57 } // end namespace gdcm
58
59 #endif // GDCMQUERYFACTORY_H

```

## 11.557 gdcmQueryImage.h File Reference

```

#include "gdcmQueryBase.h"
#include "gdcmDataSet.h"

```

[illegible]

```

graph TD
    gdmQueryImage["gdmQueryImage.h"] --> gdmBasePostQuery["gdmBasePostQuery.h"]
    gdmBasePostQuery --> gdmBaseComposite["gdmBaseComposite.h"]
    gdmBasePostQuery --> gdmCompositeBetweenFunctions["gdmCompositeBetweenFunctions.h"]
    gdmBasePostQuery --> gdmFilterPatternQuery["gdmFilterPatternQuery.h"]
    gdmBasePostQuery --> gdmIndistudyPostQuery["gdmIndistudyPostQuery.h"]
    gdmBasePostQuery --> gdmMoveStudyPostQuery["gdmMoveStudyPostQuery.h"]
    gdmBasePostQuery --> gdmQueryFactory["gdmQueryFactory.h"]
    gdmBasePostQuery --> gdmWLMPostQuery["gdmWLMPostQuery.h"]
    gdmBaseComposite --> gdmCfMessages["gdmCfMessages.h"]
    gdmBaseComposite --> gdmCfChannels["gdmCfChannels.h"]
    gdmBaseComposite --> gdmStoreMessages["gdmStoreMessages.h"]
    gdmFilterPatternQuery --> gdmMovePostQuery["gdmMovePostQuery.h"]
  
```

- class `gdcm::QueryImage`  
*QueryImage*.

- namespace **gdcm**

[Go to the documentation of this file.](#)

Generated by Doxygen

```

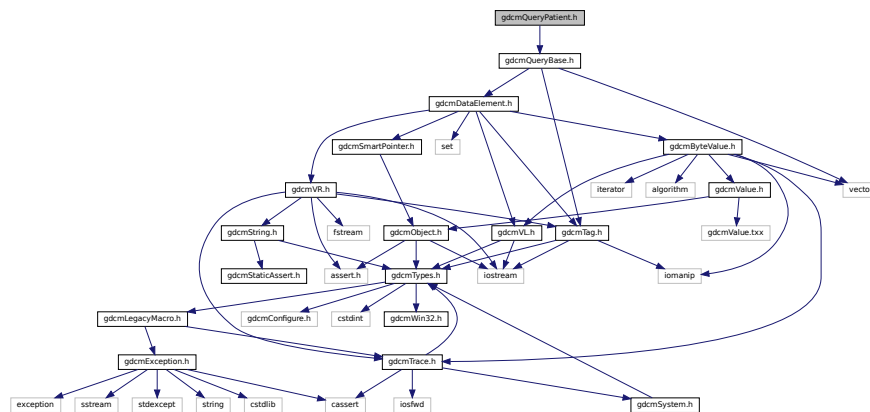
16 *
17 *=====*/
18 #ifndef GDCMQUERYIMAGE_H
19 #define GDCMQUERYIMAGE_H
20
21 #include "gdcmQueryBase.h"
22 #include "gdcmDataSet.h"
23
24 namespace gdcm
25 {
26
27 class GDCM_EXPORT QueryImage : public QueryBase
28 {
29 public:
30     std::vector<Tag> GetRequiredTags(const ERootType& inRootType) const override;
31     std::vector<Tag> GetUniqueTags(const ERootType& inRootType) const override;
32     std::vector<Tag> GetOptionalTags(const ERootType& inRootType) const override;
33     std::vector<Tag> GetHierarchicalSearchTags(const ERootType& inRootType) const override;
34
35     const char * GetName() const override;
36
37     DataElement GetQueryLevel() const override;
38 };
39
40 } // end namespace gdcm
41
42 #endif // GDCMQUERYIMAGE_H

```

## 11.559 gdcmQueryPatient.h File Reference

```
#include "gdcmQueryBase.h"
```

Include dependency graph for gdcmQueryPatient.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::QueryPatient`  
*QueryPatient.*

## Namespaces

- namespace `gdcm`

## 11.560 gdcmQueryPatient.h

[Go to the documentation of this file.](#)

```

1  /*=====
2  *
3  *   Copyright NumFOCUS
4  *
5  *   Licensed under the Apache License, Version 2.0 (the "License");
6  *   you may not use this file except in compliance with the License.
7  *   You may obtain a copy of the License at
8  *
9  *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMQUERYPATIENT_H
19 #define GDCMQUERYPATIENT_H
20
21 #include "gdcmQueryBase.h"
22
23 namespace gdcm
24 {
25     class GDCM_EXPORT QueryPatient : public QueryBase
26     {
27     public:
28         std::vector<Tag> GetRequiredTags(const ERootType& inRootType) const override;
29         std::vector<Tag> GetUniqueTags(const ERootType& inRootType) const override;
30         std::vector<Tag> GetOptionalTags(const ERootType& inRootType) const override;
31         std::vector<Tag> GetHierarchicalSearchTags(const ERootType& inRootType) const override;
32
33         const char * GetName() const override;
34         DataElement GetQueryLevel() const override;
35     };
36 } // end namespace gdcm
37
38 #endif //GDCMQUERYPATIENT_H

```



## 11.563 gdcQueryStudy.h File Reference

Include dependency graph for gdcQueryStudy.h:



## Classes

- class [gdcm::QueryStudy](#)  
*QueryStudy.h.*

## Namespaces

- namespace [gdcm](#)

## 11.564 gdcmQueryStudy.h

[Go to the documentation of this file.](#)

```

1 /*=====
2 *
3 *   Copyright NumFOCUS
4 *
5 *   Licensed under the Apache License, Version 2.0 (the "License");
6 *   you may not use this file except in compliance with the License.
7 *   You may obtain a copy of the License at
8 *
9 *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMQUERYSTUDY_H
19 #define GDCMQUERYSTUDY_H
20
21 #include "gdcmQueryBase.h"
22
23 namespace gdcm
24 {
25     class GDCM_EXPORT QueryStudy : public QueryBase
26     {
27     public:
28         std::vector<Tag> GetRequiredTags(const ERootType& inRootType) const override;
29         std::vector<Tag> GetUniqueTags(const ERootType& inRootType) const override;
30         std::vector<Tag> GetOptionalTags(const ERootType& inRootType) const override;
31         std::vector<Tag> GetHierarchicalSearchTags(const ERootType& inRootType) const override;
32
33         const char *GetName() const override;
34         DataElement GetQueryLevel() const override;
35     };
36 } // end namespace gdcm
37
38 #endif //GDCMQUERYSTUDY_H

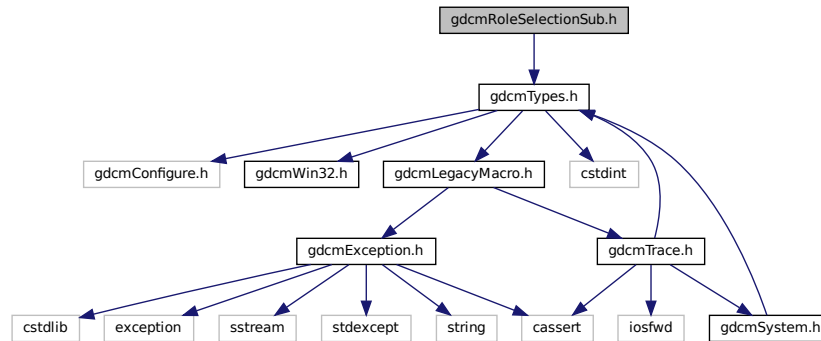
```



## 11.565 gdcmRoleSelectionSub.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmRoleSelectionSub.h:



### Classes

- class [gdcm::network::RoleSelectionSub](#)  
*RoleSelectionSub.*

### Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.566 gdcmRoleSelectionSub.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMROLESELECTIONSUB_H
15 #define GDCMROLESELECTIONSUB_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21

```

```

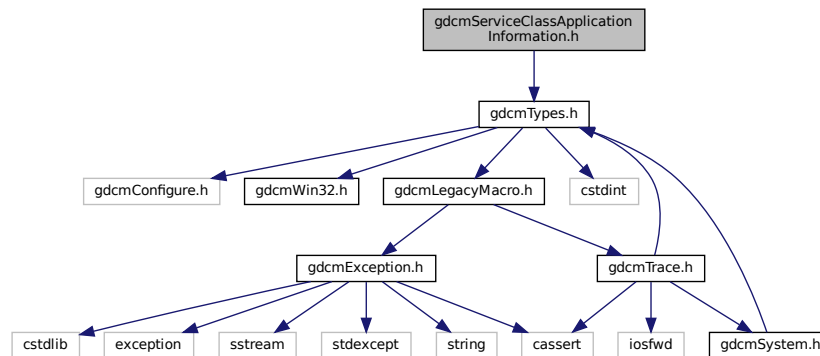
22 namespace network
23 {
24
25 class RoleSelectionSub
26 {
27 public:
28     RoleSelectionSub();
29     std::istream &Read(std::istream &is);
30     const std::ostream &Write(std::ostream &os) const;
31
32     size_t Size() const;
33     void Print(std::ostream &os) const;
34
35     void SetTuple(const char *uid, uint8_t scurole, uint8_t scprole);
36
37 private:
38     static const uint8_t ItemType;
39     static const uint8_t Reserved2;
40     uint16_t ItemLength;
41     uint16_t UIDLength;
42     std::string /*SOP-class-uid*/ Name; // UID
43     uint8_t SCURole;
44     uint8_t SCPRole;
45 };
46
47 } // end namespace network
48
49 } // end namespace gdcmm
50
51 #endif // GDCMROLESELECTIONSUB_H

```

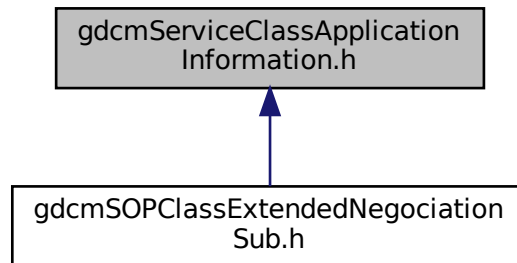
## 11.567 gdcmmServiceClassApplicationInformation.h File Reference

```
#include "gdcmmTypes.h"
```

Include dependency graph for gdcmmServiceClassApplicationInformation.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::network::ServiceClassApplicationInformation](#)

## Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.568 gdcmServiceClassApplicationInformation.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSERVICECLASSAPPLICATIONINFORMATION_H
15 #define GDCMSERVICECLASSAPPLICATIONINFORMATION_H
16
17 #include "gdcmTypes.h"
18
19 namespace gdcm
20 {
21
22     namespace network
23     {
24
25         class ServiceClassApplicationInformation
26         {
27         public:
  
```



## 11.570 gdcmServiceClassUser.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSERVICECLASSUSER_H
15 #define GDCMSERVICECLASSUSER_H
16
17 #include "gdcmSubject.h"
18
19 #include "gdcmPresentationContext.h"
20 #include "gdcmFile.h"
21
22 #include "gdcmNetworkStateID.h" // EStateID
23
24 namespace gdcm
25 {
26 class ServiceClassUserInternals;
27 class BaseRootQuery;
28 namespace network{
29 class ULEvent;
30 class ULConnection;
31 class ULConnectionCallback;
32 }
33
34 class GDCM_EXPORT ServiceClassUser : public Subject
35 {
36 public:
37     ServiceClassUser();
38     ~ServiceClassUser() override;
39     ServiceClassUser(const ServiceClassUser&) = delete;
40     void operator=(const ServiceClassUser &) = delete;
41
42     void SetHostname( const char *hostname );
43
44     void SetPort( uint16_t port );
45
46     void SetPortSCP( uint16_t portscp );
47
48     void SetAETitle(const char *aetitle);
49     const char *GetAETitle() const;
50
51     void SetCalledAETitle(const char *aetitle);
52     const char *GetCalledAETitle() const;
53
54     void SetTimeout(double t);
55     double GetTimeout() const;
56
57     bool InitializeConnection();
58
59     void SetPresentationContexts(std::vector<PresentationContext> const & pcs);
60
61     bool IsPresentationContextAccepted(const PresentationContext& pc) const;
62
63     bool StartAssociation();
64
65     bool StopAssociation();
66
67     bool SendEcho();
68
69     bool SendStore(const char *filename);
70     bool SendStore(File const &file);
71     bool SendStore(DataSet const &ds);
72
73     bool SendFind(const BaseRootQuery* query, std::vector<DataSet> &retDatasets);
74
75     bool SendMove(const BaseRootQuery* query, const char *outputdir);
76     bool SendMove(const BaseRootQuery* query, std::vector<DataSet> &retDatasets);
77     bool SendMove(const BaseRootQuery* query, std::vector<File> &retFile);

```

```

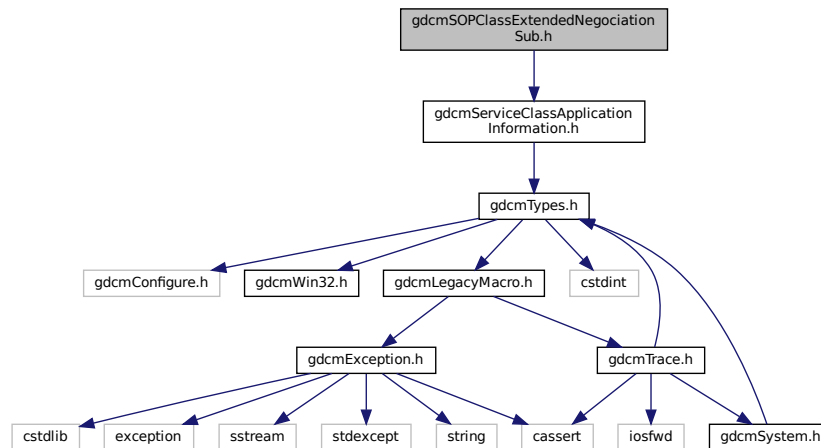
105
106 static SmartPointer<ServiceClassUser> New() { return new ServiceClassUser; }
107
108 private:
109     network::EStateID RunEventLoop(network::ULEvent& inEvent,
110         network::ULConnection* inWhichConnection,
111         network::ULConnectionCallback* inCallback, const bool& startWaiting);
112     network::EStateID RunMoveEventLoop(network::ULEvent& inEvent,
113         network::ULConnectionCallback* inCallback);
114
115 private:
116     ServiceClassUserInternals *Internals;
117 };
118
119 } // end namespace gdcms
120
121 #endif // GDCMSERVICECLASSUSER_H

```

## 11.571 gdcmsOPClassExtendedNegociationSub.h File Reference

#include "gdcmsServiceClassApplicationInformation.h"

Include dependency graph for gdcmsOPClassExtendedNegociationSub.h:



### Classes

- class `gdcms::network::SOPClassExtendedNegociationSub`  
*SOPClassExtendedNegociationSub.*

### Namespaces

- namespace `gdcms`
- namespace `gdcms::network`

## 11.572 gdcmSOPClassExtendedNegociationSub.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMSOPCLASSEXTENDEDNEGOCIATIONSUB_H
15 #define GDCMSOPCLASSEXTENDEDNEGOCIATIONSUB_H
16
17 #include "gdcmServiceClassApplicationInformation.h"
18
19 namespace gdcm
20 {
21 namespace network
22 {
23
24 class SOPClassExtendedNegociationSub
25 {
26 public:
27     SOPClassExtendedNegociationSub();
28     std::istream &Read(std::istream &is);
29     const std::ostream &Write(std::ostream &os) const;
30
31     size_t Size() const;
32     void Print(std::ostream &os) const;
33
34     void SetTuple(const char *uid, uint8_t levelofsupport = 3,
35                  uint8_t levelofdigitalsig = 0,
36                  uint8_t elementcoercion = 2);
37 private:
38     static const uint8_t ItemType;
39     static const uint8_t Reserved2;
40     uint16_t ItemLength;
41     uint16_t UIDLength;
42     std::string /*SOP-class-uid*/ Name; // UID
43     ServiceClassApplicationInformation SCAI;
44 };
45
46 } // end namespace network
47
48 } // end namespace gdcm
49
50 #endif // GDCMSOPCLASSEXTENDEDNEGOCIATIONSUB_H

```

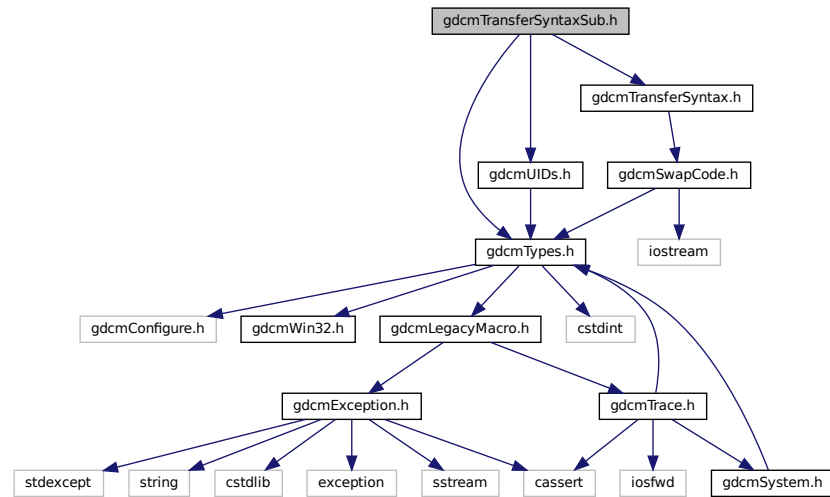
## 11.573 gdcmTransferSyntaxSub.h File Reference

```

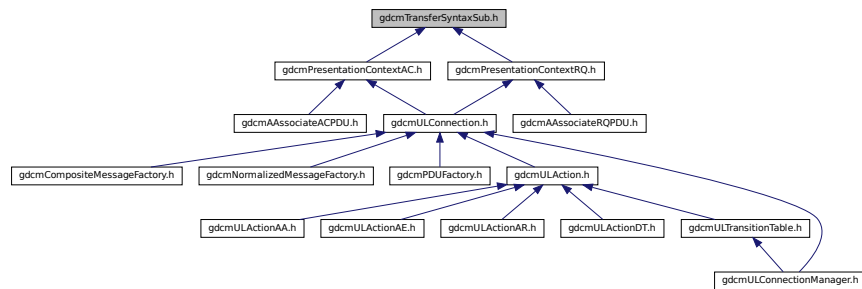
#include "gdcmTypes.h"
#include "gdcmTransferSyntax.h"
#include "gdcmUIDs.h"

```

Include dependency graph for `gdcmTransferSyntaxSub.h`:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::network::TransferSyntaxSub`  
*TransferSyntaxSub.*

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`



## 11.574 gdcmTransferSyntaxSub.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMTRANSFERSYNTAXSUB_H
15 #define GDCMTRANSFERSYNTAXSUB_H
16
17 #include "gdcmTypes.h"
18 #include "gdcmTransferSyntax.h"
19 #include "gdcmUIDs.h"
20
21 namespace gdcm
22 {
23
24     namespace network
25     {
26
27         class TransferSyntaxSub
28         {
29         public:
30             TransferSyntaxSub();
31             void SetName( const char *name );
32             const char *GetName()const { return Name.c_str(); }
33
34             // accept a UIDs::TSType also...
35             void SetNameFromUID( UIDs::TSName tsname );
36
37             std::istream &Read(std::istream &is);
38             const std::ostream &Write(std::ostream &os) const;
39             size_t Size() const;
40             void Print(std::ostream &os) const;
41
42             bool operator==(const TransferSyntaxSub & ts)const
43             {
44                 return Name == ts.Name;
45             }
46
47         private:
48             void UpdateName( const char *name );
49             static const uint8_t ItemType;
50             static const uint8_t Reserved2;
51             uint16_t ItemLength; // len of
52             std::string /*TransferSyntaxSub*/ Name; // UID
53         };
54
55     } // end namespace network
56
57 } // end namespace gdcm
58
59 #endif //GDCMTRANSFERSYNTAXSUB_H

```

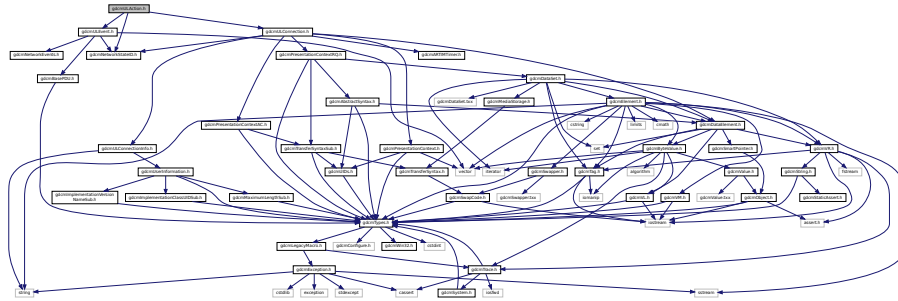
## 11.575 gdcmULAction.h File Reference

```

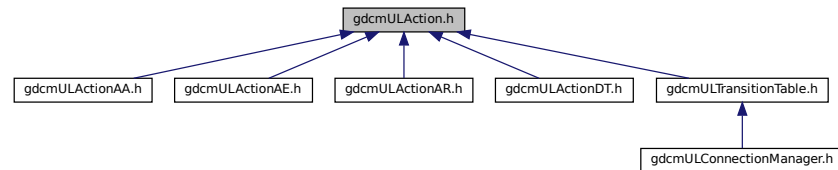
#include "gdcmNetworkStateID.h"
#include "gdcmULEvent.h"

```

```
#include "gdcmULConnection.h"
Include dependency graph for gdcmULAction.h:
```



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::network::ULAction`  
*ULAction.*

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.576 gdcmULAction.h

[Go to the documentation of this file.](#)

```
1 /*=====
2 *
3 * Copyright NumFOCUS
4 *
5 * Licensed under the Apache License, Version 2.0 (the "License");
6 * you may not use this file except in compliance with the License.
7 * You may obtain a copy of the License at
8 *
9 * http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
```

```

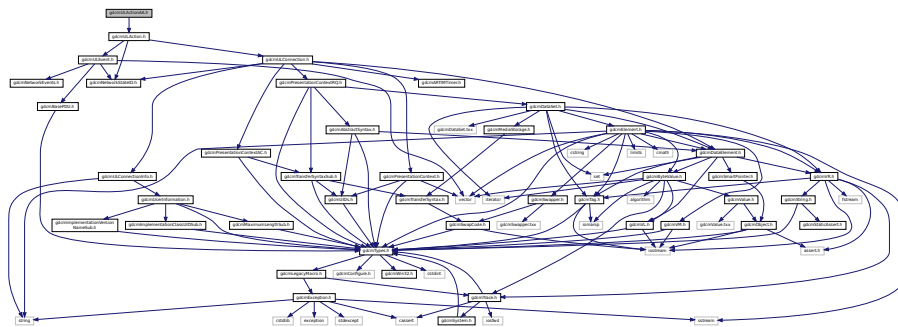
11 * Unless required by applicable law or agreed to in writing, software
12 * distributed under the License is distributed on an "AS IS" BASIS,
13 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 * See the License for the specific language governing permissions and
15 * limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMULACTION_H
19 #define GDCMULACTION_H
20
21 #include "gdcmNetworkStateID.h"
22 #include "gdcmULEvent.h"
23 #include "gdcmULConnection.h"
24
25 namespace gdcm {
26 class Subject;
27     namespace network {
28
29         class UAction {
30         protected:
31
32         public:
33             UAction() = default;
34             //make sure destructors are virtual to avoid memory leaks
35             virtual ~UAction() = default;
36             //cannot copy a UAction
37             UAction(const UAction& inAction) = delete;
38             void operator=(const UAction&) = delete;
39
40             virtual EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
41                 bool& outWaitingForEvent, EEventID& outRaisedEvent) = 0;
42         };
43     }
44 }
45
46 #endif // GDCMULACTION_H

```

## 11.577 gdcmULActionAA.h File Reference

```
#include "gdcmULAction.h"
```

Include dependency graph for gdcmULActionAA.h:



### Classes

- class [gdcm::network::UActionAA1](#)
- class [gdcm::network::UActionAA2](#)
- class [gdcm::network::UActionAA3](#)

- 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](#)

## 11.578 gdcmULActionAA.h

[Go to the documentation of this file.](#)

```

1  /*=====
2  *
3  *   Copyright NumFOCUS
4  *
5  *   Licensed under the Apache License, Version 2.0 (the "License");
6  *   you may not use this file except in compliance with the License.
7  *   You may obtain a copy of the License at
8  *
9  *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMULACTIONAA_H
19 #define GDCMULACTIONAA_H
20
21 #include "gdcmULAction.h"
22
23 namespace gdcm {
24     namespace network {
25
26         //Send A-ABORT PDU (service-user source) and start (or restart if already started) ARTIM timer
27         //Next State: eStal3AwaitingClose
28         class ULActionAA1 : public ULAction {
29         public:
30             EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
31                                     bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
32         };
33
34         //Stop ARTIM timer if running.    Close transport connection.
35         //Next State: eStalIdle
36         class ULActionAA2 : public ULAction {
37         public:
38             EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
39                                     bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
40         };
41
42         //If (service-user initiated abort)
43         //- issue A-ABORT indication and close transport connection
44         //otherwise (service-provider initiated abort):
45         //- issue A-P-ABORT indication and close transport connection
46         //Next State: eStalIdle
47         class ULActionAA3 : public ULAction {
48         public:
49             EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
50                                     bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
51         };
52
53         //Issue A-P-ABORT indication primitive
54         //Next State: eStalIdle
55     }
56 }

```

```

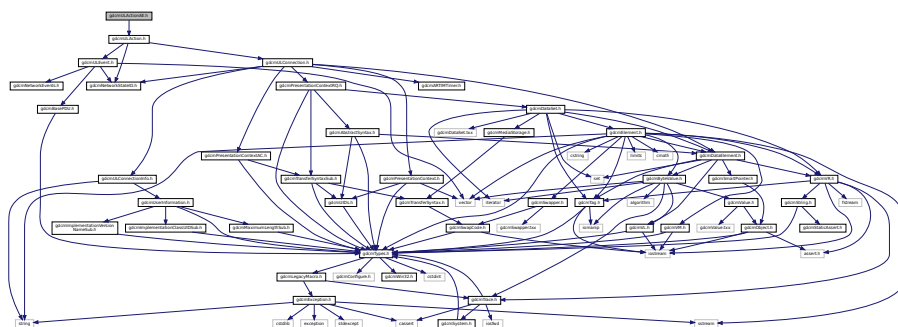
63     class ULAActionAA4 : public ULAAction {
64     public:
65         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
66             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
67     };
68
69     //Stop ARTIM timer
70     //Next State: eStalIdle
71     class ULAActionAA5 : public ULAAction {
72     public:
73         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
74             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
75     };
76
77     //Ignore PDU
78     //Next State: eStal3AwaitingClose
79     class ULAActionAA6 : public ULAAction {
80     public:
81         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
82             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
83     };
84
85     //Send A-ABORT PDU
86     //Next State: eStal3AwaitingClose
87     class ULAActionAA7 : public ULAAction {
88     public:
89         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
90             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
91     };
92
93     //Send A-ABORT PDU (service-provider source), issue an A-P-ABORT indication, and start ARTIM timer
94     //Next State: eStal3AwaitingClose
95     class ULAActionAA8 : public ULAAction {
96     public:
97         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
98             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
99     };
100 }
101 }
102
103 #endif // GDCMULACTIONAA_H

```

## 11.579 gdcmULActionAE.h File Reference

#include "gdcmULAction.h"

Include dependency graph for gdcmULActionAE.h:



## Classes

- class [gdcm::network::ULActionAE1](#)

- class [gdcmm::network::ULActionAE2](#)
- class [gdcmm::network::ULActionAE3](#)
- class [gdcmm::network::ULActionAE4](#)
- class [gdcmm::network::ULActionAE5](#)
- class [gdcmm::network::ULActionAE6](#)
- class [gdcmm::network::ULActionAE7](#)
- class [gdcmm::network::ULActionAE8](#)

## Namespaces

- namespace [gdcmm](#)
- namespace [gdcmm::network](#)

## 11.580 gdcmmULActionAE.h

[Go to the documentation of this file.](#)

```

1  /*=====
2  *
3  *   Copyright NumFOCUS
4  *
5  *   Licensed under the Apache License, Version 2.0 (the "License");
6  *   you may not use this file except in compliance with the License.
7  *   You may obtain a copy of the License at
8  *
9  *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMULACTIONAE_H
19 #define GDCMULACTIONAE_H
20
21 #include "gdcmmULAction.h"
22
23 namespace gdcmm {
24     namespace network {
25
26         //Issue TRANSPORT CONNECT request primitive to local transport service.
27         class ULActionAE1 : public ULAction {
28         public:
29             EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
30                 bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
31         };
32
33         //Send A-ASSOCIATE-RQ-PDU
34         //Next State: eSta5WaitRemoteAssoc
35         class ULActionAE2 : public ULAction {
36         public:
37             EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
38                 bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
39         };
40
41         //Issue A-ASSOCIATE confirmation (accept) primitive
42         //Next State: eSta6TransferReady
43         class ULActionAE3 : public ULAction {
44         public:
45             EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
46                 bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
47         };
48
49         //Issue A-ASSOCIATE confirmation (reject) primitive and close transport connection
50         //Next State: eStaIdle
51         class ULActionAE4 : public ULAction {

```

```

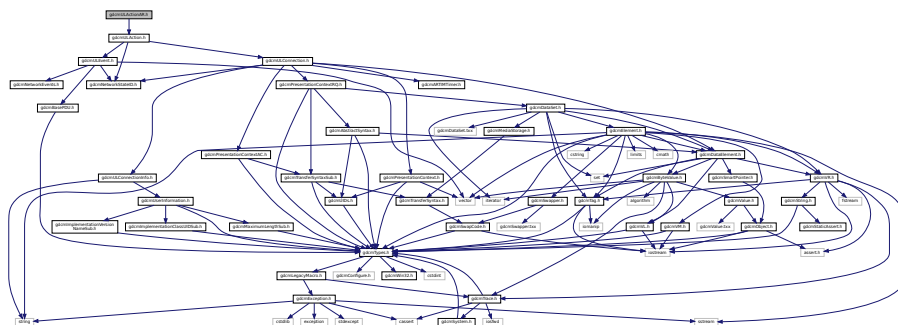
61     public:
62         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
63             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
64     };
65
66     //Issue Transport connection response primitive, start ARTIM timer
67     //Next State: eSta2Open
68     class ULAActionAE5 : public ULAAction {
69     public:
70         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
71             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
72     };
73
74     //Stop ARTIM timer and if A-ASSOCIATE-RQ acceptable by service-provider:
75     //- issue A-ASSOCIATE indication primitive
76     //Next state: eSta3WaitLocalAssoc
77     //otherwise:
78     //- issue A-ASSOCIATE-RJ-PDU and start ARTIM timer
79     //Next state: eSta13AwaitingClose
80     class ULAActionAE6 : public ULAAction {
81     public:
82         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
83             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
84     };
85
86     //Send A-ASSOCIATE-AC PDU
87     //Next State: eSta6TransferReady
88     class ULAActionAE7 : public ULAAction {
89     public:
90         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
91             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
92     };
93
94     //Send A-ASSOCIATE-RJ PDU and start ARTIM timer
95     //Next State: eSta13AwaitingClose
96     class ULAActionAE8 : public ULAAction {
97     public:
98         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
99             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
100     };
101 }
102 }
103 #endif // GDCMULACTIONAE_H

```

## 11.581 gdcMULActionAR.h File Reference

#include "gdcMULAction.h"

Include dependency graph for gdcMULActionAR.h:



## Classes

- class [gdcM::network::ULActionAR1](#)

- class `gdcmm::network::ULActionAR10`
- class `gdcmm::network::ULActionAR2`
- class `gdcmm::network::ULActionAR3`
- class `gdcmm::network::ULActionAR4`
- class `gdcmm::network::ULActionAR5`
- class `gdcmm::network::ULActionAR6`
- class `gdcmm::network::ULActionAR7`
- class `gdcmm::network::ULActionAR8`
- class `gdcmm::network::ULActionAR9`

## Namespaces

- namespace `gdcmm`
- namespace `gdcmm::network`

## 11.582 gdcmmULActionAR.h

[Go to the documentation of this file.](#)

```

1  /*=====
2  *
3  *   Copyright NumFOCUS
4  *
5  *   Licensed under the Apache License, Version 2.0 (the "License");
6  *   you may not use this file except in compliance with the License.
7  *   You may obtain a copy of the License at
8  *
9  *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMULACTIONAR_H
19 #define GDCMULACTIONAR_H
20
21 #include "gdcmmULAction.h"
22
23 namespace gdcmm {
24     namespace network {
25
26         //Send A-RELEASE-RQ-PDU
27         //Next State: eSta7WaitRelease
28         class ULActionAR1 : public ULAction {
29         public:
30             EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
31                                     bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
32         };
33
34         //Issue A-RELEASE indication primitive
35         //Next State: eSta8WaitLocalRelease
36         class ULActionAR2 : public ULAction {
37         public:
38             EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
39                                     bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
40         };
41
42         //Issue A-RELEASE confirmation primitive, and close transport connection
43         //Next State: eStaIdle
44         class ULActionAR3 : public ULAction {
45         public:
46             EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
47                                     bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
48         };
49
50     }
51 }

```



```

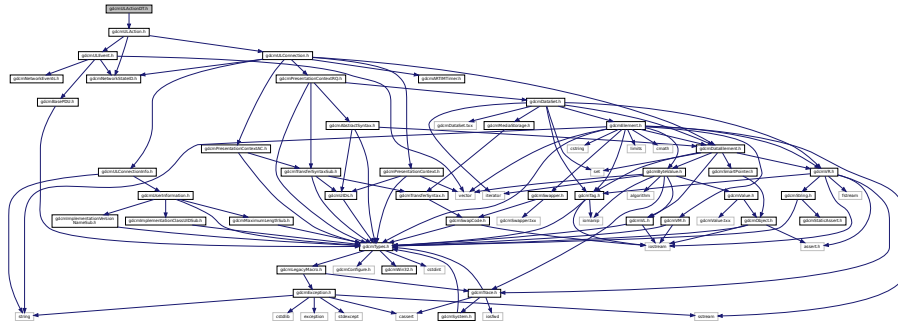
56     };
57
58     //Issue A-RELEASE-RP PDU and start ARTIM timer
59     //Next State: eSta13AwaitingClose
60     class ULActionAR4 : public ULAction {
61     public:
62         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
63             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
64     };
65
66     //Stop ARTIM timer
67     //Next State: eStaIdle
68     class ULActionAR5 : public ULAction {
69     public:
70         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
71             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
72     };
73
74     //Issue P-Data indication
75     //Next State: eSta7WaitRelease
76     class ULActionAR6 : public ULAction {
77     public:
78         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
79             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
80     };
81
82     //Issue P-DATA-TF PDU
83     //Next State: eSta8WaitLocalRelease
84     class ULActionAR7 : public ULAction {
85     public:
86         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
87             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
88     };
89
90     //Issue A-RELEASE indication (release collision):
91     //- If association-requestor, next state is eSta9ReleaseCollisionRqLocal
92     //- if not, next state is eSta10ReleaseCollisionAc
93     class ULActionAR8 : public ULAction {
94     public:
95         EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
96             bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
97     };
98
99     //Send A-RELEASE-RP PDU
100    //Next State: eSta11ReleaseCollisionRq
101    class ULActionAR9 : public ULAction {
102    public:
103        EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
104            bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
105    };
106
107    //Issue A-RELEASE confirmation primitive
108    //Next State: eSta12ReleaseCollisionAcLocal
109    class ULActionAR10 : public ULAction {
110    public:
111        EStateID PerformAction(Subject *s, ULEvent& inEvent, ULConnection& inConnection,
112            bool& outWaitingForEvent, EEventID& outRaisedEvent) override;
113    };
114    }
115 }
116 #endif // GDCMULACTIONAR_H

```

## 11.583 gdcmULActionDT.h File Reference

```
#include "gdcmULAction.h"
```

Include dependency graph for gdcmULActionDT.h:



### Classes

- class [gdcm::network::ULActionDT1](#)
- class [gdcm::network::ULActionDT2](#)

### Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.584 gdcmULActionDT.h

[Go to the documentation of this file.](#)

```
1 /*=====
2 *
3 * Copyright NumFOCUS
4 *
5 * Licensed under the Apache License, Version 2.0 (the "License");
6 * you may not use this file except in compliance with the License.
7 * You may obtain a copy of the License at
8 *
9 * http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 * Unless required by applicable law or agreed to in writing, software
12 * distributed under the License is distributed on an "AS IS" BASIS,
13 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 * See the License for the specific language governing permissions and
15 * limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMULACTIONDT_H
19 #define GDCMULACTIONDT_H
20
21 #include "gdcmULAction.h"
22
23 namespace gdcm {
24     namespace network {
```

## 11.585 gdcmlBasicCallback.h File Reference

- class `gdcm::network::ULBasicCallback`  
*ULBasicCallback*.

- namespace `gdcm`
- namespace `gdcm::network`

## 11.586 gdcmULBasicCallback.h

[Go to the documentation of this file.](#)

```

1  /*=====
2  *
3  *   Copyright NumFOCUS
4  *
5  *   Licensed under the Apache License, Version 2.0 (the "License");
6  *   you may not use this file except in compliance with the License.
7  *   You may obtain a copy of the License at
8  *
9  *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMULCONNECTIONBASICCALLBACK_H
19 #define GDCMULCONNECTIONBASICCALLBACK_H
20
21 #include "gdcmULConnectionCallback.h"
22 #include "gdcmDataSet.h"
23 #include <vector>
24
25 namespace gdcm
26 {
27     namespace network
28     {
29         class GDCM_EXPORT ULBasicCallback : public ULConnectionCallback
30         {
31         public:
32             ULBasicCallback() = default;
33             ~ULBasicCallback() override = default; //empty, for later inheritance
34
35             void HandleDataSet(const DataSet& inDataSet) override;
36             void HandleResponse(const DataSet& inDataSet) override;
37
38             std::vector<DataSet> const & GetDataSets() const;
39             std::vector<DataSet> const & GetResponses() const;
40         };
41     } // end namespace network
42 } // end namespace gdcm
43
44 #endif // GDCMULCONNECTIONBASICCALLBACK_H

```

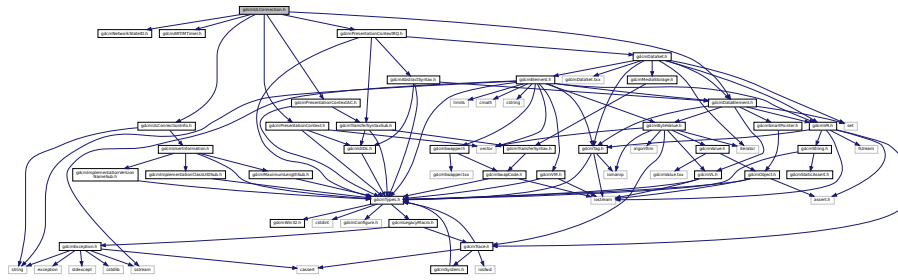
## 11.587 gdcmULConnection.h File Reference

```

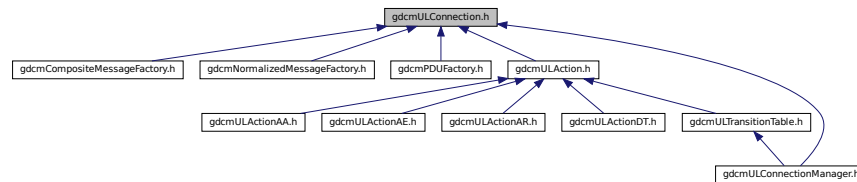
#include "gdcmNetworkStateID.h"
#include "gdcmARTIMTimer.h"
#include "gdcmULConnectionInfo.h"
#include "gdcmPresentationContextRQ.h"
#include "gdcmDataElement.h"
#include "gdcmPresentationContextAC.h"
#include "gdcmPresentationContext.h"

```

Include dependency graph for gdcmULConnection.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcm::network::ULConnection`  
*ULConnection.*

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.588 gdcmULConnection.h

[Go to the documentation of this file.](#)

```
1 /*=====
2 *
3 * Copyright NumFOCUS
4 *
5 * Licensed under the Apache License, Version 2.0 (the "License");
6 * you may not use this file except in compliance with the License.
7 * You may obtain a copy of the License at
8 *
9 *     http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 * Unless required by applicable law or agreed to in writing, software
12 * distributed under the License is distributed on an "AS IS" BASIS,
13 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 * See the License for the specific language governing permissions and
```

```

15 * limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMULCONNECTION_H
19 #define GDCMULCONNECTION_H
20
21 #include "gdcmNetworkStateID.h"
22 #include "gdcmARTIMTimer.h"
23 #include "gdcmULConnectionInfo.h"
24 #include "gdcmPresentationContextRQ.h"
25 #include "gdcmDataElement.h"
26 #include "gdcmPresentationContextAC.h"
27 #include "gdcmPresentationContext.h"
28
29 class iosocket;
30 class echo;
31 namespace gdcm{
32     namespace network{
33
34     class GDCM_EXPORT ULConnection
35     {
36     public:
37         ULConnectionInfo mInfo;
38         //this is a dirty dirty hack
39         //but to establish an outgoing connection (scu), we need the echo service
40         //to establish incoming, we just need a port and localhost, so an iosocket works while an
41         //echo would fail (probably because one already exists)
42         echo* mEcho;
43         iosocket* mSocket; //of the three protocols offered by socket++ echo, smtp, and ftp--
44         //echo most closely matches what the DICOM standard describes as a network connection
45         ARTIMTimer mTimer;
46
47         EStateID mCurrentState;
48
49         std::vector<PresentationContextRQ> mPresentationContexts;
50         //this is our list of presentation contexts of what we can send
51         uint32_t mMaxPDUSize;
52
53         std::vector<PresentationContextAC> mAcceptedPresentationContexts; //these come back from the server
54         //and tell us what can be sent over this connection
55
56         TransferSyntaxSub cstores;
57
58         friend class ULActionAE6;
59         void SetCStoreTransferSyntax( TransferSyntaxSub const & ts );
60         friend class ULConnectionManager;
61         TransferSyntaxSub const & GetCStoreTransferSyntax( ) const;
62     public:
63         ULConnection(const ULConnectionInfo& inUserInformation);
64         //destructors are virtual to prevent memory leaks by inherited classes
65         virtual ~ULConnection();
66
67         EStateID GetState() const;
68         void SetState(const EStateID& inState); //must be able to update state...
69
70         //echo* GetProtocol();
71         std::iosstream* GetProtocol();
72         void StopProtocol();
73
74         ARTIMTimer& GetTimer();
75
76         const ULConnectionInfo &GetConnectionInfo() const;
77
78         //when the connection is first associated, the connection is told
79         //the max packet/PDU size and the way in which to present data
80         //(presentation contexts, etc). Store that here.
81         void SetMaxPDUSize(uint32_t inSize);
82         uint32_t GetMaxPDUSize() const;
83
84         const PresentationContextAC *GetPresentationContextACByID(uint8_t id) const;
85         const PresentationContextRQ *GetPresentationContextRQByID(uint8_t id) const;
86
87         uint8_t GetPresentationContextIDFromPresentationContext(PresentationContextRQ const & pc) const;
88
89         std::vector<PresentationContextRQ> const & GetPresentationContexts() const;
90         void SetPresentationContexts(const std::vector<PresentationContextRQ>& inContexts);
91
92         void SetPresentationContexts(const std::vector<PresentationContext>& inContexts);
93
94         //given a particular data element, presumably the SOP class,
95         //find the presentation context for that SOP

```

```

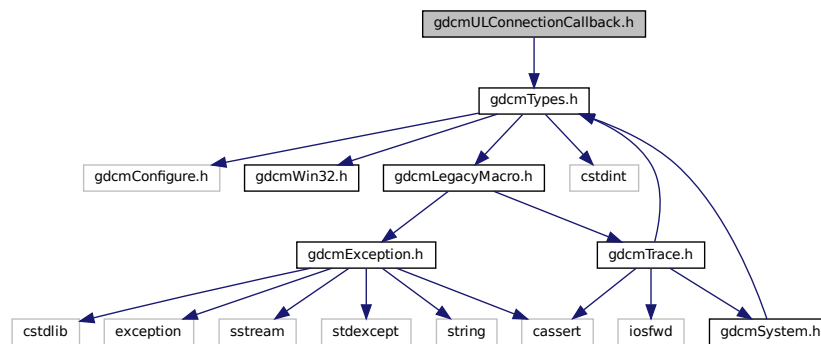
120     //NOT YET IMPLEMENTED
121     PresentationContextRQ FindContext(const DataElement& de) const;
122
123     std::vector<PresentationContextAC> const & GetAcceptedPresentationContexts() const;
124     std::vector<PresentationContextAC> & GetAcceptedPresentationContexts();
125     void AddAcceptedPresentationContext(const PresentationContextAC& inPC);
126
127     bool InitializeConnection();
128
129     bool InitializeIncomingConnection();
130
131     ULConnection(const ULConnection&) = delete;
132     void operator=(const ULConnection&) = delete;
133 };
134
135 #endif // ULCONNECTION_H

```

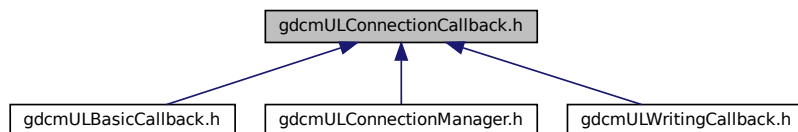
## 11.589 gdcmULConnectionCallback.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmULConnectionCallback.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::network::ULConnectionCallback](#)

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.590 gdcmULConnectionCallback.h

[Go to the documentation of this file.](#)

```

1 /*=====
2 *
3 *   Copyright NumFOCUS
4 *
5 *   Licensed under the Apache License, Version 2.0 (the "License");
6 *   you may not use this file except in compliance with the License.
7 *   You may obtain a copy of the License at
8 *
9 *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMULCONNECTIONCALLBACK_H
19 #define GDCMULCONNECTIONCALLBACK_H
20
21 #include "gdcmTypes.h" //to be able to export the class
22
23 namespace gdcm
24 {
25     class DataSet;
26     namespace network
27     {
28         class GDCM_EXPORT ULConnectionCallback {
29             bool mHandledDataSet;
30         protected:
31             bool mImplicit;
32             //inherited callbacks MUST call this function for the cmove loop to work properly
33             void DataSetHandled() { mHandledDataSet = true; }
34         public:
35             ULConnectionCallback():mHandledDataSet(false),mImplicit(true){}
36             virtual ~ULConnectionCallback() = default; //placeholder for inherited objects
37             virtual void HandleDataSet(const DataSet& inDataSet) = 0;
38             virtual void HandleResponse(const DataSet& inDataSet) = 0;
39
40             bool DataSetHandles()const { return mHandledDataSet; }
41             void ResetHandledDataSet() { mHandledDataSet = false; }
42
43             void SetImplicitFlag( const bool imp ) { mImplicit = imp; }
44         };
45     }
46 }
47 #endif //GDCMULCONNECTIONCALLBACK_H

```

## 11.591 gdcmULConnectionInfo.h File Reference

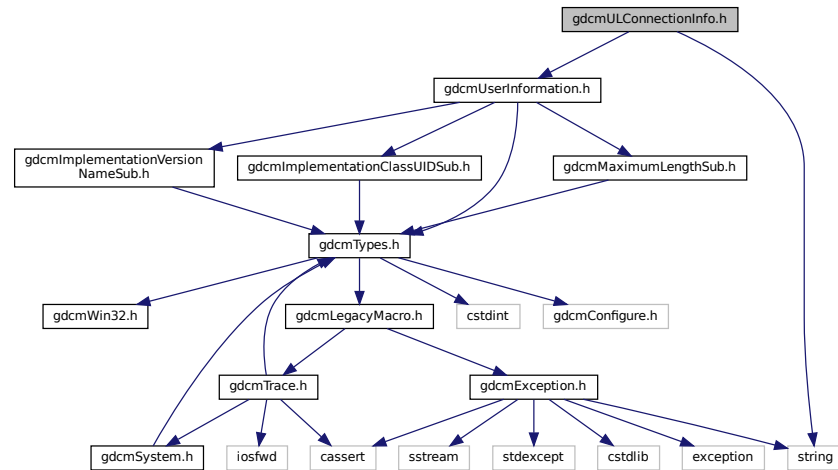
```

#include "gdcmUserInformation.h"
#include <string>

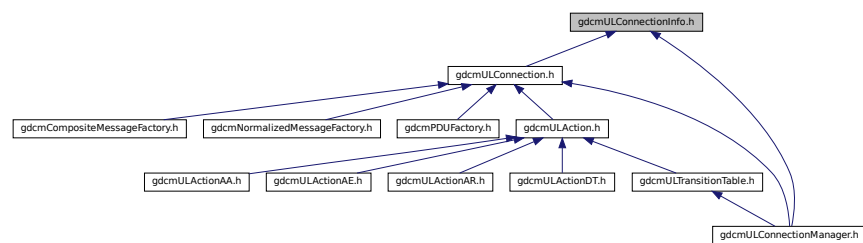
```



Include dependency graph for gdcmULConnectionInfo.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcm::network::ULConnectionInfo](#)  
*ULConnectionInfo.*

## Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.592 gdcmULConnectionInfo.h

[Go to the documentation of this file.](#)

```

1  /*=====
2  *
3  *   Copyright NumFOCUS
4  *
5  *   Licensed under the Apache License, Version 2.0 (the "License");
6  *   you may not use this file except in compliance with the License.
7  *   You may obtain a copy of the License at
8  *
9  *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMULCONNECTIONINFO_H
19 #define GDCMULCONNECTIONINFO_H
20
21 #include "gdcmUserInformation.h"
22 #include <string>
23
24 namespace gdcm{
25     namespace network {
26         class ULConnectionInfo {
27             UserInformation mUserInformation;
28
29             std::string mCalledAETitle;
30             std::string mCallingAETitle;
31
32             unsigned long mCalledIPAddress;
33             int mCalledIPPort;
34             std::string mCalledComputerName; //either the IP or the name has to be filled in
35
36             unsigned long mMaxPDULength;
37         public:
38             ULConnectionInfo();
39
40             //it is possible to misinitialize this object, so
41             //have it return false if something breaks (ie, given AEs are bigger than 16 characters,
42             //no name or IP address).
43             bool Initialize(UserInformation const &inUserInformation,
44                 const char *inCalledAETitle, const char *inCallingAETitle,
45                 unsigned long inCalledIPAddress, int inCalledIPPort,
46                 std::string inCalledComputerName);
47
48             //UserInformation GetUserInformation() const;
49             const char* GetCalledAETitle() const;
50             const char* GetCallingAETitle() const;
51
52             unsigned long GetCalledIPAddress() const;
53             int GetCalledIPPort() const;
54             std::string GetCalledComputerName() const;
55
56             //CStore needs to know the max pdu length, so the value gets initialized
57             //when a cstore connection is established (but not for the others).
58             void SetMaxPDULength(unsigned long inMaxPDULength);
59             unsigned long GetMaxPDULength() const;
60         };
61     }
62 }
63
64 #endif //GDCMULCONNECTIONINFO_H

```

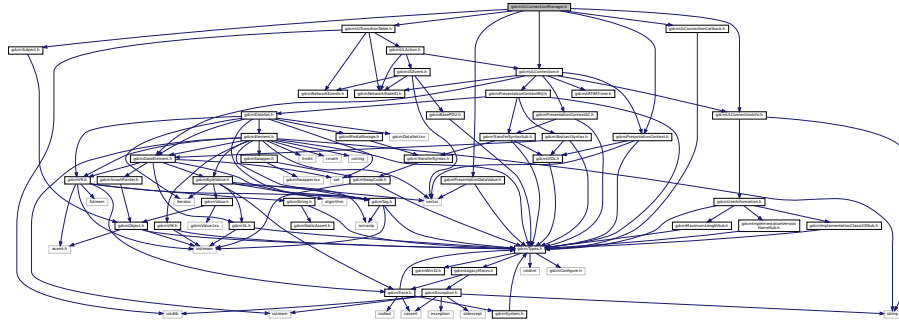
## 11.593 gdcmULConnectionManager.h File Reference

```

#include "gdcmULTransitionTable.h"
#include "gdcmULConnection.h"

```

```
#include "gdcmULConnectionInfo.h"
#include "gdcmPresentationDataValue.h"
#include "gdcmULConnectionCallback.h"
#include "gdcmSubject.h"
#include "gdcmPresentationContext.h"
Include dependency graph for gdcmULConnectionManager.h:
```



## Classes

- class `gdcm::network::ULConnectionManager`  
*ULConnectionManager.*

## Namespaces

- namespace `gdcm`
- namespace `gdcm::network`

## 11.594 gdcmULConnectionManager.h

[Go to the documentation of this file.](#)

```
1 /*=====
2 *
3 * Copyright NumFOCUS
4 *
5 * Licensed under the Apache License, Version 2.0 (the "License");
6 * you may not use this file except in compliance with the License.
7 * You may obtain a copy of the License at
8 *
9 * http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 * Unless required by applicable law or agreed to in writing, software
12 * distributed under the License is distributed on an "AS IS" BASIS,
13 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 * See the License for the specific language governing permissions and
15 * limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMULCONNECTIONMANAGER_H
19 #define GDCMULCONNECTIONMANAGER_H
20
21 #include "gdcmULTransitionTable.h"
22 #include "gdcmULConnection.h"
23 #include "gdcmULConnectionInfo.h"
24 #include "gdcmPresentationDataValue.h"
```

```

25 #include "gdcmlConnectionCallback.h"
26 #include "gdcmlSubject.h"
27 #include "gdcmlPresentationContext.h"
28
29 namespace gdcml {
30     class File;
31     class BaseRootQuery;
32     class BaseQuery;
33
34     namespace network {
35
36     class GDCM_EXPORT ULConnectionManager : public Subject
37     {
38     protected:
39         ULConnection* mConnection;
40         ULConnection* mSecondaryConnection;
41         ULTransitionTable mTransitions;
42
43         //no copying
44         ULConnectionManager(const ULConnectionManager& inCM);
45
46         //event handler loop.
47         //will just keep running until the current event is nonexistent.
48         //at which point, it will return the current state of the connection
49         //this starts by initiating an action, but can be put into a passive mode
50         //for a cmove/cstore combination by setting startWaiting to true
51         EStateID RunEventLoop(ULEvent& inEvent, ULConnection* inWhichConnection,
52             ULConnectionCallback* inCallback, const bool& startWaiting);
53
54         //like the above, but will manage the event loop for a move event (which
55         //is basically two simultaneous connections interwoven, one inbound and
56         //the other outbound. Note, for instance, that cmove/cstore's can be sent back
57         //during the other connection's operation.
58         EStateID RunMoveEventLoop(ULEvent& inEvent, ULConnectionCallback* inCallback);
59
60     public:
61         ULConnectionManager();
62         ~ULConnectionManager() override;
63
64         // NOTE: (MM) The following two functions are difficult to use, therefore marking
65         // them as internal for now.
66
67         // \internal
68         bool EstablishConnection(const std::string& inAETitle,
69             const std::string& inConnectAETitle,
70             const std::string& inComputerName, long inIPAddress,
71             uint16_t inConnectPort, double inTimeout,
72             std::vector<PresentationContext> const & pcVector );
73
74         bool EstablishConnectionMove(const std::string& inAETitle,
75             const std::string& inConnectAETitle,
76             const std::string& inComputerName, long inIPAddress,
77             uint16_t inConnectPort, double inTimeout,
78             uint16_t inReturnPort,
79             std::vector<PresentationContext> const & pcVector);
80         // \endinternal
81
82         //bool ReestablishConnection(const EConnectionType& inConnectionType,
83         //    const DataSet& inDS);
84
85         //allows for a connection to be broken, but waits for an acknowledgement
86         //of the breaking for a certain amount of time. Returns true of the
87         //other side acknowledges the break
88         bool BreakConnection(const double& inTimeout);
89
90         //severs the connection, if it's open, without waiting for any kind of response.
91         //typically done if the program is going down.
92         void BreakConnectionNow();
93
94         //This function will send a given piece of data
95         //across the network connection. It will return true if the
96         //sending worked, false otherwise.
97         //note that sending is asynchronous; as such, there's
98         //also a 'receive' option, but that requires a callback function.
99         //bool SendData();
100
101         //send the Data PDU associated with Echo (ie, a default DataPDU)
102         //this lets the user confirm that the connection is alive.
103         //the user should look to cout to see the response of the echo command
104         //returns the PresentationDataValue that was returned by the remote

```

```

124     //host.    Note that the PDV can be uninitialized, which would indicate failure.
125     //Echo does not use a callback for results.
126     std::vector<PresentationDataValue> SendEcho();
127
128     // \internal
129     // API will change...
130     std::vector<DataSet> SendStore(const File &file, std::istream * pStream = nullptr, std::streampos
dataSetOffset = 0 );
131     std::vector<DataSet> SendFind(const BaseRootQuery* inRootQuery);
132     std::vector<DataSet> SendMove(const BaseRootQuery* inRootQuery);
133
134     std::vector<DataSet> SendNEventReport (const BaseQuery* inQuery);
135     std::vector<DataSet> SendNGet      (const BaseQuery* inQuery);
136     std::vector<DataSet> SendNSet      (const BaseQuery* inQuery);
137     std::vector<DataSet> SendNAction   (const BaseQuery* inQuery);
138     std::vector<DataSet> SendNCreate   (const BaseQuery* inQuery);
139     std::vector<DataSet> SendNDelete   (const BaseQuery* inQuery);
140     // \endinternal
141
142     void SendStore(const File & file, ULConnectionCallback* inCallback, std::istream * pStream = nullptr ,
std::streampos dataSetOffset = 0 );
143     void SendFind(const BaseRootQuery* inRootQuery, ULConnectionCallback* inCallback);
144     bool SendMove(const BaseRootQuery* inRootQuery, ULConnectionCallback* inCallback);
145
146     void SendNEventReport (const BaseQuery* inQuery, ULConnectionCallback* inCallback);
147     void SendNGet      (const BaseQuery* inQuery, ULConnectionCallback* inCallback);
148     void SendNSet      (const BaseQuery* inQuery, ULConnectionCallback* inCallback);
149     void SendNAction   (const BaseQuery* inQuery, ULConnectionCallback* inCallback);
150     void SendNCreate   (const BaseQuery* inQuery, ULConnectionCallback* inCallback);
151     void SendNDelete   (const BaseQuery* inQuery, ULConnectionCallback* inCallback);
152
153 };
154
155 }
156
157 }
158
159 #endif // GDCMULCONNECTIONMANAGER_H

```

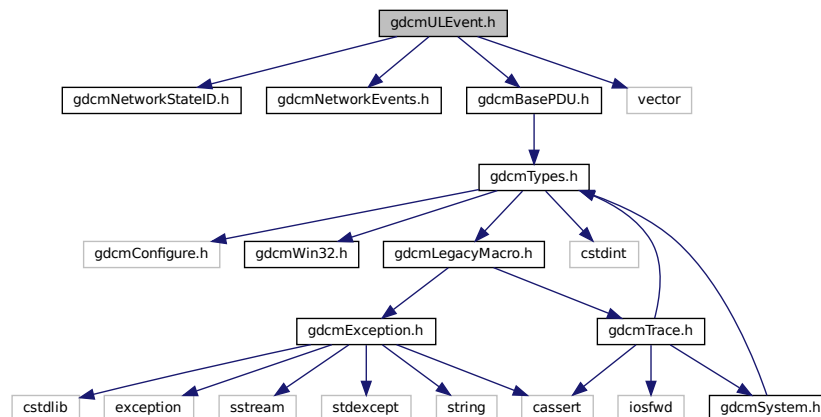
## 11.595 gdcmlEvent.h File Reference

```

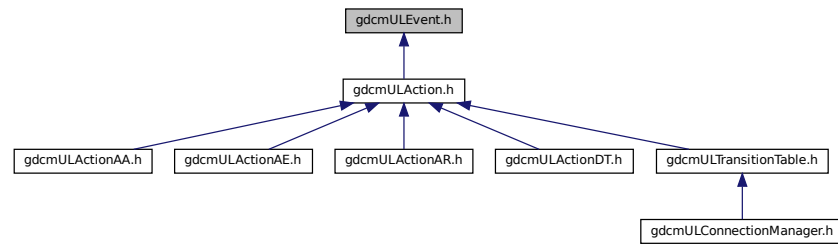
#include "gdcmlNetworkStateID.h"
#include "gdcmlNetworkEvents.h"
#include "gdcmlBasePDU.h"
#include <vector>

```

Include dependency graph for gdcmlEvent.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcml::network::UEvent](#)  
*UEvent.*

## Namespaces

- namespace [gdcml](#)
- namespace [gdcml::network](#)

## 11.596 gdcmlEvent.h

[Go to the documentation of this file.](#)

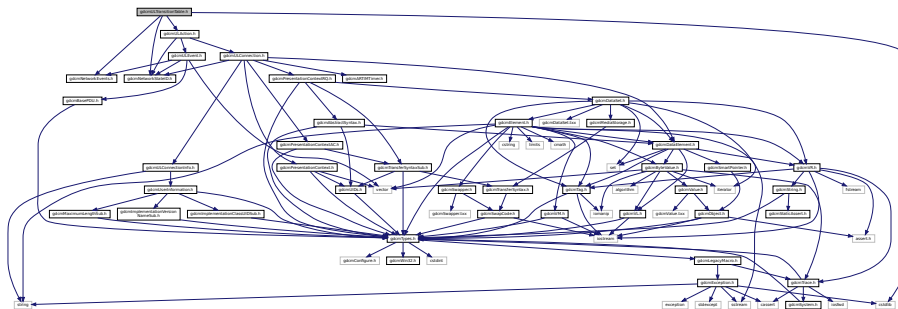
```

1 /*=====
2 *
3 * Copyright NumFOCUS
4 *
5 * Licensed under the Apache License, Version 2.0 (the "License");
6 * you may not use this file except in compliance with the License.
7 * You may obtain a copy of the License at
8 *
9 *     http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 * Unless required by applicable law or agreed to in writing, software
12 * distributed under the License is distributed on an "AS IS" BASIS,
13 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 * See the License for the specific language governing permissions and
15 * limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMLEVENT_H
19 #define GDCMLEVENT_H
20
21 #include "gdcmlNetworkStateID.h"
22 #include "gdcmlNetworkEvents.h"
23 #include "gdcmlBasePDU.h"
24 #include <vector>
25
26 namespace gdcml {
27     namespace network {
28
29     class UEvent {
30     public:
31         EEventID mEvent;
32         std::vector<BasePDU*> mBasePDU;
33     };
34
35     }
36 }

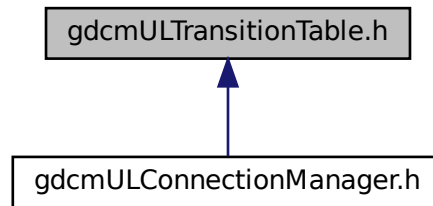
```

## 11.597 gdcmlTransitionTable.h File Reference

Include dependency graph for gdcmlTransitionTable.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [gdcml::network::TableRow](#)
- struct [gdcml::network::Transition](#)
- class [gdcml::network::ULTransitionTable](#)

*[ULTransitionTable](#) The transition table of all the ULEvents, new ULActions, and ULStates.*

## Namespaces

- namespace [gdcml](#)
- namespace [gdcml::network](#)

## 11.598 gdcmlTransitionTable.h

[Go to the documentation of this file.](#)

```

1 /*=====
2 *
3 *   Copyright NumFOCUS
4 *
5 *   Licensed under the Apache License, Version 2.0 (the "License");
6 *   you may not use this file except in compliance with the License.
7 *   You may obtain a copy of the License at
8 *
9 *       http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 *   Unless required by applicable law or agreed to in writing, software
12 *   distributed under the License is distributed on an "AS IS" BASIS,
13 *   WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 *   See the License for the specific language governing permissions and
15 *   limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMULTRANSITIONTABLE_H
19 #define GDCMULTRANSITIONTABLE_H
20
21 #include "gdcmlNetworkStateID.h"
22 #include "gdcmlNetworkEvents.h"
23 #include "gdcmlULAction.h"
24
25 #include <cstdlib> // NULL
  
```



```

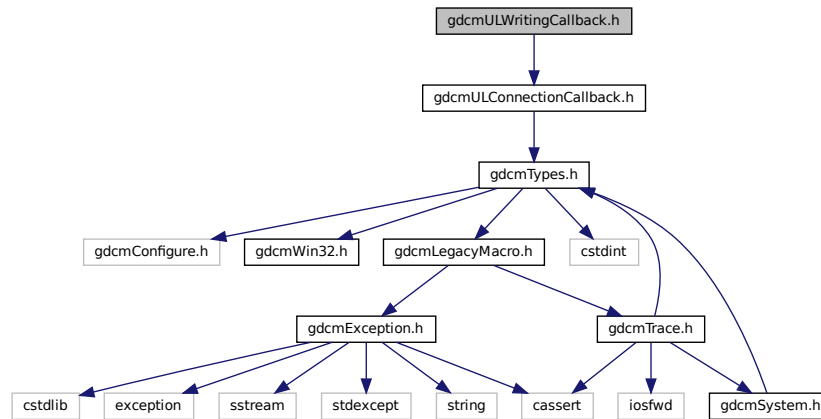
26
27 namespace gdcMul {
28 class Subject;
29 namespace network{
30 class ULConnection;
31 class ULAction;
32 class ULEvent;
33
34 //The transition dictates the action that should be taken from the start state to the end state
35 struct Transition {
36     int mEnd;
37     ULAction* mAction;
38     Transition(){
39         mEnd = eStaDoesNotExist;
40         mAction = nullptr;
41     }
42     ~Transition(){
43         if (mAction != nullptr){
44             delete mAction;
45             mAction = nullptr;
46         }
47     }
48     Transition(int inEndState, ULAction* inAction){
49         mEnd = inEndState;
50         mAction = inAction;
51     }
52     static Transition* MakeNew(int inEndState, ULAction* inAction){
53         return new Transition(inEndState, inAction);
54     }
55 };
56
57 //used to define a row in table 9-10 of 3.8 2009
58 //the transition table is events, then state,
59 //then the transition itself (which has the event
60 //and start state implied by their starting locations)
61 //don't need to store the event; that's implicitly defined in the Table itself by location
62 class TableRow{
63 public:
64     TableRow() {
65         for(int stateIndex = 0; stateIndex < cMaxStateID; ++stateIndex)
66         {
67             transitions[stateIndex] = nullptr;
68         }
69     }
70     ~TableRow() {
71         for(int stateIndex = 0; stateIndex < cMaxStateID; ++stateIndex)
72         {
73             Transition *t = transitions[stateIndex];
74             delete t;
75         }
76     }
77     Transition *transitions[cMaxStateID];
78
79     //copy constructor for stl additions into the transition table below.
80 };
81
82 class ULTransitionTable
83 {
84 private:
85     TableRow mTable[cMaxEventID];
86 public:
87     ULTransitionTable();
88
89     void HandleEvent(Subject*s, ULEvent& inEvent, ULConnection& inConnection,
90         bool& outWaitingForEvent, EEventID& outRaisedEvent) const;
91
92     void PrintTable() const; //so that the table can be printed and verified against the DICOM standard
93 };
94
95 #endif // GDCMULTRANSITIONTABLE_H

```

## 11.599 gdcmULWritingCallback.h File Reference

```
#include "gdcmULConnectionCallback.h"
```

Include dependency graph for gdcmULWritingCallback.h:



### Classes

- class [gdcm::network::ULWritingCallback](#)

### Namespaces

- namespace [gdcm](#)
- namespace [gdcm::network](#)

## 11.600 gdcmULWritingCallback.h

[Go to the documentation of this file.](#)

```

1 /*=====
2 *
3 * Copyright NumFOCUS
4 *
5 * Licensed under the Apache License, Version 2.0 (the "License");
6 * you may not use this file except in compliance with the License.
7 * You may obtain a copy of the License at
8 *
9 *     http://www.apache.org/licenses/LICENSE-2.0.txt
10 *
11 * Unless required by applicable law or agreed to in writing, software
12 * distributed under the License is distributed on an "AS IS" BASIS,
13 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
14 * See the License for the specific language governing permissions and
15 * limitations under the License.
16 *
17 *=====*/
18 #ifndef GDCMULCONNECTIONWRITINGCALLBACK_H
19 #define GDCMULCONNECTIONWRITINGCALLBACK_H

```

```

20
21 #include "gdcmULConnectionCallback.h"
22
23 namespace gdcm
24 {
25 class DataSet;
26 namespace network
27 {
28 /* \brief ULWritingCallback
29 * \details This is the most basic of callbacks for how the ULConnectionManager handles
30 * incoming datasets.  DataSets are immediately written to disk as soon as they
31 * are received.  NOTE that if the incoming connection is faster than the disk
32 * writing speed, this callback could cause some pileups!
33 */
34 class GDCM_EXPORT ULWritingCallback : public ULConnectionCallback
35 {
36     std::string mDirectoryName;
37 public:
38     ULWritingCallback() = default;
39     ~ULWritingCallback() override = default; //empty, for later inheritance
40
41     void SetDirectory(const std::string& inDirectoryName) { mDirectoryName = inDirectoryName; }
42
43     void HandleDataSet(const DataSet& inDataSet) override;
44     void HandleResponse(const DataSet& inDataSet) override;
45 };
46 } // end namespace network
47 } // end namespace gdcm
48
49 #endif //GDCMULCONNECTIONWRITINGCALLBACK_H

```

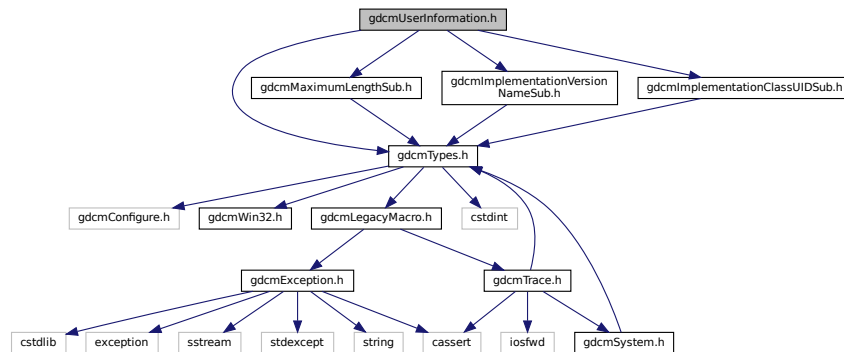
## 11.601 gdcmUserInformation.h File Reference

```

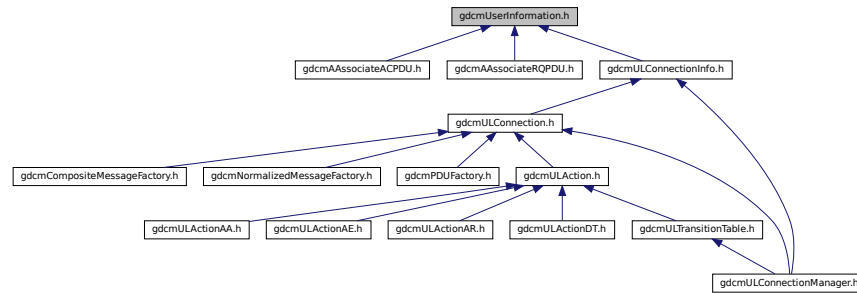
#include "gdcmTypes.h"
#include "gdcmMaximumLengthSub.h"
#include "gdcmImplementationVersionNameSub.h"
#include "gdcmImplementationClassUIDSub.h"

```

Include dependency graph for gdcmUserInformation.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class `gdcml::network::UserInformation`  
*UserInformation.*

## Namespaces

- namespace `gdcml`
- namespace `gdcml::network`

## 11.602 gdcmlUserInformation.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcml.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMLUSERINFORMATION_H
15 #define GDCMLUSERINFORMATION_H
16
17 #include "gdcmlTypes.h"
18 #include "gdcmlMaximumLengthSub.h"
19 #include "gdcmlImplementationVersionNameSub.h"
20 #include "gdcmlImplementationClassUIDSub.h"
21
22 namespace gdcml
23 {
24
25     namespace network
26     {
27
28         class AsynchronousOperationsWindowSub;
29         class RoleSelectionSub;
30         struct RoleSelectionSubItems;

```

## 11.603 gdcmlWLMFindQuery.h File Reference

[illegible]

## Classes

- class [gdcm::WLMFindQuery](#)  
*PatientRootQuery.*

## Namespaces

- namespace [gdcm](#)

## 11.604 gdcmWLMFindQuery.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMWLMFindQuery_H
15 #define GDCMWLMFindQuery_H
16
17 #include "gdcmBaseRootQuery.h"
18
19 namespace gdcm
20 {
21     class GDCM_EXPORT WLMFindQuery : public BaseRootQuery
22     {
23     public:
24         WLMFindQuery();
25
26         // no sense here
27         void InitializeDataSet(const EQueryLevel& inQueryLevel) override;
28         std::vector<Tag> GetTagListByLevel(const EQueryLevel& inQueryLevel) override;
29         // validate query has required tag
30         bool ValidateQuery(bool inStrict = true) const override;
31
32         UIDs::TSName GetAbstractSyntaxUID() const override;
33     protected:
34         DataSet GetValidDataSet() const;
35     };
36
37 } // end namespace gdcm
38
39 #endif // GDCMWLMFindQuery_H

```

## 11.605 vtkGDCMImageReader.h File Reference

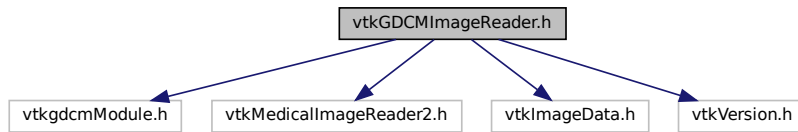
```

#include "vtkgdcmModule.h"
#include "vtkMedicalImageReader2.h"
#include "vtkImageData.h"

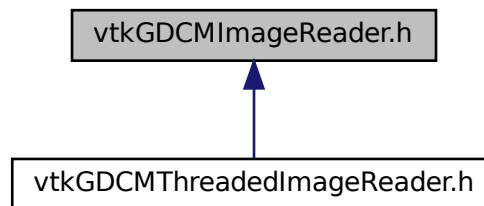
```

```
#include "vtkVersion.h"
```

Include dependency graph for vtkGDCMImageReader.h:



This graph shows which files directly or indirectly include this file:



## Classes

- class [vtkGDCMImageReader](#)

## Namespaces

- namespace [gdcM](#)

## Macros

- `#define` [VTK\\_CMYK](#) 8
- `#define` [VTK\\_INVERSE\\_LUMINANCE](#) 5
- `#define` [VTK\\_LOOKUP\\_TABLE](#) 6
- `#define` [VTK\\_YBR](#) 7

### 11.605.1 Macro Definition Documentation

**11.605.1.1 VTK\_CMYK**

```
#define VTK_CMYK 8
```

**11.605.1.2 VTK\_INVERSE\_LUMINANCE**

```
#define VTK_INVERSE_LUMINANCE 5
```

**11.605.1.3 VTK\_LOOKUP\_TABLE**

```
#define VTK_LOOKUP_TABLE 6
```

**11.605.1.4 VTK\_YBR**

```
#define VTK_YBR 7
```

**11.606 vtkGDCMImageReader.h**

[Go to the documentation of this file.](#)

```
1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 // .NAME vtkGDCMImageReader - read DICOM Image files (Pixel Data)
15 // .SECTION Description
16 // vtkGDCMImageReader is a source object that reads some DICOM files
17 // this reader is single threaded.
18 // .SECTION Implementation note:  when FileLowerLeft is set to on the image is not flipped
19 // upside down as VTK would expect, use this option only if you know what you are doing.
20 // .SECTION Implementation note:  when reading a series of 2D slices, user is
21 // expected to provide an ordered list of filenames.  No sorting will be applied afterward.
22 // .SECTION Implementation note:  Although 99% of the time the Zspacing as read
23 // from a tag in a 2D DICOM file should be correct, there has been reports that this
24 // value can be missing, or incorrect, in which case users are advised to override this
25 // value using the return value from gdcm::IPPSorter::GetZSpacing() and set it via
26 // vtkImageChangeInformation on the reader itself.
27 // .SECTION TODO
28 // This reader does not handle a series of 3D images, only a single 3D (multi frame) or a
29 // list of 2D files are supported for now.
30 // .SECTION TODO
31 // Did not implement SetFilePattern / SetFilePrefix API, move it to protected section for now.
```



```

32 // .SECTION BUG
33 // Overlay are assumed to have the same extent as image. Right now if overlay origin is not
34 // 0,0 the overlay will have an offset...
35 // Only the very first overlay is loaded at the VTK level, for now (even if there are more than one in the
   file)
36 // .SECTION DataOrigin
37 // When the reader is instantiated with FileLowerLeftOn the DataOrigin and Image Position (Patient) are
38 // identical. But when FileLowerLeft is Off, we have to reorder the Y-line of the image, and thus the
   DataOrigin
39 // is then translated to the other side of the image.
40 // .SECTION Spacing
41 // When reading a 3D volume, the spacing along the Z dimension might be negative (so as to respect
   up-side-down)
42 // as specified in the Image Orientation (Patient) tag. When Z-spacing is 0, this means the multi-frame
   object
43 // contains image which do not represent uniform volume.
44 // .SECTION Warning
45 // When using vtkGDCMPolyDataReader in conjunction with vtkGDCMImageReader
46 // it is *required* that FileLowerLeft is set to ON as coordinate system
47 // would be inconsistent in between the two data structures.
48 // .SECTION Color Space mapping:
49 // * VTK_LUMINANCE      <-> MONOCHROME2
50 // * VTK_LUMINANCE_ALPHA <-> Not supported
51 // * VTK_RGB            <-> RGB
52 // * VTK_RGBA           <-> ARGB (deprecated, DICOM 2008)
53 // * VTK_INVERSE_LUMINANCE <-> MONOCHROME1
54 // * VTK_LOOKUP_TABLE   <-> PALETTE COLOR
55 // * VTK_YBR            <-> YBR_FULL
56 //
57 // For detailed information on color space transformation and true lossless transformation see:
58 // http://gdcm.sourceforge.net/wiki/index.php/Color\_Space\_Transformations
59
60 // .SECTION See Also
61 // vtkMedicalImageReader2 vtkMedicalImageProperties vtkGDCMPolyDataReader vtkGDCMImageWriter
62 // vtkDICOMImageReader
63
64 #ifndef VTKGDCMIMAGEREADER_H
65 #define VTKGDCMIMAGEREADER_H
66
67 #include "vtkgdcmModule.h"
68 #include "vtkMedicalImageReader2.h"
69 #include "vtkImageData.h"
70 #include "vtkVersion.h"
71
72 #if (VTK_MAJOR_VERSION >= 5) || ( VTK_MAJOR_VERSION == 4 && VTK_MINOR_VERSION > 5 )
73 #else
74 class vtkMedicalImageProperties;
75 #endif
76 #if (VTK_MAJOR_VERSION > 5) || ( VTK_MAJOR_VERSION == 5 && VTK_MINOR_VERSION > 0 )
77 #else
78 class vtkStringArray;
79 #endif
80 class vtkPolyData;
81
82 // vtkSystemIncludes.h defines:
83 // #define VTK_LUMINANCE      1
84 // #define VTK_LUMINANCE_ALPHA 2
85 // #define VTK_RGB           3
86 // #define VTK_RGBA          4
87 #ifndef VTK_INVERSE_LUMINANCE
88 #define VTK_INVERSE_LUMINANCE 5
89 #endif
90 #ifndef VTK_LOOKUP_TABLE
91 #define VTK_LOOKUP_TABLE 6
92 #endif
93 #ifndef VTK_YBR
94 #define VTK_YBR 7
95 #endif
96 #ifndef VTK_CMYK
97 #define VTK_CMYK 8
98 #endif
99
100 //BTX
101 namespace gdcm { class ImageReader; }
102 //ETX
103 class vtkMatrix4x4;
104 class VTKGDCM_EXPORT vtkGDCMImageReader : public vtkMedicalImageReader2
105 {
106 public:
107     static vtkGDCMImageReader *New();
108     vtkTypeMacro(vtkGDCMImageReader,vtkMedicalImageReader2);

```

```

109 virtual void PrintSelf(ostream& os, vtkIndent indent);
110
111 // Description: is the given file name a DICOM file containing an image ?
112 virtual int CanReadFile(const char* fname);
113
114 // Description:
115 // Valid extensions
116 virtual const char* GetFileExtensions()
117 {
118     // I would like to get rid of ACR/NEMA/IMA so only allow dcm extension for now
119     return ".dcm .DCM";
120 }
121
122 // Description:
123 // A descriptive name for this format
124 virtual const char* GetDescriptiveName()
125 {
126     return "DICOM";
127 }
128
129 // Description:
130 // Get the Image Position (Patient) as stored in the DICOM file
131 // This is a read-only data member
132 vtkGetObjectMacro(DirectionCosines, vtkMatrix4x4);
133
134 #if (VTK_MAJOR_VERSION >= 5) || ( VTK_MAJOR_VERSION == 4 && VTK_MINOR_VERSION > 5 )
135 #else
136 // Description:
137 // Get the medical image properties object
138 vtkGetObjectMacro(MedicalImageProperties, vtkMedicalImageProperties);
139 #endif
140 virtual void SetMedicalImageProperties(vtkMedicalImageProperties *pd);
141
142 #if (VTK_MAJOR_VERSION > 5) || ( VTK_MAJOR_VERSION == 5 && VTK_MINOR_VERSION > 0 )
143 #else
144 virtual void SetFileNames(vtkStringArray*);
145 vtkGetObjectMacro(FileNames, vtkStringArray);
146 #endif
147
148 // Description:
149 // Specifically request to load the overlay into the gdcm-VTK layer (gdcm always loads them when found).
150 // If no overlay is found in the image, then the vtkImageData for the overlay will be empty.
151 vtkGetMacro(LoadOverlays,int);
152 vtkSetMacro(LoadOverlays,int);
153 vtkBooleanMacro(LoadOverlays,int);
154
155 // Description:
156 // Set/Get whether or not to load the Icon as vtkImageData (if found in the DICOM file)
157 vtkGetMacro(LoadIconImage,int);
158 vtkSetMacro(LoadIconImage,int);
159 vtkBooleanMacro(LoadIconImage,int);
160
161 // Description:
162 // Set/Get whether or not the image was compressed using a lossy compression algorithm
163 vtkGetMacro(LossyFlag,int);
164 vtkSetMacro(LossyFlag,int);
165 vtkBooleanMacro(LossyFlag,int);
166
167 // Description:
168 // Read only: number of overlays as found in this image (multiple overlays per slice is allowed)
169 // Only valid when LoadOverlays is true
170 vtkGetMacro(NumberOfOverlays,int);
171
172 // Description:
173 // Read only: number of icon image (there can only be zero or one icon per file)
174 // Only valid when LoadIconImage is true
175 vtkGetMacro(NumberOfIconImages,int);
176
177 // Description:
178 // Get Overlay/IconImage
179 // Remember to ALWAYS use those methods in your code, as the internal number for the output port
180 // is not guarantee to remain the same, as features are added to the reader
181 #if (VTK_MAJOR_VERSION >= 5) || ( VTK_MAJOR_VERSION == 4 && VTK_MINOR_VERSION > 5 )
182 //FIXME: Need to get rid of BTX/ETX if only the Python Wrapper of VTK 4.2 would let me
183 //BTX
184 vtkAlgorithmOutput* GetOverlayPort(int index);
185 vtkAlgorithmOutput* GetIconImagePort();
186 //ETX
187 #endif
188 vtkImageData* GetOverlay(int i);
189 vtkImageData* GetIconImage();

```

```

190
191 // Description:
192 // Load image with its associated Lookup Table
193 vtkGetMacro(ApplyLookupTable,int);
194 vtkSetMacro(ApplyLookupTable,int);
195 vtkBooleanMacro(ApplyLookupTable,int);
196
197 // Description:
198 // Load image as YBR
199 vtkGetMacro(ApplyYBRToRGB,int)
200 vtkSetMacro(ApplyYBRToRGB,int)
201 vtkBooleanMacro(ApplyYBRToRGB,int);
202
203 // Description:
204 // Return VTK_LUMINANCE, VTK_INVERSE_LUMINANCE, VTK_RGB, VTK_RGBA, VTK_LOOKUP_TABLE, VTK_YBR or VTK_CMYK
205 // or 0 when ImageFormat is not handled.
206 // Warning: For color image, PlanarConfiguration need to be taken into account.
207 vtkGetMacro(ImageFormat,int);
208
209 // Description:
210 // Return the Planar Configuration. This simply means that the internal DICOM image was stored
211 // using a particular planar configuration (most of the time: 0)
212 // For monochrome image, PlanarConfiguration is always 0
213 vtkGetMacro(PlanarConfiguration,int);
214
215 // Description:
216 // Return the 'raw' information stored in the DICOM file:
217 // In case of a series of multiple files, only the first file is considered. The Image Orientation
218 // (Patient)
219 // is guarantee to remain the same, and image Image Position (Patient) in other slice can be computed
220 // using the ZSpacing (3rd dimension)
221 // (0020,0032) DS [87.774866\ -182.908510\ 168.629671] # 32, 3 ImagePositionPatient
222 // (0020,0037) DS [0.001479\ 0.999989\ -0.004376\ -0.002039\ -0.004372\ -0.999988] # 58, 6
223 ImageOrientationPatient
224 vtkGetVector3Macro(ImagePositionPatient,double);
225 vtkGetVector6Macro(ImageOrientationPatient,double);
226
227 // Description:
228 // Set/Get the first Curve Data:
229 vtkGetObjectMacro(Curve,vtkPolyData);
230 virtual void SetCurve(vtkPolyData *pd);
231
232 // Description:
233 // \DEPRECATED:
234 // Modality LUT
235 // Value returned by GetShift/GetScale might be inaccurate since Shift/Scale could be
236 // varying along the Series read. Therefore user are advices not to use those functions
237 // anymore
238 vtkGetMacro(Shift,double);
239 vtkGetMacro(Scale,double);
240
241 protected:
242 vtkGDCMImageReader();
243 ~vtkGDCMImageReader();
244
245 vtkSetVector6Macro(ImageOrientationPatient,double);
246
247 //BTX
248 void FillMedicalImageInformation(const gdcm::ImageReader &reader);
249 //ETX
250 int RequestInformationCompat();
251 int RequestDataCompat();
252
253 #if (VTK_MAJOR_VERSION >= 5) || ( VTK_MAJOR_VERSION == 4 && VTK_MINOR_VERSION > 5 )
254 int ProcessRequest(vtkInformation* request,
255                   vtkInformationVector** inputVector,
256                   vtkInformationVector* outputVector);
257 int RequestInformation(vtkInformation *request,
258                       vtkInformationVector **inputVector,
259                       vtkInformationVector *outputVector);
260 int RequestData(vtkInformation *request,
261                vtkInformationVector **inputVector,
262                vtkInformationVector *outputVector);
263 #else /*(VTK_MAJOR_VERSION >= 5) || ( VTK_MAJOR_VERSION == 4 && VTK_MINOR_VERSION > 5 )*/
264 void ExecuteInformation();
265 void ExecuteData(vtkDataObject *out);
266 #endif /*(VTK_MAJOR_VERSION >= 5) || ( VTK_MAJOR_VERSION == 4 && VTK_MINOR_VERSION > 5 )*/
267
268 protected:
269 #if (VTK_MAJOR_VERSION >= 5) || ( VTK_MAJOR_VERSION == 4 && VTK_MINOR_VERSION > 5 )
270 #else

```

```

269 // Description:
270 // Medical Image properties
271 vtkMedicalImageProperties *MedicalImageProperties;
272 #endif
273 #if (VTK_MAJOR_VERSION > 5) || ( VTK_MAJOR_VERSION == 5 && VTK_MINOR_VERSION > 0 )
274 #else
275   vtkStringArray *FileNames;
276 #endif
277
278   vtkMatrix4x4 *DirectionCosines;
279   int LoadOverlays;
280   int NumberOfOverlays;
281   int LoadIconImage;
282   int NumberOfIconImages;
283   int IconImageDataExtent[6];
284   double ImagePositionPatient[3];
285   double ImageOrientationPatient[6];
286   vtkPolyData *Curve;
287
288   int ImageFormat;
289   // the following 3, should remain optional
290   int ApplyInverseVideo;
291   int ApplyLookupTable;
292   int ApplyYBRToRGB;
293   // I think that planar configuration need to always be applied as far as VTK is concerned
294   int ApplyPlanarConfiguration;
295   int ApplyShiftScale;
296
297   int LoadSingleFile(const char *filename, char *pointer, unsigned long &outlen);
298
299   double Shift;
300   double Scale;
301   int IconDataScalarType;
302   int IconNumberOfScalarComponents;
303   int PlanarConfiguration;
304   int LossyFlag;
305   int ForceRescale;
306
307 protected:
308   // TODO / FIXME
309   void SetFilePrefix(const char *) {}
310   vtkGetStringMacro(FilePrefix);
311   void SetFilePattern(const char *) {}
312   vtkGetStringMacro(FilePattern);
313
314 private:
315   vtkGDCMImageReader(const vtkGDCMImageReader&); // Not implemented.
316   void operator=(const vtkGDCMImageReader&); // Not implemented.
317 };
318 #endif

```

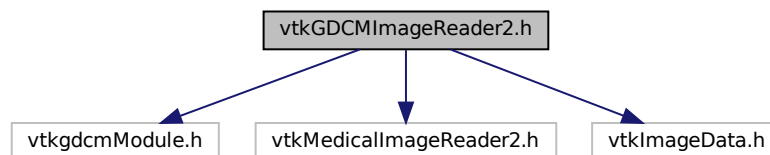
## 11.607 vtkGDCMImageReader2.h File Reference

```

#include "vtkgdcmModule.h"
#include "vtkMedicalImageReader2.h"
#include "vtkImageData.h"

```

Include dependency graph for vtkGDCMImageReader2.h:



## Classes

- class [vtkGDCMImageReader2](#)

## Namespaces

- namespace [gdcM](#)

## Macros

- `#define` [VTK\\_CMYK](#) 8
- `#define` [VTK\\_INVERSE\\_LUMINANCE](#) 5
- `#define` [VTK\\_LOOKUP\\_TABLE](#) 6
- `#define` [VTK\\_YBR](#) 7

### 11.607.1 Macro Definition Documentation

#### 11.607.1.1 VTK\_CMYK

```
#define VTK_CMYK 8
```

#### 11.607.1.2 VTK\_INVERSE\_LUMINANCE

```
#define VTK_INVERSE_LUMINANCE 5
```

#### 11.607.1.3 VTK\_LOOKUP\_TABLE

```
#define VTK_LOOKUP_TABLE 6
```

#### 11.607.1.4 VTK\_YBR

```
#define VTK_YBR 7
```

## 11.608 vtkGDCMImageReader2.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 // .NAME vtkGDCMImageReader2 - read DICOM Image files (Pixel Data)
15 // .SECTION Description
16 // vtkGDCMImageReader2 is a source object that reads some DICOM files
17 // this reader is single threaded.
18 // .SECTION Implementation note:  when FileLowerLeft is set to on the image is not flipped
19 // upside down as VTK would expect, use this option only if you know what you are doing.
20 // .SECTION Implementation note:  when reading a series of 2D slices, user is
21 // expected to provide an ordered list of filenames.  No sorting will be applied afterward.
22 // .SECTION Implementation note:  Although 99% of the time the Zspacing as read
23 // from a tag in a 2D DICOM file should be correct, there has been reports that this
24 // value can be missing, or incorrect, in which case users are advised to override this
25 // value using the return value from gdcm::IPPSorter::GetZSpacing() and set it via
26 // vtkImageChangeInformation on the reader itself.
27 // .SECTION TODO
28 // This reader does not handle a series of 3D images, only a single 3D (multi frame) or a
29 // list of 2D files are supported for now.
30 // .SECTION TODO
31 // Did not implement SetFilePattern / SetFilePrefix API, move it to protected section for now.
32 // .SECTION BUG
33 // Overlay are assumed to have the same extent as image.  Right now if overlay origin is not
34 // 0,0 the overlay will have an offset...
35 // Only the very first overlay is loaded at the VTK level, for now (even if there are more than one in the
36 // file)
37 // .SECTION DataOrigin
38 // When the reader is instantiated with FileLowerLeftOn the DataOrigin and Image Position (Patient) are
39 // identical.  But when FileLowerLeft is Off, we have to reorder the Y-line of the image, and thus the
40 // DataOrigin
41 // is then translated to the other side of the image.
42 // .SECTION Spacing
43 // When reading a 3D volume, the spacing along the Z dimension might be negative (so as to respect
44 // up-side-down)
45 // as specified in the Image Orientation (Patient) tag.  When Z-spacing is 0, this means the multi-frame
46 // object
47 // contains image which do not represent uniform volume.
48 // .SECTION Warning
49 // When using vtkGDCMPolyDataReader in conjunction with vtkGDCMImageReader2
50 // it is *required* that FileLowerLeft is set to ON as coordinate system
51 // would be inconsistent in between the two data structures.
52 // .SECTION Color Space mapping:
53 // * VTK_LUMINANCE <-> MONOCHROME2
54 // * VTK_LUMINANCE_ALPHA <-> Not supported
55 // * VTK_RGB <-> RGB
56 // * VTK_RGBA <-> ARGB (deprecated, DICOM 2008)
57 // * VTK_INVERSE_LUMINANCE <-> MONOCHROME1
58 // * VTK_LOOKUP_TABLE <-> PALETTE COLOR
59 // * VTK_YBR <-> YBR_FULL
60 //
61 // For detailed information on color space transformation and true lossless transformation see:
62 // http://gdcm.sourceforge.net/wiki/index.php/Color_Space_Transformations
63
64 // .SECTION See Also
65 // vtkMedicalImageReader2 vtkMedicalImageProperties vtkGDCMPolyDataReader vtkGDCMImageWriter
66 // vtkDICOMImageReader
67
68 #ifndef VTKGDCMIMAGEREADER2_H
69 #define VTKGDCMIMAGEREADER2_H
70
71 #include "vtkgdcmModule.h"
72 #include "vtkMedicalImageReader2.h"
73 #include "vtkImageData.h"
74
75 class vtkPolyData;
76

```

```

73 // vtkSystemIncludes.h defines:
74 // #define VTK_LUMINANCE 1
75 // #define VTK_LUMINANCE_ALPHA 2
76 // #define VTK_RGB 3
77 // #define VTK_RGBA 4
78 #ifndef VTK_INVERSE_LUMINANCE
79 #define VTK_INVERSE_LUMINANCE 5
80 #endif
81 #ifndef VTK_LOOKUP_TABLE
82 #define VTK_LOOKUP_TABLE 6
83 #endif
84 #ifndef VTK_YBR
85 #define VTK_YBR 7
86 #endif
87 #ifndef VTK_CMYK
88 #define VTK_CMYK 8
89 #endif
90
91 //BTX
92 namespace gdcmm { class ImageReader; }
93 //ETX
94 class vtkMatrix4x4;
95 class VTKGDCM_EXPORT vtkGDCMImageReader2 : public vtkMedicalImageReader2
96 {
97 public:
98     static vtkGDCMImageReader2 *New();
99     vtkTypeMacro(vtkGDCMImageReader2,vtkMedicalImageReader2);
100     virtual void PrintSelf(ostream& os, vtkIndent indent);
101
102     // Description: is the given file name a DICOM file containing an image ?
103     virtual int CanReadFile(const char* fname);
104
105     // Description:
106     // Valid extensions
107     virtual const char* GetFileExtensions()
108     {
109         // I would like to get rid of ACR/NEMA/IMA so only allow dcm extension for now
110         return ".dcm .DCM";
111     }
112
113     // Description:
114     // A descriptive name for this format
115     virtual const char* GetDescriptiveName()
116     {
117         return "DICOM";
118     }
119
120     // Description:
121     // Get the Image Position (Patient) as stored in the DICOM file
122     // This is a read-only data member
123     vtkGetObjectMacro(DirectionCosines, vtkMatrix4x4);
124
125     virtual void SetMedicalImageProperties(vtkMedicalImageProperties *pd);
126
127     // Description:
128     // Specifically request to load the overlay into the gdcmm-VTK layer (gdcmm always loads them when found).
129     // If no overlay is found in the image, then the vtkImageData for the overlay will be empty.
130     vtkGetMacro(LoadOverlays,int);
131     vtkSetMacro(LoadOverlays,int);
132     vtkBooleanMacro(LoadOverlays,int);
133
134     // Description:
135     // Set/Get whether or not to load the Icon as vtkImageData (if found in the DICOM file)
136     vtkGetMacro(LoadIconImage,int);
137     vtkSetMacro(LoadIconImage,int);
138     vtkBooleanMacro(LoadIconImage,int);
139
140     // Description:
141     // Set/Get whether or not the image was compressed using a lossy compression algorithm
142     vtkGetMacro(LossyFlag,int);
143     vtkSetMacro(LossyFlag,int);
144     vtkBooleanMacro(LossyFlag,int);
145
146     // Description:
147     // Read only: number of overlays as found in this image (multiple overlays per slice is allowed)
148     // Only valid when LoadOverlays is true
149     vtkGetMacro(NumberOfOverlays,int);
150
151     // Description:
152     // Read only: number of icon image (there can only be zero or one icon per file)
153     // Only valid when LoadIconImage is true

```

```

154   vtkGetMacro(NumberOfIconImages,int);
155
156   // Description:
157   // Get Overlay/IconImage
158   // Remember to ALWAYS use those methods in your code, as the internal number for the output port
159   // is not guarantee to remain the same, as features are added to the reader
160   vtkAlgorithmOutput* GetOverlayPort(int index);
161   vtkAlgorithmOutput* GetIconImagePort();
162   vtkImageData* GetOverlay(int i);
163   vtkImageData* GetIconImage();
164
165   // Description:
166   // Load image with its associated Lookup Table
167   vtkGetMacro(ApplyLookupTable,int);
168   vtkSetMacro(ApplyLookupTable,int);
169   vtkBooleanMacro(ApplyLookupTable,int);
170
171   // Description:
172   // Load image as YBR
173   vtkGetMacro(ApplyYBRToRGB,int)
174   vtkSetMacro(ApplyYBRToRGB,int)
175   vtkBooleanMacro(ApplyYBRToRGB,int);
176
177   // Description:
178   // Return VTK_LUMINANCE, VTK_INVERSE_LUMINANCE, VTK_RGB, VTK_RGBA, VTK_LOOKUP_TABLE, VTK_YBR or VTK_CMYK
179   // or 0 when ImageFormat is not handled.
180   // Warning: For color image, PlanarConfiguration need to be taken into account.
181   vtkGetMacro(ImageFormat,int);
182
183   // Description:
184   // Return the Planar Configuration. This simply means that the internal DICOM image was stored
185   // using a particular planar configuration (most of the time: 0)
186   // For monochrome image, PlanarConfiguration is always 0
187   vtkGetMacro(PlanarConfiguration,int);
188
189   // Description:
190   // Return the 'raw' information stored in the DICOM file:
191   // In case of a series of multiple files, only the first file is considered. The Image Orientation
192   // (Patient)
193   // is guarantee to remain the same, and image Image Position (Patient) in other slice can be computed
194   // using the ZSpacing (3rd dimension)
195   // (0020,0032) DS [87.774866\ -182.908510\168.629671] # 32, 3 ImagePositionPatient
196   // (0020,0037) DS [0.001479\0.999989\ -0.004376\ -0.002039\ -0.004372\ -0.999988] # 58, 6
197   ImageOrientationPatient
198   vtkGetVector3Macro(ImagePositionPatient,double);
199   vtkGetVector6Macro(ImageOrientationPatient,double);
200
201   // Description:
202   // Set/Get the first Curve Data:
203   vtkGetObjectMacro(Curve,vtkPolyData);
204   virtual void SetCurve(vtkPolyData *pd);
205
206   // Description:
207   // \DEPRECATED:
208   // Modality LUT
209   // Value returned by GetShift/GetScale might be inaccurate since Shift/Scale could be
210   // varying along the Series read. Therefore user are advices not to use those functions
211   // anymore
212   vtkGetMacro(Shift,double);
213   vtkGetMacro(Scale,double);
214
215   protected:
216   vtkGDCMImageReader2();
217   ~vtkGDCMImageReader2();
218
219   vtkSetVector6Macro(ImageOrientationPatient,double);
220
221   //BTX
222   void FillMedicalImageInformation(const gdcm::ImageReader &reader);
223   //ETX
224   int RequestInformationCompat();
225   int RequestDataCompat();
226
227   int ProcessRequest(vtkInformation* request,
228                     vtkInformationVector** inputVector,
229                     vtkInformationVector* outputVector);
230
231   int RequestInformation(vtkInformation *request,
232                         vtkInformationVector **inputVector,
233                         vtkInformationVector *outputVector);
234
235   int RequestData(vtkInformation *request,
236                  vtkInformationVector **inputVector,

```



```

233         vtkInformationVector *outputVector);
234
235 protected:
236     vtkMatrix4x4 *DirectionCosines;
237     int LoadOverlays;
238     int NumberOfOverlays;
239     int LoadIconImage;
240     int NumberOfIconImages;
241     int IconImageDataExtent[6];
242     double ImagePositionPatient[3];
243     double ImageOrientationPatient[6];
244     vtkPolyData *Curve;
245
246     int ImageFormat;
247     // the following 3, should remain optional
248     int ApplyInverseVideo;
249     int ApplyLookupTable;
250     int ApplyYBRToRGB;
251     // I think that planar configuration need to always be applied as far as VTK is concerned
252     int ApplyPlanarConfiguration;
253     int ApplyShiftScale;
254
255     int LoadSingleFile(const char *filename, char *pointer, unsigned long &outlen);
256
257     double Shift;
258     double Scale;
259     int IconDataScalarType;
260     int IconNumberOfScalarComponents;
261     int PlanarConfiguration;
262     int LossyFlag;
263     int ForceRescale;
264
265 protected:
266     // TODO / FIXME
267     void SetFilePrefix(const char *) {}
268     vtkGetStringMacro(FilePrefix);
269     void SetFilePattern(const char *) {}
270     vtkGetStringMacro(FilePattern);
271
272 private:
273     vtkGDCMImageReader2(const vtkGDCMImageReader2&); // Not implemented.
274     void operator=(const vtkGDCMImageReader2&); // Not implemented.
275 };
276 #endif

```

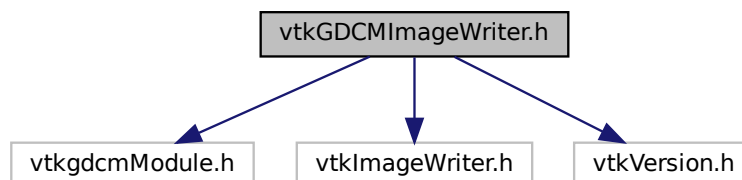
## 11.609 vtkGDCMImageWriter.h File Reference

```

#include "vtkgdcmModule.h"
#include "vtkImageWriter.h"
#include "vtkVersion.h"

```

Include dependency graph for vtkGDCMImageWriter.h:



## Classes

- class [vtkGDCMImageWriter](#)

## 11.610 vtkGDCMImageWriter.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcml.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13  =====*/
14 // .NAME vtkGDCMImageWriter - write DICOM files
15 // .SECTION Description
16 // vtkGDCMImageWriter is a sink object that write DICOM files
17 // this writer is single threaded (see vtkGDCMThreadedImageReader2 for multi-thread)
18 //
19 // .SECTION Warning:  vtkLookupTable from the vtkImageData object taken into account
20 // only if ImageFormat is set to VTK_LOOKUP_TABLE
21 //
22 // .SECTION NOTE We are not using the usual API SetFilePrefix / SetFilePattern,
23 // but instead a list of filenames:  see SetFileNames and class gdcml::FilenameGenerator
24 //
25 // .SECTION Warning
26 // You need to specify the correct ImageFormat (taken from the reader)
27 // You need to explicitly specify the DirectionCosines (taken from the reader)
28 // Since VTK 5.4 vtkMedicalImageProperties has its own DirectionCosine (no 's')
29 // user need to make sure the vtkMatrix4x4 is compatible with the 6-vector DirectionCosine.
30 //
31 // .SECTION NOTE Shift/Scale are global to all DICOM frames (=files) written
32 // as 2D slice, therefore the shift/scale operation might not be optimized for
33 // all slices.  This is not recommended for image with a large dynamic range.
34 //
35 // .SECTION See Also
36 // vtkImageWriter vtkMedicalImageProperties vtkGDCMImageReader
37
38 #ifndef VTKGDCMIMAGEWRITER_H
39 #define VTKGDCMIMAGEWRITER_H
40
41 #include "vtkgdcmlModule.h"
42 #include "vtkImageWriter.h"
43 #include "vtkVersion.h"
44
45 class vtkLookupTable;
46 class vtkMedicalImageProperties;
47 class vtkMatrix4x4;
48 class vtkStringArray;
49 class VTKGDCM_EXPORT vtkGDCMImageWriter : public vtkImageWriter
50 {
51 public:
52     static vtkGDCMImageWriter *New();
53     vtkTypeMacro(vtkGDCMImageWriter,vtkImageWriter);
54     virtual void PrintSelf(ostream& os, vtkIndent indent);
55
56     // Description:
57     // Pass in the vtkmedicalimageproperties object for medical information
58     // to be mapped to DICOM attributes.
59     vtkGetObjectMacro(MedicalImageProperties, vtkMedicalImageProperties);
60     virtual void SetMedicalImageProperties(vtkMedicalImageProperties*);
61
62     // Description:
63     // Pass in the list of filename to be used to write out the DICOM file(s)
64     virtual void SetFileNames(vtkStringArray*);
65     vtkGetObjectMacro(FileNames, vtkStringArray);
66
67     // Description:

```

```

68 // Set/Get whether or not the image was compressed using a lossy compression algorithm
69 vtkGetMacro(LossyFlag,int);
70 vtkSetMacro(LossyFlag,int);
71 vtkBooleanMacro(LossyFlag,int);
72
73 // I need that...
74 virtual void Write();
75
76 // Description:
77 // Get the extension for this file format.
78 virtual const char* GetFileExtensions() {
79     return ".dcm .DCM"; }
80
81 // Description:
82 // Get the name of this file format.
83 virtual const char* GetDescriptiveName() {
84     return "DICOM"; }
85
86 // Description:
87 // You need to manually specify the direction the image is in to write a valid DICOM file
88 // since vtkImageData do not contains one (eg. MR Image Storage, CT Image Storage...)
89 virtual void SetDirectionCosines(vtkMatrix4x4 *matrix);
90 vtkGetObjectMacro(DirectionCosines, vtkMatrix4x4);
91 virtual void SetDirectionCosinesFromImageOrientationPatient(const double dircos[6]);
92
93 // Description:
94 // Modality LUT
95 vtkSetMacro(Shift, double);
96 vtkGetMacro(Shift, double);
97 vtkSetMacro(Scale, double);
98 vtkGetMacro(Scale, double);
99
100 // Description:
101 // See vtkGDCMImageReader for list of ImageFormat
102 vtkGetMacro(ImageFormat,int);
103 vtkSetMacro(ImageFormat,int);
104
105 // Description:
106 // Set/Get whether the data comes from the file starting in the lower left
107 // corner or upper left corner.
108 vtkBooleanMacro(FileLowerLeft, int);
109 vtkGetMacro(FileLowerLeft, int);
110 vtkSetMacro(FileLowerLeft, int);
111
112 // Description:
113 // For color image (more than a single comp) you can specify the planar configuration you prefer
114 vtkSetMacro(PlanarConfiguration,int);
115 vtkGetMacro(PlanarConfiguration,int);
116
117 // Description:
118 // Set/Get specific StudyUID / SeriesUID
119 vtkSetStringMacro(StudyUID);
120 vtkGetStringMacro(StudyUID);
121 vtkSetStringMacro(SeriesUID);
122 vtkGetStringMacro(SeriesUID);
123
124 //BTX
125 enum CompressionTypes {
126     NO_COMPRESSION = 0, // raw (default)
127     JPEG_COMPRESSION, // JPEG
128     JPEG2000_COMPRESSION, // J2K
129     JPEGLS_COMPRESSION, // JPEG-LS
130     RLE_COMPRESSION // RLE
131 };
132 //ETX
133 // Set/Get the compression type
134 vtkSetMacro(CompressionType, int);
135 vtkGetMacro(CompressionType, int);
136
137 //void SetCompressionTypeFromString(const char *);
138 //const char *GetCompressionTypeAsString();
139
140 protected:
141     vtkGDCMImageWriter();
142     ~vtkGDCMImageWriter();
143
144 #if (VTK_MAJOR_VERSION >= 5) || ( VTK_MAJOR_VERSION == 4 && VTK_MINOR_VERSION > 5 )
145     int FillInputPortInformation(int port, vtkInformation *info);
146     int RequestInformation(
147         vtkInformation *request,
148         vtkInformationVector **inputVector,

```

```

149     vtkInformationVector *outputVector);
150 int RequestUpdateExtent(
151     vtkInformation *request,
152     vtkInformationVector **inputVector,
153     vtkInformationVector *outputVector);
154 int RequestData(
155     vtkInformation *request,
156     vtkInformationVector **inputVector,
157     vtkInformationVector *outputVector);
158 #else
159     void WriteSlice(vtkImageData *data);
160 #endif /*(VTK_MAJOR_VERSION >= 5) || ( VTK_MAJOR_VERSION == 4 && VTK_MINOR_VERSION > 5 )*/
161 int WriteGDCMData(vtkImageData *data, int timeStep);
162
163 protected:
164     virtual /*const*/ char *GetFileName();
165
166 private:
167     vtkGDCMImageWriter(const vtkGDCMImageWriter&); // Not implemented.
168     void operator=(const vtkGDCMImageWriter&); // Not implemented.
169
170     // VTK structs:
171     //vtkLookupTable *LookupTable;
172     vtkMedicalImageProperties *MedicalImageProperties;
173     char *StudyUID;
174     char *SeriesUID;
175
176     int DataUpdateExtent[6];
177     int ImageFormat;
178
179     vtkStringArray *FileNames;
180     vtkMatrix4x4 *DirectionCosines;
181
182     double Shift;
183     double Scale;
184     int FileLowerLeft;
185     int PlanarConfiguration;
186     int LossyFlag;
187     int CompressionType;
188 };
189
190 #endif

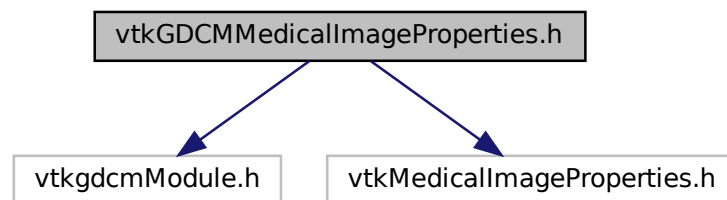
```

## 11.611 vtkGDCMMedicalImageProperties.h File Reference

```
#include "vtkgdcmModule.h"
```

```
#include "vtkMedicalImageProperties.h"
```

Include dependency graph for vtkGDCMMedicalImageProperties.h:



## Classes

- class [vtkGDCMMedicalImageProperties](#)

## Namespaces

- namespace `gdcm`

## 11.612 vtkGDCMMedicalImageProperties.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 // .NAME vtkGDCMMedicalImageProperties - some medical image properties.
15 // .SECTION Description
16 // vtkGDCMMedicalImageProperties is a helper class that can be used by medical
17 // image readers and applications to encapsulate medical image/acquisition
18 // properties. Later on, this should probably be extended to add
19 // any user-defined property.
20 // .SECTION See Also
21 // vtkMedicalImageReader2
22
23 #ifndef VTKGDCMMEDICALIMAGEPROPERTIES_H
24 #define VTKGDCMMEDICALIMAGEPROPERTIES_H
25
26 #include "vtkgdcmModule.h"
27 #include "vtkMedicalImageProperties.h"
28
29 class vtkGDCMMedicalImagePropertiesInternals;
30 //BTX
31 namespace gdcm { class File; }
32 //ETX
33
34 class VTKGDCM_EXPORT vtkGDCMMedicalImageProperties : public vtkMedicalImageProperties
35 {
36 public:
37     static vtkGDCMMedicalImageProperties *New();
38     vtkTypeMacro(vtkGDCMMedicalImageProperties,vtkMedicalImageProperties);
39     void PrintSelf(ostream& os, vtkIndent indent);
40
41     // Description:
42     // Convenience method to reset all fields to an empty string/value
43     virtual void Clear();
44
45     /*
46     // Description:
47     // Patient name
48     // For ex: DICOM (0010,0010) = DOE,JOHN
49     vtkSetStringMacro(PatientName);
50     vtkGetStringMacro(PatientName);
51
52     // Description:
53     // Patient ID
54     // For ex: DICOM (0010,0020) = 1933197
55     vtkSetStringMacro(PatientID);
56     vtkGetStringMacro(PatientID);
57
58     // Description:
59     // Patient age
60     // Format: nnnD, nnW, nnnM or nnnY (eventually nnD, nnW, nnY)
61     // with D (day), M (month), W (week), Y (year)
62     // For ex: DICOM (0010,1010) = 031Y
63     vtkSetStringMacro(PatientAge);
64     vtkGetStringMacro(PatientAge);
65
66     // Description:
67     // Take as input a string in VR=AS (DICOM PS3.5) and extract either

```

```

68 // different fields namely: year month week day
69 // Return 0 on error, 1 on success
70 // One can test fields if they are different from -1 upon success
71 static int GetAgeAsFields(const char *age, int &year, int &month, int &week, int &day);
72
73 // For Tcl:
74 // From C++ use GetPatientAge + GetAgeAsField
75 // Those function parse a DICOM string, and return the value of the number expressed
76 // this is either expressed in year, month or days. Thus if a string is expressed in years
77 // GetPatientAgeDay/GetPatientAgeWeek/GetPatientAgeMonth will return 0
78 int GetPatientAgeYear();
79 int GetPatientAgeMonth();
80 int GetPatientAgeWeek();
81 int GetPatientAgeDay();
82
83 // Description:
84 // Patient sex
85 // For ex: DICOM (0010,0040) = M
86 vtkSetStringMacro(PatientSex);
87 vtkGetStringMacro(PatientSex);
88
89 // Description:
90 // Patient birth date
91 // Format: yyyyymmdd
92 // For ex: DICOM (0010,0030) = 19680427
93 vtkSetStringMacro(PatientBirthDate);
94 vtkGetStringMacro(PatientBirthDate);
95
96 // For Tcl:
97 // From C++ use GetPatientBirthDate + GetDateAsFields
98 int GetPatientBirthDateYear();
99 int GetPatientBirthDateMonth();
100 int GetPatientBirthDateDay();
101
102 // Description:
103 // Study Date
104 // Format: yyyyymmdd
105 // For ex: DICOM (0008,0020) = 20030617
106 vtkSetStringMacro(StudyDate);
107 vtkGetStringMacro(StudyDate);
108
109 // Description:
110 // Acquisition Date
111 // Format: yyyyymmdd
112 // For ex: DICOM (0008,0022) = 20030617
113 vtkSetStringMacro(AcquisitionDate);
114 vtkGetStringMacro(AcquisitionDate);
115
116 // For Tcl:
117 // From C++ use GetAcquisitionDate + GetDateAsFields
118 int GetAcquisitionDateYear();
119 int GetAcquisitionDateMonth();
120 int GetAcquisitionDateDay();
121
122 // Description:
123 // Study Time
124 // Format: hhmmss.frac (any trailing component(s) can be omitted)
125 // For ex: DICOM (0008,0030) = 162552.0705 or 230012, or 0012
126 vtkSetStringMacro(StudyTime);
127 vtkGetStringMacro(StudyTime);
128
129 // Description:
130 // Acquisition time
131 // Format: hhmmss.frac (any trailing component(s) can be omitted)
132 // For ex: DICOM (0008,0032) = 162552.0705 or 230012, or 0012
133 vtkSetStringMacro(AcquisitionTime);
134 vtkGetStringMacro(AcquisitionTime);
135
136 // Description:
137 // Image Date aka Content Date
138 // Format: yyyyymmdd
139 // For ex: DICOM (0008,0023) = 20030617
140 vtkSetStringMacro(ImageDate);
141 vtkGetStringMacro(ImageDate);
142
143 // For Tcl:
144 // From C++ use GetImageDate + GetDateAsFields
145 int GetImageDateYear();
146 int GetImageDateMonth();
147 int GetImageDateDay();
148

```

```
149 // Description:
150 // Take as input a string in ISO 8601 date (YYYY/MM/DD) and extract the
151 // different fields namely: year month day
152 // Return 0 on error, 1 on success
153 static int GetDateAsFields(const char *date, int &year, int &month, int &day);
154
155 // Description:
156 // Take as input a string in ISO 8601 date (YYYY/MM/DD) and construct a
157 // locale date based on the different fields (see GetDateAsFields to extract
158 // different fields)
159 // Return 0 on error, 1 on success
160 static int GetDateAsLocale(const char *date, char *locale);
161
162 // Description:
163 // Image Time
164 // Format: hhmmss.frac (any trailing component(s) can be omitted)
165 // For ex: DICOM (0008,0033) = 162552.0705 or 230012, or 0012
166 vtkSetStringMacro(ImageTime);
167 vtkGetStringMacro(ImageTime);
168
169 // Description:
170 // Image number
171 // For ex: DICOM (0020,0013) = 1
172 vtkSetStringMacro(ImageNumber);
173 vtkGetStringMacro(ImageNumber);
174
175 // Description:
176 // Series number
177 // For ex: DICOM (0020,0011) = 902
178 vtkSetStringMacro(SeriesNumber);
179 vtkGetStringMacro(SeriesNumber);
180
181 // Description:
182 // Series Description
183 // User provided description of the Series
184 // For ex: DICOM (0008,103e) = SCOUT
185 vtkSetStringMacro(SeriesDescription);
186 vtkGetStringMacro(SeriesDescription);
187
188 // Description:
189 // Study ID
190 // For ex: DICOM (0020,0010) = 37481
191 vtkSetStringMacro(StudyID);
192 vtkGetStringMacro(StudyID);
193
194 // Description:
195 // Study description
196 // For ex: DICOM (0008,1030) = BRAIN/C-SP/FACIAL
197 vtkSetStringMacro(StudyDescription);
198 vtkGetStringMacro(StudyDescription);
199
200 // Description:
201 // Modality
202 // For ex: DICOM (0008,0060) = CT
203 vtkSetStringMacro(Modality);
204 vtkGetStringMacro(Modality);
205
206 // Description:
207 // Manufacturer
208 // For ex: DICOM (0008,0070) = Siemens
209 vtkSetStringMacro(Manufacturer);
210 vtkGetStringMacro(Manufacturer);
211
212 // Description:
213 // Manufacturer's Model Name
214 // For ex: DICOM (0008,1090) = LightSpeed QX/i
215 vtkSetStringMacro(ManufacturerModelName);
216 vtkGetStringMacro(ManufacturerModelName);
217
218 // Description:
219 // Station Name
220 // For ex: DICOM (0008,1010) = LSPD_OC8
221 vtkSetStringMacro(StationName);
222 vtkGetStringMacro(StationName);
223
224 // Description:
225 // Institution Name
226 // For ex: DICOM (0008,0080) = FooCity Medical Center
227 vtkSetStringMacro(InstitutionName);
228 vtkGetStringMacro(InstitutionName);
229
```

```
230 // Description:
231 // Convolution Kernel (or algorithm used to reconstruct the data)
232 // For ex: DICOM (0018,1210) = Bone
233 vtkSetStringMacro(ConvolutionKernel);
234 vtkGetStringMacro(ConvolutionKernel);
235
236 // Description:
237 // Slice Thickness (Nominal reconstructed slice thickness, in mm)
238 // For ex: DICOM (0018,0050) = 0.273438
239 vtkSetStringMacro(SliceThickness);
240 vtkGetStringMacro(SliceThickness);
241 virtual double GetSliceThicknessAsDouble();
242
243 // Description:
244 // Peak kilo voltage output of the (x-ray) generator used
245 // For ex: DICOM (0018,0060) = 120
246 vtkSetStringMacro(KVP);
247 vtkGetStringMacro(KVP);
248
249 // Description:
250 // Gantry/Detector tilt (Nominal angle of tilt in degrees of the scanning
251 // gantry.)
252 // For ex: DICOM (0018,1120) = 15
253 vtkSetStringMacro(GantryTilt);
254 vtkGetStringMacro(GantryTilt);
255 virtual double GetGantryTiltAsDouble();
256
257 // Description:
258 // Echo Time
259 // (Time in ms between the middle of the excitation pulse and the peak of
260 // the echo produced)
261 // For ex: DICOM (0018,0081) = 105
262 vtkSetStringMacro(EchoTime);
263 vtkGetStringMacro(EchoTime);
264
265 // Description:
266 // Echo Train Length
267 // (Number of lines in k-space acquired per excitation per image)
268 // For ex: DICOM (0018,0091) = 35
269 vtkSetStringMacro(EchoTrainLength);
270 vtkGetStringMacro(EchoTrainLength);
271
272 // Description:
273 // Repetition Time
274 // The period of time in msec between the beginning of a pulse sequence and
275 // the beginning of the succeeding (essentially identical) pulse sequence.
276 // For ex: DICOM (0018,0080) = 2040
277 vtkSetStringMacro(RepetitionTime);
278 vtkGetStringMacro(RepetitionTime);
279
280 // Description:
281 // Exposure time (time of x-ray exposure in msec)
282 // For ex: DICOM (0018,1150) = 5
283 vtkSetStringMacro(ExposureTime);
284 vtkGetStringMacro(ExposureTime);
285
286 // Description:
287 // X-ray tube current (in mA)
288 // For ex: DICOM (0018,1151) = 400
289 vtkSetStringMacro(XRayTubeCurrent);
290 vtkGetStringMacro(XRayTubeCurrent);
291
292 // Description:
293 // Exposure (The exposure expressed in mAs, for example calculated
294 // from Exposure Time and X-ray Tube Current)
295 // For ex: DICOM (0018,1152) = 114
296 vtkSetStringMacro(Exposure);
297 vtkGetStringMacro(Exposure);
298
299 // Interface to allow insertion of user define values, for instance in DICOM one would want to
300 // store the Protocol Name (0018,1030), in this case one would do:
301 // AddUserDefinedValue( "Protocol Name", "T1W/SE/1024" );
302 void AddUserDefinedValue(const char *name, const char *value);
303 // Get a particular user value
304 const char *GetUserDefinedValue(const char *name);
305 // Get the number of user defined values
306 unsigned int GetNumberOfUserDefinedValues();
307 // Get a name/value by index
308 const char *GetUserDefinedNameByIndex(unsigned int idx);
309 const char *GetUserDefinedValueByIndex(unsigned int idx);
310
```



```

311 // Description:
312 // Copy the contents of p to this instance.
313 virtual void DeepCopy(vtkGDCMMedicalImageProperties *p);
314
315 // Description:
316 // Add/Remove/Query the window/level presets that may have been associated
317 // to a medical image. Window is also known as 'width', level is also known
318 // as 'center'. The same window/level pair can not be added twice.
319 // As a convenience, a comment (aka Explanation) can be associated to a preset.
320 // For ex: DICOM Window Center (0028,1050) = 00045\000470
321 //          DICOM Window Width (0028,1051) = 0106\03412
322 //          DICOM Window Center Width Explanation (0028,1055) = WINDOW1\WINDOW2
323 virtual void AddWindowLevelPreset(double w, double l);
324 virtual void RemoveWindowLevelPreset(double w, double l);
325 virtual void RemoveAllWindowsLevelPresets();
326 virtual int GetNumberOfWindowLevelPresets();
327 virtual int HasWindowLevelPreset(double w, double l);
328 virtual int GetNthWindowLevelPreset(int idx, double *w, double *l);
329 virtual double* GetNthWindowLevelPreset(int idx);
330 virtual void SetNthWindowLevelPresetComment(int idx, const char *comment);
331 virtual const char* GetNthWindowLevelPresetComment(int idx);
332
333 // Description:
334 // Mapping from a sliceidx within a volumeidx into a DICOM Instance UID
335 // Some DICOM reader can populate this structure so that later on from a slice index
336 // in a vtkImageData volume we can backtrack and find out which 2d slice it was coming from
337 const char *GetInstanceUIDFromSliceID(int volumeidx, int sliceid);
338 void SetInstanceUIDFromSliceID(int volumeidx, int sliceid, const char *uid);
339
340 // Description:
341 // Provides the inverse mapping. Returns -1 if a slice for this uid is
342 // not found.
343 int GetSliceIDFromInstanceUID(int &volumeidx, const char *uid);
344
345 //BTX
346 typedef enum {
347     AXIAL = 0,
348     CORONAL,
349     SAGITTAL
350 } OrientationType;
351 //ETX
352 int GetOrientationType(int volumeidx);
353 void SetOrientationType(int volumeidx, int orientation);
354 static const char *GetStringFromOrientationType(unsigned int type);
355 */
356 protected:
357     vtkGDCMMedicalImageProperties();
358     ~vtkGDCMMedicalImageProperties();
359
360 //BTX
361     friend class vtkGDCMImageReader;
362     friend class vtkGDCMImageReader2;
363     friend class vtkGDCMImageWriter;
364     void PushBackFile(gdcm::File const &f);
365     gdcm::File const & GetFile(unsigned int t);
366 //ETX
367
368 private:
369     vtkGDCMMedicalImagePropertiesInternals *Internals;
370
371     vtkGDCMMedicalImageProperties(const vtkGDCMMedicalImageProperties&); // Not implemented.
372     void operator=(const vtkGDCMMedicalImageProperties&); // Not implemented.
373 };
374
375 #endif

```

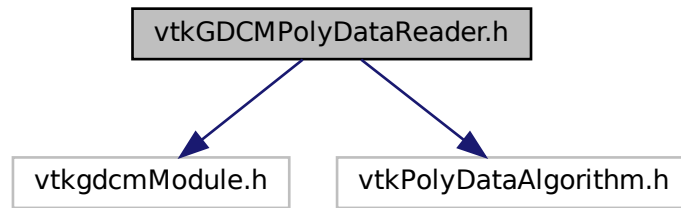
## 11.613 vtkGDCMPolyDataReader.h File Reference

```

#include "vtkgdcmModule.h"
#include "vtkPolyDataAlgorithm.h"

```

Include dependency graph for vtkGDCMPolyDataReader.h:



## Classes

- class [vtkGDCMPolyDataReader](#)

## Namespaces

- namespace [gdcM](#)

## 11.614 vtkGDCMPolyDataReader.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcM.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 // .NAME vtkGDCMPolyDataReader - read DICOM PolyData files (Contour Data...)
15 // .SECTION Description
16 // For now only support RTSTRUCT (RT Structure Set Storage)
17 // .SECTION TODO
18 // Need to do the same job for DVH Sequence/DVH Data...
19 // .SECTION Warning
20 // When using vtkGDCMPolyDataReader in conjunction with vtkGDCMImageReader
21 // it is *required* that FileLowerLeft is set to ON as coordinate system
22 // would be inconsistent in between the two data structures.
23 //
24 // .SECTION See Also
25 // vtkGDCMImageReader vtkGDCMPolyDataWriter vtkRTStructSetProperties
26
27
28 #ifndef VTKGDCMPOLYDATAREADER_H
29 #define VTKGDCMPOLYDATAREADER_H
30
31 #include "vtkgdcModule.h"
  
```

```

32 #include "vtkPolyDataAlgorithm.h"
33
34 class vtkMedicalImageProperties;
35 class vtkRTStructSetProperties;
36 //BTX
37 namespace gdcm { class Reader; }
38 //ETX
39 class VTKGDCM_EXPORT vtkGDCMPolyDataReader : public vtkPolyDataAlgorithm
40 {
41 public:
42     static vtkGDCMPolyDataReader *New();
43     vtkTypeMacro(vtkGDCMPolyDataReader,vtkPolyDataAlgorithm);
44     virtual void PrintSelf(ostream& os, vtkIndent indent);
45
46     // Description:
47     // Set/Get the filename of the file to be read
48     vtkSetStringMacro(FileName);
49     vtkGetStringMacro(FileName);
50
51     // Description:
52     // Get the medical image properties object
53     vtkGetObjectMacro(MedicalImageProperties, vtkMedicalImageProperties);
54
55     vtkGetObjectMacro(RTStructSetProperties, vtkRTStructSetProperties);
56
57 protected:
58     vtkGDCMPolyDataReader();
59     ~vtkGDCMPolyDataReader();
60
61     char *FileName;
62     vtkMedicalImageProperties *MedicalImageProperties;
63     vtkRTStructSetProperties *RTStructSetProperties;
64 //BTX
65     void FillMedicalImageInformation(const gdcm::Reader &reader);
66 //ETX
67
68     int RequestData(vtkInformation *, vtkInformationVector **, vtkInformationVector *);
69     int RequestInformation(
70         vtkInformation *vtkNotUsed(request),
71         vtkInformationVector **vtkNotUsed(inputVector),
72         vtkInformationVector *outputVector);
73 //BTX
74     int RequestInformation_RTStructureSetStorage(gdcm::Reader const & reader);
75     int RequestData_RTStructureSetStorage(gdcm::Reader const &reader, vtkInformationVector *outputVector);
76     int RequestInformation_HemodynamicWaveformStorage(gdcm::Reader const & reader);
77     int RequestData_HemodynamicWaveformStorage(gdcm::Reader const &reader, vtkInformationVector *outputVector);
78 //ETX
79
80 private:
81     vtkGDCMPolyDataReader(const vtkGDCMPolyDataReader&); // Not implemented.
82     void operator=(const vtkGDCMPolyDataReader&); // Not implemented.
83 };
84
85 #endif

```

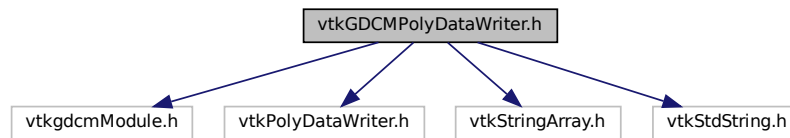
## 11.615 vtkGDCMPolyDataWriter.h File Reference

```

#include "vtkgdcmModule.h"
#include "vtkPolyDataWriter.h"
#include "vtkStringArray.h"
#include "vtkStdString.h"

```

Include dependency graph for vtkGDCMPolyDataWriter.h:



## Classes

- class [vtkGDCMPolyDataWriter](#)

## Namespaces

- namespace [gdcM](#)

## 11.616 vtkGDCMPolyDataWriter.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcM.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 // .NAME vtkGDCMPolyDataWriter - writer DICOM PolyData files (Contour Data...)
15 // .SECTION Description
16 // For now only support RTSTRUCT (RT Structure Set Storage)
17 // .SECTION TODO
18 // Need to do the same job for DVH Sequence/DVH Data...
19 // .SECTION Warning
20 //
21 // .SECTION See Also
22 // vtkGDCMImageReader vtkGDCMPolyDataReader vtkRTStructSetProperties
23
24
25 #ifndef VTKGDCMPOLYDATAWRITER_H
26 #define VTKGDCMPOLYDATAWRITER_H
27
28 #include "vtkgdcModule.h"
29 #include "vtkPolyDataWriter.h"
30 #include "vtkStringArray.h"
31 #include "vtkStdString.h"
32
33
34 class vtkMedicalImageProperties;
35 class vtkRTStructSetProperties;
36 //BTX
37 namespace gdcM { class File; }
38 //ETX

```

```

39 class VTKGDCM_EXPORT vtkGDCMPolyDataWriter : public vtkPolyDataWriter
40 {
41 public:
42     static vtkGDCMPolyDataWriter *New();
43     vtkTypeMacro(vtkGDCMPolyDataWriter,vtkPolyDataWriter);
44     virtual void PrintSelf(ostream& os, vtkIndent indent);
45
46     // Description:
47     // Set/Get the filename of the file to be read
48     // vtkSetStringMacro(FileName);
49     // vtkGetStringMacro(FileName);
50
51     // Description:
52     // Get the medical image properties object
53     // vtkGetObjectMacro(MedicalImageProperties, vtkMedicalImageProperties);
54     virtual void SetMedicalImageProperties(vtkMedicalImageProperties *pd);
55
56     virtual void SetRTStructSetProperties(vtkRTStructSetProperties *pd);
57
58
59     //this function will initialize the contained rtstructset with
60     //the inputs of the writer and the various extra information
61     //necessary for writing a complete rtstructset.
62     //NOTE: inputs must be set BEFORE calling this function!
63     //NOTE: the number of outputs for the appendpolydata MUST MATCH the ROI vectors!
64     void InitializeRTStructSet(vtkStdString inDirectory,
65         vtkStdString inStructLabel, vtkStdString inStructName,
66         vtkStringArray* inROINames,
67         vtkStringArray* inROIAlgorithmName,
68         vtkStringArray* inROIType);
69
70     // make parent class public...
71     void SetNumberOfInputPorts(int n);
72
73 protected:
74     vtkGDCMPolyDataWriter();
75     ~vtkGDCMPolyDataWriter();
76
77     vtkMedicalImageProperties *MedicalImageProperties;
78     vtkRTStructSetProperties *RTStructSetProperties;
79
80     void WriteData();
81 //BTX
82     void WriteRTSTRUCTInfo(gdcm::File &file);
83     void WriteRTSTRUCTData(gdcm::File &file, int num);
84 //ETX
85
86 private:
87     vtkGDCMPolyDataWriter(const vtkGDCMPolyDataWriter&); // Not implemented.
88     void operator=(const vtkGDCMPolyDataWriter&); // Not implemented.
89 };
90
91 #endif

```

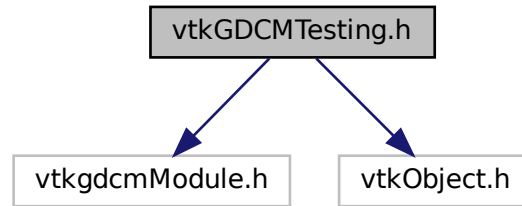
## 11.617 vtkGDCMTesting.h File Reference

```

#include "vtkgdcmModule.h"
#include "vtkObject.h"

```

Include dependency graph for vtkGDCMTesting.h:



## Classes

- class [vtkGDCMTesting](#)

## 11.618 vtkGDCMTesting.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 // .NAME vtkGDCMTesting - GDCM Testing
15 // .SECTION Description
16 // GDCM Testing
17
18 // .SECTION See Also
19 // vtkTesting
20
21 #ifndef VTKGDCMTESTING_H
22 #define VTKGDCMTESTING_H
23
24 #include "vtkgdcModule.h"
25 #include "vtkObject.h"
26
27 class VTKGDCM_EXPORT vtkGDCMTesting : public vtkObject
28 {
29 public:
30   static vtkGDCMTesting *New();
31   vtkTypeMacro(vtkGDCMTesting,vtkObject);
32   void PrintSelf(ostream& os, vtkIndent indent);
33
34   static const char *GetVTKDataRoot();
35   static const char *GetGDCMDataRoot();
36
37 //BTX
38   typedef const char* const (*MD5MetaImagesType)[3];
39   static const char * const * GetMD5MetaImage(unsigned int file);

```

```

40 //ETX
41 static unsigned int GetNumberOfMD5MetaImages();
42
43 static const char * GetMHDMD5FromFile(const char *filepath);
44 static const char * GetRAWMD5FromFile(const char *filepath);
45
46 protected:
47   vtkGDCMTesting();
48   ~vtkGDCMTesting();
49
50 private:
51   vtkGDCMTesting(const vtkGDCMTesting&); // Not implemented.
52   void operator=(const vtkGDCMTesting&); // Not implemented.
53 };
54
55 #endif

```

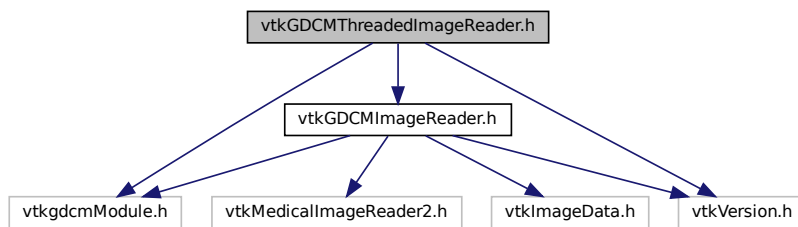
## 11.619 vtkGDCMThreadedImageReader.h File Reference

```

#include "vtkgdcmodule.h"
#include "vtkGDCMImageReader.h"
#include "vtkVersion.h"

```

Include dependency graph for vtkGDCMThreadedImageReader.h:



### Classes

- class [vtkGDCMThreadedImageReader](#)

## 11.620 vtkGDCMThreadedImageReader.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdc.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/

```

```

14 // .NAME vtkGDCMThreadedImageReader - read DICOM files with multiple threads
15 // .SECTION Description
16 // vtkGDCMThreadedImageReader is a source object that reads some DICOM files
17 // This reader is threaded. Meaning that on a multiple core CPU with N cpu, it will
18 // read approx N times faster than when reading in a single thread.
19 //
20 // .SECTION Warning: Advanced users only. Do not use this class in the general case,
21 // you have to understand how physically medium works first (sequential reading for
22 // instance) before playing with this class
23 //
24 // .SECTION Implementation note: when FileLowerLeft is set to on the image is not flipped
25 // upside down as VTK would expect, use this option only if you know what you are doing
26 //
27 // .SECTION FIXME: need to implement the other mode where FileLowerLeft is set to OFF
28 //
29 // .SECTION FIXME: you need to call SetFileName when reading a volume file (multiple slices DICOM)
30 // since SetFileNames expect each single file to be single slice (see parent class)
31 //
32 // .SECTION BUG: you should really consider using vtkGDCMThreadedImageReader2 instead !
33 //
34 // .SECTION See Also
35 // vtkMedicalImageReader2 vtkMedicalImageProperties vtkGDCMThreadedImageReader2
36
37 #ifndef VTKGDCMTHREADEDIMAGEREADER_H
38 #define VTKGDCMTHREADEDIMAGEREADER_H
39
40 #include "vtkgdcmModule.h"
41 #include "vtkGDCMImageReader.h"
42 #include "vtkVersion.h"
43
44 class VTKGDCM_EXPORT vtkGDCMThreadedImageReader : public vtkGDCMImageReader
45 {
46 public:
47     static vtkGDCMThreadedImageReader *New();
48     vtkTypeMacro(vtkGDCMThreadedImageReader, vtkGDCMImageReader);
49     virtual void PrintSelf(ostream& os, vtkIndent indent);
50
51     // Description:
52     // Explicitly set the Rescale Intercept (0028,1052)
53     vtkSetMacro(Shift, double);
54
55     // Description:
56     // Explicitly get/set the Rescale Slope (0028,1053)
57     vtkSetMacro(Scale, double);
58
59     // Description:
60     // Determine whether or not reader should use value from Shift/Scale
61     // Default is 1
62     vtkSetMacro(UseShiftScale, int);
63     vtkGetMacro(UseShiftScale, int);
64     vtkBooleanMacro(UseShiftScale, int);
65
66     // Within this class this is allowed to set the Number of Overlays from outside
67     //vtkSetMacro(NumberOfOverlays, int);
68
69 protected:
70     vtkGDCMThreadedImageReader();
71     ~vtkGDCMThreadedImageReader();
72
73 #if (VTK_MAJOR_VERSION >= 5) || ( VTK_MAJOR_VERSION == 4 && VTK_MINOR_VERSION > 5 )
74     int RequestInformation(vtkInformation *request,
75                           vtkInformationVector **inputVector,
76                           vtkInformationVector *outputVector);
77     int RequestData(vtkInformation *request,
78                    vtkInformationVector **inputVector,
79                    vtkInformationVector *outputVector);
80 #else /*(VTK_MAJOR_VERSION >= 5) || ( VTK_MAJOR_VERSION == 4 && VTK_MINOR_VERSION > 5 )*/
81     void ExecuteInformation();
82     void ExecuteData(vtkDataObject *out);
83 #endif /*(VTK_MAJOR_VERSION >= 5) || ( VTK_MAJOR_VERSION == 4 && VTK_MINOR_VERSION > 5 )*/
84
85     void ReadFiles(unsigned int nfiles, const char *filenames[]);
86     void RequestDataCompat();
87
88 private:
89     vtkGDCMThreadedImageReader(const vtkGDCMThreadedImageReader&); // Not implemented.
90     void operator=(const vtkGDCMThreadedImageReader&); // Not implemented.
91
92     int UseShiftScale;
93 };
94

```



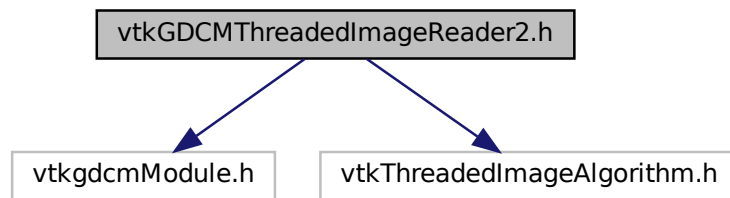
```
95 #endif
```

## 11.621 vtkGDCMThreadedImageReader2.h File Reference

```
#include "vtkgdcmModule.h"
```

```
#include "vtkThreadedImageAlgorithm.h"
```

Include dependency graph for vtkGDCMThreadedImageReader2.h:



### Classes

- class [vtkGDCMThreadedImageReader2](#)

## 11.622 vtkGDCMThreadedImageReader2.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 // .NAME vtkGDCMThreadedImageReader2 - read DICOM files with multiple threads
15 // .SECTION Description
16 // vtkGDCMThreadedImageReader2 is a source object that reads some DICOM files
17 // This reader is threaded. Meaning that on a multiple core CPU with N cpu, it will
18 // read approx N times faster than when reading in a single thread assuming the IO is
19 // not a bottleneck operation.
20 // If looking for a single threaded class see:  vtkGDCMImageReader
21 //
22 // .SECTION Warning:  Advanced users only. Do not use this class in the general case,
23 // you have to understand how physically medium works first (sequential reading for
24 // instance) before playing with this class
25 //
26 // .SECTION Implementation note:  when FileLowerLeft is set to on the image is not flipped
27 // upside down as VTK would expect, use this option only if you know what you are doing

```

```

28 //
29 // .SECTION FIXME: need to implement the other mode where FileLowerLeft is set to OFF
30 //
31 // .SECTION FIXME: need to implement reading of series of 3D files
32 //
33 // .SECTION Implementation note: this class is meant to supersede vtkGDCMThreadedImageReader
34 // because it had support for ProgressEvent support even from python layer. There is a
35 // subtle trick down in the threading mechanism in VTK were the main thread (talking to the
36 // python interpreter) is also part of the execution process (and the N-1 other thread
37 // are just there to execute the remaining of ThreadedRequestData), this separation into
38 // two types of thread is necessary to achieve a working implementation of UpdateProgress
39
40 // .SECTION See Also
41 // vtkMedicalImageReader2 vtkMedicalImageProperties vtkGDCMImageReader
42
43 #ifndef VTKGDCMTHREADEDIMAGEREADER2_H
44 #define VTKGDCMTHREADEDIMAGEREADER2_H
45
46 #include "vtkgdcmModule.h"
47 #include "vtkThreadedImageAlgorithm.h"
48
49 class vtkStringArray;
50 class VTKGDCM_EXPORT vtkGDCMThreadedImageReader2 : public vtkThreadedImageAlgorithm
51 {
52 public:
53     static vtkGDCMThreadedImageReader2 *New();
54     vtkTypeMacro(vtkGDCMThreadedImageReader2,vtkThreadedImageAlgorithm);
55     virtual void PrintSelf(ostream& os, vtkIndent indent);
56
57     vtkGetMacro(FileLowerLeft,int);
58     vtkSetMacro(FileLowerLeft,int);
59     vtkBooleanMacro(FileLowerLeft,int);
60
61     vtkGetMacro(NumberOfOverlays,int);
62
63     vtkSetMacro(DataScalarType,int);
64     vtkGetMacro(DataScalarType,int);
65
66     vtkSetMacro(NumberOfScalarComponents,int);
67     vtkGetMacro(NumberOfScalarComponents,int);
68
69     vtkGetMacro(LoadOverlays,int);
70     vtkSetMacro(LoadOverlays,int);
71     vtkBooleanMacro(LoadOverlays,int);
72
73     vtkSetVector6Macro(DataExtent,int);
74     vtkGetVector6Macro(DataExtent,int);
75
76     vtkSetVector3Macro(DataOrigin,double);
77     vtkGetVector3Macro(DataOrigin,double);
78
79     vtkSetVector3Macro(DataSpacing,double);
80     vtkGetVector3Macro(DataSpacing,double);
81
82     //vtkGetStringMacro(FileName);
83     //vtkSetStringMacro(FileName);
84     virtual const char *GetFileName(int i = 0);
85     virtual void SetFileName(const char *filename);
86
87     virtual void SetFileNames(vtkStringArray*);
88     vtkGetObjectMacro(FileNames, vtkStringArray);
89
90     int SplitExtent(int splitExt[6], int startExt[6],
91                     int num, int total);
92
93     // Description:
94     // Explicitly set the Rescale Intercept (0028,1052)
95     vtkSetMacro(Shift,double);
96     vtkGetMacro(Shift,double);
97
98     // Description:
99     // Explicitly get/set the Rescale Slope (0028,1053)
100    vtkSetMacro(Scale,double);
101    vtkGetMacro(Scale,double);
102
103    // Description:
104    // Determine whether or not reader should use value from Shift/Scale
105    // Default is 1
106    vtkSetMacro(UseShiftScale,int);
107    vtkGetMacro(UseShiftScale,int);
108    vtkBooleanMacro(UseShiftScale,int);

```

```

109
110 protected:
111     vtkGDCMThreadedImageReader2();
112     ~vtkGDCMThreadedImageReader2();
113
114     int RequestInformation(vtkInformation *request,
115                           vtkInformationVector **inputVector,
116                           vtkInformationVector *outputVector);
117
118 protected:
119     void ThreadedRequestData (
120         vtkInformation * request,
121         vtkInformationVector** inputVector,
122         vtkInformationVector * outputVector,
123         vtkImageData ***inData,
124         vtkImageData **outData,
125         int outExt[6], int id);
126
127 private:
128     int FileLowerLeft;
129     char *FileName;
130     vtkStringArray *FileNames;
131     int LoadIconImage;
132     int DataExtent[6];
133     int LoadOverlays;
134     int NumberOfOverlays;
135     int DataScalarType;
136
137     int NumberOfScalarComponents;
138     double DataSpacing[3];
139     double DataOrigin[3];
140     int IconImageDataExtent[6];
141
142     double Shift;
143     double Scale;
144     int UseShiftScale;
145
146 private:
147     vtkGDCMThreadedImageReader2(const vtkGDCMThreadedImageReader2&); // Not implemented.
148     void operator=(const vtkGDCMThreadedImageReader2&); // Not implemented.
149 };
150
151 #endif

```

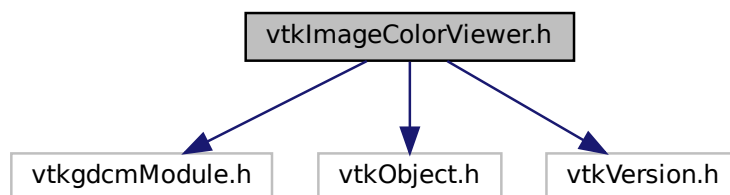
## 11.623 vtkImageColorViewer.h File Reference

```
#include "vtkgdcmModule.h"
```

```
#include "vtkObject.h"
```

```
#include "vtkVersion.h"
```

Include dependency graph for vtkImageColorViewer.h:



## Classes

- class [vtkImageColorViewer](#)

## 11.624 vtkImageColorViewer.h

[Go to the documentation of this file.](#)

```

1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4
5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcms.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 =====*/
14 // .NAME vtkImageColorViewer - Display a 2D image.
15 // .SECTION Description
16 // vtkImageColorViewer is a convenience class for displaying a 2D image.  It
17 // packages up the functionality found in vtkRenderWindow, vtkRenderer,
18 // vtkImageActor and vtkImageMapToWindowLevelColors into a single easy to use
19 // class.  This class also creates an image interactor style
20 // (vtkInteractorStyleImage) that allows zooming and panning of images, and
21 // supports interactive window/level operations on the image.  Note that
22 // vtkImageColorViewer is simply a wrapper around these classes.
23 //
24 // vtkImageColorViewer uses the 3D rendering and texture mapping engine
25 // to draw an image on a plane.  This allows for rapid rendering,
26 // zooming, and panning.  The image is placed in the 3D scene at a
27 // depth based on the z-coordinate of the particular image slice.  Each
28 // call to SetSlice() changes the image data (slice) displayed AND
29 // changes the depth of the displayed slice in the 3D scene.  This can
30 // be controlled by the AutoAdjustCameraClippingRange ivar of the
31 // InteractorStyle member.
32 //
33 // It is possible to mix images and geometry, using the methods:
34 //
35 // viewer->SetInput( myImage );
36 // viewer->GetRenderer()->AddActor( myActor );
37 //
38 // This can be used to annotate an image with a PolyData of "edges" or
39 // or highlight sections of an image or display a 3D isosurface
40 // with a slice from the volume, etc.  Any portions of your geometry
41 // that are in front of the displayed slice will be visible; any
42 // portions of your geometry that are behind the displayed slice will
43 // be obscured.  A more general framework (with respect to viewing
44 // direction) for achieving this effect is provided by the
45 // vtkImagePlaneWidget .
46 //
47 // Note that pressing 'r' will reset the window/level and pressing
48 // shift+'r' or control+'r' will reset the camera.
49 //
50 // .SECTION See Also
51 // vtkRenderWindow vtkRenderer vtkImageActor vtkImageMapToWindowLevelColors
52
53 #ifndef VTKIMAGECOLORVIEWER_H
54 #define VTKIMAGECOLORVIEWER_H
55
56 #include "vtkgdcModule.h"
57 #include "vtkObject.h"
58 #include "vtkVersion.h"
59
60 class vtkAlgorithm;
61 class vtkAlgorithmOutput;
62 class vtkImageActor;
63 class vtkImageData;
64 class vtkImageMapToWindowLevelColors2;
65 class vtkInformation;
66 class vtkInteractorStyleImage;
67 class vtkRenderWindow;

```

```

68 class vtkRenderer;
69 class vtkRenderWindowInteractor;
70 class vtkPolyData;
71
72 class VTKGDCM_EXPORT vtkImageColorViewer : public vtkObject
73 {
74 public:
75     static vtkImageColorViewer *New();
76     vtkTypeMacro(vtkImageColorViewer,vtkObject);
77     void PrintSelf(ostream& os, vtkIndent indent);
78
79     // Description:
80     // Get the name of rendering window.
81     virtual const char *GetWindowName();
82
83     // Description:
84     // Render the resulting image.
85     virtual void Render(void);
86
87     // Description:
88     // Set/Get the input image to the viewer.
89 #if (VTK_MAJOR_VERSION >= 6)
90     virtual void SetInputData(vtkImageData *in);
91 #else
92     virtual void SetInput(vtkImageData *in);
93 #endif
94     virtual vtkImageData *GetInput();
95     virtual void SetInputConnection(vtkAlgorithmOutput* input);
96     virtual void AddInputConnection(vtkAlgorithmOutput* input);
97     virtual void AddInput(vtkImageData * input);
98     //virtual void AddInput(vtkPolyData * input);
99
100     double GetOverlayVisibility();
101     void SetOverlayVisibility(double vis);
102
103     // Description:
104     // Set/get the slice orientation
105     //BTX
106     enum
107     {
108         SLICE_ORIENTATION_YZ = 0,
109         SLICE_ORIENTATION_XZ = 1,
110         SLICE_ORIENTATION_XY = 2
111     };
112     //ETX
113     vtkGetMacro(SliceOrientation, int);
114     virtual void SetSliceOrientation(int orientation);
115     virtual void SetSliceOrientationToXY()
116     { this->SetSliceOrientation(vtkImageColorViewer::SLICE_ORIENTATION_XY); };
117     virtual void SetSliceOrientationToYZ()
118     { this->SetSliceOrientation(vtkImageColorViewer::SLICE_ORIENTATION_YZ); };
119     virtual void SetSliceOrientationToXZ()
120     { this->SetSliceOrientation(vtkImageColorViewer::SLICE_ORIENTATION_XZ); };
121
122     // Description:
123     // Set/Get the current slice to display (depending on the orientation
124     // this can be in X, Y or Z).
125     vtkGetMacro(Slice, int);
126     virtual void SetSlice(int s);
127
128     // Description:
129     // Update the display extent manually so that the proper slice for the
130     // given orientation is displayed. It will also try to set a
131     // reasonable camera clipping range.
132     // This method is called automatically when the Input is changed, but
133     // most of the time the input of this class is likely to remain the same,
134     // i.e. connected to the output of a filter, or an image reader. When the
135     // input of this filter or reader itself is changed, an error message might
136     // be displayed since the current display extent is probably outside
137     // the new whole extent. Calling this method will ensure that the display
138     // extent is reset properly.
139     virtual void UpdateDisplayExtent();
140
141     // Description:
142     // Return the minimum and maximum slice values (depending on the orientation
143     // this can be in X, Y or Z).
144     virtual int GetSliceMin();
145     virtual int GetSliceMax();
146     virtual void GetSliceRange(int range[2])
147     { this->GetSliceRange(range[0], range[1]); };
148     virtual void GetSliceRange(int &min, int &max);

```

```

149 virtual int* GetSliceRange();
150
151 // Description:
152 // Set window and level for mapping pixels to colors.
153 virtual double GetColorWindow();
154 virtual double GetColorLevel();
155 virtual void SetColorWindow(double s);
156 virtual void SetColorLevel(double s);
157
158 // Description:
159 // These are here when using a Tk window.
160 virtual void SetDisplayId(void *a);
161 virtual void SetWindowId(void *a);
162 virtual void SetParentId(void *a);
163
164 // Description:
165 // Set/Get the position in screen coordinates of the rendering window.
166 virtual int* GetPosition();
167 virtual void SetPosition(int a,int b);
168 virtual void SetPosition(int a[2]) { this->SetPosition(a[0],a[1]); }
169
170 // Description:
171 // Set/Get the size of the window in screen coordinates in pixels.
172 virtual int* GetSize();
173 virtual void SetSize(int a, int b);
174 virtual void SetSize(int a[2]) { this->SetSize(a[0],a[1]); }
175
176 // Description:
177 // Get the internal render window, renderer, image actor, and
178 // image map instances.
179 vtkGetObjectMacro(RenderWindow,vtkRenderWindow);
180 vtkGetObjectMacro(Renderer, vtkRenderer);
181 vtkGetObjectMacro(ImageActor,vtkImageActor);
182 vtkGetObjectMacro(WindowLevel,vtkImageMapToWindowLevelColors2);
183 vtkGetObjectMacro(InteractorStyle,vtkInteractorStyleImage);
184
185 // Description:
186 // Set your own renderwindow and renderer
187 virtual void SetRenderWindow(vtkRenderWindow *arg);
188 virtual void SetRenderer(vtkRenderer *arg);
189
190 // Description:
191 // Attach an interactor for the internal render window.
192 virtual void SetupInteractor(vtkRenderWindowInteractor*);
193
194 // Description:
195 // Create a window in memory instead of on the screen. This may not
196 // be supported for every type of window and on some windows you may
197 // need to invoke this prior to the first render.
198 virtual void SetOffScreenRendering(int);
199 virtual int GetOffScreenRendering();
200 vtkBooleanMacro(OffScreenRendering,int);
201
202 // Description:
203 // @deprecated Replaced by vtkImageColorViewer::GetSliceMin() as of VTK 5.0.
204 VTK_LEGACY(int GetWholeZMin());
205
206 // Description:
207 // @deprecated Replaced by vtkImageColorViewer::GetSliceMax() as of VTK 5.0.
208 VTK_LEGACY(int GetWholeZMax());
209
210 // Description:
211 // @deprecated Replaced by vtkImageColorViewer::GetSlice() as of VTK 5.0.
212 VTK_LEGACY(int GetZSlice());
213
214 // Description:
215 // @deprecated Replaced by vtkImageColorViewer::SetSlice() as of VTK 5.0.
216 VTK_LEGACY(void SetZSlice(int));
217
218 protected:
219 vtkImageColorViewer();
220 ~vtkImageColorViewer();
221
222 virtual void InstallPipeline();
223 virtual void UnInstallPipeline();
224
225 vtkImageMapToWindowLevelColors2 *WindowLevel;
226 vtkRenderWindow *RenderWindow;
227 vtkRenderer *Renderer;
228 vtkImageActor *ImageActor;
229 vtkImageActor *OverlayImageActor;

```

```

230   vtkRenderWindowInteractor      *Interactor;
231   vtkInteractorStyleImage        *InteractorStyle;
232
233   int   SliceOrientation;
234   int   FirstRender;
235   int   Slice;
236
237   virtual void UpdateOrientation();
238
239   #if (VTK_MAJOR_VERSION >= 6)
240   vtkAlgorithm* GetInputAlgorithm();
241   vtkInformation* GetInputInformation();
242   #endif
243
244   friend class vtkImageColorViewerCallback;
245
246 private:
247   vtkImageColorViewer(const vtkImageColorViewer&); // Not implemented.
248   void operator=(const vtkImageColorViewer&); // Not implemented.
249 };
250
251 #endif

```

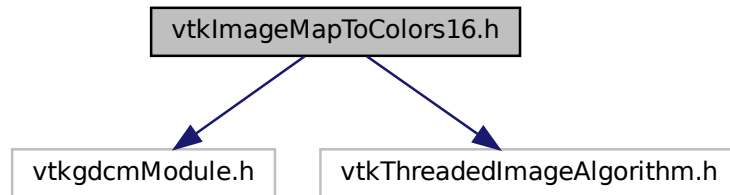
## 11.625 vtkImageMapToColors16.h File Reference

```

#include "vtkgdcmModule.h"
#include "vtkThreadedImageAlgorithm.h"

```

Include dependency graph for vtkImageMapToColors16.h:



### Classes

- class [vtkImageMapToColors16](#)

## 11.626 vtkImageMapToColors16.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.

```

```

7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 /*=====
15
16 Portions of this file are subject to the VTK Toolkit Version 3 copyright.
17
18 Program:      Visualization Toolkit
19 Module:      $RCSfile: vtkImageMapToColors16.h,v $
20
21 Copyright (c) Ken Martin, Will Schroeder, Bill Lorensen
22 All rights reserved.
23 See Copyright.txt or http://www.kitware.com/Copyright.htm for details.
24
25 This software is distributed WITHOUT ANY WARRANTY; without even
26 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
27 PURPOSE. See the above copyright notice for more information.
28
29 =====*/
30 // .NAME vtkImageMapToColors16 - map the input image through a lookup table
31 // .SECTION Description
32 // The vtkImageMapToColors16 filter will take an input image of any valid
33 // scalar type, and map the first component of the image through a
34 // lookup table. The result is an image of type VTK_UNSIGNED_CHAR.
35 // If the lookup table is not set, or is set to NULL, then the input
36 // data will be passed through if it is already of type VTK_UNSIGNED_CHAR.
37
38 // .SECTION See Also
39 // vtkLookupTable vtkScalarsToColors
40
41 #ifndef VTKIMAGEMAPTOCOLORS16_H
42 #define VTKIMAGEMAPTOCOLORS16_H
43
44
45 #include "vtkgdcmModule.h"
46 #include "vtkThreadedImageAlgorithm.h"
47
48 class vtkScalarsToColors;
49
50 class VTKGDCM_EXPORT vtkImageMapToColors16 : public vtkThreadedImageAlgorithm
51 {
52 public:
53     static vtkImageMapToColors16 *New();
54     vtkTypeMacro(vtkImageMapToColors16,vtkThreadedImageAlgorithm);
55     void PrintSelf(ostream& os, vtkIndent indent);
56
57     // Description:
58     // Set the lookup table.
59     virtual void SetLookupTable(vtkScalarsToColors*);
60     vtkGetObjectMacro(LookupTable,vtkScalarsToColors);
61
62     // Description:
63     // Set the output format, the default is RGBA.
64     vtkSetMacro(OutputFormat,int);
65     vtkGetMacro(OutputFormat,int);
66     void SetOutputFormatToRGBA() { this->OutputFormat = VTK_RGBA; };
67     void SetOutputFormatToRGB() { this->OutputFormat = VTK_RGB; };
68     void SetOutputFormatToLuminanceAlpha() { this->OutputFormat = VTK_LUMINANCE_ALPHA; };
69     void SetOutputFormatToLuminance() { this->OutputFormat = VTK_LUMINANCE; };
70
71     // Description:
72     // Set the component to map for multi-component images (default: 0)
73     vtkSetMacro(ActiveComponent,int);
74     vtkGetMacro(ActiveComponent,int);
75
76     // Description:
77     // Use the alpha component of the input when computing the alpha component
78     // of the output (useful when converting monochrome+alpha data to RGBA)
79     vtkSetMacro(PassAlphaToOutput,int);
80     vtkBooleanMacro(PassAlphaToOutput,int);
81     vtkGetMacro(PassAlphaToOutput,int);
82
83     // Description:
84     // We need to check the modified time of the lookup table too.
85 #ifndef VTK_HAS_MTIME_TYPE
86     virtual vtkMTimeType GetMTime();
87 #else

```



```

88  virtual unsigned long GetMTime();
89 #endif
90
91 protected:
92  vtkImageMapToColors16();
93  ~vtkImageMapToColors16();
94
95  virtual int RequestInformation (vtkInformation *, vtkInformationVector **, vtkInformationVector *);
96
97  void ThreadedRequestData(vtkInformation *request,
98                          vtkInformationVector **inputVector,
99                          vtkInformationVector *outputVector,
100                          vtkImageData ***inData, vtkImageData **outData,
101                          int extent[6], int id);
102
103  virtual int RequestData(vtkInformation *request,
104                          vtkInformationVector **inputVector,
105                          vtkInformationVector *outputVector);
106
107  vtkScalarsToColors *LookupTable;
108  int OutputFormat;
109
110  int ActiveComponent;
111  int PassAlphaToOutput;
112
113  int DataWasPassed;
114 private:
115  vtkImageMapToColors16(const vtkImageMapToColors16&); // Not implemented.
116  void operator=(const vtkImageMapToColors16&); // Not implemented.
117 };
118
119 #endif

```

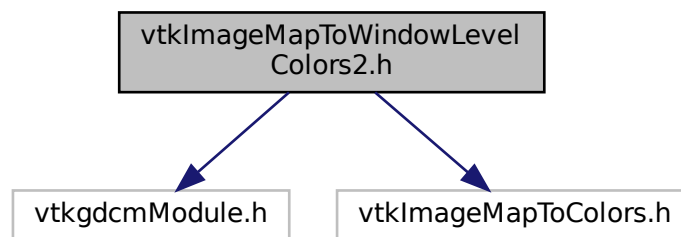
## 11.627 vtkImageMapToWindowLevelColors2.h File Reference

```

#include "vtkgdcmModule.h"
#include "vtkImageMapToColors.h"

```

Include dependency graph for vtkImageMapToWindowLevelColors2.h:



## Classes

- class [vtkImageMapToWindowLevelColors2](#)

## 11.628 vtkImageMapToWindowLevelColors2.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 /*=====
15
16 Portions of this file are subject to the VTK Toolkit Version 3 copyright.
17
18 Program:   Visualization Toolkit
19 Module:    $RCSfile: vtkImageMapToWindowLevelColors2.h,v $
20
21 Copyright (c) Ken Martin, Will Schroeder, Bill Lorensen
22 All rights reserved.
23 See Copyright.txt or http://www.kitware.com/Copyright.htm for details.
24
25 This software is distributed WITHOUT ANY WARRANTY; without even
26 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
27 PURPOSE. See the above copyright notice for more information.
28
29 =====*/
30 // .NAME vtkImageMapToWindowLevelColors2 - map the input image through a lookup table and window / level it
31 // .SECTION Description
32 // The vtkImageMapToWindowLevelColors2 filter will take an input image of any
33 // valid scalar type, and map the first component of the image through a
34 // lookup table. This resulting color will be modulated with value obtained
35 // by a window / level operation. The result is an image of type
36 // VTK_UNSIGNED_CHAR. If the lookup table is not set, or is set to NULL, then
37 // the input data will be passed through if it is already of type
38 // UNSIGNED_CHAR.
39 //
40 // .SECTION See Also
41 // vtkLookupTable vtkScalarsToColors
42
43 #ifndef VTKIMAGEMAPTOWINDOWLEVELCOLORS2_H
44 #define VTKIMAGEMAPTOWINDOWLEVELCOLORS2_H
45
46 #include "vtkgdcModule.h"
47 #include "vtkImageMapToColors.h"
48
49 class VTKGDCM_EXPORT vtkImageMapToWindowLevelColors2 : public vtkImageMapToColors
50 {
51 public:
52     static vtkImageMapToWindowLevelColors2 *New();
53     vtkTypeMacro(vtkImageMapToWindowLevelColors2, vtkImageMapToColors);
54     void PrintSelf(ostream& os, vtkIndent indent);
55
56     // Description:
57     // Set / Get the Window to use -> modulation will be performed on the
58     // color based on (S - (L - W/2))/W where S is the scalar value, L is
59     // the level and W is the window.
60     vtkSetMacro(Window, double);
61     vtkGetMacro(Window, double);
62
63     // Description:
64     // Set / Get the Level to use -> modulation will be performed on the
65     // color based on (S - (L - W/2))/W where S is the scalar value, L is
66     // the level and W is the window.
67     vtkSetMacro(Level, double);
68     vtkGetMacro(Level, double);
69
70 protected:
71     vtkImageMapToWindowLevelColors2();
72     ~vtkImageMapToWindowLevelColors2();
73
74     virtual int RequestInformation(vtkInformation *, vtkInformationVector **, vtkInformationVector *);
75     void ThreadedRequestData(vtkInformation *request,
76                             vtkInformationVector **inputVector,

```

```

77         vtkInformationVector *outputVector,
78         vtkImageData **inData, vtkImageData **outData,
79         int extent[6], int id);
80     virtual int RequestData(vtkInformation *request,
81         vtkInformationVector **inputVector,
82         vtkInformationVector *outputVector);
83
84     double Window;
85     double Level;
86
87 private:
88     vtkImageMapToWindowLevelColors2(const vtkImageMapToWindowLevelColors2&); // Not implemented.
89     void operator=(const vtkImageMapToWindowLevelColors2&); // Not implemented.
90 };
91
92 #endif

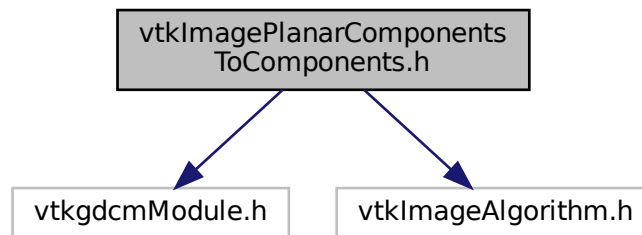
```

## 11.629 vtkImagePlanarComponentsToComponents.h File Reference

```
#include "vtkgdcmModule.h"
```

```
#include "vtkImageAlgorithm.h"
```

Include dependency graph for vtkImagePlanarComponentsToComponents.h:



### Classes

- class [vtkImagePlanarComponentsToComponents](#)

## 11.630 vtkImagePlanarComponentsToComponents.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR

```

```

11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 /*=====
15
16 Portions of this file are subject to the VTK Toolkit Version 3 copyright.
17
18 Program:      Visualization Toolkit
19 Module:      $RCSfile: vtkImagePlanarComponentsToComponents.h,v $
20
21 Copyright (c) Ken Martin, Will Schroeder, Bill Lorensen
22 All rights reserved.
23 See Copyright.txt or http://www.kitware.com/Copyright.htm for details.
24
25 This software is distributed WITHOUT ANY WARRANTY; without even
26 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
27 PURPOSE. See the above copyright notice for more information.
28
29 =====*/
30 // .NAME vtkImagePlanarComponentsToComponents - Converts planar comp to pixel comp
31 // .SECTION Description
32
33 // .SECTION See Also
34 // TODO: Can I make this filter threaded ?
35 // TODO: How do I handle the VTK-flipping (FileLowerLeft)?
36
37 #ifndef VTKIMAGEPLANARCOMPONENTSTOCOMPONENTS_H
38 #define VTKIMAGEPLANARCOMPONENTSTOCOMPONENTS_H
39
40 #include "vtkgdcmModule.h"
41 #include "vtkImageAlgorithm.h"
42
43 // everything is now handled within the vtkGDCMImageReader as Planar Configuration can not
44 // be externalized (conflict with file lower left)
45
46 #error do not use this class
47
48 //class VTKGDCM_EXPORT vtkImagePlanarComponentsToComponents : public vtkThreadedImageAlgorithm
49 class VTKGDCM_EXPORT vtkImagePlanarComponentsToComponents : public vtkImageAlgorithm
50 {
51 public:
52     static vtkImagePlanarComponentsToComponents *New();
53     //vtkTypeMacro(vtkImagePlanarComponentsToComponents,vtkThreadedImageAlgorithm);
54     vtkTypeMacro(vtkImagePlanarComponentsToComponents,vtkImageAlgorithm);
55
56     void PrintSelf(ostream& os, vtkIndent indent);
57
58 protected:
59     vtkImagePlanarComponentsToComponents();
60     ~vtkImagePlanarComponentsToComponents() {};
61
62 // void ThreadedExecute (vtkImageData *inData, vtkImageData *outData,
63 // int ext[6], int id);
64 // virtual int RequestInformation (vtkInformation *, vtkInformationVector**, vtkInformationVector *);
65 virtual int RequestData(vtkInformation *, vtkInformationVector **, vtkInformationVector *);
66
67 private:
68     vtkImagePlanarComponentsToComponents(const vtkImagePlanarComponentsToComponents&); // Not implemented.
69     void operator=(const vtkImagePlanarComponentsToComponents&); // Not implemented.
70 };
71
72 #endif

```

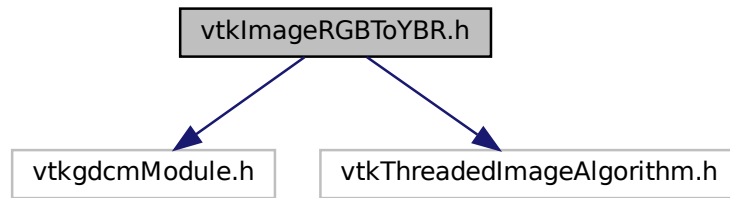
## 11.631 vtkImageRGBToYBR.h File Reference

```

#include "vtkgdcmModule.h"
#include "vtkThreadedImageAlgorithm.h"

```

Include dependency graph for vtkImageRGBToYBR.h:



## Classes

- class [vtkImageRGBToYBR](#)

## 11.632 vtkImageRGBToYBR.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 /*=====
15
16 Portions of this file are subject to the VTK Toolkit Version 3 copyright.
17
18 Program:   Visualization Toolkit
19 Module:    $RCSfile:  vtkImageRGBToYBR.h,v $
20
21 Copyright (c) Ken Martin, Will Schroeder, Bill Lorensen
22 All rights reserved.
23 See Copyright.txt or http://www.kitware.com/Copyright.htm for details.
24
25 This software is distributed WITHOUT ANY WARRANTY; without even
26 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
27 PURPOSE. See the above copyright notice for more information.
28
29 =====*/
30 // .NAME vtkImageRGBToYBR - Converts YBR components to RGB.
31 // .SECTION Description
32 // For each pixel with hue, saturation and value components this filter
33 // outputs the color coded as red, green, blue. Output type must be the same
34 // as input type.
35
36 // .SECTION See Also
37 // vtkImageRGBToHSV
38
39 #ifndef VTKIMAGERGBTOYBR_H
40 #define VTKIMAGERGBTOYBR_H
  
```

```

41
42 #include "vtkgdcmModule.h"
43 #include "vtkThreadedImageAlgorithm.h"
44
45 class VTKGDCM_EXPORT vtkImageRGBToYBR : public vtkThreadedImageAlgorithm
46 {
47 public:
48     static vtkImageRGBToYBR *New();
49     vtkTypeMacro(vtkImageRGBToYBR,vtkThreadedImageAlgorithm);
50
51     void PrintSelf(ostream& os, vtkIndent indent);
52
53 protected:
54     vtkImageRGBToYBR();
55     ~vtkImageRGBToYBR() {};
56
57     void ThreadedExecute (vtkImageData *inData, vtkImageData *outData,
58                           int ext[6], int id);
59 private:
60     vtkImageRGBToYBR(const vtkImageRGBToYBR&); // Not implemented.
61     void operator=(const vtkImageRGBToYBR&); // Not implemented.
62 };
63
64 #endif

```

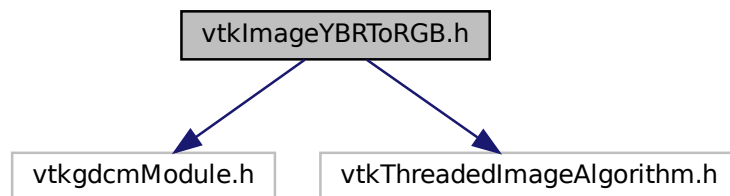
### 11.633 vtkImageYBRToRGB.h File Reference

```

#include "vtkgdcmModule.h"
#include "vtkThreadedImageAlgorithm.h"

```

Include dependency graph for vtkImageYBRToRGB.h:



#### Classes

- class [vtkImageYBRToRGB](#)

### 11.634 vtkImageYBRToRGB.h

[Go to the documentation of this file.](#)

```

1 /*=====
2
3 Program:  GDCM (Grassroots DICOM). A DICOM library
4

```

```

5 Copyright (c) 2006-2011 Mathieu Malaterre
6 All rights reserved.
7 See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9 This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 /*=====
15
16 Portions of this file are subject to the VTK Toolkit Version 3 copyright.
17
18 Program:      Visualization Toolkit
19 Module:      $RCSfile:  vtkImageYBRToRGB.h,v $
20
21 Copyright (c) Ken Martin, Will Schroeder, Bill Lorensen
22 All rights reserved.
23 See Copyright.txt or http://www.kitware.com/Copyright.htm for details.
24
25 This software is distributed WITHOUT ANY WARRANTY; without even
26 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
27 PURPOSE. See the above copyright notice for more information.
28
29 =====*/
30 // .NAME vtkImageYBRToRGB - Converts YBR components to RGB.
31 // .SECTION Description
32 // For each pixel with hue, saturation and value components this filter
33 // outputs the color coded as red, green, blue. Output type must be the same
34 // as input type.
35
36 // .SECTION See Also
37 // vtkImageRGBToHSV
38
39 #ifndef VTKIMAGEYBRTORGB_H
40 #define VTKIMAGEYBRTORGB_H
41
42 #include "vtkgdcmModule.h"
43 #include "vtkThreadedImageAlgorithm.h"
44
45 class VTKGDCM_EXPORT vtkImageYBRToRGB : public vtkThreadedImageAlgorithm
46 {
47 public:
48     static vtkImageYBRToRGB *New();
49     vtkTypeMacro(vtkImageYBRToRGB,vtkThreadedImageAlgorithm);
50
51     void PrintSelf(ostream& os, vtkIndent indent);
52
53 protected:
54     vtkImageYBRToRGB();
55     ~vtkImageYBRToRGB() {};
56
57     void ThreadedExecute (vtkImageData *inData, vtkImageData *outData,
58                          int ext[6], int id);
59 private:
60     vtkImageYBRToRGB(const vtkImageYBRToRGB&); // Not implemented.
61     void operator=(const vtkImageYBRToRGB&); // Not implemented.
62 };
63
64 #endif

```

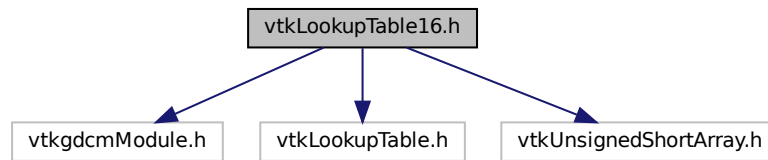
## 11.635 vtkLookupTable16.h File Reference

```

#include "vtkgdcmModule.h"
#include "vtkLookupTable.h"
#include "vtkUnsignedShortArray.h"

```

Include dependency graph for vtkLookupTable16.h:



## Classes

- class [vtkLookupTable16](#)

## 11.636 vtkLookupTable16.h

[Go to the documentation of this file.](#)

```

1  /*=====
2
3  Program:   GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 /*=====
15
16 Portions of this file are subject to the VTK Toolkit Version 3 copyright.
17
18 Program:   Visualization Toolkit
19 Module:    $RCSfile: vtkLookupTable16.h,v $
20
21 Copyright (c) Ken Martin, Will Schroeder, Bill Lorensen
22 All rights reserved.
23 See Copyright.txt or http://www.kitware.com/Copyright.htm for details.
24
25 This software is distributed WITHOUT ANY WARRANTY; without even
26 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
27 PURPOSE. See the above copyright notice for more information.
28
29 =====*/
30 // .NAME vtkLookupTable16 -
31 // .SECTION Description
32 //
33 // .SECTION Caveats
34 //
35 // .SECTION See Also
36 // vtkLookupTable
37
38 #ifndef VTKLOOKUPTABLE16_H
39 #define VTKLOOKUPTABLE16_H
40
41 #include "vtkgdcmModule.h"
42 #include "vtkLookupTable.h"
43 #include "vtkUnsignedShortArray.h"
44

```



```

45 class VTKGDCM_EXPORT vtkLookupTable16 : public vtkLookupTable
46 {
47 public:
48     static vtkLookupTable16 *New();
49
50     vtkTypeMacro(vtkLookupTable16,vtkLookupTable);
51     void PrintSelf(ostream& os, vtkIndent indent);
52
53     void Build();
54
55     void SetNumberOfTableValues(vtkIdType number);
56
57     unsigned char *WritePointer(const vtkIdType id, const int number);
58
59     unsigned short *GetPointer(const vtkIdType id) {
60         return this->Table16->GetPointer(4*id); };
61
62 protected:
63     vtkLookupTable16(int size=256, int ext=256);
64     ~vtkLookupTable16();
65
66     vtkUnsignedShortArray *Table16;
67
68 void MapScalarsThroughTable2(void *input,
69                             unsigned char *output,
70                             int inputDataType,
71                             int numberOfValues,
72                             int inputIncrement,
73                             int outputFormat);
74
75 private:
76     vtkLookupTable16(const vtkLookupTable16&); // Not implemented.
77     void operator=(const vtkLookupTable16&); // Not implemented.
78 };
79
80 //-----
81 inline unsigned char *vtkLookupTable16::WritePointer(const vtkIdType id,
82                                                       const int number)
83 {
84     //this->InsertTime.Modified();
85     return (unsigned char*)this->Table16->WritePointer(4*id,4*number);
86 }
87
88 #endif

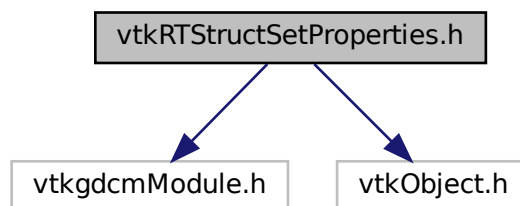
```

## 11.637 vtkRTStrutSetProperties.h File Reference

```
#include "vtkgdcmModule.h"
```

```
#include "vtkObject.h"
```

Include dependency graph for vtkRTStrutSetProperties.h:



## Classes

- class [vtkRTStructSetProperties](#)

## 11.638 vtkRTStructSetProperties.h

[Go to the documentation of this file.](#)

```

1  /*****
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE.  See the above copyright notice for more information.
12
13 *****/
14 // .NAME vtkRTStructSetProperties - some rtstruct properties.
15 // .SECTION Description
16 //
17 // .SECTION See Also
18 // vtkGDCMPolyDataReader vtkGDCMPolyDataWriter
19
20 #ifndef VTKRTSTRUCTSETPROPERTIES_H
21 #define VTKRTSTRUCTSETPROPERTIES_H
22
23 #include "vtkgdcmModule.h"
24 #include "vtkObject.h"
25
26 class vtkRTStructSetPropertiesInternals;
27
28 class VTKGDCM_EXPORT vtkRTStructSetProperties : public vtkObject
29 {
30 public:
31     static vtkRTStructSetProperties *New();
32     vtkTypeMacro(vtkRTStructSetProperties,vtkObject);
33     void PrintSelf(ostream& os, vtkIndent indent);
34
35     // Description:
36     // Convenience method to reset all fields to an empty string/value
37     virtual void Clear();
38
39     // Description:
40     //
41     vtkSetStringMacro(StructureSetLabel);
42     vtkGetStringMacro(StructureSetLabel);
43
44     vtkSetStringMacro(StructureSetName);
45     vtkGetStringMacro(StructureSetName);
46
47     vtkSetStringMacro(StructureSetDate);
48     vtkGetStringMacro(StructureSetDate);
49
50     vtkSetStringMacro(StructureSetTime);
51     vtkGetStringMacro(StructureSetTime);
52
53     vtkSetStringMacro(SOPInstanceUID);
54     vtkGetStringMacro(SOPInstanceUID);
55
56     vtkSetStringMacro(StudyInstanceUID);
57     vtkGetStringMacro(StudyInstanceUID);
58
59     vtkSetStringMacro(SeriesInstanceUID);
60     vtkGetStringMacro(SeriesInstanceUID);
61
62     vtkSetStringMacro(ReferenceSeriesInstanceUID);
63     vtkGetStringMacro(ReferenceSeriesInstanceUID);
64
65     vtkSetStringMacro(ReferenceFrameOfReferenceUID);
66     vtkGetStringMacro(ReferenceFrameOfReferenceUID);
67

```

```

68 // Description:
69 // Copy the contents of p to this instance.
70 virtual void DeepCopy(vtkRTStructSetProperties *p);
71
72 void AddContourReferencedFrameOfReference( vtkIdType pdnum, const char *classuid, const char * instanceuid
73 );
74 const char *GetContourReferencedFrameOfReferenceClassUID( vtkIdType pdnum, vtkIdType id );
75 const char *GetContourReferencedFrameOfReferenceInstanceUID( vtkIdType pdnum, vtkIdType id );
76 vtkIdType GetNumberOfContourReferencedFrameOfReferences();
77 vtkIdType GetNumberOfContourReferencedFrameOfReferences( vtkIdType pdnum);
78
79 void AddReferencedFrameOfReference( const char *classuid, const char * instanceuid );
80 const char *GetReferencedFrameOfReferenceClassUID( vtkIdType id );
81 const char *GetReferencedFrameOfReferenceInstanceUID( vtkIdType id );
82 vtkIdType GetNumberOfReferencedFrameOfReferences();
83
84 void AddStructureSetROI( int roinumber,
85     const char* refframerefuid,
86     const char* roiname,
87     const char* ROIGenerationAlgorithm,
88     const char* ROIDescription = 0
89 );
90 void AddStructureSetROIObservation( int refnumber,
91     int observationnumber,
92     const char *rtroiinterpretedtype,
93     const char *roiinterpreter,
94     const char *roiobservationlabel = 0
95 );
96
97 vtkIdType GetNumberOfStructureSetROIs();
98 int GetStructureSetObservationNumber( vtkIdType id);
99 int GetStructureSetROINumber( vtkIdType id);
100 const char *GetStructureSetROIRefFrameRefUID( vtkIdType);
101 const char *GetStructureSetROIName( vtkIdType);
102 const char *GetStructureSetROIGenerationAlgorithm( vtkIdType);
103 const char *GetStructureSetROIDescription( vtkIdType id);
104 const char *GetStructureSetRTROIInterpretedType( vtkIdType id);
105 const char *GetStructureSetROIObservationLabel( vtkIdType id);
106
107 protected:
108     vtkRTStructSetProperties();
109     ~vtkRTStructSetProperties();
110
111     char *StructureSetLabel;
112     char *StructureSetName;
113     char *StructureSetDate;
114     char *StructureSetTime;
115
116     char *SOPInstanceUID;
117     char *StudyInstanceUID;
118     char *SeriesInstanceUID;
119
120     char *ReferenceSeriesInstanceUID;
121     char *ReferenceFrameOfReferenceUID;
122
123 // Description:
124 // PIMPL Encapsulation for STL containers
125 //BTX
126     vtkRTStructSetPropertiesInternals *Internals;
127 //ETX
128 private:
129     vtkRTStructSetProperties(const vtkRTStructSetProperties&); // Not implemented.
130     void operator=(const vtkRTStructSetProperties&); // Not implemented.
131 };
132
133 #endif

```

## 11.639 gdcPythonFilter.h File Reference

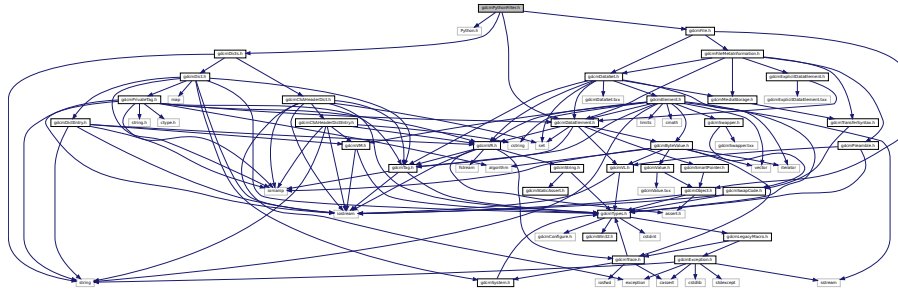
```

#include <Python.h>
#include "gdcmDataElement.h"
#include "gdcmDicts.h"

```

```
#include "gdcmFile.h"
```

Include dependency graph for gdcmPythonFilter.h:



## 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](#)

## 11.640 gdcmPythonFilter.h

[Go to the documentation of this file.](#)

```
1  /*=====
2
3  Program:  GDCM (Grassroots DICOM). A DICOM library
4
5  Copyright (c) 2006-2011 Mathieu Malaterre
6  All rights reserved.
7  See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
8
9  This software is distributed WITHOUT ANY WARRANTY; without even
10 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
11 PURPOSE. See the above copyright notice for more information.
12
13 =====*/
14 #ifndef GDCMPYTHONFILTER_H
15 #define GDCMPYTHONFILTER_H
16
17 #include <Python.h>
18
19 #include "gdcmDataElement.h"
20 #include "gdcmDicts.h"
21 #include "gdcmFile.h"
22
23 namespace gdcm
24 {
25
26 class GDCM_EXPORT PythonFilter
27 {
28 public:
29     PythonFilter();
30     ~PythonFilter();
31
32 };
33
34 }
```

```
37 void UseDictAlways(bool ) {}
38
39 // Allow user to pass in there own dicts
40 void SetDicts(const Dicts &dicts);
41
42 // Convert to string the ByteValue contained in a DataElement
43 PyObject *ToPyObject(const Tag& t) const;
44
45 void SetFile(const File& f);
46 File &GetFile();
47 const File &GetFile() const;
48
49 private:
50     SmartPointer<File> F;
51 };
52
53 } // end namespace gdcm
54
55 #endif //GDCMPYTHONFILTER_H
```



## Chapter 12

# Example Documentation

### 12.1 TestByteSwap.cxx

This is a C++ example on how to use [gdcm::ByteSwap](#)

```
/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#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);
    if( vl != 0x40000000 )
    {
        std::cerr << std::hex << "vl:  " << vl << std::endl;
        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 )
    {
        std::cerr << "unk" << std::endl;
        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;
        }
    }
union { char n[2]; uint16_t tn; } u16;
memcpy(u16.n, &t, 2 );
gdcmm::ByteSwap<uint16_t>::SwapRangeFromSwapCodeIntoSystem(&u16.tn, sc, 1);
uint16_t tn = u16.tn;
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(&u16.tn, gdcmm::SwapCode::BigEndian, 1);
tn = u16.tn;
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,1);
if ( array[0] != 0x3412 )

```



```

    {
        std::cerr << std::hex << "array:  " << array[0] << std::endl;
        return 1;
    }
    return 0;
}

```

## 12.2 PatchFile.cxx

This is a C++ example on how to use [gdcm::Attribute](#)

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * 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() );
    }
    {
        gdcm::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;
}

```

## 12.3 SimplePrint.cs

This is a C# example on how to use gdcmm::SWIGDataSet

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcmm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
Converter convertor = new Converter();
int a = convertor.Convert<int>( some_int_blob );
double b = convertor.Convert<double>( some_double_blob );
*/
/*
* Usage:
* $ export LD_LIBRARY_PATH=$HOME/Projects/gdcmm/debug-gcc/bin
* $ mono bin/SimplePrint.exe gdcmmData/012345.002.050.dcm
*/
using System;
using gdcmm;
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;
    }
}

```

## 12.4 TestReader.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#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;
    gdcm::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 gdcm::FileMetaInformation &h = reader.GetFile().GetHeader();
//std::cout << h << std::endl;
//const gdcm::DataSet &ds = reader.GetFile().GetDataSet();
//std::cout << ds << std::endl;
const char *ref = gdcm::Testing::GetMediaStorageFromFile(filename);
gdcm::MediaStorage ms;
ms.SetFromFile( reader.GetFile() );
if( !ref )
{
    std::cerr << "TestReadError: Missing MediaStorage: " << filename << std::endl;
    std::cerr << "It should be: " << ms << std::endl;
    return 1;
}
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 != gdcm::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
    gdcm::Trace::DebugOff();
    gdcm::Trace::WarningOff();
    int r = 0, i = 0;
    const char *filename;
    const char * const *filenames = gdcm::Testing::GetFileNames();
    while( (filename = filenames[i]) )
    {
        r += TestRead( filename );
        ++i;
    }
    return r;
}

```

## 12.5 TestReader.py

This is a C++ example on how to use `gdcm::Reader`

```

1
14
15 import os,sys
16 import gdcm
17
18 def TestRead(filename, verbose = False):
19     r = gdcm.Reader()
20     r.SetFileName( filename )
21     success = r.Read()
22     #if verbose: print r.GetFile()
23     if verbose: print(r.GetFile().GetDataSet())
24     return success
25
26 if __name__ == "__main__":
27     success = 0
28     try:
29         filename = os.sys.argv[1]
30         success += TestRead( filename, True )
31     except:
32         # loop over all files:

```

```

33     gdcM.Trace.DebugOff()
34     gdcM.Trace.WarningOff()
35     t = gdcM.Testing()
36     nfiles = t.GetNumberOfFileNames()
37     for i in range(0,nfiles):
38         filename = t.GetFileName(i)
39         success += TestRead( filename )
40
41
42     # Test succeed ?
43     sys.exit(success == 0)

```

## 12.6 DecompressJPEGFile.cs

This is a C# example on how to use [gdcM::SequenceOfFragments](#)

```
/*=====
```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcM.sourceforge.net/Copyright.html> for details.

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:
 * $ 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_FULL );
        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;
}
}

```

## 12.7 ManipulateFile.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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:
 * $ 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;
    }
}

```

## 12.8 ClinicalTrialIdentificationWorkflow.cs

This is a C# example on how to use Anonymizer

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcml.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * Typical usage on UNIX:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/ClinicalTrialIdentificationWorkflow.exe input_dir output_dir
 */
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 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.Filename fn = new gdcm.Filename( outfilename );
string subdir = fn.GetPath();
if( !gdcm.PosixEmulation.MakeDirectory( subdir ) )
{
    return false;
}
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( outfilename );
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 = gdcm.Filename.Join(gdcm.Testing.GetSourceDirectory(),
        "/Testing/Source/Data/certificate.pem" );
    gdcm.CryptoFactory fact = gdcm.CryptoFactory.GetFactoryInstance();
    gdcm.CryptographicMessageSyntax cms = fact.CreateCMSProvider();
    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);
    // Explicitly specify the Cryptographic Message Syntax to use:
    ano.SetCryptographicMessageSyntax( cms );
    // Process all filenames:
    FilenamesType 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( ano , filename, outfilename ) )
        {
            System.Console.WriteLine( "Could not process filename: " + filename );
            return 1;
        }
    }
    return 0;
}
}

```

## 12.9 GenerateDICOMDIR.cs

This is a C# example on how to use DICOMDIRGenerator

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * Simple C# example to show how to use DICOMDIRGenerator
 *
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/GenerateDICOMDIR.exe path output_filename
 */
using System;
using gdcm;
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;
}
}

```

## 12.10 GenFakelImage.cxx

/\*=====

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
#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++ = (char)ybr2[0];
        *p++ = (char)ybr2[1];
        *p++ = (char)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(0x7fe0,0x0010) );
    pixeldata.SetByteValue( buffer, (uint32_t)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 pupose 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( 113072 );
    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;
}

```

## 12.11 ReformatFile.cs

This is a C++ example on how to use FileDerivation

/\*=====

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre  
 All rights reserved.  
 See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
/*
 * 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 exercise 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;
    }
}

```

## 12.12 DecompressImage.cs

This is a C# example on how to use Image

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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:
 * $ 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;
        }
        // check that one can access a Fragment from C#:
        var de = reader.GetFile().GetDataSet().GetDataElement(new Tag(0x7fe0, 0x0010));
        var sq = de.GetSequenceOfFragments();
        sq.GetFragment(0);
        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[] strl = new byte[ ir.GetBufferLength()];
        ir.GetBuffer( strl );
        //System.Console.WriteLine( ir.GetBufferLength() );
        pixeldata.SetByteValue( strl, new VL( (uint)strl.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;
    }
}

```

## 12.13 StandardizeFiles.cs

This is a C++ example on how to use ImageChangeTransferSyntax

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * 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.Pixmap pixout = ((PixmapToPixmapFilter)change).GetOutput();
        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:
    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( filename, outfilename ) )
        {
            System.Console.WriteLine( "Could not process filename: " + filename );
            //return 1;
        }
    }
    return 0;
}
}

```

## 12.14 ScanDirectory.cs

This is a C# example on how to use Scanner

/\*=====

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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:
 * $ bin/ScanDirectory.exe /path/to/gdcmData/
 */
using System;
using gdcm;
// We will print each filename being processed
public class MyWatcher : SimpleSubjectWatcher
{
    public MyWatcher(Subject s):base(s,"Override String"){
    protected override void ShowFileName(Subject caller, Event evt){
        FileNameEvent fne = FileNameEvent.Cast(evt);
        if( fne != null )
        {
            string fn = fne.GetFileName();
            System.Console.WriteLine( "This is my Scanner. Processing FileName: " + fn );
        }
        else
        {
            System.Console.WriteLine( "This is my Anonymization. Unhandled Event type: " + evt.GetEventName() );
        }
    }
}
}
public class ScanDirectory
{
    public static int Main(string[] args)
    {
        string directory = args[0];
        Tag t = new Tag(0x8,0x80);
        Directory d = new Directory();
        uint nfiles = d.Load( directory );
        if(nfiles == 0) return 1;
        //System.Console.WriteLine( "Files:\n" + d.toString() );
        // Use a StrictScanner, need to use a reference to pass the C++ pointer to
    }
}

```

```

// MyWatcher implementation
SmartPtrStrictScan sscan = StrictScanner.New();
StrictScanner s = sscan.__ref__();
MyWatcher watcher = new MyWatcher(s);
s.AddTag( t );
bool b = s.Scan( d.GetFileNames() );
if(!b) return 1;
for(int i = 0; i < (int)nfiles; ++i)
{
    if( !s.IsKey( d.GetFileNames()[i] ) )
    {
        System.Console.WriteLine( "File is not DICOM or could not be read: " + d.GetFileNames()[i] );
    }
}
System.Console.WriteLine( "Scan:\n" + s.toString() );
System.Console.WriteLine( "success" );
return 0;
}
}

```

## 12.15 BasicAnonymizer.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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:
 * $ 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)
    {
        gdcm.Global global = gdcm.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 = gdcm.Filename.Join(gdcm.Testing.GetSourceDirectory(),
            "/Testing/Source/Data/certificate.pem" );
        gdcm.CryptoFactory fact = gdcm.CryptoFactory.GetFactoryInstance();
        gdcm.CryptographicMessageSyntax cms = fact.CreateCMSProvider();
        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;
    }
}

```

## 12.16 BasicImageAnonymizer.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 System;
using gdcm;
public class BasicImageAnonymizer

```

```

{
    public static int Main(string[] args)
    {
        string filename = args[0];
        // instantiate the reader:
        gdcm.ImageReader reader = new gdcm.ImageReader();
        reader.SetFileName( filename );
        if (!reader.Read()) return 1;
        Image ir = reader.GetImage();
        uint[] dims = {0, 0, 0};
        dims[0] = ir.GetDimension(0);
        dims[1] = ir.GetDimension(1);
        dims[2] = ir.GetDimension(2);
        System.Console.WriteLine( "Dim:" + dims[0] );
        System.Console.WriteLine( "Dim:" + dims[1] );
        System.Console.WriteLine( "Dim:" + dims[2] );
        // buffer to get the pixels
        byte[] buffer = new byte[ ir.GetBufferLength() ];
        System.Console.WriteLine( "Dim:" + ir.GetBufferLength() );
        ir.GetBuffer( buffer );
        for (uint z = 0; z < dims[2]; z++)
        {
            for (uint y = 0; y < dims[1] / 2; y++) // only half Y
            {
                for (uint x = 0; x < dims[0] / 2; x++) // only half X
                {
                    buffer[ (z * dims[1] + y) * dims[0] + x ] = 0; // works when pixel type == UINT8
                }
            }
        }
        DataElement pixeldata = new DataElement( new Tag(0x7fe0,0x0010) );
        pixeldata.SetByteValue( buffer, new VL( (uint)buffer.Length ) );
        ir.SetDataElement( pixeldata );
        ir.SetTransferSyntax( new TransferSyntax( TransferSyntax.TSType.ExplicitVRLittleEndian ) );
        ImageChangeTransferSyntax change = new ImageChangeTransferSyntax();
        change.SetTransferSyntax( new TransferSyntax( TransferSyntax.TSType.JPEGLSLossless ) );
        change.SetInput( ir );
        if ( !change.Change() )
        {
            System.Console.WriteLine( "Could not change: " + filename );
            return 1;
        }
        ImageWriter writer = new ImageWriter();
        writer.SetFileName( "out.dcm" );
        writer.SetFile( reader.GetFile() );
        writer.SetImage( change.GetOutput() );
        bool ret = writer.Write();
        if ( !ret )
        {
            return 1;
        }
        return 0;
    }
}

```

## 12.17 Cleaner.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/Cleaner.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 Cleaner
{
    public static int Main(string[] args)
    {
        gdcm.Global global = gdcm.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;
        }
        SmartPtrCleaner scleaner = gdcm.Cleaner.New();
        gdcm.Cleaner cleaner = scleaner.__ref__();
        //SimpleSubjectWatcher watcher = new SimpleSubjectWatcher(cleaner, "Anonymizer");
        MyWatcher watcher = new MyWatcher(cleaner);
        cleaner.SetFile( reader.GetFile() );
        cleaner.Empty( new gdcm.VR(gdcm.VR.VRType.PN) );
        gdcm.DPath dpath = new gdcm.DPath();
        dpath.ConstructFromString( "/0010,0010" );
        cleaner.Preserve( dpath );
        gdcm.Tag t1 = new gdcm.Tag(0x10, 0x30);
        cleaner.Empty( t1 );
        gdcm.PrivateTag pt0 = new gdcm.PrivateTag( new gdcm.Tag(0x29,0x60), "SIEMENS MEDCOM HEADER2" );
        cleaner.Remove( pt0 );
        gdcm.PrivateTag pt1 = new gdcm.PrivateTag( new gdcm.Tag(0x29,0x10), "SIEMENS CSA HEADER" );
        gdcm.PrivateTag pt2 = new gdcm.PrivateTag( new gdcm.Tag(0x29,0x20), "SIEMENS CSA HEADER" );
        cleaner.Scrub( pt1 );
        cleaner.Scrub( pt2 );
        if( !cleaner.Clean() )
        {
            return 1;
        }
    }
}

```

```

    }
    Writer writer = new Writer();
    writer.SetFileName( file2 );
    writer.SetFile( cleaner.GetFile() );
    ret = writer.Write();
    if( !ret )
    {
        return 1;
    }
    return 0;
}
}

```

## 12.18 CompressLossyJPEG.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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:
 * $ 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;
}
}

```

## 12.19 DecompressImageMultiframe.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
$ 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):
*
* $ gdcmrw -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
* gdcmrw 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.GetFilesNames();
    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;
}
}

```

## 12.20 DumpCSA.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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:
 * $ bin/DumpCSA.exe input.dcm
 */

```

```

using System;
using gdcm;
public class DumpCSA
{
    public static int Main(string[] args)
    {
        string filename = args[0];
        gdcm.Reader reader = new gdcm.Reader();
        reader.SetFileName( filename );
        if (!reader.Read()) return 1;
        gdcm.File f = reader.GetFile();
        gdcm.DataSet ds = f.GetDataSet();
        string[] expectedSiemensTags = new string[] { "B_value", "AcquisitionMatrixText" };
        using (PrivateTag gtag = CSAHeader.GetCSAImageHeaderInfoTag())
        {
            if (ds.FindDataElement(gtag))
            {
                using (DataElement de = ds.GetDataElement(gtag))
                {
                    if (de != null && !de.IsEmpty())
                    {
                        using (CSAHeader csa = new CSAHeader())
                        {
                            if (csa.LoadFromDataElement(de))
                            {
                                foreach (string str in expectedSiemensTags)
                                {
                                    if (csa.FindCSAElementByName(str))
                                    {
                                        using (CSAElement elem = csa.GetCSAElementByName(str))
                                        {
                                            if (elem != null)
                                            {
                                                System.Console.WriteLine( elem.toString() );
                                            }
                                        }
                                    }
                                }
                            }
                        }
                    }
                }
            }
        }
        return 0;
    }
}

```

## 12.21 ExtractEncapsulatedFile.cs

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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 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\e2\e3\cf\d3\20\0d\31\30\20\30\20... # 40718, 1
 * EncapsulatedDocument
 * (0042,0012) LO [application/pdf] # 16, 1 MIMETimeTypeOfEncapsulatedDocument
 * ...
 *
 */

```

```

* 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;
    }
}

```

## 12.22 ExtractImageRegion.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 small code shows how to use the gdcm.ImageRegionReader API
* In this example we are taking each frame by frame and dump them to
* /tmp/frame.raw.
*
* Usage:
* $ bin/ExtractImageRegion.exe input.dcm
*
* Example:
* $ bin/ExtractImageRegion.exe gdcmData/012345.002.050.dcm
* $ md5sum /tmp/frame.raw
* d594a5e2fde12f32b6633ca859b4d4a6 /tmp/frame.raw
* $ gdcminfo --md5sum gdcmData/012345.002.050.dcm
* [...]
* md5sum: d594a5e2fde12f32b6633ca859b4d4a6
*/
using System;
using gdcm;

```



```

public class ExtractImageRegion
{
    public static int Main(string[] args)
    {
        string filename = args[0];
        uint file_size = gdcm.PosixEmulation.FileSize(filename);
        // instantiate the reader:
        gdcm.ImageRegionReader reader = new gdcm.ImageRegionReader();
        reader.SetFileName( filename );
        // pull DICOM info:
        if (!reader.ReadInformation()) return 1;
        // store current offset:
        uint cur_pos = reader.GetStreamCurrentPosition();
        uint remaining = file_size - cur_pos;
        Console.WriteLine("Remaining bytes to read (Pixel Data): " + remaining.ToString() );
        // Get file infos
        gdcm.File f = reader.GetFile();
        // get some info about image
        UIntArrayType dims = ImageHelper.GetDimensionsValue(f);
        PixelFormat pf = ImageHelper.GetPixelFormatValue(f);
        int pixelSize = pf.GetPixelSize();
        PhotometricInterpretation pi = ImageHelper.GetPhotometricInterpretationValue(f);
        Console.WriteLine( pi.ToString() );
        // buffer to get the pixels
        byte[] buffer = new byte[ dims[0] * dims[1] * pixelSize ];
        // define a simple box region.
        BoxRegion box = new BoxRegion();
        for (uint z = 0; z < dims[2]; z++)
        {
            // Define that I want the image 0, full size (dimx x dimy pixels)
            // and do that for each z:
            box.SetDomain(0, dims[0] - 1, 0, dims[1] - 1, z, z);
            //System.Console.WriteLine( box.ToString() );
            reader.SetRegion( box );
            // reader will try to load the uncompressed image region into buffer.
            // the call returns an error when buffer.Length is too small. For instance
            // one can call:
            // uint buf_len = reader.ComputeBufferLength(); // take into account pixel size
            // to get the exact size of minimum buffer
            if (reader.ReadIntoBuffer(buffer, (uint)buffer.Length))
            {
                using (System.IO.Stream stream =
                    System.IO.File.Open(@"tmp/frame.raw",
                    System.IO.FileMode.Create))
                {
                    System.IO.BinaryWriter writer = new System.IO.BinaryWriter(stream);
                    writer.Write(buffer);
                }
            }
            else
            {
                throw new Exception("can't read pixels error");
            }
        }
        return 0;
    }
}

```

## 12.23 ExtractImageRegionWithLUT.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 small code shows how to use the gdcm.ImageRegionReader API
* In this example we are taking each frame by frame and dump them to
* /tmp/frame.raw.

```

```

* Furthermore we are applying the LUT on this image.
* Special care should be taken in case the image is not PALETTE COLOR
*
* Usage:
* $ bin/ExtractImageRegionWithLUT.exe input.dcm
*
* Example:
* $ bin/ExtractImageRegionWithLUT.exe gdcData/rle16l00.dcm
* $ md5sum /tmp/frame_rgb.raw
* 73bf61325fdb6e2830244a2b7b0c4ae2 /tmp/frame_rgb.raw
* $ gdcnimg --depth 16 --spp 3 --size 600,430 /tmp/frame_rgb.raw rgb.dcm
* $ gdcviewer rgb.dcm
*/
using System;
using gdc;
public class ExtractImageRegion
{
    public static int Main(string[] args)
    {
        string filename = args[0];
        // instantiate the reader:
        gdc.ImageRegionReader reader = new gdc.ImageRegionReader();
        reader.SetFileName( filename );
        // pull DICOM info:
        if (!reader.ReadInformation()) return 1;
        // Get file infos
        gdc.File f = reader.GetFile();
        gdc.LookupTable lut = reader.GetImage().GetLUT();
        // get some info about image
        UIntArrayType dims = ImageHelper.GetDimensionsValue(f);
        PixelFormat pf = ImageHelper.GetPixelFormatValue(f);
        int pixsize = pf.GetPixelSize();
        // buffer to get the pixels
        byte[] buffer = new byte[ dims[0] * dims[1] * pixsize ];
        // output buffer for the RGB decoded image:
        byte[] buffer2 = new byte[ dims[0] * dims[1] * pixsize * 3 ];
        // define a simple box region.
        BoxRegion box = new BoxRegion();
        for (uint z = 0; z < dims[2]; z++)
        {
            // Define that I want the image 0, full size (dimx x dimy pixels)
            // and do that for each z:
            box.SetDomain(0, dims[0] - 1, 0, dims[1] - 1, z, z);
            //System.Console.WriteLine( box.ToString() );
            reader.SetRegion( box );
            // reader will try to load the uncompressed image region into buffer.
            // the call returns an error when buffer.Length is too small. For instance
            // one can call:
            // uint buf_len = reader.ComputeBufferLength(); // take into account pixel size
            // to get the exact size of minimum buffer
            if (reader.ReadIntoBuffer(buffer, (uint)buffer.Length))
            {
                if ( !lut.Decode( buffer2, (uint)buffer2.Length, buffer, (uint)buffer.Length ) )
                {
                    throw new Exception("can't decode");
                }
                using (System.IO.Stream stream =
                    System.IO.File.Open(@"tmp/frame_rgb.raw",
                        System.IO.FileMode.Create))
                {
                    System.IO.BinaryWriter writer = new System.IO.BinaryWriter(stream);
                    writer.Write(buffer2);
                }
            }
            else
            {
                throw new Exception("can't read pixels error");
            }
        }
        return 0;
    }
}

```

## 12.24 ExtractOneFrame.cs

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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 small code shows how to use the gdcm.StreamImageReader API
 * to read a single (whole) frame at a time
 * The API allow extracting a smaller extent of the frame of course.
 * It will write out the extracted frame in /tmp/frame.raw
 *
 * Usage:
 * $ bin/ExtractOneFrame.exe input.dcm
 */
using System;
using gdcm;
public class ExtractOneFrame
{
    public static int Main(string[] args)
    {
        string filename = args[0];
        gdcm.StreamImageReader reader = new gdcm.StreamImageReader();
        reader.SetFileName( filename );
        if (!reader.ReadImageInformation()) return 1;
        // Get file infos
        gdcm.File f = reader.GetFile();
        // get some info about image
        UIntArrayType extent = ImageHelper.GetDimensionsValue(f);
        //System.Console.WriteLine( extent[0] );
        uint dimx = extent[0];
        //System.Console.WriteLine( extent[1] );
        uint dimy = extent[1];
        //System.Console.WriteLine( extent[2] );
        uint dimz = extent[2];
        PixelFormat pf = ImageHelper.GetPixelFormatValue(f);
        int pixelsize = pf.GetPixelSize();
        //System.Console.WriteLine( pixelsize );
        // buffer to get the pixels
        byte[] buffer = new byte[ dimx * dimy * pixelsize ];
        for (int i = 0; i < dimz; i++)
        {
            // Define that I want the image 0, full size (dimx x dimy pixels)
            reader.DefinePixelExtent(0, (ushort)dimx, 0, (ushort)dimy, (ushort)i, (ushort)(i+1));
            uint buf_len = reader.DefineProperBufferLength(); // take into account pixel size
            //System.Console.WriteLine( buf_len );
            if( buf_len > buffer.Length )
            {
                throw new Exception("buffer is too small for target");
            }
            if (reader.Read(buffer, (uint)buffer.Length))
            {
                using (System.IO.Stream stream =
                    System.IO.File.Open(@"tmp/frame.raw",
                    System.IO.FileMode.Create))
                {
                    System.IO.BinaryWriter writer = new System.IO.BinaryWriter(stream);
                    writer.Write(buffer);
                }
            }
            else
            {
                throw new Exception("can't read pixels error");
            }
        }
        return 0;
    }
}

```

## 12.25 FileAnonymize.cs

```

/*=====

```

```

Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

```

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.

```

=====*/
/*
 * Simple C# example
 *
 * Usage:
 * $ mono bin/FileAnonymize.exe input.dcm output.dcm
 */
using System;
using gdcm;
public class FileAnonymize
{
    public static int Main(string[] args)
    {
        string filename = args[0];
        string outfilename = args[1];
        gdcm.FileAnonymizer fa = new gdcm.FileAnonymizer();
        fa.SetInputFileName( filename );
        fa.SetOutputFileName( outfilename );
        // Empty Operations
        // It will create elements, since those tags are non-registered public elements (2011):
        fa.Empty( new Tag(0x0008,0x1313) );
        fa.Empty( new Tag(0x0008,0x1317) );
        // Remove Operations
        // The following Tag are actually carefully chosen, since they refer to SQ:
        fa.Remove( new Tag(0x0008,0x2112) );
        fa.Remove( new Tag(0x0008,0x9215) );
        // Replace Operations
        // do not call replace operation on SQ attribute !
        fa.Replace( new Tag(0x0018,0x5100), "MYVALUE " );
        fa.Replace( new Tag(0x0008,0x1160), "MYOTHERVAL" );
        if( !fa.Write() )
        {
            System.Console.WriteLine( "Could not write" );
            return 1;
        }
        return 0;
    }
}

```

## 12.26 FileChangeTS.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * Simple C# example
 *
 * Shows multiple steps:
 * Steps 1.
 * Create a fake (dummy) DICOM file, with size 512 x 512 x 2 We use a small
 * image to be able to create the volume in memory Of course you can use any
 * existing DICOM instead
 *
 * Step 2.
 * Hack the DICOM file to pretend the number of frames is 1000 (instead of 2)
 * At this point in time this makes the DICOM file invalid (truncated). But the

```

```

* next step will fix this.
*
* Step 3.
* Use C# to create a binary data which will represent our source object for
* image.
*
* Step 4.
* We use gdcm.FileStreamer to merge the template DICOM file from Step 2, with
* the binary data from Step 3. We decide to read a scanline at a time, but
* this can be read with any number of bytes. AppendToDataElement() will always
* do the proper computation.
*
* Step 5.
* We compress this gigantic file, into [JPEG Lossless, Non-Hierarchical,
* First-Order Prediction (Process 14 [Selection Value 1])]
*
* Usage:
* $ mono bin/FileChangeTS.exe small.dcm big.dcm raw.data merge.dcm jpeg.dcm
*/
using System;
using System.IO;
using gdcm;
public class FileChangeTS
{
    public static byte[] StrToByteArray(string str)
    {
        System.Text.ASCIIEncoding encoding=new System.Text.ASCIIEncoding();
        return encoding.GetBytes(str);
    }
    // Create a 256 x 256 Secondary Capture Image Storage
    static private void CreateSmallDICOM(string fileName)
    {
        using( var writer = new gdcm.PixmapWriter() )
        {
            gdcm.Pixmap img = writer.GetImage();
            img.SetNumberOfDimensions( 3 );
            img.SetDimension(0, 512 );
            img.SetDimension(1, 512 );
            img.SetDimension(2, 2 ); // fake a 3d volume
            PhotometricInterpretation pi = new PhotometricInterpretation( PhotometricInterpretation.PIType.MONOCHROME2
            );
            img.SetPhotometricInterpretation( pi );
            gdcm.DataElement pixeldata = new gdcm.DataElement( new gdcm.Tag(0x7fe0,0x0010) );
            byte[] buffer = new byte[ 512 * 512 * 2 ];
            pixeldata.SetByteValue( buffer, new gdcm.VL((uint)buffer.Length) );
            img.SetDataElement( pixeldata );
            gdcm.File file = writer.GetFile();
            gdcm.DataSet ds = file.GetDataSet();
            gdcm.DataElement ms = new gdcm.DataElement(new gdcm.Tag(0x0008,0x0016));
            string mediastorage = "1.2.840.10008.5.1.4.1.1.7.2"; // Multi-frame Grayscale Byte Secondary Capture Image
            Storage
            byte[] val = StrToByteArray(mediastorage);
            ms.SetByteValue( val, new gdcm.VL( (uint)val.Length) );
            ds.Insert( ms );
            writer.SetFileName( fileName );
            writer.Write();
        }
    }
    static private void CreateBigDICOM(string fileName, string outfilename)
    {
        using( var ano = new gdcm.FileAnonymizer() )
        {
            // The following is somewhat dangerous, do not try at home:
            string nframes = "1000";
            ano.Replace( new gdcm.Tag(0x0028,0x0008), nframes );
            ano.SetInputFileName(fileName);
            ano.SetOutputFileName(outfilename);
            ano.Write(); // at this point the DICOM is invalid !
        }
    }
    static private void CreateDummyFile(string fileName, long length)
    {
        using (var fileStream = new FileStream(fileName, FileMode.Create, FileAccess.Write, FileShare.None))
        {
            // Looks like C# always init to 0 (fallocate ?)
            // For the purpose of the test we could add some random noise
            fileStream.SetLength(length);
        }
    }
    static private void ReadBytesIntoArray( byte[] array, FileStream source )
    {

```

```

int numBytesToRead = array.Length;
int numBytesRead = 0;
while (numBytesToRead > 0)
{
    // According to spec: Read() may return anything from 0 to numBytesToRead.
    int n = source.Read(array, numBytesRead, numBytesToRead);
    // Break when the end of the file is reached.
    if (n == 0)
        break;
    numBytesRead += n;
    numBytesToRead -= n;
}
}

static private void AssembleDICOMAndRaw(string dicomfn, string rawdata, string outfn)
{
    using ( var fs = new gdcm.FileStreamer() )
    {
        fs.SetTemplateFileName(dicomfn);
        fs.SetOutputFileName(outfn);
        gdcm.Tag pixeldata = new gdcm.Tag(0x7fe0, 0x0010);
        // FileStreamer support automatic checking of pixel data length
        // based on DICOM attributes, only if we say so:
        fs.CheckDataElement( pixeldata );
        // Declare we are working on Pixel Data attribute:
        fs.StartDataElement( pixeldata );
        using (FileStream rawSource = new FileStream(rawdata,
            FileMode.Open, FileAccess.Read))
        {
            byte[] bytes = new byte[512];
            // Only read one scanline at a time
            // We could have been reading more at once, if this is more efficient,
            // AppendToDataElement will do the logic in all cases.
            for( int i = 0; i < 512 * 1000; ++i )
            {
                // Read the source file into a byte array.
                ReadBytesIntoArray( bytes, rawSource );
                fs.AppendToDataElement( pixeldata, bytes, (uint)bytes.Length );
            }
        }
        if( !fs.StopDataElement( pixeldata ) )
        {
            // Most likely an issue with Pixel Data Length computation:
            throw new Exception("StopDataElement failed");
        }
    }
}

static private void CompressIntoJPEG(string rawdicom, string jpegdicom)
{
    using( var sfcts = FileChangeTransferSyntax.New() )
    {
        // Need to retrieve the actual C++ reference, to pass to
        // SimpleSubjectWatcher:
        FileChangeTransferSyntax fcts = sfcts.__ref__();
        SimpleSubjectWatcher watcher = new SimpleSubjectWatcher(fcts, "FileChangeTransferSyntax");
        gdcm.TransferSyntax ts = new TransferSyntax( TransferSyntax.TType.JPEGLosslessProcess14_1 );
        fcts.SetTransferSyntax( ts );
        fcts.SetInputFileName( rawdicom );
        fcts.SetOutputFileName( jpegdicom );
        fcts.Change();
    }
}

public static int Main(string[] args)
{
    string filename = args[0];
    string outfilename = args[1];
    string rawfilename = args[2];
    string mergefn = args[3];
    string jpegfn = args[4];
    CreateSmallDICOM(filename);
    CreateBigDICOM(filename, outfilename);
    CreateDummyFile(rawfilename, 512 * 512 * 1000 );
    AssembleDICOMAndRaw(outfilename, rawfilename, mergefn);
    CompressIntoJPEG(mergefn, jpegfn);
    return 0;
}
}

```

## 12.27 FileChangeTSLossy.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * Simple C# example
 *
 * Shows multiple steps:
 * Steps 1.
 * Create a fake (dummy) DICOM file, with size 512 x 512 x 2 We use a small
 * image to be able to create the volume in memory Of course you can use any
 * existing DICOM instead
 *
 * Step 2.
 * Hack the DICOM file to pretend the number of frames is 1000 (instead of 2)
 * At this point in time this makes the DICOM file invalid (truncated). But the
 * next step will fix this.
 *
 * Step 3.
 * Use C# to create a binary data which will represent our source object for
 * image.
 *
 * Step 4.
 * We use gdcm.FileStreamer to merge the template DICOM file from Step 2, with
 * the binary data from Step 3. We decide to read a scanline at a time, but
 * this can be read with any number of bytes. AppendToDataElement() will always
 * do the proper computation.
 *
 * Step 5.
 * We compress this gigantic file, into [JPEG Baseline (Process 1): Default Transfer Syntax for Lossy JPEG 8 Bit
 * Image Compression]
 *
 * Usage:
 * $ bin/FileChangeTSLossy.exe small.dcm big.dcm raw.data merge.dcm jpeg.dcm
 */
using System;
using System.IO;
using gdcm;
public class FileChangeTS
{
    public static byte[] StrToByteArray(string str)
    {
        System.Text.ASCIIEncoding encoding=new System.Text.ASCIIEncoding();
        return encoding.GetBytes(str);
    }
    // Create a 256 x 256 Secondary Capture Image Storage
    static private void CreateSmallDICOM(string fileName)
    {
        using( var writer = new gdcm.PixmapWriter() )
        {
            gdcm.Pixmap img = writer.GetImage();
            img.SetNumberOfDimensions( 3 );
            img.SetDimension(0, 512 );
            img.SetDimension(1, 512 );
            img.SetDimension(2, 2 ); // fake a 3d volume
            PhotometricInterpretation pi = new PhotometricInterpretation( PhotometricInterpretation.PIType.MONOCHROME2
            );
            img.SetPhotometricInterpretation( pi );
            gdcm.DataElement pixeldata = new gdcm.DataElement( new gdcm.Tag(0x7fe0,0x0010) );
            byte[] buffer = new byte[ 512 * 512 * 2 ];
            pixeldata.SetByteValue( buffer, new gdcm.VL((uint)buffer.Length) );
            img.SetDataElement( pixeldata );
            gdcm.File file = writer.GetFile();
            gdcm.DataSet ds = file.GetDataSet();
            gdcm.DataElement ms = new gdcm.DataElement(new gdcm.Tag(0x0008,0x0016));
            string mediastorage = "1.2.840.10008.5.1.4.1.1.7.2"; // Multi-frame Grayscale Byte Secondary Capture Image
            Storage
            byte[] val = StrToByteArray(mediastorage);
            ms.SetByteValue( val, new gdcm.VL( (uint)val.Length) );

```

```

        ds.Insert( ms );
        writer.SetFileName( fileName );
        writer.Write();
    }
}

static private void CreateBigDICOM(string fileName, string outfilename)
{
    using( var ano = new gdcm.FileAnonymizer() )
    {
        // The following is somewhat dangerous, do not try at home:
        string nframes = "1000";
        ano.Replace( new gdcm.Tag(0x0028,0x0008), nframes );
        ano.SetInputFileName(fileName);
        ano.SetOutputFileName(outfilename);
        ano.Write(); // at this point the DICOM is invalid !
    }
}

static private void CreateDummyFile(string fileName, long length)
{
    using (var fileStream = new FileStream(fileName, FileMode.Create, FileAccess.Write, FileShare.None))
    {
        // Looks like C# always init to 0 (fallocate ?)
        // For the purpose of the test we could add some random noise
        fileStream.SetLength(length);
    }
}

static private void ReadBytesIntoArray( byte[] array, FileStream source )
{
    int numBytesToRead = array.Length;
    int numBytesRead = 0;
    while (numBytesToRead > 0)
    {
        // According to spec: Read() may return anything from 0 to numBytesToRead.
        int n = source.Read(array, numBytesRead, numBytesToRead);
        // Break when the end of the file is reached.
        if (n == 0)
            break;
        numBytesRead += n;
        numBytesToRead -= n;
    }
}

static private void AssembleDICOMAndRaw(string dicomfn, string rawdata, string outfn)
{
    using ( var fs = new gdcm.FileStreamer() )
    {
        fs.SetTemplateFileName(dicomfn);
        fs.SetOutputFileName(outfn);
        gdcm.Tag pixeldata = new gdcm.Tag(0x7fe0, 0x0010);
        // FileStreamer support automatic checking of pixel data length
        // based on DICOM attributes, only if we say so:
        fs.CheckDataElement( pixeldata );
        // Declare we are working on Pixel Data attribute:
        fs.StartDataElement( pixeldata );
        using (FileStream rawSource = new FileStream(rawdata,
            FileMode.Open, FileAccess.Read))
        {
            byte[] bytes = new byte[512];
            // Only read one scanline at a time
            // We could have been reading more at once, if this is more efficient,
            // AppendToDataElement will do the logic in all cases.
            for( int i = 0; i < 512 * 1000; ++i )
            {
                // Read the source file into a byte array.
                ReadBytesIntoArray( bytes, rawSource );
                fs.AppendToDataElement( pixeldata, bytes, (uint)bytes.Length );
            }
        }
        if( !fs.StopDataElement( pixeldata ) )
        {
            // Most likely an issue with Pixel Data Length computation:
            throw new Exception("StopDataElement failed");
        }
    }
}

static private void CompressIntoJPEG(string rawdicom, string jpegdicom)
{
    using( var sfcts = FileChangeTransferSyntax.New() )
    {
        // Need to retrieve the actual C++ reference, to pass to
        // SimpleSubjectWatcher:
        FileChangeTransferSyntax fcts = sfcts.__ref__();
    }
}

```



```

SimpleSubjectWatcher watcher = new SimpleSubjectWatcher(fcts, "FileChangeTransferSyntax");
gdcm.TransferSyntax ts = new TransferSyntax( TransferSyntax.TSType.JPEGBaselineProcess1 );
fcts.SetTransferSyntax( ts );
ImageCodec ic = fcts.GetCodec();
JPEGCodec jpeg = JPEGCodec.Cast( ic );
jpeg.SetLossless( false );
jpeg.SetQuality( 50 ); // poor quality !
fcts.SetInputFileName( rawdicom );
fcts.SetOutputFileName( jpegdicom );
fcts.Change();
}
}
public static int Main(string[] args)
{
    string filename = args[0];
    string outfilename = args[1];
    string rawfilename = args[2];
    string mergefn = args[3];
    string jpegfn = args[4];
    CreateSmallDICOM(filename);
    CreateBigDICOM(filename, outfilename);
    CreateDummyFile(rawfilename, 512 * 512 * 1000 );
    AssembleDICOMAndRaw(outfilename, rawfilename, mergefn);
    CompressIntoJPEG(mergefn, jpegfn);
    return 0;
}
}

```

## 12.28 FileStreaming.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * Simple C# example
 *
 * Usage:
 * $ mono bin/FileStreaming.exe gdcmData/CT_l6b_signed-UsedBits13.dcm output.dcm
 *
 * The class will take care of group handling and will use the first available group:
 * (0009,0012) ?? (LO) [MYTEST] # 6,1 Private Creator
 */
using System;
using gdcm;
public class FileStreaming
{
    public static int Main(string[] args)
    {
        string filename = args[0];
        string outfilename = args[1];
        gdcm.PrivateTag pt = new gdcm.PrivateTag( new gdcm.Tag(0x9,0x10), "MYTEST" );
        gdcm.FileStreamer fs = new gdcm.FileStreamer();
        fs.SetTemplateFileName( filename );
        fs.SetOutputFileName( outfilename );
        byte[] buffer = new byte[ 8192 ];
        uint len = (uint)buffer.Length;
        // In this example, we want that each newly created Private Attribute
        // contains at most 1000 bytes of incoming dataset.
        // We are also calling the function twice to check that appending mode is
        // working from one call to the other. The last element will have a length
        // of (2 * 8192) % 1000 = 384
        if( !fs.StartGroupDataElement( pt, 1000, 1 ) )
        {
            || !fs.AppendToGroupDataElement( pt, buffer, len )
            || !fs.AppendToGroupDataElement( pt, buffer, len )
            || !fs.StopGroupDataElement( pt ) )
        {
            System.Console.WriteLine( "Could not change private group" );
        }
    }
}

```

```

        return 1;
    }
    return 0;
}
}

```

## 12.29 GetArray.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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:
 * $ 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;
}
}

```

## 12.30 MpegVideoInfo.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 examples takes in a MPEG2 and write out a Video Endoscopic Imagae Storage
 * encoded using MPEG2 @ Main Profile
 * ref: http://chrisa.wordpress.com/2007/11/21/decoding-mpeg2-information/
 * See also:
 * http://dvd.sourceforge.net/dvdinfo/mpeghdrs.html#gop
 * http://cvs.linux.hr/cgi-bin/viewcvs.cgi/mpeg_mod/README.infompeg?view=markup
 * http://www.guru-group.fi/~too/sw/m2vmp2cut/mpeg2info.c
 */
/*
 * Provides information about an MPEG2 file, including the duration, frame rate, aspect
 * ratio, and resolution. Good information about the MPEG2 file structure that helps
 * explain parts of the code can be found here:
 * http://dvd.sourceforge.net/dvdinfo/mpeghdrs.html#gop
 */
 * Copyright (c) 2007 Chris Anderson (chrisa@wordpress.com)
 *
 * This library is free software; you can redistribute it and/or
 * modify it under the terms of the GNU Lesser General Public
 * License as published by the Free Software Foundation; either
 * version 2 of the License, or (at your option) any later version.
 *
 * This library is distributed in the hope that it will be useful,
 * but WITHOUT ANY WARRANTY; without even the implied warranty of
 * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
 * Lesser General Public License for more details.
 */
using System;
using System.IO;
using gdcm;
public class Mpeg2VideoInfo
{
    #region Member Variables
        private TimeSpan m_startTime = TimeSpan.Zero;
        private TimeSpan m_endTime = TimeSpan.Zero;
        private TimeSpan m_duration = TimeSpan.Zero;
        private eAspectRatios m_aspectRatio = eAspectRatios.Invalid;
        private eFrameRates m_frameRate = 0;
        private int m_pictureWidth = 0;
        private int m_pictureHeight = 0;
    #endregion
    #region Constants
        private const byte PADDING_PACKET = 0xBE;
        private const byte VIDEO_PACKET = 0xE0;
        private const byte AUDIO_PACKET = 0xC0;
        private const byte SYSTEM_PACKET = 0xBB;
        private const byte TIMESTAMP_PACKET = 0xB8;
        private const byte HEADER_PACKET = 0xB3;
        private const int BUFFER_SIZE = 8162; // 8K buffer
        private readonly static TimeSpan EMPTY_TIMESPAN = new TimeSpan(0, 0, -1);
    #endregion
    #region Enumerations

```

```

public enum eFrameRates
{
    Invalid,
    PulldownNTSC,          // 24000d/1001d = 23.976 Hz
    Film,                  // 24 Hz
    PAL,                   // 25 Hz
    NTSC,                  // 30000d/1001d = 29.97 Hz
    DropFrameNTSC,         // 30 Hz
    DoubleRatePAL,         // 50 Hz
    DoubleRateNTSC,        // 59.97 Hz
    DoubleRateDropFrameNTSC // 60 Hz
}

public enum eAspectRatios
{
    Invalid,
    VGA,          // 1/1
    StandardTV,   // 4/3
    LargeTV,      // 16/9
    Cinema        // 2.21/1
}
}
#endregion
#region Constructor
public Mpeg2VideoInfo(string file)
{
    ParseMpeg(file);
}
#endregion
#region Public Properties
public TimeSpan StartTime
{
    get { return m_startTime; }
}
public TimeSpan EndTime
{
    get { return m_endTime; }
}
public TimeSpan Duration
{
    get { return m_duration; }
}
public eAspectRatios AspectRatio
{
    get { return m_aspectRatio; }
}
public eFrameRates FrameRate
{
    get { return m_frameRate; }
}
public int PictureWidth
{
    get { return m_pictureWidth; }
}
public int PictureHeight
{
    get { return m_pictureHeight; }
}
}
#endregion
#region Private Functions
private void ParseMpeg(string file)
{
    FileStream fs = new FileStream(file, FileMode.Open, FileAccess.Read, FileShare.ReadWrite);
    BinaryReader br = new BinaryReader(fs);
    m_startTime = GetStartTimeStampInfo(br);
    m_endTime = GetEndTimeStampInfo(br);
    m_duration = m_endTime.Subtract(m_startTime);
    GetHeaderInfo(br);
    br.Close();
    fs.Close();
}
private TimeSpan GetStartTimeStampInfo(BinaryReader br)
{
    TimeSpan startTime = EMPTY_TIMESPAN;
    byte[] buffer = new byte[BUFFER_SIZE];
    br.BaseStream.Seek(0, SeekOrigin.Begin);
    while (startTime == EMPTY_TIMESPAN && br.BaseStream.Position < br.BaseStream.Length)
    {
        int readBytes = br.Read(buffer, 0, BUFFER_SIZE);
        for (int offset = 0; offset < readBytes - 8; offset++)
        {
            if (IsStreamMarker(ref buffer, offset, TIMESTAMP_PACKET))
            {

```

```

        offset += 4; // Move to the data position which follows the stream header
        uint timeStampEncoded = GetData(ref buffer, offset);
        startTime = DecodeTimeStamp(timeStampEncoded);
        if (startTime != EMPTY_TIMESPAN)
            break;
    }
}
}
return startTime;
}
private TimeSpan GetEndTimeStampInfo(BinaryReader br)
{
    TimeSpan endTime = EMPTY_TIMESPAN;
    byte[] buffer = new byte[BUFFER_SIZE];
    br.BaseStream.Seek(-BUFFER_SIZE, SeekOrigin.End);
    while (endTime == EMPTY_TIMESPAN && br.BaseStream.Position > BUFFER_SIZE)
    {
        int readBytes = br.Read(buffer, 0, BUFFER_SIZE);
        for (int offset = readBytes - 8; offset >= 0; offset--)
        {
            if (IsStreamMarker(ref buffer, offset, TIMESTAMP_PACKET))
            {
                offset += 4; // Move to the data position which follows the stream header
                uint timeStampEncoded = GetData(ref buffer, offset);
                endTime = DecodeTimeStamp(timeStampEncoded);
                if (endTime != EMPTY_TIMESPAN)
                    break;
            }
        }
        br.BaseStream.Seek(-BUFFER_SIZE * 2, SeekOrigin.Current);
    }
    return endTime;
}
private TimeSpan DecodeTimeStamp(uint timeStampEncoded)
{
    TimeSpan timeStamp = EMPTY_TIMESPAN;
    // Mask out the bits containing the property we are after, then
    // shift the data to the right to get its value
    int hour = (int)(timeStampEncoded & 0x7C000000) >> 26; // Bits 31 -> 27
    int minute = (int)(timeStampEncoded & 0x03F00000) >> 20; // Bits 26 -> 21
    int second = (int)(timeStampEncoded & 0x0007E000) >> 13; // Bits 19 -> 14
    int frame = (int)(timeStampEncoded & 0x00001F80) >> 7; // Bits 13 -> 8 - not used, but included for
    completeness
    timeStamp = new TimeSpan(hour, minute, second);
    return timeStamp;
}
private void GetHeaderInfo(BinaryReader br)
{
    byte[] buffer = new byte[BUFFER_SIZE];
    br.BaseStream.Seek(0, SeekOrigin.Begin);
    br.Read(buffer, 0, BUFFER_SIZE);
    for (int offset = 0; offset < buffer.Length - 4; offset++)
    {
        if (IsStreamMarker(ref buffer, offset, HEADER_PACKET))
        {
            offset += 4; // Move to the data position which follows the stream header
            uint headerData = GetData(ref buffer, offset);
            // Mask out the bits containing the property we are after, then
            // shift the data to the right to get its value
            m_pictureWidth = (int)(headerData & 0xFFFF0000) >> 20;
            m_pictureHeight = (int)(headerData & 0x000FFF00) >> 8;
            uint aspectRatioIndex = (headerData & 0x000000F0) >> 4;
            uint fpsIndex = headerData & 0x0000000F;
            m_aspectRatio = (eAspectRatios)fpsIndex;
            m_frameRate = (eFrameRates)fpsIndex;
            break;
        }
    }
}
private uint GetData(ref byte[] buffer, int offset)
{
    return (uint) ((buffer[offset] << 24) |
        (buffer[offset + 1] << 16) |
        (buffer[offset + 2] << 8) |
        (buffer[offset + 3]));
}
private bool IsStreamMarker(ref byte[] buffer, int offset, byte markerType)
{
    return (buffer[offset] == 0x00 &&
        buffer[offset + 1] == 0x00 &&
        buffer[offset + 2] == 0x01 &&

```

```

        buffer[offset + 3] == markerType);
    }
}
#endregion
public static int Main(string[] args)
{
    string file1 = args[0];
    Mpeg2VideoInfo info = new Mpeg2VideoInfo(file1);
    System.Console.WriteLine( info.StartTime );
    System.Console.WriteLine( info.EndTime );
    System.Console.WriteLine( info.Duration );
    System.Console.WriteLine( info.AspectRatio );
    System.Console.WriteLine( info.FrameRate );
    System.Console.WriteLine( info.PictureWidth );
    System.Console.WriteLine( info.PictureHeight );
    ImageReader r = new ImageReader();
    //Image image = new Image();
    Image image = r.GetImage();
    image.SetNumberOfDimensions( 3 );
    DataElement pixeldata = new DataElement( new gdcm.Tag(0x7fe0,0x0010) );
    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);
    SmartPtrFrag sq = SequenceOfFragments.New();
    Fragment frag = new Fragment();
    frag.SetByteValue( jstream, new gdcm.VL( (uint)jstream.Length) );
    sq.AddFragment( frag );
    pixeldata.SetValue( sq.__ref__() );
    // insert:
    image.SetDataElement( pixeldata );
    PhotometricInterpretation pi = new PhotometricInterpretation(
        PhotometricInterpretation.PIType.YBR_PARTIAL_420 );
    image.SetPhotometricInterpretation( pi );
    // FIXME hardcoded:
    PixelFormat pixeltype = new PixelFormat(3,8,8,7);
    image.SetPixelFormat( pixeltype );
    // FIXME hardcoded:
    TransferSyntax ts = new TransferSyntax( TransferSyntax.TSType.MPEG2MainProfile);
    image.SetTransferSyntax( ts );
    image.SetDimension(0, (uint)info.PictureWidth);
    image.SetDimension(1, (uint)info.PictureHeight);
    image.SetDimension(2, 721);
    ImageWriter writer = new ImageWriter();
    gdcm.File file = writer.GetFile();
    file.GetHeader().SetDataSetTransferSyntax( ts );
    Anonymizer anon = new Anonymizer();
    anon.SetFile( file );
    MediaStorage ms = new MediaStorage( MediaStorage.MSType.VideoEndoscopicImageStorage);
    UIDGenerator gen = new UIDGenerator();
    anon.Replace( new Tag(0x0008,0x16), ms.GetString() );
    anon.Replace( new Tag(0x0018,0x40), "25" );
    anon.Replace( new Tag(0x0018,0x1063), "40.000000" );
    anon.Replace( new Tag(0x0028,0x34), "4\\3" );
    anon.Replace( new Tag(0x0028,0x2110), "01" );
    writer.SetImage( image );
    writer.SetFileName( "dummy.dcm" );
    if( !writer.Write() )
    {
        System.Console.WriteLine( "Could not write" );
        return 1;
    }
    return 0;
}
}

```

## 12.31 NewSequence.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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:
 * $ 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;
    }
}

```

## 12.32 RescaleImage.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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:
* $ 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;
    }
}

```

## 12.33 SendFileSCU.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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:
* $ 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;
}

```

## 12.34 SimplePrintPatientName.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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:
 * $ 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;
        }
    }
}

```

## 12.35 SortImage2.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

```

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:
 * $ 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;
    }
}

```

## 12.36 CStoreQtProgress.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 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. / (double)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 = (int)(progress * 100 + 0.5); // round to next int
    qtprogress->setValue(i);
    win->show();
}
virtual void ShowDataSet(Subject *caller, const Event &evt)
{
    (void)caller;
    (void)evt;
}
};
} // end namespace gdcmm
int main(int argc, char *argv[])
{
    if( argc < 4 )
    {
        std::cerr << argv[0] << " remote_server port filename" << std::endl;
        return 1;
    }
    QApplication a(argc, argv);
    std::ostream error_log;
    gdcmm::Trace::SetErrorStream( error_log );
    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( (uint16_t)portno );
    scu.SetTimeout( 1000 );
    scu.SetCalledAETitle( "GDCM_STORE" );
    if( !scu.InitializeConnection() )
    {
        std::cerr << "Could not InitializeConnection" << std::endl;
        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) )
    {
        std::cerr << "Could not GenerateFromFileNames" << std::endl;
        return 1;
    }
    // Setup PresentationContext(s)
    scu.SetPresentationContexts( generator.GetPresentationContexts() );
    // Start ASSOCIATION
    if( !scu.StartAssociation() )
    {

```

```

        std::cerr << "Could not Start" << std::endl;
        return 1;
    }
    // Send C-STORE
    if( !scu.SendStore( filename ) )
    {
        std::cerr << "Could not Store" << std::endl;
        std::cerr << "Error log is:" << std::endl;
        std::cerr << error_log.str() << std::endl;
        return 1;
    }
    // Stop ASSOCIATION
    if( !scu.StopAssociation() )
    {
        std::cerr << "Could not Stop" << std::endl;
        return 1;
    }
    win->show();
    return a.exec();
}

```

## 12.37 ChangePrivateTags.cxx

/\*=====

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

=====\*/

```

#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmPrivateTag.h"
int main(int argc, char* argv[] )
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " path/to/05148044-mr-siemens-avanto-syngo.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;
    }
    // (0029,0010) LO [SIEMENS CSA HEADER] # 18,1 Private Creator
    // (0029,0011) LO [SIEMENS MEDCOM HEADER ] # 22,1 Private Creator
    // (0029,0012) LO [SIEMENS MEDCOM HEADER2] # 22,1 Private Creator
    // [...]
    // (0029,1018) CS [MR] # 2,1 CSA Series Header Type
    // (0029,1134) CS [DB TO DICOM ] # 12,1 PMTF Information 4
    // (0029,1260) LO [com ] # 4,1 Series Workflow Status
    gdcm::File &file = reader.GetFile();
    gdcm::DataSet &ds = file.GetDataSet();
    // Declare private tag we need to find:
    gdcm::PrivateTag pt1( 0x29,0x18, "SIEMENS CSA HEADER" );
    gdcm::PrivateTag pt2( 0x29,0x34, "SIEMENS MEDCOM HEADER" );
    gdcm::PrivateTag pt3( 0x29,0x60, "SIEMENS MEDCOM HEADER2" );
    const char str1[] = "GDCM was here 3!";
    if( !ds.FindDataElement( pt1 ) ) return 1;
    gdcm::DataElement de1 = ds.GetDataElement( pt1 ); // Convert Private tag, into actual DataElement
    std::cout << de1 << std::endl;
    de1.SetByteValue( str1, (uint32_t)strlen(str1) );
    ds.Replace( de1 );
    const char str2[] = "GDCM was here 2!";
    if( !ds.FindDataElement( pt2 ) ) return 1;
    gdcm::DataElement de2 = ds.GetDataElement( pt2 );
    std::cout << de2 << std::endl;
}

```

```

de2.SetByteValue( str2, (uint32_t)strlen(str2) );
ds.Replace( de2 );
const char str3[] = "GDCM was here 3!";
if( !ds.FindDataElement( pt3 ) ) return 1;
gdcm::DataElement de3 = ds.GetDataElement( pt3 );
std::cout << de3 << std::endl;
de3.SetByteValue( str3, (uint32_t)strlen(str3) );
ds.Replace( de3 );
gdcm::Writer writer;
writer.SetFile( file );
writer.SetFileName( outfilename );
if ( !writer.Write() )
{
    return 1;
}
return 0;
}

```

## 12.38 ChangeSequenceUltrasound.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.
=====*/

```

```

#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 < 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::Tag tsis(0x0008,0x2112); // SourceImageSequence
    if ( ds.FindDataElement( tsis ) )
    {
        const gdcm::DataElement &sis = ds.GetDataElement( tsis );
        gdcm::SmartPointer<gdcm::SequenceOfItems> sqsis = sis.GetValueAsSQ();
        if ( sqsis && sqsis->GetNumberOfItems() )
        {
            gdcm::Item &item1 = sqsis->GetItem(1);
            gdcm::DataSet &nestedds = item1.GetNestedDataSet();
            gdcm::Tag tprcs(0x0040,0xa170); // PurposeOfReferenceCodeSequence
            if( nestedds.FindDataElement( tprcs ) )
            {
                const gdcm::DataElement &prcs = nestedds.GetDataElement( tprcs );
                gdcm::SmartPointer<gdcm::SequenceOfItems> sqprcs = prcs.GetValueAsSQ();
                if ( sqprcs && sqprcs->GetNumberOfItems() )
                {
                    gdcm::Item &item2 = sqprcs->GetItem(1);
                    gdcm::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(), (uint32_t)mystr.size() );
            nestedds2.Replace( cm );
        }
    }
}

gdcmm::Writer writer;
writer.SetFile( file );
writer.SetFileName( outfilename );
if ( !writer.Write() )
{
    return 1;
}
return 0;
}

```

## 12.39 CheckBigEndianBug.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcmm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * 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 vbndiff 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 "gdcmmImageReader.h"
#include "gdcmmImage.h"
#include "gdcmmWriter.h"
#include "gdcmmAttribute.h"
#include "gdcmmSystem.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];
    gdcmm::ImageReader reader1;
    reader1.SetFileName( filename1 );
    if( !reader1.Read() )
    {
        std::cerr << "Could not read:  " << filename1 << std::endl;
        return 1;
    }
    gdcmm::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, std::ios::binary );
char *buffer1 = new char[s1];
is1.read(buffer1, s1);
std::ifstream is2( filename2, std::ios::binary );
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;
}

```

## 12.40 ClinicalTrialAnnotate.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
* Dummy implementation of C.7.1.3 Clinical Trial Subject Module
*
* Usage:
* ClinicalTrialAnnotate gdcmData/012345.002.050.dcm out.dcm
*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmAnonymizer.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];
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();
gdcm::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( gdcm::Tag(0x12,0x10), "BigCompany name" );
// <entry group="0012" element="0020" vr="LO" vm="1" name="Clinical Trial Protocol ID"/>
ano.Replace( gdcm::Tag(0x12,0x20), "My Clinical Trial Protocol ID" );
// <entry group="0012" element="0021" vr="LO" vm="1" name="Clinical Trial Protocol Name"/>
ano.Replace( gdcm::Tag(0x12,0x21), "My Clinical Trial Protocol Name" );
// <entry group="0012" element="0030" vr="LO" vm="1" name="Clinical Trial Site ID"/>
ano.Replace( gdcm::Tag(0x12,0x30), "My Clinical Trial Site ID" );
// <entry group="0012" element="0031" vr="LO" vm="1" name="Clinical Trial Site Name"/>
ano.Replace( gdcm::Tag(0x12,0x31), "My Clinical Trial Site Name" );
// <entry group="0012" element="0040" vr="LO" vm="1" name="Clinical Trial Subject ID"/>
ano.Replace( gdcm::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( gdcm::Tag(0x12,0x42), "My Clinical Trial Subject Reading ID" );
gdcm::Writer writer;
writer.SetFile( reader.GetFile() );
writer.SetFileName( outfile );
if( !writer.Write() )
{
    return 1;
}
return 0;
}

```

## 12.41 CompressImage.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
*
*/
#include "gdcmImageReader.h"
#include "gdcmImage.h"
#include "gdcmWriter.h"
#include "gdcmAttribute.h"
#include "gdcmImageWriter.h"
#include "gdcmImageChangeTransferSyntax.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();
gdcm::Image &image = reader.GetImage();
// image.SetSpacing(0, 0.1);
// image.SetSpacing(1, 0.2);
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, std::ios::binary );
//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;
}

```

## 12.42 ConvertToQImage.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 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++ = (unsigned char)std::min(255, (32768 + *buffer16) / 255);
            *pubuffer++ = (unsigned char)std::min(255, (32768 + *buffer16) / 255);
            *pubuffer++ = (unsigned char)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();
    std::vector<char> vbuffer;
    vbuffer.resize( gimage.GetBufferLength() );

```

```

char *buffer = &vbuffer[0];
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;
}
return 0;
}

```

## 12.43 CreateARGBImage.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * 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, std::ios::binary);
    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(0x7fe0,0x0010) );
    pixeldata.SetByteValue( buf, (uint32_t)len );
    image.SetDataElement( pixeldata );
    writer.SetFileName( outfilename );
    if( !writer.Write() )
    {
        return 1;
    }
}

```

```

    delete[] buf;
    return 0;
}

```

## 12.44 CreateCMYKImage.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM).  A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * 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, std::ios::binary);
    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::CMYK;
    image.SetPhotometricInterpretation( pi );
    image.SetTransferSyntax( gdcm::TransferSyntax::ExplicitVRLittleEndian );
    gdcm::DataElement pixeldata( gdcm::Tag(0x7fe0,0x0010) );
    pixeldata.SetByteValue( buf, (uint32_t)len );
    image.SetDataElement( pixeldata );
    writer.SetFileName( outfile );
    if( !writer.Write() )
    {
        return 1;
    }
    delete[] buf;
    return 0;
}

```

## 12.45 CreateJPIPDataSet.cxx

```

/*=====

```

```

Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 was created during the GSOC 2011 project for
 * JPIP
 */
#include "gdcmAnonymizer.h"
#include "gdcmWriter.h"
#include "gdcmUIDGenerator.h"
#include "gdcmFile.h"
#include "gdcmTag.h"
#include "gdcmSystem.h"
#include "gdcmAttribute.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];
    gdcm::Writer w;
    gdcm::File &file = w.GetFile();
    gdcm::DataSet &ds = file.GetDataSet();
    //w.SetCheckFileMetaInformation( true );
    w.SetFileName( outfile );
    file.GetHeader().SetDataSetTransferSyntax( gdcm::TransferSyntax::JPIPReferenced );
    gdcm::Anonymizer anon;
    anon.SetFile( file );
    gdcm::MediaStorage ms = gdcm::MediaStorage::SecondaryCaptureImageStorage;
    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() );
    //
    anon.Replace( gdcm::Tag(0x0010,0x10), "JPIP^EXAMPLE" );
    anon.Replace( gdcm::Tag(0x0010,0x20), "012345" );
    anon.Empty( gdcm::Tag(0x0010,0x30) );
    anon.Empty( gdcm::Tag(0x0010,0x40) );
    anon.Empty( gdcm::Tag(0x0008,0x20) );
    anon.Empty( gdcm::Tag(0x0008,0x30) );
    anon.Empty( gdcm::Tag(0x0008,0x90) );
    anon.Empty( gdcm::Tag(0x0020,0x10) );
    anon.Empty( gdcm::Tag(0x0020,0x11) );
    anon.Empty( gdcm::Tag(0x0008,0x50) );
    anon.Empty( gdcm::Tag(0x0020,0x0013) );
    anon.Replace( gdcm::Tag(0x0020,0xd), gen.Generate() );
    anon.Replace( gdcm::Tag(0x0020,0xe), gen.Generate() );
    anon.Replace( gdcm::Tag(0x0008,0x64), "WSD " );
    anon.Replace( gdcm::Tag(0x0008,0x60), "OT" );
    gdcm::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: " << outfile << std::endl;
        return 1;
    }
    return 0;
}

```

## 12.46 DeriveSeries.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

```

Copyright (c) 2006-2011 Mathieu Malaterre  
 All rights reserved.  
 See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmAttribute.h"
#include "gdcmFileDerivation.h"
#include "gdcmUIDGenerator.h"
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        return 1;
    }
    const char * ref = argv[1];
    const char * in = argv[2];
    gdcm::Reader r1;
    r1.SetFileName( ref );
    if( !r1.Read() ) return 1;
    gdcm::Reader r2;
    r2.SetFileName( in );
    if( !r2.Read() ) return 1;
    // Fix Spatial info:
    gdcm::DataSet & ds1 = r1.GetFile().GetDataSet();
    gdcm::File & file2 = r2.GetFile();
    gdcm::DataSet & ds2 = file2.GetDataSet();
    //gdcm::Attribute<0x8,0x8> img_type = { "ORIGINAL", "PRIMARY" };
    ds2.Replace( ds1.GetDataElement( gdcm::Tag(0x0008,0x0008) ) );
    ds2.Replace( ds1.GetDataElement( gdcm::Tag(0x0020,0x0032) ) );
    ds2.Replace( ds1.GetDataElement( gdcm::Tag(0x0020,0x0037) ) );
    ds2.Replace( ds1.GetDataElement( gdcm::Tag(0x0018,0x0088) ) ); // Spacing between slices
    ds2.Replace( ds1.GetDataElement( gdcm::Tag(0x0020,0x0013) ) ); // Instance Number
    ds2.Replace( ds1.GetDataElement( gdcm::Tag(0x0018,0x5100) ) ); // Patient Position
    ds2.Replace( ds1.GetDataElement( gdcm::Tag(0x0018,0x0050) ) ); // Slice Thickness
    ds2.Replace( ds1.GetDataElement( gdcm::Tag(0x0008,0x0070) ) ); // Manufacturer
    ds2.Replace( ds1.GetDataElement( gdcm::Tag(0x0018,0x0081) ) ); // Echo Time
    ds2.Replace( ds1.GetDataElement( gdcm::Tag(0x0020,0x1041) ) ); // Slice Location
    gdcm::Attribute<0x8,0x16> sopclassuid;
    sopclassuid.SetFromDataSet( ds1 );
    gdcm::Attribute<0x8,0x18> sopinstanceuid;
    sopinstanceuid.SetFromDataSet( ds1 );
    // Step 2: DERIVED object
    gdcm::FileDerivation fd;
    fd.AddReference( sopclassuid.GetValue(), sopinstanceuid.GetValue() );
    // http://dicom.nema.org/MEDICAL/dicom/current/output/chtml/part16/chapter_D.html#DCM_121321
    // CID 7202 "Source Image Purposes of Reference"
    // DCM 121321 "Mask image for image processing operation"
    fd.SetPurposeOfReferenceCodeSequenceCodeValue( 121321 );
    // CID 7203 "Image Derivation"
    // DCM 113047 "Pixel by pixel mask"
    fd.SetDerivationCodeSequenceCodeValue( 113047 );
    fd.SetFile( file2 );
    // 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;
    }
    gdcm::Writer w;
    w.SetFile( r2.GetFile() );
    w.SetFileName( "derived.dcm" );
    if( !w.Write() )
    {
        return 1;
    }
    return 0;
}

```

## 12.47 DiffFile.cxx

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
#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 &de1 = *it1;
    const gdcm::DataElement &de2 = *it2;
    if( de1 == 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;
}

```

## 12.48 DiscriminateVolume.cxx

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
#include "gdcmScanner.h"
#include "gdcmTesting.h"
#include "gdcmIPPSorter.h"
#include "gdcmDirectionCosines.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 gdcm {
    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::FileNamesType > SortedFiles;
        std::vector< Directory::FileNamesType > UnsortedFiles;
        Directory::FileNamesType GetAllFileNamesFromTagToValue(
            Scanner const & s, Directory::FileNamesType const & filesubset, Tag const & t, const char *valueref)
        {
            Directory::FileNamesType theReturn;
            if( valueref )
            {
                size_t len = strlen( valueref );
                Directory::FileNamesType::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 & , 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 discriminiat this
            // series. Eg. T1 / T2 intertwined. 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.GetFileNames() );
    }
    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(), gdcm::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);
    gdcm::Scanner::ValueType vt3 = s.GetValues(t3);
    for(
        gdcm::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;
    gdcm::Scanner::ValueType vt2 = s.GetValues(t2);
    for(
        gdcm::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::FilenameType >::const_iterator it = SortedFiles.begin();
        it != SortedFiles.end(); ++it )
    {
        os << "Group: " << std::endl;
        for(
            Directory::FilenameType::const_iterator file = it->begin();
            file != it->end(); ++file)
        {
            os << *file << std::endl;
        }
    }
    os << "Unsorted Files: " << std::endl;
    for(
        std::vector< Directory::FilenameType >::const_iterator it = UnsortedFiles.begin();
        it != UnsortedFiles.end(); ++it )
    {
        os << "Group: " << std::endl;
        for(
            Directory::FilenameType::const_iterator file = it->begin();
            file != it->end(); ++file)
        {
            os << *file << std::endl;
        }
    }
}

std::vector< Directory::FilenameType > const & GetSortedFiles()const { return SortedFiles; }
std::vector< Directory::FilenameType > const & GetUnsortedFiles()const { return UnsortedFiles; }
void ProcessIntoVolume( Scanner const & s )
{
    gdcm::Scanner::ValueType vt1 = s.GetValues( gdcm::t1 );
    for(
        gdcm::Scanner::ValueType::const_iterator it = vt1.begin()
        ; it != vt1.end(); ++it )
    {
        ProcessAStudy( s, it->c_str() );
    }
};
} // namespace gdcm
int main(int argc, char *argv[])
{
    std::string dirl;
    if( argc < 2 )
    {
        const char *extradataroot = nullptr;
#ifdef GDCM_BUILD_TESTING
        extradataroot = gdcm::Testing::GetDataExtraRoot();
#endif
        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 !
    gdcm::Scanner s;
    s.AddTag( gdcm::t1 );
    s.AddTag( gdcm::t2 );
    s.AddTag( gdcm::t3 );
    s.AddTag( gdcm::t4 );
    bool b = s.Scan( d.GetFilesNames() );
    if( !b )
    {
        std::cerr << "Scanner failed" << std::endl;
        return 1;
    }
}

```

```

    }
    gdcmm::DiscriminateVolume dv;
    dv.ProcessIntoVolume( s );
    dv.Print( std::cout );
    return 0;
}

```

## 12.49 DumpADAC.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcmm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * the goal of this example is to mimic the behavior of disp_img_header
 * see http://www.gmccorp-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, nullptr }
};

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 (uint16_t)((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 );
int c = is.get();
assert( c == 0 ); (void)c;
c = is.get();
assert( c == 'X' );
uint16_t v;
v = readint16(is);
// std::cout << v << std::endl;
assert( v == 512 ); (void)v; // ??
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 << "\\n";
            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 gdcm::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;
gdcm::Element<gdcm::VR::IS,gdcm::VM::VM2> el;
const gdcm::PrivateTag tver200adacheaderimagesize(0x0019,0x41,"ADAC_IMG");
if( !ds.FindDataElement( tver200adacheaderimagesize ) ) return 1;
const gdcm::DataElement& ver200adacheaderimagesize = ds.GetDataElement( tver200adacheaderimagesize );
el.SetFromDataElement( ver200adacheaderimagesize );
if( el.GetValue(0) != 2048 ) return 1;
std::stringstream is;
std::string dup( bv->GetPointer(), bv->GetLength() );
is.str( dup );
bool b = DumpADAC( is );
if( !b ) return 1;
return 0;
}

```

## 12.50 DumpExamCard.cxx

/\*=====

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

=====\*/

/\*

Try to extract contents of Philips RAW storage class:

```

(0002,0002) UI [1.2.840.10008.5.1.4.1.1.66] # 26,1 Media Storage SOP Class UID
(0002,0003) UI [1.3.46.670589.11.17240.5.23.4.1.3012.2010032409482568018] # 56,1 Media Storage SOP
Instance UID
(0002,0010) UI [1.2.840.10008.1.2.1] # 20,1 Transfer Syntax UID
(0002,0012) UI [1.3.46.670589.11.0.0.51.4.4.1] # 30,1 Implementation Class UID
(0002,0013) SH [MR DICOM 4.1] # 12,1 Implementation Version Name

```

\* 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:

\* Triplett, William T for bringing to your attention on this ExamCard stuff

\*/

```
#include "gdcmReader.h"
```

```
#include "gdcmDataSet.h"
```

```
#include "gdcmPrivateTag.h"
```

```
#include "gdcmBase64.h"
```

```
#include <iomanip>
```

```
static bool compfn(const char *s1, const char *s2)
```

```
{
```

```
    return strcmp(s1,s2) < 0 ? true : false;
```

```
}
```

```

static const char *PDFStrings[] = { // Keep me ordered please
    "COILSTATE", // series of string ?
    "HARDWARE_CONFIG", // series of number ?
    "PDF_CONTROL_GEN_PARS",
    "PDF_CONTROL_PREP_PARS",
    "PDF_CONTROL_RECON_PARS",
    "PDF_CONTROL_SCAN_PARS",
    "PDF_EXAM_PARS",
    "PDF_HARDWARE_PARS",
    "PDF_PREP_PARS",
    "PDF_PRESCAN_COIL_PARS",
    "PDF_SPT_PARS",
};

static bool isvalidpdfstring( const char *pdfstring )
{
    assert( pdfstring );
    static const size_t n = sizeof( PDFStrings ) / sizeof( *PDFStrings );
    static const char **begin = PDFStrings;
    static const char **end = begin + n;
    return std::binary_search(begin, end, pdfstring, compfn);
}

typedef enum
{
    param_float = 0,
    param_integer = 1, // 1 « 0
    param_string = 2, // 1 « 1
    param_3, // ??
    param_enum = 4 // 1 « 2
} param_type;

static const char *gettypenamefromtype( int i)
{
    const char *ret = nullptr;
    param_type e = (param_type)i;
    switch( e )
    {
        case param_float:
            ret = "float";
            break;
        case param_integer:
            ret = "int";
            break;
        case param_string:
            ret = "string";
            break;
        case param_3:
            ret = "??";
            break;
        case param_enum:
            ret = "enum";
            break;
    }
    assert( ret );
    return ret;
}

struct header
{
    /*
    * TODO:
    * Looks as if we could read all int*, float* and string* at once...
    */
    int32_t v1; // offset to int pointer array ?
    uint16_t nints; // number of ints (max number?)
    uint16_t v3; // always 0 ?
    int32_t v4; // offset to float pointer array ?
    uint32_t nfloats;
    int32_t v6; // offset to string pointer array ?
    uint32_t nstrings;
    int32_t v8; // always 8 ??
    uint32_t numparams;
    uint32_t getnints()const { return nints; }
    uint32_t getnfloats()const { return nfloats; }
    uint32_t getnstrings()const { return nstrings; }
    uint32_t getnparams()const { return numparams; }
    void read( std::istream & is )
    {
        is.read( (char*)&v1, sizeof(v1));
        if( v1 == 0x01 ) {
            // direct (FIXME how should we detect this, much like TIFF ??)
            nints = 0;
            v3 = 0;
            v4 = 0;

```



```

    nfloats = 0;
    v6 = 0;
    nstrings = 0;
    v8 = 0;
    numparams = 0;
    uint32_t bla;
    is.read( (char*)&bla, sizeof(bla) );
    assert( bla == 0x2 || bla == 0x3 );
    nstrings = 1;
    numparams = 1;
} else {
    // indirect
    is.read( (char*)&nints, sizeof(nints));
    is.read( (char*)&v3, sizeof(v3));
    assert( v3 == 0 ); // looks like this is always 0
    is.read( (char*)&v4, sizeof(v4));
    is.read( (char*)&nfloats, sizeof(nfloats));
    is.read( (char*)&v6, sizeof(v6));
    is.read( (char*)&nstrings, sizeof(nstrings));
    is.read( (char*)&v8, sizeof(v8));
    assert( v8 == 8 );
    is.read( (char*)&numparams, sizeof(numparams));
}
}
}
void print( std::ostream & os )
{
    os << v1 << ", ";
    os << nints << ", ";
    os << v3 << ", ";
    os << v4 << ", ";
    os << nfloats << ", ";
    os << v6 << ", ";
    os << nstrings << ", ";
    os << v8 << ", ";
    os << numparams << std::endl;
}
};
struct param
{
    char name[32+1];
    uint8_t boolean;
    int32_t type;
    uint32_t dim;
    union {
        uint32_t val;
        char * ptr; } v4;
    int32_t /*std::streamoff*/ offset;
    param_type gettype()const { return (param_type)type; }
    uint32_t getdim()const { return dim; }
    void read_direct_int( std::istream & is ) {
        uint32_t bla;
        int max = 9;
        std::vector<uint32_t> v;
        for( int i = 0; i < max; ++i ) {
            is.read( (char*)&bla, sizeof(bla) );
            v.push_back( bla );
        }
        is.read( (char*)&bla, sizeof(bla) );
        char name0[32];
        memset(name0, 0, sizeof(name0));
        assert( bla < sizeof(name0) );
        is.read( name0, bla );
        size_t l = strlen(name0);
        assert( l == bla ); (void)l;
        char * ptr = strdup( name0 );
        v4.ptr = ptr;
        type = param_string;
        dim = 1;
        offset = 0; // important !
    }
    void read_direct_string( std::istream & is ) {
        uint32_t bla;
        is.read( (char*)&bla, sizeof(bla) );
        char name0[32];
        memset(name0, 0, sizeof(name0));
        assert( bla < sizeof(name0) );
        is.read( name0, bla );
        size_t l = strlen(name0);
        assert( l == bla ); (void)l;
        memcpy( this->name, name0, bla );
        is.read( (char*)&bla, sizeof(bla) );

```

```

assert( bla == 0x1 );
is.read( (char*)&bla, sizeof(bla) );
char value[32];
memset(value,0,sizeof(value));
assert( bla < sizeof(value) );
is.read( value, bla);
is.read( (char*)&bla, sizeof(bla) );
assert( bla == 0 ); // trailing stuff ?
is.read( (char*)&bla, sizeof(bla) );
assert( bla == 0 ); // trailing stuff ?
const uint32_t cur = (uint32_t)is.tellg();
std::cerr << "offset:" << cur << std::endl;
if( cur == 65 )
    is.read( (char*)&bla, 1 );
else if( cur == 66 )
    is.read( (char*)&bla, 1 );
else if( cur == 122 )
    is.read( (char*)&bla, 2 );
else
    assert(0);
type = param_string;
dim = 1;
// FIXME: store the value in v4 for now:
char * ptr = strdup( value );
v4.ptr = ptr;
offset = 0; // important !
}
void read( std::istream & is )
{
    is.read( name, 32 + 1);
    // This is always the same issue the string can contains garbage from previous run,
    // we need to print only until the first \0 character:
    assert( strlen( name ) <= 32 );
    is.read( (char*)&boolean,1);
    assert( boolean == 0 || boolean == 1 || boolean == 0x69 ); // some kind of bool, or digital trash ?
    is.read( (char*)&type, sizeof( type ) );
    assert( gettypenamefromtype( type ) );
    is.read( (char*)&dim, sizeof( dim ) ); // number of elements
    is.read( (char*)&v4.val, sizeof( v4.val ) );
    //assert( v4.val == 0 ); // always 0 ? sometimes not...
    const uint32_t cur = (uint32_t)is.tellg();
    is.read( (char*)&offset, sizeof( offset ) );
    assert( offset != 0 );
    offset += cur;
}
void print( std::ostream & os )const
{
    os << name << ",";
    os << (int)boolean << ",";
    os << type << ",";
    os << dim << ",";
    os << v4.val << ",";
    os << offset << std::endl;
}
void printvalue( std::ostream & os, std::istream & is )const
{
    if( offset ) {
        is.seekg( offset );
        switch( type )
        {
            case param_float:
            {
                os.precision(2);
                os << std::fixed;
                for( uint32_t idx = 0; idx < dim; ++idx )
                {
                    if( idx ) os << ",";
                    float v;
                    is.read( (char*)&v, sizeof(v) );
                    os << v; // what if the string contains \0 ?
                }
            }
            break;
            case param_integer:
            {
                int32_t v;
                for( uint32_t idx = 0; idx < dim; ++idx )
                {
                    if( idx ) os << ",";
                    is.read( (char*)&v, sizeof(v) );
                    os << v;
                }
            }
        }
    }
}

```

```

    }
}
break;
case param_string:
{
    int size = 81;
    std::string v;
    v.resize( size );
    for( uint32_t idx = 0; idx < dim; ++idx )
    {
        if( idx ) os << ",";
        is.read( &v[0], size );
        os << v.c_str();
    }
}
break;
case param_enum:
{
    int32_t v;
    for( uint32_t idx = 0; idx < dim; ++idx )
    {
        if( idx ) os << ",";
        is.read( (char*)&v, sizeof(v) );
        os << v;
    }
}
break;
}
} else {
#ifdef 1
    // direct
    assert ( type == param_string );
    char * ptr = v4.ptr;
    //std::string v;
    //v.resize( dim );
    //is.read( &v[0], dim );
    os << ptr;
#endif
}
}
void printxml( std::ostream & os, std::istream & is )const
{
    // <Attribute Name="CGEN_force_par_mode" Type="enum">0</Attribute>
    os << " <Attribute";
    os << " Name=\"" << name << "\"";
    os << " Type=\"" << gettypenamefromtype(type) << "\"";
    if( dim != 1 )
    {
        os << " ArraySize=\"" << dim << "\"";
    }
    os << ">";
    printvalue( os, is );
    os << "</Attribute>\n";
}
void printcsv( std::ostream & os, std::istream & is )const
{
    os << std::setw(32) << std::left << name << ",";
    os << std::setw(7) << std::right << gettypenamefromtype(type) << ",";
    os << std::setw(4) << dim << ",";
    os << " ";
    printvalue( os, is );
    os << ",\n";
}
};
static bool ProcessNested( gdc::DataSet & ds )
{
    /*
    TODO:
    Looks like the real length of the blob is stored here:
    (2005,1132) SQ # u/1,1 ?
    (fffe,e000) na (Item with undefined length)
    (2005,0011) LO [Philips MR Imaging DD 002 ] # 26,1 Private Creator
    (2005,1143) SL 3103 # 4,1 ?

    Wotsit ?
    (2005,1132) SQ # u/1,1 ?
    (fffe,e000) na (Item with undefined length)
    (2005,0011) LO [Philips MR Imaging DD 002 ] # 26,1 Private Creator
    (2005,1147) CS [Y ] # 2,1 ?
    */
    bool ret = false;

```

```

// (2005,1137) PN (LO) [PDF_CONTROL_GEN_PARS] # 20,1 Protocol Data Name
const gdcmm::PrivateTag pt0(0x2005,0x37,"Philips MR Imaging DD 002");
if( !ds.FindDataElement( pt0 ) ) return false;
const gdcmm::DataElement &de0 = ds.GetDataElement( pt0 );
if( de0.IsEmpty() ) return false;
const gdcmm::ByteValue * bv0 = de0.GetByteValue();
std::string s0( bv0->GetPointer() , bv0->GetLength() );
// (2005,1139) LO [IEEE_PDF] # 8,1 Protocol Data Type
const gdcmm::PrivateTag pt1(0x2005,0x39,"Philips MR Imaging DD 002");
if( !ds.FindDataElement( pt1 ) ) return false;
const gdcmm::DataElement &de1 = ds.GetDataElement( pt1 );
// (2005,1143) SL 53 # 4,1 Protocol Data Block Length (non-padded)
const gdcmm::PrivateTag pt2(0x2005,0x43,"Philips MR Imaging DD 002");
if( !ds.FindDataElement( pt2 ) ) return false;
const gdcmm::DataElement &de2 = ds.GetDataElement( pt2 );
// (2005,1147) CS [Y] # 2,1 Protocol Data Boolean
const gdcmm::PrivateTag pt3(0x2005,0x47,"Philips MR Imaging DD 002");
if( !ds.FindDataElement( pt3 ) ) return false;
const gdcmm::DataElement &de3 = ds.GetDataElement( pt3 );
(void)de3;
// (2005,1144) OW 00\00\00\00\05\00\00\00\35\2e\31\2e\37\00 # 54,1 Protocol Data Block
const gdcmm::PrivateTag pt(0x2005,0x44,"Philips MR Imaging DD 002");
if( !ds.FindDataElement( pt ) ) return false;
const gdcmm::DataElement &de = ds.GetDataElement( pt );
if( de.IsEmpty() ) return false;
const gdcmm::ByteValue * bv = de.GetByteValue();
if( s0 == "ExamCardBlob" )
{
    assert( de1.IsEmpty() );
    std::string fn = gdcmm::LOComp::Trim( s0.c_str() ); // remove trailing space
    fn += ".xml";
    std::ofstream out( fn.c_str() );
    // remove trailing \0
    size_t len = strlen( bv->GetPointer() );
    out.write( bv->GetPointer() , len );
    out.close();
    // Extract binary64 thingy (this is a ugly hack, better use an XML parser)
    std::string dup( bv->GetPointer(), len );
    std::string::size_type pos1 = dup.find( "<ExamCardBlob>" );
    std::string::size_type pos2 = dup.find( "</ExamCardBlob>" );
    std::string b64( bv->GetPointer() + pos1 + 14, pos2 - (pos1 + 14) );
    // ugly hack to remove \r\n from input base64:
    std::string::iterator r_pos = std::remove(b64.begin(), b64.end(), '\r');
    b64.erase(r_pos, b64.end());
    std::string::iterator n_pos = std::remove(b64.begin(), b64.end(), '\n');
    b64.erase(n_pos, b64.end());
}
#if 0
std::ofstream out2( "debug" );
out2.write( b64.c_str(), b64.size() );
out2.close();
#endif
const size_t dlen = gdcmm::Base64::GetDecodeLength(b64.c_str(), b64.size() );
std::string decoded;
decoded.resize( dlen );
gdcmm::Base64::Decode( &decoded[0], decoded.size(), b64.c_str(), b64.size() );
std::ofstream f64( "soap.xml" );
f64.write( decoded.c_str(), decoded.size() );
f64.close();
ret = true;
}
else
{
    if( de1.IsEmpty() ) return false;
    const gdcmm::ByteValue * bv1 = de1.GetByteValue();
    gdcmm::Element<gdcmm::VR::SL,gdcmm::VM::VML> dlen = {{01}};
    dlen.SetFromDataElement( de2 );
    std::string s1( bv1->GetPointer() , bv1->GetLength() );
    if( s1 == "IEEE_PDF" )
    {
        std::istringstream is;
        assert( bv->GetLength() == (size_t)dlen.GetValue() || bv->GetLength() == (size_t)(dlen.GetValue() + 1) );
        std::string dup( bv->GetPointer(), dlen.GetValue() /*bv->GetLength()*/ );
        is.str( dup );
        header h;
        h.read( is );
        //assert( is.peek() && is.eof() );
    }
}
#if 1
static int c = 0;
std::string fn0 = gdcmm::LOComp::Trim( s1.c_str() ); // remove trailing space
std::stringstream ss;
ss << fn0 << "_" << c++;

```

```

        if( h.v1 == 0x01 )
            ss << ".direct";
        else
            ss << ".indirect";
        std::cout << "fn0=" << ss.str() << " Len= " << bv->GetLength() << std::endl;
        std::ofstream out( ss.str().c_str() );
        out.write( bv->GetPointer(), bv->GetLength() );
        out.close();
    #endif
    #if 1
        std::cout << dup.c_str() << std::endl;
        h.print( std::cout );
    #endif
    std::vector< param > params;
    if( h.v1 == 0x01 ) {
        for( uint32_t i = 0; i < 1 /* h.getnparams() */; ++i ) {
            param p;
            if( s0 == "HARDWARE_CONFIG " )
            {
                p.read_direct_int( is );
            }
            else if( s0 == "COILSTATE " )
            {
                p.read_direct_string( is );
            }
            else
            {
                assert(0);
            }
            params.push_back( p );
        }
    } else {
        assert( is.tellg() == std::streampos(0x20) );
        is.seekg( 0x20 );
        param p;
        for( uint32_t i = 0; i < h.getnparams(); ++i )
        {
            p.read( is );
            //p.print( std::cout );
            params.push_back( p );
        }
    }
    std::string fn = gdc::LOComp::Trim( s0.c_str() ); // remove trailing space
    bool b1 = isvalidpdfstring( fn.c_str() );
    assert( b1 ); (void)b1;
    fn += ".csv";
    //fn += ".xml";
    std::ofstream csv( fn.c_str() );
    // let's do some bookkeeping:
    uint32_t nfloats = 0;
    uint32_t nints = 0;
    uint32_t nstrings = 0;
    for( std::vector<param>::const_iterator it = params.begin();
        it != params.end(); ++it )
    {
        param_type type = it->gettype();
        switch( type )
        {
            {
            case param_float:
                nfloats += it->getdim();
                break;
            case param_integer:
                nints += it->getdim();
                break;
            case param_string:
                nstrings += it->getdim();
                break;
            default:
                ;
            }
        }
    }
    #if 0
        std::cout << "Stats:" << std::endl;
        std::cout << "nfloats:" << nfloats << std::endl;
        std::cout << "nints:" << nints << std::endl;
        std::cout << "nstrings:" << nstrings << std::endl;
    #endif
    assert( h.getnints() >= nints );
    assert( h.getnfloats() >= nfloats );
    assert( h.getnstrings() >= nstrings );
    for( uint32_t i = 0; i < h.getnparams(); ++i )

```

```

        {
            params[i].printcsv( csv, is );
            //params[i].printxml( csv, is );
        }
        csv.close();
        ret = true;
    }
    else if( s1 == "ASCII " )
    {
#ifdef 0
        std::cerr << "ASCII is not handled" << std::endl;
        std::string fn = gdc::LOComp::Trim( s0.c_str() ); // remove trailing space
        fn += ".asc";
        std::ofstream out( fn.c_str() );
        out.write( bv->GetPointer() , bv->GetLength() );
        out.close();
#endif
        std::string fn = gdc::LOComp::Trim( s0.c_str() ); // remove trailing space
        fn += ".sin";
        std::ofstream sin( fn.c_str() );
        const char *beg = bv->GetPointer();
        const char *end = beg + bv->GetLength();
        assert( *beg == 0 );
        const char *p = beg + 1; // skip first \0
        size_t prev = 0;
        for( ; p != end; ++p )
        {
            if( *p == 0 )
            {
                const char *s = beg + prev + 1;
                if( *s )
                {
                    sin << s << std::endl;
                }
                else
                {
                    sin << std::endl;
                }
                prev = p - beg;
            }
        }
        sin.close();
        ret = true;
    }
    else if( s1 == "BINARY" )
    {
        std::cerr << "BINARY is not handled" << std::endl;
        std::string fn = gdc::LOComp::Trim( s0.c_str() ); // remove trailing space
        fn += ".bin";
        std::ofstream out( fn.c_str() );
        //out.write( bv->GetPointer() + 512, bv->GetLength() - 512);
        out.write( bv->GetPointer() , bv->GetLength() );
        out.close();
#ifdef 0
        int array[ 128 ];
        memcpy( array, bv->GetPointer(), 512 );
        for( int i = 0; i < 14; ++i )
        {
            std::cout << array[i] << std::endl;
        }
#endif
        ret = true;
    }
}
// else -> ret == false
assert( ret );
return ret;
}
int main(int argc, char *argv[])
{
    if( argc < 2 ) return 1;
    const char *filename = argv[1];
    gdc::Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Failed to read: " << filename << std::endl;
        return 1;
    }
    const gdc::DataSet& ds = reader.GetFile().GetDataSet();
}
/*

```

```

(2005,1132) SQ # u/1,1 ?
(ffff,e000) na (Item with undefined length)
(2005,0011) LO [Philips MR Imaging DD 002 ] # 26,1 Private Creator
(2005,1137) PN (LO) [PDF_CONTROL_GEN_PARS] # 20,1 ?
(2005,1138) PN (LO) (no value) # 0,1 ?
(2005,1139) PN (LO) [IEEE_PDF] # 8,1 ?
(2005,1140) PN (LO) (no value) # 0,1 ?
(2005,1141) PN (LO) (no value) # 0,1 ?
(2005,1143) SL 3103 # 4,1 ?
(2005,1144) OW
    66\05\00\00\3b\01\00\00\4a\0a\00\00\0e\00\00\00\7a\0a\00\00\95\01\00\00\08\00\00\00\1b\00\00\00\43\47\45\4e\5f\75\73\65\72\5
    # 3104,1 ?
(2005,1147) CS [Y ] # 2,1 ?
(ffff,e00d)
*/
const gdcm::PrivateTag pt(0x2005,0x32,"Philips MR Imaging DD 002");
if( !ds.FindDataElement( pt ) ) return 1;
const gdcm::DataElement &de = ds.GetDataElement( pt );
if( de.IsEmpty() ) return 1;
gdcm::SequenceOfItems *sqi = de.GetValueAsSQ();
if ( !sqi ) return 1;
gdcm::SequenceOfItems::SizeType s = sqi->GetNumberOfItems();
for( gdcm::SequenceOfItems::SizeType i = 1; i <= s; ++i )
{
    gdcm::Item &item = sqi->GetItem(i);
    gdcm::DataSet &nesteddds = item.GetNestedDataSet();
    if( !ProcessNested( nesteddds ) ) {
        std::cerr << "Error processing Item #" << i << std::endl;
    }
}
return 0;
}

```

## 12.51 DumpGEMSMovieGroup.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

```

```

=====*/
#include "gdcmReader.h"
#include "gdcmImage.h"
#include "gdcmImageWriter.h"
#include "gdcmDataElement.h"
#include "gdcmPrivateTag.h"
#include "gdcmUIDGenerator.h"
#include <iostream>
#include <string>
#include <map>
bool PrintNameValuePairMapping( gdcm::SequenceOfItems *sqi_values,
gdcm::SequenceOfItems *sqi_names, std::string const & indent )
{
    using namespace gdcm;
    // 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(0x7fel,0x71,"GEMS_Ultrasound_MovieGroup_001");
    PrivateTag tname (0x7fel,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 ) )
        {

```

```

    assert( 0 );
    return false;
}
const DataElement & index = ds.GetDataElement( tindex );
const DataElement & name = ds.GetDataElement( tname );
if( index.IsEmpty() || name.IsEmpty() )
{
    assert( 0 );
    return false;
}
gdcm::Element<VR::UL, VM::VM1> el1;
el1.SetFromDataElement( index );
gdcm::Element<VR::LO, VM::VM1> el2;
el2.SetFromDataElement( name );
// std::cout << el1.GetValue() << " " << el2.GetValue() << std::endl;
names.insert( std::make_pair( 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 ) )
    {
        assert( 0 );
        return false;
    }
    const DataElement & index2 = ds.GetDataElement( tindex2 );
    if( index2.IsEmpty() )
    {
        assert( 0 );
        return false;
    }
    gdcm::Element<VR::FD, VM::VM1_2> el1;
    el1.SetFromDataElement( index2 );
    UL copy = (UL)el1.GetValue();
#ifdef 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 ??
#ifdef 1
    std::cout << " ) = ";
#endif
#ifdef 1
    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( tvalues1 ) )
{
    const DataElement & value = ds.GetDataElement( tvalues1 );
    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 );
    gdcm::Element<VR::FD,VM::VM1_n> el2;
    el2.SetFromDataElement( value );
    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 );
    gdcm::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 );
    gdcm::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 PrintNameValuePair2( gdcm::PrivateTag const & privtag, const gdcm::DataSet & ds ,
    gdcm::SequenceOfItems *sqi_names, std::string const & indent )
{
    if( !ds.FindDataElement( privtag ) ) return false;
    const gdcm::DataElement& seq_values = ds.GetDataElement( privtag );
    gdcm::SmartPointer<gdcm::SequenceOfItems> sqi = seq_values.GetValueAsSQ();
    return PrintNameValuePairMapping( sqi, sqi_names, indent);
}
bool PrintNameValuePair3( gdcm::PrivateTag const & privtag1, gdcm::PrivateTag const & privtag2, const
    gdcm::DataSet & ds ,
    gdcm::SequenceOfItems *sqi_names, std::string const & indent )
{
    if( !ds.FindDataElement( privtag1 ) )
    {
        assert( 0 );
        return false;
    }
    const gdcm::DataElement& values10name = ds.GetDataElement( privtag1 );
    gdcm::Element<gdcm::VR::LO, gdcm::VM::VM1> el;
    el.SetFromDataElement( values10name );
    std::cout << std::endl;
    std::cout << " <" << el.GetValue().c_str() << ">" << std::endl;
    return PrintNameValuePairMapping2( privtag2, ds, sqi_names, indent);
}
bool print73( gdcm::DataSet const & ds10, gdcm::SequenceOfItems *sqi_dict, std::string const & indent )
{
    const gdcm::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();
    size_t ni3 = sqi_values73->GetNumberOfItems();
    for( size_t 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(0x7fe1, 0x74, "GEMS_Ultrasound_MovieGroup_001");
        const gdcm::PrivateTag tseq_values75(0x7fe1, 0x75, "GEMS_Ultrasound_MovieGroup_001");
        PrintNameValuePairMapping3( tseq_values74name, tseq_values75, ds73, sqi_dict, indent);
        std::cout << std::endl;
    }
    return true;
}
bool print36( gdcm::DataSet const & ds10, gdcm::SequenceOfItems *sqi_dict, std::string const & indent )
{
    (void)sqi_dict;
    const gdcm::PrivateTag tseq_values36(0x7fe1, 0x36, "GEMS_Ultrasound_MovieGroup_001");
    if( !ds10.FindDataElement( tseq_values36 ) )
    {
        std::cout << indent << "No group 36" << std::endl;
        return false;
    }
    const gdcm::DataElement& seq_values36 = ds10.GetDataElement( tseq_values36 );
    gdcm::SmartPointer<gdcm::SequenceOfItems> sqi_values36 = seq_values36.GetValueAsSQ();
    size_t ni3 = sqi_values36->GetNumberOfItems();
    assert( ni3 >= 1 );
    for( size_t i3 = 1; i3 <= ni3; ++i3 )
    {
        gdcm::Item &item_36 = sqi_values36->GetItem(i3);
        gdcm::DataSet &ds36 = item_36.GetNestedDataSet();
        assert( ds36.Size() == 4 );
        // (7fe1,1037) UL 47 # 4,1 US MovieGroup Number of Frames
        // (7fe1,1043) OB 40\00\1c\c4\67\2f\0b\11\40 # 376,1 ?
        // (7fe1,1060) OB 4e\4e\49\4f\4e\47\46\43\2a # 4562714,1 US MovieGroup Image Data
        //
        const gdcm::PrivateTag timagedata(0x7fe1, 0x60, "GEMS_Ultrasound_MovieGroup_001");
        assert( ds36.FindDataElement( timagedata ) );
        gdcm::DataElement const & imagedata = ds36.GetDataElement( timagedata );
        const gdcm::ByteValue * bv = imagedata.GetByteValue();
        assert( bv );
        static int c = 0;
        std::stringstream ss;
        ss << "/tmp/debug";
        ss << c++;
    }
}

```

```

        std::ofstream os( ss.str().c_str(), std::ios::binary );
        os.write( bv->GetPointer(), bv->GetLength() );
        os.close();
        //const gdcm::PrivateTag tseq_values85(0x7fe1,0x85,"GEMS_Ultrasound_MovieGroup_001");
        //PrintNameValueMapping3( tseq_values84name, tseq_values85, ds83, 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(0x7fe1,0x83,"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();
    size_t ni3 = sqi_values83->GetNumberOfItems();
    for( size_t 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(0x7fe1,0x84,"GEMS_Ultrasound_MovieGroup_001");
        const gdcm::PrivateTag tseq_values85(0x7fe1,0x85,"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 )
{
    (void)indent;
    if( !subds.FindDataElement( privtag0 ) )
    {
        assert( 0 );
        return false;
    }
    const gdcm::DataElement& seq_values10 = subds.GetDataElement( privtag0 );
    gdcm::SmartPointer<gdcm::SequenceOfItems> sqi_values10 = seq_values10.GetValueAsSQ();
    size_t nil = sqi_values10->GetNumberOfItems();
    // assert( nil == 1 );
    for( size_t i1 = 1; i1 <= nil; ++i1 )
    {
        gdcm::Item &item_10 = sqi_values10->GetItem(i1);
        gdcm::DataSet &ds10 = item_10.GetNestedDataSet();
        assert( ds10.Size() == 2 + 3 );
        // (7fe1,0010)
        // (7fe1,1012)
        // (7fe1,1018)
        // (7fe1,1020)
        // (7fe1,1083)
        PrintNameValueMapping3( privtag1, privtag2, ds10, sqi_dict, " " );
        std::cout << std::endl;
        const gdcm::PrivateTag tseq_values20(0x7fe1,0x20,"GEMS_Ultrasound_MovieGroup_001");
        if( !ds10.FindDataElement( tseq_values20 ) )
        {
            assert( 0 );
            return false;
        }
        const gdcm::DataElement& seq_values20 = ds10.GetDataElement( tseq_values20 );
        gdcm::SmartPointer<gdcm::SequenceOfItems> sqi_values20 = seq_values20.GetValueAsSQ();
        size_t ni2 = sqi_values20->GetNumberOfItems();
        //assert( ni == 1 );
        for( size_t i2 = 1; i2 <= ni2; ++i2 )
        {
            gdcm::Item &item_20 = sqi_values20->GetItem(i2);
            gdcm::DataSet &ds20 = item_20.GetNestedDataSet();
            size_t count = ds20.Size(); (void)count;
            assert( ds20.Size() == 2 + 3 || ds20.Size() == 2 + 2 );
            // (7fe1,0010)
            // (7fe1,1024)
            // (7fe1,1026)
            // (7fe1,1036)
            // (7fe1,103a)
            // (7fe1,1083) (*)
            const gdcm::PrivateTag tseq_values20name(0x7fe1,0x24,"GEMS_Ultrasound_MovieGroup_001");

```

```

    const gdcm::PrivateTag tseq_values26(0x7fe1,0x26,"GEMS_Ultrasound_MovieGroup_001");
    PrintNameValueMapping3( tseq_values20name, tseq_values26, ds20, sqi_dict, "  ");
    std::cout << std::endl;
    print36(ds20, sqi_dict, "  ");
    print83(ds20, sqi_dict, "  ");
  }
  print83(ds10, sqi_dict, "  ");
}
return true;
}
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 );
  if( !reader.Read() ) return 1;
  gdcm::File &file = reader.GetFile();
  gdcm::DataSet &ds = file.GetDataSet();
  const PrivateTag tseq(0x7fe1,0x1,"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(0x7fe1,0x70,"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(0x7fe1,0x8,"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(0x7fe1,0x2,"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;
}
  size_t count = subds.Size(); (void)count;
  assert( subds.Size() == 3 + 2 + 1 || subds.Size() == 3 + 2 + 2 );
  // (7fe1,0010) # 30,1 Private Creator
  // (7fe1,1002) # 8,1 US MovieGroup Value 0008 Name
  // (7fe1,1003) # 4,1 ?
  // (7fe1,1008) # 8140,1 US MovieGroup Value 0008 Sequence
  // (7fe1,1010) # 1372196,1 ?
  // (7fe1,1070) # 33684,1 US MovieGroup Dict
  // (7fe1,1073) (*)
  PrintNameValueMapping( sqi_values8, sqi_dict, "  ");
  const PrivateTag tseq_values10(0x7fe1,0x10,"GEMS_Ultrasound_MovieGroup_001");
  const PrivateTag tseq_values10name(0x7fe1,0x12,"GEMS_Ultrasound_MovieGroup_001");
  const PrivateTag tseq_values18(0x7fe1,0x18,"GEMS_Ultrasound_MovieGroup_001");
  PrintNameValueMapping4( tseq_values10, subds, tseq_values10name, tseq_values18, sqi_dict, "  ");
  print73( subds, sqi_dict, "  " );
  #if 0
  gdcm::DataSet::ConstIterator it = subds.Begin();
  for( ; it != subds.End(); ++it )
  {
    const gdcm::DataElement &de = *it;
    std::cout << de.GetTag() << std::endl;
  }
  #endif
  return 0;
}

```

## 12.52 DumpImageHeaderInfo.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.

```

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
/*
 * Dump TOSHIBA MDW HEADER / Image Header Info
 */
#include "gdcmReader.h"
#include "gdcmPrivateTag.h"
#include "gdcmAttribute.h"
#include "gdcmImageWriter.h"
#include <iostream>
#include <fstream>
#include <vector>
#include <string.h>
#include <assert.h>
#include <stdint.h>
struct element
{
    std::istream & read( std::istream & is );
};
std::istream & element::read( std::istream & is )
{
    static const uint32_t ref = 0xe000ffff;
    std::ostream &os = std::cout;
    if( is.eof() )
    {
        return is;
    }
    uint32_t magic;
    if( !is.read( (char*)&magic, sizeof(magic) ) )
    {
        return is;
    }
    //os << magic << std::endl;
    assert( magic == ref ); (void)ref;
    uint32_t l;
    is.read( (char*)&l, sizeof(l) );
    //os << l << std::endl;
    char str[17];
    str[16] = 0;
    is.read( str, 16 );
    os << str << " (" << l << ")" << std::endl;
    std::vector<char> bytes;
    bytes.resize( l - 16 );
    if( !bytes.empty() )
    {
        is.read( &bytes[0], l - 16 );
    }
    //os << "pos:" << is.tellg() << std::endl;
    if( strcmp(str, "TUSREMEASUREMENT") == 0 )
    {
        const char *p = &bytes[0];
        uint32_t val;
        memcpy( (char*)&val, p, sizeof(val) );
        os << " " << val << std::endl;
        p += sizeof(val);
        memcpy( (char*)&val, p, sizeof(val) );
        os << " " << val << std::endl;
        p += sizeof(val);
        memcpy( (char*)&val, p, sizeof(val) );
        os << " " << val << std::endl;
        p += sizeof(val);
        memcpy( (char*)&val, p, sizeof(val) );
        os << " " << val << std::endl;
        p += sizeof(val);
        memcpy( (char*)&val, p, sizeof(val) );
        os << " " << val << std::endl;
        p += sizeof(val);
        memcpy( (char*)&val, p, sizeof(val) );
        os << " " << val << std::endl;
        p += sizeof(val);
    }
    #if 0
    float f;
    memcpy( (char*)&f, p, sizeof(f) );
    os << " " << f << std::endl;
    p += sizeof(f);
    #else

```

```

        memcpy( (char*)&val, p, sizeof(val) );
        os << " " << val << std::endl;
        p += sizeof(val);
#ifdefif
        memcpy( (char*)&val, p, sizeof(val) );
        os << " " << val << std::endl;
        p += sizeof(val);
        char str2[17];
        memcpy( str2, p, 16 );
        str2[16] = 0;
        os << " " << str2 << std::endl;
    }
#endif
    if 0
        std::ofstream out( str, std::ios::binary );
        out.write( (char*)&magic, sizeof( magic ) );
        out.write( (char*)&l, sizeof( l ) );
        out.write( str, 16 );
        out.write( &bytes[0], bytes.size() );
    #endif
    return is;
}

static bool DumpImageHeaderInfo( std::istream & is, size_t refln )
{
    // TUSNONIMAGESTAM (5176)
    // TUSREMEASUREMEN (1352)
    // TUSBSINGLELAYOU (16)
    // TUSCLIPPAREMTE (104)
    element el;
    while( el.read( is ) )
    {
    }
    //size_t pos = is.tellg();
    //assert( pos == refln );
    (void)refln;
    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();
    const gdcm::PrivateTag timageheaderinfo(0x0029,0x10,"TOSHIBA MDW HEADER");
    if( !ds.FindDataElement( timageheaderinfo ) ) return 1;
    const gdcm::DataElement& imageheaderinfo = ds.GetDataElement( timageheaderinfo );
    if ( imageheaderinfo.IsEmpty() ) return 1;
    const gdcm::ByteValue *bv = imageheaderinfo.GetByteValue();
    std::istreamstream is;
    std::string dup( bv->GetPointer(), bv->GetLength() );
    is.str( dup );
    bool b = DumpImageHeaderInfo( is, bv->GetLength() );
    if( !b ) return 1;
    if 0
        const float d1 = 0.00416666668839752674; // 89 88 88 3B // 0x44c
        //const float d1 = 0.053231674455417881;
        const float d2 = 0.10828025639057159; // 0A C2 DD 3D // 0x1ac
        //const float d1 = 0.17869562069272813;
        //const unsigned int d2 = 4294967280;
        const float d3 = 0.10828025639057159; // 0A C2 DD 3D // 0x15c
        const int32_t d4 = 134;
        const uint32_t d5 = 1153476;
        std::ofstream t("/tmp/debug", std::ios::binary );
        //t.write( (char*)&d0, sizeof( d0 ) );
        t.write( (char*)&d1, sizeof( d1 ) );
        t.write( (char*)&d2, sizeof( d2 ) );
        t.write( (char*)&d3, sizeof( d3 ) );
        t.write( (char*)&d4, sizeof( d4 ) );
        t.write( (char*)&d5, sizeof( d5 ) );
        t.close();
    #endif
    return 0;
}

```

## 12.53 DumpPhilipsECHO.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#include "gdcmReader.h"
#include "gdcmDeflateStream.h"
#include "gdcm_zlib.h"
/*
 * This example extract the ZLIB compressed US image from a Philips private tag
 *
 * 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.
 *
 * Usage:
 *
 * $ DumpPhilipsECHO private_us.dcm raw_us_img.raw
 * $ gdcnimg --sop-class-uid 1.2.840.10008.5.1.4.1.1.3.1 --size 608,427,88 raw_us_img.raw raw_us_img.dcm
 */
// header:
struct hframe
{
    uint32_t val0; // 800 increment ?
    uint16_t val1[2];
    uint16_t val2[2];
    uint32_t imgsize;
    bool operator==(const hframe &h) const
    {
        return val0 == h.val0 &&
            val1[0] == h.val1[0] &&
            val1[1] == h.val1[1] &&
            val2[0] == h.val2[0] &&
            val2[1] == h.val2[1] &&
            imgsize == h.imgsize;
    }
};
static bool ProcessDeflate( const char *outfilename, const int nslices, const
    int buf_size, const char *buf, const std::streampos len,
    const char *crdbuf, const size_t crclen )
{
    std::vector< hframe > crcheaders;
    crcheaders.reserve( nslices );
    {
        std::istringstream is;
        is.str( std::string( crdbuf, crclen ) );
        hframe header;
        for( int r = 0; r < nslices; ++r )
        {
            is.read( (char*)&header, sizeof( header ) );
#ifdef 0
            std::cout << header.val0
                << " " << header.val1[0]
                << " " << header.val1[1]
                << " " << header.val2[0]
                << " " << header.val2[1]
                << " " << header.imgsize << std::endl;
#endif
            crcheaders.push_back( header );
        }
    }
    std::istringstream is;
    is.str( std::string( buf, (size_t)len ) );
    std::streamoff totalsize;
    is.read( (char*)&totalsize, sizeof( totalsize ) );

```

```

assert( totalsize == len );
uint32_t nframes;
is.read( (char*)&nframes, sizeof( nframes ) );
assert( nframes == (uint32_t)nslices );
std::vector< std::streamoff > offsets;
offsets.reserve( nframes );
for( uint32_t frame = 0; frame < nframes ; ++frame )
{
    uint32_t offset;
    is.read( (char*)&offset, sizeof( offset ) );
    offsets.push_back( offset );
}
std::vector<char> outbuf;
const int size[2] = { 608, 427 }; // FIXME: where does it comes from ?
std::stringstream ss;
ss << outfilename;
ss << '_';
//ss << crchheaders[0].imgsize; // FIXME: Assume all header are identical !
ss << size[0];
ss << '_';
ss << size[1];
ss << '_';
ss << nframes;
ss << ".raw";
std::ofstream os( ss.str().c_str(), std::ios::binary );
assert( buf_size >= size[0] * size[1] );
outbuf.resize( buf_size );
hframe header;
//uint32_t prev = 0;
for( unsigned int r = 0; r < nframes; ++r )
{
    is.read( (char*)&header, sizeof( header ) );
    assert( header == crchheaders[r] );
    assert( header.val1[0] == 2000 );
    assert( header.val1[1] == 3 );
    assert( header.val2[0] == 1 );
    assert( header.val2[1] == 1280 );
    uLongf destLen = buf_size; // >= 608,427
    Bytef *dest = (Bytef*)&outbuf[0];
    assert( is.tellg() == offsets[r] + 16 );
    const Bytef *source = (const Bytef*)buf + offsets[r] + 16;
    uLong sourceLen;
    if( r + 1 == nframes )
        sourceLen = (uLong)totalsize - (uLong)offsets[r] - 16;
    else
        sourceLen = (uLong)offsets[r+1] - (uLong)offsets[r] - 16;
    // FIXME: in-memory decompression:
    int ret = uncompress( dest, &destLen, source, sourceLen );
    assert( ret == Z_OK ); (void)ret;
    assert( destLen >= (uLongf)size[0] * size[1] ); // 16bytes padding ?
    assert( header.imgsize == (uint32_t)size[0] * size[1] );
    //os.write( &outbuf[0], outbuf.size() );
    os.write( &outbuf[0], size[0] * size[1] );
    // skip data:
    is.seekg( sourceLen, std::ios::cur );
}
os.close();
assert( is.tellg() == totalsize );
return true;
}

static bool ProcessNone( const char *outfilename, const int nslices, const
    int buf_size, const char *buf, const std::streampos len,
    const char *crdbuf, const size_t crclen )
{
    std::vector< hframe > crchheaders;
    crchheaders.reserve( nslices );
    {
        std::istringstream is;
        is.str( std::string( crdbuf, crclen ) );
        hframe header;
        for( int r = 0; r < nslices; ++r )
        {
            is.read( (char*)&header, sizeof( header ) );
        }
    }
    #if 0
        std::cout << header.val0
            << " " << header.val1[0]
            << " " << header.val1[1]
            << " " << header.val2[0]
            << " " << header.val2[1]
            << " " << header.imgsize << std::endl;
    #endif
}

```



```

        crcheaders.push_back( header );
    }
}
std::istream is;
is.str( std::string( buf, (size_t)len ) );
std::streampos totalsize;
is.read( (char*)&totalsize, sizeof( totalsize ) );
assert( totalsize == len );
uint32_t nframes;
is.read( (char*)&nframes, sizeof( nframes ) );
assert( nframes == (uint32_t)nslices );
std::vector< uint32_t > offsets;
offsets.reserve( nframes );
for( uint32_t frame = 0; frame < nframes ; ++frame )
{
    uint32_t offset;
    is.read( (char*)&offset, sizeof( offset ) );
    offsets.push_back( offset );
    //std::cout << offset << std::endl;
}
std::vector<char> outbuf;
// No idea how to present the data, I'll just append everything, and present it as 2D
std::stringstream ss;
ss << outfilename;
ss << '_';
ss << crcheaders[0].imgsize; // FIXME: Assume all header are identical !
ss << '_';
ss << nframes;
ss << ".raw";
std::ofstream os( ss.str().c_str(), std::ios::binary );
outbuf.resize( buf_size ); // overallocated + 16
char *buffer = &outbuf[0];
hframe header;
for( unsigned int r = 0; r < nframes; ++r )
{
    is.read( (char*)&header, sizeof( header ) );
}
#ifdef 0
    std::cout << header.val0
        << " " << header.val1[0]
        << " " << header.val1[1]
        << " " << header.val2[0]
        << " " << header.val2[1]
        << " " << header.imgsize << std::endl;
#endif
assert( header == crcheaders[r] );
is.read( buffer, buf_size - 16 );
os.write( buffer, header.imgsize );
}
assert( is.tellg() == totalsize );
os.close();
return true;
}
#ifndef NDEBUG
static const char * const UDM_USD_DATATYPE_STRINGS[] = {
    "UDM_USD_DATATYPE_DIN_2D_ECHO",
    "UDM_USD_DATATYPE_DIN_2D_ECHO_CONTRAST",
    "UDM_USD_DATATYPE_DIN_DOPPLER_CW",
    "UDM_USD_DATATYPE_DIN_DOPPLER_PW",
    "UDM_USD_DATATYPE_DIN_DOPPLER_PW_TDI",
    "UDM_USD_DATATYPE_DIN_2D_COLOR_FLOW",
    "UDM_USD_DATATYPE_DIN_2D_COLOR_PMI",
    "UDM_USD_DATATYPE_DIN_2D_COLOR_CPA",
    "UDM_USD_DATATYPE_DIN_2D_COLOR_TDI",
    "UDM_USD_DATATYPE_DIN_MMODE_ECHO",
    "UDM_USD_DATATYPE_DIN_MMODE_COLOR",
    "UDM_USD_DATATYPE_DIN_MMODE_COLOR_TDI",
    "UDM_USD_DATATYPE_DIN_PARAM_BLOCK",
    "UDM_USD_DATATYPE_DIN_2D_COLOR_VELOCITY",
    "UDM_USD_DATATYPE_DIN_2D_COLOR_POWER",
    "UDM_USD_DATATYPE_DIN_2D_COLOR_VARIANCE",
    "UDM_USD_DATATYPE_DIN_DOPPLER_AUDIO",
    "UDM_USD_DATATYPE_DIN_DOPPLER_HIGHQ",
    "UDM_USD_DATATYPE_DIN_PHYSIO",
    "UDM_USD_DATATYPE_DIN_2D_COLOR_STRAIN",
    "UDM_USD_DATATYPE_DIN_COMPOSITE_RGB",
    "UDM_USD_DATATYPE_DIN_XFOV_REALTIME_GRAPHICS",
    "UDM_USD_DATATYPE_DIN_XFOV_MOSAIC",
    "UDM_USD_DATATYPE_DIN_COMPOSITE_R",
    "UDM_USD_DATATYPE_DIN_COMPOSITE_G",
    "UDM_USD_DATATYPE_DIN_COMPOSITE_B",
    "UDM_USD_DATATYPE_DIN_MMODE_COLOR_VELOCITY",

```

```

"UDM_USD_DATATYPE_DIN_MMODE_COLOR_POWER",
"UDM_USD_DATATYPE_DIN_MMODE_COLOR_VARIANCE",
"UDM_USD_DATATYPE_DIN_2D_ELASTO",
);
static inline bool is_valid( const char * datatype_str )
{
    static const int n = sizeof( UDM_USD_DATATYPE_STRINGS ) / sizeof( *UDM_USD_DATATYPE_STRINGS );
    bool found = false;
    if( datatype_str )
    {
        for( int i = 0; !found && i < n; ++i )
        {
            found = strcmp( datatype_str, UDM_USD_DATATYPE_STRINGS[i] ) == 0;
        }
    }
    return found;
}
#endif
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 );
    if( !reader.Read() ) return 1;
    gdcm::File &file = reader.GetFile();
    gdcm::DataSet &ds1 = file.GetDataSet();
    const PrivateTag tseq1(0x200d,0x3cf8,"Philips US Imaging DD 045");
    if( !ds1.FindDataElement( tseq1 ) ) return 1;
    const DataElement& seq1 = ds1.GetDataElement( tseq1 );
    SmartPointer<SequenceOfItems> sq1 = seq1.GetValueAsSQ();
    assert( sq1->GetNumberOfItems() >= 1 );
    const size_t nitems = sq1->GetNumberOfItems();
    for( size_t item = 1; item < nitems; ++item )
    {
        Item &item1 = sq1->GetItem(item);
        DataSet &ds2 = item1.GetNestedDataSet();
        // (200d,300d) LO 28 UDM_USD_DATATYPE_DIN_2D_ECHO
        const PrivateTag tdatatype(0x200d,0x300d,"Philips US Imaging DD 033");
        if( !ds2.FindDataElement( tdatatype ) ) return 1;
        const DataElement& datatype = ds2.GetDataElement( tdatatype );
        const ByteValue *bvdatatype = datatype.GetByteValue();
        if( !bvdatatype ) return 1;
        const PrivateTag tseq2(0x200d,0x3cf1,"Philips US Imaging DD 045");
        if( !ds2.FindDataElement( tseq2 ) ) return 1;
        const DataElement& seq2 = ds2.GetDataElement( tseq2 );
        SmartPointer<SequenceOfItems> sq2 = seq2.GetValueAsSQ();
        assert( sq2->GetNumberOfItems() >= 1 );
        // FIXME: what if not in first Item ?
        assert( sq2->GetNumberOfItems() == 1 );
        Item &item2 = sq2->GetItem(1);
        DataSet &ds3 = item2.GetNestedDataSet();
        const PrivateTag tzlib(0x200d,0x3cfa,"Philips US Imaging DD 045");
        if( !ds3.FindDataElement( tzlib ) ) return 1;
        const DataElement& zlib = ds3.GetDataElement( tzlib );
        const ByteValue *bv = zlib.GetByteValue();
        if( !bv ) return 1;
        if( bv->GetLength() != 4 ) return 1;
        // (200d,3010) IS 2 88
        const PrivateTag tnslices(0x200d,0x3010,"Philips US Imaging DD 033");
        if( !ds3.FindDataElement( tnslices ) ) return 1;
        const DataElement& nslices = ds3.GetDataElement( tnslices );
        Element<VR::IS,VM::VM1> elnslices;
        elnslices.SetFromDataElement( nslices );
        const int nslicesref = elnslices.GetValue();
        assert( nslicesref >= 0 );
        // (200d,3011) IS 6 259648
        const PrivateTag tzalloc(0x200d,0x3011,"Philips US Imaging DD 033");
        if( !ds3.FindDataElement( tzalloc ) ) return 1;
        const DataElement& zalloc = ds3.GetDataElement( tzalloc );
        Element<VR::IS,VM::VM1> elzalloc;
        elzalloc.SetFromDataElement( zalloc );
        const int zallocref = elzalloc.GetValue();
        assert( zallocref >= 0 );
        // (200d,3021) IS 2 0
        const PrivateTag tzzero(0x200d,0x3021,"Philips US Imaging DD 033");
        if( !ds3.FindDataElement( tzzero ) ) return 1;
        const DataElement& zero = ds3.GetDataElement( tzzero );
        Element<VR::IS,VM::VM1> elzero;
        elzero.SetFromDataElement( zero );
    }
}

```

```

const int zerocref = elzero.GetValue();
assert( zerocref == 0 ); (void)zerocref;
// (200d,3cf3) OB
const PrivateTag tdeflate(0x200d,0x3cf3,"Philips US Imaging DD 045");
if( !ds3.FindDataElement( tdeflate ) ) return 1;
const DataElement& deflate = ds3.GetDataElement( tdeflate );
const ByteValue *bv2 = deflate.GetByteValue();
// (200d,3cfb) OB
const PrivateTag tcrc(0x200d,0x3cfb,"Philips US Imaging DD 045");
if( !ds3.FindDataElement( tcrc ) ) return 1;
const DataElement& crc = ds3.GetDataElement( tcrc );
const ByteValue *bv3 = crc.GetByteValue();
std::string outfile = std::string( bvdatatype->GetPointer(), bvdatatype->GetLength() );
outfile = LOComp::Trim( outfile.c_str() );
const char *outfilename = outfile.c_str();
assert( is_valid(outfilename) );
if( bv2 )
{
    assert( bv3 );
    assert( zallocref > 0 );
    assert( nslicesref > 0 );
    std::cout << ds2 << std::endl;
    if( strncmp(bv->GetPointer(), "ZLib", 4) == 0 )
    {
        if( !ProcessDeflate( outfile, nslicesref, zallocref, bv2->GetPointer(),
            std::streampos( bv2->GetLength() ), bv3->GetPointer(), bv3->GetLength() ) )
        {
            return 1;
        }
    }
    else if( strncmp(bv->GetPointer(), "None", 4) == 0 )
    {
        if( !ProcessNone( outfile, nslicesref, zallocref, bv2->GetPointer(),
            std::streampos( bv2->GetLength() ), bv3->GetPointer(), bv3->GetLength() ) )
        {
            return 1;
        }
    }
    else
    {
        std::string str( bv->GetPointer(), bv->GetLength() );
        std::cerr << "Unhandled: " << str << std::endl;
        return 1;
    }
}
return 0;
}

```

## 12.54 DumpSiemensBase64.cxx

/\*=====

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

=====\*/

/\*

\* <https://groups.google.com/forum/#!msg/comp.protocols.dicom/2kZ21LP8EcM/WzjFrtjnAgAJ>

\*/

```

#include "gdcmReader.h"
#include "gdcmPrivateTag.h"
#include "gdcmPrinter.h"
#include "gdcmDictPrinter.h"
#include "gdcmCSAHeader.h"
#include "gdcmBase64.h"
#include "gdcmExplicitDataElement.h"
#include "gdcmSwapper.h"
#include "gdcmPrinter.h"
#include <iostream>

```

```

#include <fstream>
#include <vector>
#include <assert.h>
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();
    gdcm::CSAHeader csa;
    const gdcm::PrivateTag &t1 = csa.GetCSAImageHeaderInfoTag();
    if( !ds.FindDataElement( t1 ) ) return 1;
    csa.LoadFromDataElement( ds.GetDataElement( t1 ) );
    //const char name[] = "MRDiffusion";
    const char name[] = "MR_AS_L";
    if( csa.FindCSAElementByName( name ) )
    {
        const gdcm::CSAElement &el = csa.GetCSAElementByName( name );
        const gdcm::ByteValue* bv = el.GetByteValue();
        std::string str( bv->GetPointer(), bv->GetLength() );
        str.erase( std::remove( str.begin(), str.end(), '\n' ), str.end() );
        size_t dl = gdcm::Base64::GetDecodeLength( str.c_str(), str.size() );
        std::vector<char> buf;
        buf.resize( dl );
        size_t dl2 = gdcm::Base64::Decode( &buf[0], buf.size(), str.c_str(), str.size() );
        (void)dl2;
        std::stringstream ss;
        ss.str( std::string( &buf[0], buf.size() ) );
        gdcm::File file;
        gdcm::DataSet &ds2 = file.GetDataSet();
        gdcm::DataElement xde;
        try
        {
            while( xde.Read<gdcm::ExplicitDataElement, gdcm::SwapperNoOp>( ss ) )
            {
                ds2.Insert( xde );
            }
            assert( ss.eof() );
        }
        catch( std::exception & )
        {
            return 1;
        }
        gdcm::Printer p;
        p.SetFile( file );
        p.Print( std::cout );
    }
    return 0;
}

```

## 12.55 DumpToSQLITE3.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
* 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 "gdcmScanner.h"
#include "gdcmDirectory.h"
#include "gdcmTag.h"
#include "gdcmTrace.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(nullptr);
    gdcm::Trace::SetDebug( false );
    gdcm::Trace::SetWarning( false );
    const char *inputdirectory = argv[1];
    gdcm::Directory d;
    unsigned int nfiles = d.Load( inputdirectory, true);
    gdcm::Scanner s;
    using gdcm::Tag;
    s.AddTag( Tag(0x20,0xd) ); // Study Instance UID
    s.AddTag( Tag(0x20,0xe) ); // Series Instance UID
    bool b0 = s.Scan( d.GetFileNames() );
    if( !b0 ) return 1;
    time_t time_scanner = time(nullptr);
    std::cout << "Finished loading data from : " << nfiles << " files" << std::endl;
    // MappingType const &mappings = s.GetMappings();
    sqlite3* db;
    sqlite3_open("../dicom.db", &db);
    if(db == nullptr)
    {
        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, nullptr, nullptr, &errmsg);
    if(ret != SQLITE_OK)
    {
        printf("Error in statement: %s [%s].\n", sql_stmt, errmsg);
        return 1;
    }
    using gdcm::Directory;
    using gdcm::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,
        nullptr // 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,

```

```

        (int)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(nullptr);
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;
}

```

## 12.56 DumpToshibaDTI.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * https://groups.google.com/d/msg/comp.protocols.dicom/7IaIkT0ZG5U/k7LPu81VvAMJ
 */
#include "gdcmReader.h"
#include "gdcmPrivateTag.h"
#include "gdcmPrinter.h"
#include "gdcmDictPrinter.h"
#include <iostream>
#include <fstream>
#include <vector>
#include <assert.h>
static bool DumpToshibaDTI( const char * input, size_t len )
{
    static int i = 0;
    ++i;
    if( len % 2 ) return false;
    std::vector<char> copy( input, input + len );
    std::reverse( copy.begin(), copy.end() );
    #if 0
        std::ostringstream f;
        f << "debug" << i;
        std::ofstream of( f.str().c_str(), std::ios::binary );
        of.write( &copy[0], copy.size() );
        of.close();
    #else
        std::istringstream is;
        std::string dup( &copy[0], copy.size() );
        is.str( dup );
        gdcm::File file;
        gdcm::FileMetaInformation & fmi = file.GetHeader();
        fmi.SetDataSetTransferSyntax( gdcm::TransferSyntax::ExplicitVRLittleEndian );
        gdcm::DataSet & ds = file.GetDataSet();
        ds.Read<gdcm::ExplicitDataElement, gdcm::SwapperNoOp>( is );
        //gdcm::DictPrinter p;
        gdcm::Printer p;
        p.SetFile( file );
        p.SetColor( true );
        p.Print( std::cout );
    #endif
}

```

```

    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();
    // (0029,0010) ?? (LO) [PMTF INFORMATION DATA ] # 22,1 Private Creator
    // (0029,1001) ?? (SQ) (Sequence with undefined length) # u/1,1 ?
    const gdcm::PrivateTag tpmtf(0x0029,0x1,"PMTF INFORMATION DATA");
    if( !ds.FindDataElement( tpmtf ) ) return 1;
    const gdcm::DataElement& pmtf = ds.GetDataElement( tpmtf );
    if ( pmtf.IsEmpty() ) return 1;
    gdcm::SmartPointer<gdcm::SequenceOfItems> seq = pmtf.GetValueAsSQ();
    if ( !seq || !seq->GetNumberOfItems() ) return 1;
    size_t n = seq->GetNumberOfItems();
    for( size_t i = 1; i <= n; ++i )
    {
        gdcm::Item &item = seq->GetItem(i);
        gdcm::DataSet &subds = item.GetNestedDataSet();
        // (0029,0010) ?? (LO) [PMTF INFORMATION DATA ] # 22,1 Private Creator
        // (0029,1090) ?? (OB) 00\05\00\13\00\12\00\22\ # 202,1 ?
        const gdcm::PrivateTag tseq(0x0029,0x90,"PMTF INFORMATION DATA");
        if( subds.FindDataElement( tseq ) )
        {
            const gdcm::DataElement &de = subds.GetDataElement( tseq );
            const gdcm::ByteValue *bv = de.GetByteValue();
            if( !bv ) return 1;
            bool b = DumpToshibaDTI( bv->GetPointer(), bv->GetLength() );
            if( !b ) return 1;
        }
    }
    return 0;
}

```

## 12.57 DumpToshibaDTI2.cxx

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/

```

```

/*

```

```

*

```

```

    https://gazelle.ihe.net/EVSCClient/dicomResult.seam;jsessionId=x+Rf9Zs+ip49P+jC3L8SLZb8?oid=1.3.6.1.4.1.12559.11.1.2.1.4.16

```

```

*/

```

```

#include "gdcmReader.h"

```

```

#include "gdcmPrivateTag.h"

```

```

#include "gdcmPrinter.h"

```

```

#include "gdcmDictPrinter.h"

```

```

#include <iostream>

```

```

#include <fstream>

```

```

#include <vector>

```

```

#include <assert.h>

```

```

static bool DumpToshibaDTI2( const char * input, size_t len )

```

```

{

```

```

    static int i = 0;

```

```

    ++i;

```

```

    if( len % 2 ) return false;

```

```

    std::vector<char> copy( input, input + len );

```

```

    std::reverse( copy.begin(), copy.end() );

```

```

    #if 0

```

```

std::ostream f;
f << "debug" << i;
std::ofstream of( f.str().c_str(), std::ios::binary );
of.write( &copy[0], copy.size() );
of.close();
#else
std::istream is;
std::string dup( &copy[0], copy.size() );
is.str( dup );
gdcm::File file;
gdcm::FileMetaInformation & fmi = file.GetHeader();
fmi.SetDataSetTransferSyntax( gdcm::TransferSyntax::ExplicitVRLittleEndian );
gdcm::DataSet & ds = file.GetDataSet();
ds.Read<gdcm::ExplicitDataElement, gdcm::SwapperNoOp>( is );
//gdcm::DictPrinter p;
gdcm::Printer p;
p.SetFile( file );
p.SetColor( true );
p.Print( std::cout );
#endif
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();
    /*
(0029,1001) SQ (Sequence with explicit length #=6)          # 18746, 1 Unknown Tag & Data
(fffe,e000) na (Item with explicit length #=2)              # 206, 1 Item
(0029,0010) LO [TOSHIBA_MEC_MR3]                            # 16, 1 PrivateCreator
(0029,1090) OB 00\07\00\06\00\05\00\04\00\03\00\02\00\0c\00\01\00\00\00\00\00\12... # 170, 1 Unknown Tag & Data
(fffe,e00d) na (ItemDelimitationItem for re-encoding)      # 0, 0 ItemDelimitationItem
(fffe,e000) na (Item with explicit length #=2)              # 866, 1 Item
(0029,0010) LO [TOSHIBA_MEC_MR3]                            # 16, 1 PrivateCreator
(0029,1090) OB 45\4e\49\50\53\4c\20\52\41\5c\45\4e\49\50\53\4c\54\5c\52\45\53\55... # 830, 1 Unknown Tag & Data
[...]
(0029,1002) SQ (Sequence with explicit length #=1)          # 120, 1 Unknown Tag & Data
(fffe,e000) na (Item with explicit length #=2)              # 112, 1 Item
(0029,0010) LO [TOSHIBA_MEC_MR3]                            # 16, 1 PrivateCreator
(0029,1090) OB 00\10\00\02\53\55\10\80\70\0d\30\31\5e\33\52\4d\5f\43\45\4d\5f\41... # 76, 1 Unknown Tag & Data
(fffe,e00d) na (ItemDelimitationItem for re-encoding)      # 0, 0 ItemDelimitationItem
*/
    const gdcm::PrivateTag tmecmr3(0x0029,0x1,"TOSHIBA_MEC_MR3");
    if( !ds.FindDataElement( tmecmr3 ) ) return 1;
    const gdcm::DataElement& mecmr3 = ds.GetDataElement( tmecmr3 );
    if ( mecmr3.IsEmpty() ) return 1;
    gdcm::SmartPointer<gdcm::SequenceOfItems> seq = mecmr3.GetValueAsSQ();
    if ( !seq || !seq->GetNumberOfItems() ) return 1;
    size_t n = seq->GetNumberOfItems();
    for( size_t i = 1; i <= n; ++i )
    {
        gdcm::Item &item = seq->GetItem(i);
        gdcm::DataSet &subds = item.GetNestedDataSet();
        const gdcm::PrivateTag tseq(0x0029,0x90,"TOSHIBA_MEC_MR3");
        if( subds.FindDataElement( tseq ) )
        {
            const gdcm::DataElement &de = subds.GetDataElement( tseq );
            const gdcm::ByteValue *bv = de.GetByteValue();
            if( !bv ) return 1;
            bool b = DumpToshibaDTI2( bv->GetPointer(), bv->GetLength() );
            if( !b ) return 1;
        }
    }
    return 0;
}

```

## 12.58 DumpVisusChange.cxx

```

/*=====

```



Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
#include "gdcmReader.h"
#include "gdcmDirectory.h"
#include "gdcmStringFilter.h"
#include <vector>
#include <algorithm>
/*
*/
static bool process( std::vector<gdcm::DataElement> & ms, const char * filename)
{
    using namespace gdcm;
    Tag pd(0x7fe0,0x0000);
    std::set<gdcm::Tag> skiptags;
    skiptags.insert( pd );
    gdcm::Reader reader;
    reader.SetFileName( filename );
    if( !reader.ReadUpToTag( pd, skiptags ) )
    {
        std::cerr << "Failure to read: " << filename << std::endl;
        return false;
    }
    gdcm::File &file = reader.GetFile();
    gdcm::DataSet &ds1 = file.GetDataSet();
    const gdcm::PrivateTag tseq1(0x5533,0x33,"Visus Change");
    if( !ds1.FindDataElement( tseq1 ) ) return true;
    const gdcm::DataElement& seq1 = ds1.GetDataElement( tseq1 );
    SmartPointer<SequenceOfItems> sq1 = seq1.GetValueAsSQ();
    const size_t nitems = sq1->GetNumberOfItems();
    for( size_t item = 1; item < nitems; ++item )
    {
        Item &item1 = sq1->GetItem(item);
        DataSet &ds2 = item1.GetNestedDataSet();
        for(DataSet::ConstIterator it = ds2.Begin(); it != ds2.End(); ++it )
        {
            DataElement const & de = *it;
            // cannot simply use std::set here, see there is a discrepancy in between
            // operator== and operator<.
            // So only use operator== here:
            std::vector<DataElement>::iterator vit = std::find(ms.begin(), ms.end(), de);
            if( vit == ms.end() )
                ms.push_back(de);
        }
    }
    return true;
}

int main(int argc, char *argv[])
{
    bool usefastpath = true;
    if( argc < 2 ) return 1;
    using namespace gdcm;
    const char *filename = argv[1];
    gdcm::Directory::FilenamesType filenames;
    if( !gdcm::System::FileExists(filename) )
    {
        std::cerr << "Could not find file: " << filename << std::endl;
        return 1;
    }
    gdcm::Directory dir;
    if( gdcm::System::FileIsDirectory(filename) )
    {
        unsigned int nfiles = dir.Load(filename, false);
        if( nfiles == 0 )
        {
            std::cerr << "Could not find files: " << filename << std::endl;
            return 1;
        }
        filenames = dir.GetFilesNames();
    }
    else
    {

```

```

    filenames.push_back( filename );
}
gdcmm::StringFilter sf;
Tag pd(0x7fe0,0x0000);
std::set<gdcmm::Tag> skiptags;
skiptags.insert( pd );
gdcmm::Reader reader;
reader.SetFileName( filenames[0].c_str() );
if( !reader.ReadUpToTag( pd, skiptags ) )
{
    std::cerr << "Could not read file: " << filename << std::endl;
    return 1;
}
gdcmm::File &file = reader.GetFile();
sf.SetFile(file);
if( usefastpath ) {
    // Heuristic, assume if private tag cannot be found in first file, skip the directory
    gdcmm::DataSet &ds1 = file.GetDataSet();
    const gdcmm::PrivateTag tseq1(0x5533,0x33,"Visus Change");
    if( !ds1.FindDataElement( tseq1 ) ){
        std::cerr << "Could not find private tag in first file skipping whole directory: " << filename << std::endl;
        return 0;
    }
}
std::vector<DataElement> ms;
for(gdcmm::Directory::FileNamesType::const_iterator cit = filenames.begin(); cit != filenames.end(); ++cit )
{
    if( !process(ms, cit->c_str()) ) {
        return 1;
    }
}
if( !ms.empty() ) {
    std::sort(ms.begin(), ms.end());
    std::cout << filename << ",\n";
    for(std::vector<DataElement>::const_iterator it = ms.begin(); it != ms.end(); ++it )
    {
        DataElement const & de = *it;
        std::string const & s = sf.ToString( de );
        std::cout << de.GetTag() << " " << s << std::endl;
    }
    std::cout << "\n" << std::endl;
}
return 0;
}

```

## 12.59 DuplicatePCDE.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcmm.sourceforge.net/Copyright.html for details.

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.

=====*/
#include "gdcmmReader.h"
#include "gdcmmWriter.h"
#include "gdcmmItem.h"
#include "gdcmmImageReader.h"
#include "gdcmmSequenceOfItems.h"
#include "gdcmmFile.h"
#include "gdcmmTag.h"
/*
Usage:
DuplicatePCDE gdcmmData/D_CLUNIE_CT1_J2KI.dcm out.dcm

aka:
medical.nema.org/medical/dicom/DataSets/WG04/IMAGES/J2KI/CT1_J2KI

See:
gdcmmConformanceTests/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( (uint16_t)(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:
                gdcm::ByteValue *dupbv = new gdcm::ByteValue( bv->GetPointer(),
                    bv->GetLength() );
                // Let's recognize the duplicated ASCII-type elements:
                if( duplicate.GetVR() & gdcm::VR::VRASCII )
                {
                    dupbv->Fill( 'X' );
                    duplicate.SetValue( *dupbv );
                }
            }
            dup.Insert( duplicate );
        }
        start = t;
        // move to next possible 'public' element
        start.SetElement( (uint16_t)(start.GetElement() + 1) );
    }
    gdcm::DataSet::ConstIterator it = dup.Begin();
    for( ; it != dup.End(); ++it )
    {
        ds.Insert( *it );
    }
    gdcm::Writer w;
    w.SetFile( file );
    w.SetFileName( outfile );
    if ( !w.Write() )
    {
        return 1;
    }
    return 0;
}

```





```

if( argc < 3 ) return 1;
inputdir = argv[1];
outputdir = argv[2];
// input_sopclassuid -> Use original SOP Class UID from input DICOM (Default).
// grayscale_secondary_sopclassuid -> Use Grayscale Secondary Image Storage SOP Class UID.
if( argc >= 3 )
{
    input_sopclassuid = false;
    if( strcmp("input_sopclassuid", argv[3]) == 0 )
        input_sopclassuid = true;
    else if ( strcmp("grayscale_secondary_sopclassuid", argv[3]) == 0 ) {
        grayscale_secondary_sopclassuid = true;
    }
}
//
gdcm::EmptyMaskGenerator emg;
if( input_sopclassuid )
    emg.SetSOPClassUIDMode( gdcm::EmptyMaskGenerator::UseOriginalSOPClassUID );
else if( grayscale_secondary_sopclassuid )
    emg.SetSOPClassUIDMode( gdcm::EmptyMaskGenerator::UseGrayscaleSecondaryImageStorage );
emg.SetInputDirectory( inputdir.c_str() );
emg.SetOutputDirectory( outputdir.c_str() );
if( !emg.Execute() )
{
    return 1;
}
return 0;
}

```

## 12.62 EncapsulateFileInRawData.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#include "gdcmAnonymizer.h"
#include "gdcmWriter.h"
#include "gdcmUIDGenerator.h"
#include "gdcmFile.h"
#include "gdcmTag.h"
#include "gdcmSystem.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/gdcm-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( !gdcm::System::FileExists( filename ) ) return 1;
    size_t s = gdcm::System::FileSize(filename);
    if( !s ) return 1;
    magic_t cookie = magic_open(MAGIC_NONE);
    const char * file_type = magic_file(cookie, filename);
    if( !file_type ) return 1;

```

```

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;
}

```

## 12.63 ExtractEncryptedContent.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#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 &nestedds = item.GetNestedDataSet();
    if( ! nestedds.FindDataElement( gdcm::Tag( 0x0400,0x0520 ) ) ) return 1;
    const gdcm::DataElement &EncryptedContent = nestedds.GetDataElement( gdcm::Tag( 0x0400,0x0520 ) );
    const gdcm::ByteValue *bv = EncryptedContent.GetByteValue();
    std::ofstream of( outfilename, std::ios::binary );
    of.write( bv->GetPointer(), bv->GetLength() );
    of.close();
    return 0;
}

```



## 12.64 ExtractIconFromFile.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 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 b;
}

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", std::ios::binary );
            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;
}

```

## 12.65 Extracting\_All\_Resolution.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 work was realised during the GSOC 2011 by Manoj Alwani
#include <fstream>
#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 "gdcm_openjpeg.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"
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, std::ios::binary );
    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 */
    // gdcmData/ELSCINT1_JP2vsJ2K.dcm
    // gdcmData/MAROTECH_CT_JP2Lossy.dcm
    //gdcmWarningMacro( "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);
    //gdcmErrorMacro( "opj_decode failed" );
    return 1;
}

    opj_cp_t * cp = ((opj_jp2_t*)dinfo->jp2_handle)->j2k->cp;
    opj_tcp_t *tcp = &cp->tcps[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->tcps->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++)
    {
        opj_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;
        }
    }
    gdcmm::Writer w;
    gdcmm::File &file = w.GetFile();
    gdcmm::DataSet &ds = file.GetDataSet();
    file.GetHeader().SetDataSetTransferSyntax( gdcmm::TransferSyntax::ExplicitVRLittleEndian );
    gdcmm::UIDGenerator uid;
    gdcmm::DataElement de( gdcmm::Tag(0x8,0x18) ); // SOP Instance UID
    de.SetVR( gdcmm::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::CTImageStorage );
    del.SetByteValue( ms.GetString(), strlen(ms.GetString()) );
    ds.Insert( del );
    const char mystr[] = "MONOCHROME2 ";
    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 = {image->comps[0].w};
    //row.SetValue(512);
    ds.Insert( row.GetAsDataElement() );
    // w.SetCheckFileMetaInformation( true );
    gdcmm::Attribute<0x0028,0x0011> col = {image->comps[0].h};
    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 = {image->numcomps};
    ds.Insert( at1.GetAsDataElement() );
    gdcmm::Attribute<0x0028,0x0101> at2 = {8};
    ds.Insert( at2.GetAsDataElement() );
    gdcmm::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;
            gdcmm::Element<gdcmm::VR::IS,gdcmm::VM::VM1> el2;
            el2.SetValue(i+1);
            gdcmm::DataElement rfn = el2.GetAsDataElement(); //ulr --> upper left row
            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(col,0);
            el1.SetValue(row,1);
            gdcmm::DataElement brr = el1.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::Writer w1;
    gdcmm::File &file1 = w1.GetFile();
    gdcmm::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 ms1( gdcm::MediaStorage::VLWholeSlideMicroscopyImageStorage );
deb.SetByteValue( ms1.GetString(), strlen(ms1.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<<"\nabletoread";
// 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 = 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, theBufferSize1);
    of.flush();
    assert( of );
    return 0;
}

```

## 12.66 Fake\_Image\_Using\_Stream\_Image\_Writer.cxx

/\*=====

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre  
 All rights reserved.  
 See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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 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 );
        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[] = "RGB";
        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 = {256};
        //row.SetValue(512);
        ds.Insert( row.GetAsDataElement() );
        // w.SetCheckFileMetaInformation( true );
        gdcm::Attribute<0x0028,0x0011> col = {256};
        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 = {3}; //bits per pixel
        ds.Insert( at1.GetAsDataElement() );
        gdcm::Attribute<0x0028,0x0101> at2 = {8};
        ds.Insert( at2.GetAsDataElement() );
        gdcm::Attribute<0x0028,0x0102> at3 = {7};
        ds.Insert( at3.GetAsDataElement() );
        gdcm::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> ell;
ell.SetValue(col1,0);
ell.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<<"\nbletoread";
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 << "\n" << "able 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 = 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, theBufferSize1);
of.flush();
assert( of );
return 0;
}

```

## 12.67 FixBrokenJ2K.cxx

/\*=====

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

=====\*/

```

#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmImageReader.h"
#include "gdcmSequenceOfFragments.h"
#include "gdcmFile.h"
// http://www.lost.in.ua/dicom/c.dcm
//
// -> BuggyJ2Kvvua-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".
* Information found in DICOM file is:
*
* (0008,0070) LO [ZAO "Renthenprom" (JSC Rentgenprom) ]          # 36,1 Manufacturer
* (0018,1020) LO [2.13.1.7]                                       # 8,1-n Software Version(s)
*
*/
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;
    }
    gdcmm::File &file = reader.GetFile();
    const gdcmm::DataElement &pixeldata0 = file.GetDataSet().GetDataElement( gdcmm::Tag(0x7fe0,0x0010) );
    const gdcmm::SequenceOfFragments *sqf = pixeldata0.GetSequenceOfFragments();
    if( !sqf )
    {
        return 1;
    }
    const gdcmm::Fragment &frag0 = sqf->GetFragment(0);
    gdcmm::ByteValue *bv = const_cast<gdcmm::ByteValue*>(frag0.GetByteValue());
    char *ptr = (char*)bv->GetVoidPointer();
    size_t len = bv->GetLength();
    static const unsigned char sig[] = {0,0,0,0,0x6A,0x70,0x32,0x63};
    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;
    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:
            gdcmm::DataElement pixeldata( gdcmm::Tag(0x7fe0,0x0010) );
            pixeldata.SetVR( gdcmm::VR::OB );
            gdcmm::SmartPointer<gdcmm::SequenceOfFragments> sq = new gdcmm::SequenceOfFragments;
            gdcmm::Fragment frag;
            // remove 8 first bytes:
            frag.SetByteValue( ptr + 8, (uint32_t)(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;
    }
    gdcmm::Writer writer;
    writer.SetFile( reader.GetFile() );
    writer.SetFileName( outfilename );
    writer.CheckFileMetaInformationOff();
    if( !writer.Write() )
    {
        std::cerr << "Could not write" << std::endl;
    }
    // paranoid check:
    gdcmm::ImageReader ireader;
    ireader.SetFileName( outfilename );
    if( !ireader.Read() )
    {
        std::cerr << "file written is still not valid, please report" << std::endl;
        return 1;
    }
    return 0;
}

```

## 12.68 FixJAIBugJPEGLS.cxx

```

/*=====

```

```

Program:  GDCM (Grassroots DICOM). A DICOM library

```

Copyright (c) 2006-2011 Mathieu Malaterre  
 All rights reserved.  
 See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
#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 --jpegls' 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<unsigned char> 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 unsigned char* pbyteCompressed0 = (const unsigned char*)buffer;
while( totalLen > 0 && pbyteCompressed0[totalLen-1] != 0xd9 )
{
    totalLen--;
}
JlsParameters metadata;
char errorMsg[256+1]={'\0'};
if (JpegLsReadHeader(buffer, totalLen, &metadata, errorMsg) != charls::ApiResult::OK)
{
    std::cerr << "Cant parse jpegls: " << errorMsg << std::endl;
    return 1;
}
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 = nullptr;
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);
#if 0
std::ofstream of( "tmp/d.jls", std::ios::binary );
of.write( &vbuffer[0], vbuffer.size() );
of.close();

```

```

#endif
const char *pbyteCompressed = &vbuffer[0];
size_t cbyteCompressed = vbuffer.size(); // updated legnth
JlsParameters params;
JpegLsReadHeader(pbyteCompressed, cbyteCompressed, &params, nullptr);
std::vector<unsigned char> rgbyteOut;
//rgbyteOut.resize( image.GetBufferLength() );
rgbyteOut.resize(params.height *params.width * ((params.bitsPerSample + 7)
/ 8) * params.components);
CharlsApiResultType result =
JpegLsDecode(&rgbyteOut[0], rgbyteOut.size(), pbyteCompressed, cbyteCompressed, &params, errorMsg );
if (result != charls::ApiResult::OK)
{
    std::cerr << "Could not patch JAI-JPEGLS: " << errorMsg << std::endl;
    return 1;
}
rgbyteOutall.insert( rgbyteOutall.end(), rgbyteOut.begin(), rgbyteOut.end() );
}
gdcm::DataElement pixeldata( gdcm::Tag(0x7fe0,0x0010) );
pixeldata.SetVR( gdcm::VR::OW );
pixeldata.SetByteValue( (char*)&rgbyteOutall[0], (uint32_t)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;
}

```

## 12.69 FixOrientation.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmFile.h"
#include "gdcmOrientation.h"
#include "gdcmAttribute.h"
// Very simple orientation changer, fix invalid dataset
int main(int argc, char* argv[] )
{
    // assume AXIAL input for now
    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;
    }
    const double axial[] = { 1,0,0, 0,1,0 };
    (void)axial;
    const double coronal[] = { 0,0,1, 1,0,0 };
    (void)coronal;
    const double sagittal[] = { 0,1,0, 0,0,1 };
    (void)sagittal;
    gdcm::Attribute<0x0020,0x0032> at1; // IPP

```

```

(void)at1;
gdcmm::Attribute<0x0020,0x0037> at2; // IOP
(void)at2;
gdcmm::File & f = reader.GetFile();
gdcmm::DataSet & ds = f.GetDataSet();
at1.SetFromDataSet( ds );
#ifdef 0
at2.SetFromDataSet( ds );
const double * iop = at2.GetValues();
if( !std::equal(iop, iop + 6, axial ) )
{
    gdcmm::Orientation::OrientationType type = gdcmm::Orientation::GetType ( iop );
    std::cerr << "Wrong orientation: " << gdcmm::Orientation::GetLabel( type ) << std::endl;
    return 1;
}
at2.SetValues( sagittal );
ds.Replace( at2.GetAsDataElement() );
#endif
// for sagittal: swap element 0 & 2
const double tmp0 = at1.GetValue(0);
const double tmp2 = at1.GetValue(2);
(void)tmp2;
//at1.SetValue(tmp2, 0);
//at1.SetValue(tmp0, 2);
at1.SetValue( - tmp0 );
ds.Replace( at1.GetAsDataElement() );
gdcmm::Writer writer;
writer.SetFile( f );
writer.SetFileName( outfilename );
if ( !writer.Write() )
{
    return 1;
}
return 0;
}

```

## 12.70 GenAllVR.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcmm.sourceforge.net/Copyright.html for details.

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.

=====*/
#include "gdcmmReader.h"
#include "gdcmmGlobal.h"
#include "gdcmmDummyValueGenerator.h"
#include "gdcmmMediaStorage.h"
#include "gdcmmWriter.h"
#include "gdcmmItem.h"
#include "gdcmmImageReader.h"
#include "gdcmmSequenceOfItems.h"
#include "gdcmmFile.h"
#include "gdcmmTag.h"
#include "gdcmmDict.h"
#include "gdcmmDictEntry.h"
#include "gdcmmDicts.h"
#include "gdcmmTransferSyntax.h"
#include "gdcmmUIDGenerator.h"
#include "gdcmmFileExplicitFilter.h"
#include <cstdlib>
#include <cstring>
gdcmm::Tag FindTagFromVR(gdcmm::Dict const &dict, gdcmm::VR const &vr)
{
    using gdcmm::Dict;
    Dict::ConstIterator beg = dict.Begin();
    Dict::ConstIterator end = dict.End();
    Dict::ConstIterator it;
    for( it = beg; it != end; ++it)
    {

```

```

    const gdcmm::Tag &t = it->first;
    const gdcmm::DictEntry &de = it->second;
    const gdcmm::VR &vr_de = de.GetVR();
    if( vr == vr_de && !de.GetRetired() && t.GetGroup() >= 0x8 )
    {
        return t;
    }
}
return gdcmm::Tag(0xffff,0xffff);
}
struct rnd_gen {
    rnd_gen(char const* r = "abcdefghijklmnopqrstuvwxyz0123456789")
        : range(r), len(std::strlen(r)) { }
    char operator () ()const {
        return range[static_cast<std::size_t>(std::rand() * (1.0 / ((double)RAND_MAX + 1.0 )) * (double)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 gdcmm::Global &g = gdcmm::Global::GetInstance();
    static const gdcmm::Dicts &dicts = g.GetDicts();
    static const gdcmm::Dict &pubdict = dicts.GetPublicDict();
    using gdcmm::VR;
    using gdcmm::Tag;
    gdcmm::Writer w;
    gdcmm::File &f = w.GetFile();
    gdcmm::DataSet &ds = f.GetDataSet();
    gdcmm::FileExplicitFilter fef;
    //fef.SetChangePrivateTags( true );
    fef.SetFile( w.GetFile() );
    if( !fef.Change() )
    {
        std::cerr << "Failed to change" << std::endl;
        return 1;
    }
    gdcmm::SmartPointer<gdcmm::SequenceOfItems> sq = new gdcmm::SequenceOfItems();
    sq->SetLengthToUndefined();
    // gdcmm::DummyValueGenerator dvg;
    const std::size_t len = 10;
    char ss[len+1];
    ss[len] = '\0';
    const char owner_str[] = "GDCM CONFORMANCE TESTS";
    gdcmm::DataElement owner( gdcmm::Tag(0x4d4d, 0x10) );
    owner.SetByteValue(owner_str, (uint32_t)strlen(owner_str));
    owner.SetVR( gdcmm::VR::LO );
    // Create an item
    gdcmm::Item it;
    it.SetVLToUndefined();
    gdcmm::DataSet &nds = it.GetNestedDataSet();
    // nds.Insert(owner);
    // nds.Insert(de);
    // Insert sequence into data set
    gdcmm::DataElement des( gdcmm::Tag(0x4d4d, 0x1001) );
    des.SetVR(gdcmm::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)(1LL << 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, (uint32_t)std::strlen( ss ) );

```

```

        nds.Insert( de );
    }
}
sq->AddItem(it);
// 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, (uint32_t)strlen(u) );
ds.Insert( de );
de.SetTag( Tag(0x8,0x16) ); // SOP Class UID
de.SetVR( VR::UI );
gdcM::MediaStorage ms( gdcM::MediaStorage::RawDataStorage );
de.SetByteValue( ms.GetString(), (uint32_t)strlen(ms.GetString()) );
ds.Insert( de );
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;
}

```

## 12.71 GenFakeIdentifyFile.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcM.sourceforge.net/Copyright.html for details.

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.

=====*/
#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, (uint32_t)strlen(str) );
    else
        de.SetByteValue( safe, (uint32_t)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, (uint32_t)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(), (uint32_t)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;
}

```

## 12.72 GenLongSeqs.cxx

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
#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 were 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, (uint32_t)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( outfile );
if( !w.Write() )
{
    return 1;
}
return 0;
}

```

## 12.73 GenSeqs.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#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, (uint32_t)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;
}

```

## 12.74 GenerateStandardSOPClasses.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
*/
#include "gdcmDefs.h"
#include "gdcmUIDs.h"
#include "gdcmGlobal.h"
#include "gdcmMediaStorage.h"
#include "gdcmSOPClassUIDToIOD.h"
int main(int , char *[])
{
    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;
}

```

## 12.75 GetJPEGSamplePrecision.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 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, std::ios::binary);
    gdcm::PixelFormat pf ( gdcm::PixelFormat::UINT8 ); // let's pretend it's a 8bits jpeg
    jpeg.SetPixelFormat( pf );
    gdcm::TransferSyntax ts_jpeg;
    bool b = jpeg.GetHeaderInfo( is, ts_jpeg );

```

```

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;
}

```

## 12.76 GetSequenceUltrasound.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#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 = nestedds.GetDataElement( tX0 );
    const gdcm::DataElement& deY0 = nestedds.GetDataElement( tY0 );
    const gdcm::DataElement& deX1 = nestedds.GetDataElement( tX1 );
    const gdcm::DataElement& deY1 = nestedds.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;
}

```

## 12.77 GetSubSequenceData.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#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();
    size_t ni3 = sqi3->GetNumberOfItems(); (void)ni3;
    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();
    size_t ni6 = sqi6->GetNumberOfItems();
    assert( sqi6->GetNumberOfItems() >= 1 );
    const PrivateTag tseq7(0x7fel,0x86,"GEMS_Ultrasound_MovieGroup_001");
    int dimx = 0, dimy = 0;
    for( size_t 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(0x7fel,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();
    size_t ni4 = sqi4->GetNumberOfItems();
    assert( sqi4->GetNumberOfItems() >= 1 );
    const PrivateTag tseq8(0x7fel,0x37,"GEMS_Ultrasound_MovieGroup_001");
    const PrivateTag tseq4(0x7fel,0x43,"GEMS_Ultrasound_MovieGroup_001");
    const PrivateTag tseq5(0x7fel,0x60,"GEMS_Ultrasound_MovieGroup_001");
    std::vector<char> imbuffer;
    int dimz = 0;
    for( size_t 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();
(void)bv4;
#if 0
{
    std::ofstream out( "/tmp/mo4", std::ios::binary );
    out.write( bv4->GetPointer(), bv4->GetLength());
    out.close();
}
#endif
const ByteValue *bv5 = seq5.GetByteValue();
#if 0
{
    std::ofstream out( "/tmp/mo5", std::ios::binary );
    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], (uint32_t)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();
(void)l1;
size_t l2 = im->GetBufferLength();
(void)l2;
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, (uint32_t)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(), (uint32_t)strlen(ms.GetString()) );
dataset.Replace( de ); // replace !
w.SetFileName( "outvid.dcm" );
if( !w.Write() )
{
    return 1;
}
return 0;
}

```

## 12.78 HelloVizWorld.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

```

All rights reserved.  
See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
/*
 * 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;
}

```

## 12.79 HelloWorld.cxx

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre  
 All rights reserved.  
 See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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 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];
    // Instantiate 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.
 */

```

## 12.80 LargeVRDSExplicit.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

```

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.

```

=====*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmAttribute.h"
#include "gdcmFileExplicitFilter.h"
#include "gdcmSequenceOfItems.h"
bool interpolate(const double * pts, size_t npts, std::vector<double> &out )
{
    out.clear();
    for(size_t i = 0; i < 2*npts; ++i )
    {
        const size_t 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/1, 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

```

```

gdcmm::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
gdcmm::Tag tcontourdata(0x3006,0x0050);
const gdcmm::DataElement & contourdata = nestedds2.GetDataElement( tcontourdata );
//std::cout << contourdata << std::endl;
//const gdcmm::ByteValue *bv = contourdata.GetByteValue();
gdcmm::Attribute<0x3006,0x0046> ncontourpoints;
ncontourpoints.Set( nestedds2 );
gdcmm::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 );
gdcmm::Attribute<0x3006,0x0050> at_interpolate;
at_interpolate.SetNumberOfValues( (unsigned int)(out.size() / 3) );
at_interpolate.SetValues( &out[0], (uint32_t)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
gdcmm::TransferSyntax ts = gdcmm::TransferSyntax::ImplicitVRLittleEndian;
ts = gdcmm::TransferSyntax::ExplicitVRLittleEndian;
gdcmm::FileMetaInformation &fmi = file.GetHeader();
const char *tsuid = gdcmm::TransferSyntax::GetTSString( ts );
// const char * is ok since padding is \0 anyway...
gdcmm::DataElement de( gdcmm::Tag(0x0002,0x0010) );
de.SetByteValue( tsuid, (uint32_t)strlen(tsuid) );
de.SetVR( gdcmm::Attribute<0x0002, 0x0010>::GetVR() );
fmi.Replace( de );
fmi.Remove( gdcmm::Tag(0x0002,0x0012) ); // will be regenerated
fmi.Remove( gdcmm::Tag(0x0002,0x0013) ); // ' ' ' '
fmi.SetDataSetTransferSyntax(ts);
gdcmm::Writer w;
w.SetFile( file );
w.SetFileName( outfilename );
if ( !w.Write() )
{
    return 1;
}
return 0;
}

```

## 12.81 MakeTemplate.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcmm.sourceforge.net/Copyright.html for details.

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.

=====*/
#include "gdcmmFileAnonymizer.h"
#include "gdcmmReader.h"
#include "gdcmmWriter.h"
int main(int argc, char *argv[])
{

```

```

if( argc < 3 ) return 1;
const char* filename = argv[1];
const char* outfilename = argv[2];
//gdcm::Trace::DebugOn();
// Remove Pixel Data element:
gdcm::FileAnonymizer fa;
fa.SetInputFileName( filename );
fa.SetOutputFileName( outfilename );
fa.Empty( gdcm::Tag(0x7fe0,0x10) );
// cannot replace in-place DICOM header:
//fa.Replace( gdcm::Tag(0x2,0x2), "1.2.840.10008.5.1.4.1.1.7" );
if( !fa.Write() )
{
    std::cerr << "impossible to remove Pixel Data attribute" << std::endl;
    return 1;
}
// Update the DICOM Header:
gdcm::Reader reader;
reader.SetFileName( outfilename );
if( !reader.Read() )
{
    std::cerr << "could not read back" << std::endl;
    return 1;
}
gdcm::File & file = reader.GetFile();
gdcm::FileMetaInformation &fmi = file.GetHeader();
gdcm::TransferSyntax ts = gdcm::TransferSyntax::ImplicitVRLittleEndian;
ts = gdcm::TransferSyntax::ExplicitVRLittleEndian;
fmi.SetDataSetTransferSyntax(ts);
gdcm::Writer writer;
writer.SetFile( file );
writer.SetFileName( outfilename ); // warning overwrite file !
if( !writer.Write() )
{
    std::cerr << "could not write back" << std::endl;
    return 1;
}
return 0;
}

```

## 12.82 MergeTwoFiles.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 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 and 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;
}

```

## 12.83 MrProtocol.cxx

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/

```

```

/*
 *
 */
/*
28 - 'MrProtocol' VM 1, VR UN, SyngoDT 0, NoOfItems 6, Data '### ASCCONV BEGIN ###'
ulVersion = 0xbee332
tSequenceFileName = "%SiemensSeq%\fl_fq_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.ulEnableRFSpoiling = 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.auiNbOfNibbles[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 = 0xb332
<=>
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.FindElement( 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 ( "fourier" );
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:

...
<ParamFunction> "TlmapFunction" >
{
<Class> "TlmapFunction@IceImagePostProcFunctors"

<ParamBool> "EXECUTE" { }
<ParamDouble> "Flip1_deg" { <Precision> 16 14.7378520000000000 }
...

*/
// Below is an attempt to play with the CSAHeader dict:
#if 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;
    }
    gdcmm::MrProtocol mrprot;
    if( csa.GetMrProtocol(ds, mrprot) )
    {
        std::cout << mrprot << std::endl;
    }
    return 0;
}

```

## 12.84 PrintLUT.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcmm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
*/
#include "gdcmmImageReader.h"
#include "gdcmmImageWriter.h"
#include "gdcmmImage.h"
#include "gdcmmPhotometricInterpretation.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 image reader:
    gdcmm::ImageReader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Could not read:  " << filename << std::endl;
        return 1;
    }
    const gdcmm::Image &image = reader.GetImage();
    const gdcmm::LookupTable &lut = image.GetLUT();
    lut.Print( std::cout );
    return 0;
}

```

## 12.85 PublicDict.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcmm.sourceforge.net/Copyright.html for details.

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.

```

```

=====*/
/*
 * 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 differents way 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 = nullptr;
    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:
    gdcm::PrivateTag dummy = private_tag;
    dummy.SetElement( (uint16_t)(0x1000 + dummy.GetElement()) );
    const gdcm::DictEntry &entry5 = dicts.GetDictEntry(dummy,dummy.GetOwner());
    std::cout << entry5 << std::endl;
    return 0;
}

```

## 12.86 QIDO-RS.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmJSON.h"
/*
 * Simple QIDO-RS round-trip to test implementation of gdcm::JSON
 * See Supl66 for details
 */
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 );
    if( !reader.Read() ) return 1;
    gdcm::JSON json;
    json.PrettyPrintOn();
    std::stringstream ss;
    const gdcm::File & f = reader.GetFile();
    json.Code( f.GetDataSet(), ss);
}

```



```

std::cout << ss.str() << std::endl;
gdcm::Writer w;
gdcm::File & ff = w.GetFile();
ff.GetHeader().SetDataSetTransferSyntax( gdcm::TransferSyntax::ExplicitVRLittleEndian );
if( !json.Decode(ss, ff.GetDataSet() ) )
{
    std::cerr << "Could not decode" << std::endl;
    return 1;
}
w.SetFileName( "/tmp/debug.dcm" );
if( !w.Write() ) return 1;
return 0;
}

```

## 12.87 ReadAndDumpDICOMDIR.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 to read and dump a DICOMDIR File
 *
 * Thanks:
 * Tom Marynowski (lordglub gmail) for contributing this example
 */
#include "gdcmReader.h"
#include "gdcmMediaStorage.h"
typedef std::set<gdcm::DataElement> DataElementSet;
typedef DataElementSet::const_iterator ConstIterator;
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 << "Could not read:  " << filename << std::endl;
        return 1;
    }
    std::stringstream strm;
    gdcm::File &file = reader.GetFile();
    gdcm::DataSet &ds = file.GetDataSet();
    gdcm::FileMetaInformation &fmi = file.GetHeader();
    gdcm::MediaStorage ms;
    ms.SetFromFile(file);
    if( ms != gdcm::MediaStorage::MediaStorageDirectoryStorage )
    {
        std::cout << "This file is not a DICOMDIR" << std::endl;
        return 1;
    }
    if (fmi.FindDataElement( gdcm::Tag (0x0002, 0x0002)))
    {
        strm.str("");
        fmi.GetDataElement( gdcm::Tag (0x0002, 0x0002) ).GetValue().Print(strm);
    }
    else
    {
        std::cerr << " Media Storage Sop Class UID not present" << std::endl;
    }
    //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(gdcm::Tag (0x0008, 0x1030)))
sqi->GetItem(itemused).GetDataElement(gdcm::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(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()=="SERIES")||((strm.str()=="SERIES ")))
{
std::cout << " " << strm.str() << std::endl;
strm.str("");
if (sqi->GetItem(itemused).FindDataElement(gdcm::Tag (0x0020, 0x000e)))
sqi->GetItem(itemused).GetDataElement(gdcm::Tag (0x0020, 0x000e)).GetValue().Print(strm);
std::cout << " SERIE UID" << strm.str() << std::endl;
//SERIE MODALITY
strm.str("");
if (sqi->GetItem(itemused).FindDataElement(gdcm::Tag (0x0008, 0x0060)))
sqi->GetItem(itemused).GetDataElement(gdcm::Tag (0x0008, 0x0060)).GetValue().Print(strm);
std::cout << " SERIE MODALITY" << strm.str() << std::endl;
//SERIE DESCRIPTION
strm.str("");
if (sqi->GetItem(itemused).FindDataElement(gdcm::Tag (0x0008, 0x103e)))
sqi->GetItem(itemused).GetDataElement(gdcm::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(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()=="IMAGE") || ((strm.str()=="IMAGE ") || (strm.str()=="IMAGE ")) || (strm.str()=="IMAGE "))
{
    if(tmp=="IMAGE")
    {
        std::cout << "          " << strm.str() << std::endl;
        //UID
        strm.str("");
        if (sqi->GetItem(itemused).FindDataElement(gdcm::Tag (0x0004, 0x1511)))
            sqi->GetItem(itemused).GetDataElement(gdcm::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(gdcm::Tag (0x0004, 0x1500)))
            sqi->GetItem(itemused).GetDataElement(gdcm::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(gdcm::Tag (0x0004, 0x1430)))
            sqi->GetItem(itemused).GetDataElement(gdcm::Tag (0x0004, 0x1430)).GetValue().Print(strm);
    }
}
}
}
}
itemused++;
}
}
}
return 0;
}

```

## 12.88 ReadAndDumpDICOMDIR2.cxx

/\*=====

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2017 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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 to read and dump a DICOMDIR File
 *
 * Thanks:
 *   Tom Marynowski (lordglub gmail) for contributing the original
 *   ReadAndDumpDICOMDIR.cxx example
 *   Mihail Isakov for contributing offset calculation code here:
 *   https://sourceforge.net/p/gdcm/mailman/gdcm-developers/?viewmonth=201707&viewday=15
 *   Tod Baudais for combining the above and cleaning up this example
 */
#include <string>
#include <unordered_map>
#include <iostream>
#include <memory>
#include "gdcmReader.h"
#include "gdcmAttribute.h"
#include "gdcmDirectory.h"
//=====
//=====
#define TAG_MEDIA_STORAGE_SOP_CLASS_UID 0x0002,0x0002
#define TAG_DIRECTORY_RECORD_SEQUENCE 0x0004,0x1220
#define TAG_DIRECTORY_RECORD_TYPE 0x0004,0x1430
#define TAG_PATIENTS_NAME 0x0010,0x0010
#define TAG_PATIENT_ID 0x0010,0x0020
#define TAG_STUDY_DATE 0x0008,0x0020
#define TAG_STUDY_DESCRIPTION 0x0008,0x1030
#define TAG_MODALITY 0x0008,0x0060
#define TAG_SERIES_DESCRIPTION 0x0008,0x103E
#define TAG_REFERENCED_FILE_ID 0x0004,0x1500
#define TAG_REFERENCED_LOWER_LEVEL_DIRECTORY_ENTITY_OFFSET 0x0004,0x1420

```

```

#define TAG_NEXT_DIRECTORY_RECORD_OFFSET 0x0004,0x1400
//=====
// Some handy utility functions
//=====
std::string left_trim(const std::string &s) {
    std::string ss(s);
    ss.erase(ss.begin(), std::find_if(ss.begin(), ss.end(), std::not1(std::ptr_fun<int, int>(std::isspace))));
    return ss;
}
std::string right_trim(const std::string &s) {
    std::string ss(s);
    ss.erase(std::find_if(ss.rbegin(), ss.rend(), std::not1(std::ptr_fun<int, int>(std::isspace))).base(),
        ss.end());
    return ss;
}
std::string trim(const std::string &s) {
    return left_trim(right_trim(s));
}
//=====
// This code could be put in a header file somewhere
//=====
class DICOMDIRReader {
public:
    DICOMDIRReader() {}
    DICOMDIRReader(const DICOMDIRReader &rhs) = delete;
    DICOMDIRReader(DICOMDIRReader &&rhs) = delete;
    DICOMDIRReader & operator = (const DICOMDIRReader &rhs) = delete;
    DICOMDIRReader & operator = (DICOMDIRReader &&rhs) = delete;
    virtual ~DICOMDIRReader() {}

public:
    struct Common {
        int64_t child_offset;
        int64_t sibling_offset;
    };
    struct Image: public Common {
        std::string path;
    };
    struct Series: public Common {
        std::string modality;
        std::string description;
        std::vector<std::shared_ptr<Image>> children;
    };
    struct Study: public Common {
        std::string date;
        std::string description;
        std::vector<std::shared_ptr<Series>> children;
    };
    struct Patient: public Common {
        std::string name;
        std::string id;
        std::vector<std::shared_ptr<Study>> children;
    };
    struct Other: public Common {
    };
    const std::vector<std::shared_ptr<Patient>> & load(const std::string &path);
    const std::vector<std::shared_ptr<Patient>> & patients(void) { return _patients; }

private:
    template <class T>
    std::string get_string(const T &ds, const gdcm::Tag &tag)
    {
        std::stringstream strm;
        if (ds.FindDataElement(tag)) {
            auto &de = ds.GetDataElement(tag);
            if (!de.IsEmpty() && !de.IsUndefinedLength())
                de.GetValue().Print(strm);
        }
        return trim(strm.str());
    }
    template <class P, class C, class O>
    void reassemble_hierarchy(P &parent_offsets, C &child_offsets, O &other_offsets)
    {
        for (auto &parent : parent_offsets) {
            int64_t sibling_offset;
            auto c = child_offsets[parent.second->child_offset];
            if (!c) {
                auto o = other_offsets[parent.second->child_offset];
                if (!o) {
                    continue;
                } else {
                    sibling_offset = o->sibling_offset;
                }
            }
        }
    }
};

```

```

        } else {
            parent.second->children.push_back(c);
            sibling_offset = c->sibling_offset;
        }
        // Get all siblings
        while (sibling_offset) {
            c = child_offsets[sibling_offset];
            if (!c) {
                auto o = other_offsets[sibling_offset];
                if (!o) {
                    break;
                } else {
                    sibling_offset = o->sibling_offset;
                }
            } else {
                parent.second->children.push_back(c);
                sibling_offset = c->sibling_offset;
            }
        }
    }
    std::vector<std::shared_ptr<Patient> > _patients;
};
//=====
// This code could be put in an implementation file somewhere
//=====
const std::vector<std::shared_ptr<DICOMDIRReader::Patient> > DICOMDIRReader::load (const std::string &path)
{
    _patients.clear();
    //
    // Read the dataset from the DICOMDIR file
    //
    gdcm::Reader reader;
    reader.SetFileName(path.c_str());
    if(!reader.Read()) {
        throw std::runtime_error("Unable to read file");
    }
    // Retrieve information from file
    auto &file = reader.GetFile();
    auto &data_set = file.GetDataSet();
    auto &file_meta_information = file.GetHeader();
    // Retrieve and check the Media Storage class from file
    gdcm::MediaStorage media_storage;
    media_storage.SetFromFile(file);
    if(media_storage != gdcm::MediaStorage::MediaStorageDirectoryStorage) {
        throw std::runtime_error("This file is not a DICOMDIR");
    }
    auto media_storage_sop_class_uid = get_string(file_meta_information,
        gdcm::Tag(TAG_MEDIA_STORAGE_SOP_CLASS_UID));
    // Make sure we have a DICOMDIR file
    if (media_storage_sop_class_uid != "1.2.840.10008.1.3.10") {
        throw std::runtime_error("This file is not a DICOMDIR");
    }
    //
    // Offset to first item courtesy of Mihail Isakov
    //
    gdcm::VL first_item_offset = 0;
    auto it = data_set.Begin();
    for(; it != data_set.End() && it->GetTag() != gdcm::Tag(TAG_DIRECTORY_RECORD_SEQUENCE); ++it) {
        first_item_offset += it->GetLength<gdcm::ExplicitDataElement>();
    }
    // Tag (4 bytes)
    first_item_offset += it->GetTag().GetLength();
    // VR field
    first_item_offset += it->GetVR().GetLength();
    // VL field
    // For Explicit VR: adventitiously VL field lenght = VR field lenght,
    // for SQ 4 bytes:
    // http://dicom.nema.org/medical/dicom/current/output/html/part05.html#table_7.1-1
    first_item_offset += it->GetVR().GetLength();
    //
    // Iterate all data elements
    //
    // For each item in data set
    for(auto data_element : data_set.GetDES()) {
        // Only look at Directory sequence
        if (data_element.GetTag() != gdcm::Tag(TAG_DIRECTORY_RECORD_SEQUENCE))
            continue;
        auto item_sequence = data_element.GetValueAsSQ();
        auto num_items = item_sequence->GetNumberOfItems();
        //

```

```

// Compute an offset table
//
// Start calculation of offset to each item courtesy of Mihail Isakov
std::vector<int64_t> item_offsets(num_items+1);
item_offsets[0] = file_meta_information.GetFullLength() + static_cast<int64_t>(first_item_offset);
//
// Extract out all of the items
//
std::unordered_map<int64_t, std::shared_ptr<Patient>> patient_offsets;
std::unordered_map<int64_t, std::shared_ptr<Study>> study_offsets;
std::unordered_map<int64_t, std::shared_ptr<Series>> series_offsets;
std::unordered_map<int64_t, std::shared_ptr<Image>> image_offsets;
std::unordered_map<int64_t, std::shared_ptr<Other>> other_offsets;
for (uint32_t item_index = 1; item_index <= num_items; ++item_index) {
    auto &item = item_sequence->GetItem(item_index);
    // Add offset for item to offset table
    item_offsets[item_index] = item_offsets[item_index-1] + item.GetLength<gdcm::ExplicitDataElement>();
    // Child offset
    gdcm::Attribute<TAG_REFERENCED_LOWER_LEVEL_DIRECTORY_ENTITY_OFFSET> child_offset;
    child_offset.SetFromDataElement(item.GetDataElement(gdcm::Tag
(TAG_REFERENCED_LOWER_LEVEL_DIRECTORY_ENTITY_OFFSET)));
    // Sibling offset
    gdcm::Attribute<TAG_NEXT_DIRECTORY_RECORD_OFFSET> sibling_offset;
    sibling_offset.SetFromDataElement(item.GetDataElement(gdcm::Tag
(TAG_NEXT_DIRECTORY_RECORD_OFFSET)));
    // Record Type
    auto record_type = trim(get_string(item, gdcm::Tag (TAG_DIRECTORY_RECORD_TYPE)));
    // std::cout << "record_type " << record_type << " at " << item_offsets[item_index-1] << std::endl;
    // std::cout << " child_offset " << child_offset.GetValue() << std::endl;
    // std::cout << " sibling_offset " << sibling_offset.GetValue() << std::endl;
    // Extract patient information
    if (record_type == "PATIENT") {
        auto patient = std::make_shared<Patient>();
        patient->name = get_string(item, gdcm::Tag (TAG_PATIENTS_NAME));
        patient->id = get_string(item, gdcm::Tag (TAG_PATIENT_ID));
        patient->child_offset = child_offset.GetValue();
        patient->sibling_offset = sibling_offset.GetValue();
        patient_offsets[item_offsets[item_index-1]] = patient;
    // Extract study information
    } else if (record_type == "STUDY") {
        auto study = std::make_shared<Study>();
        study->date = get_string(item, gdcm::Tag (TAG_STUDY_DATE));
        study->description = get_string(item, gdcm::Tag (TAG_STUDY_DESCRIPTION));
        study->child_offset = child_offset.GetValue();
        study->sibling_offset = sibling_offset.GetValue();
        study_offsets[item_offsets[item_index-1]] = study;
    // Extract series information
    } else if (record_type == "SERIES") {
        auto series = std::make_shared<Series>();
        series->modality = get_string(item, gdcm::Tag (TAG_MODALITY));
        series->description = get_string(item, gdcm::Tag (TAG_SERIES_DESCRIPTION));
        series->child_offset = child_offset.GetValue();
        series->sibling_offset = sibling_offset.GetValue();
        series_offsets[item_offsets[item_index-1]] = series;
    // Extract image information
    } else if (record_type == "IMAGE") {
        auto image = std::make_shared<Image>();
        image->path = get_string(item, gdcm::Tag (TAG_REFERENCED_FILE_ID));
        image->child_offset = child_offset.GetValue();
        image->sibling_offset = sibling_offset.GetValue();
        image_offsets[item_offsets[item_index-1]] = image;
    } else {
        auto other = std::make_shared<Other>();
        other->child_offset = child_offset.GetValue();
        other->sibling_offset = sibling_offset.GetValue();
        other_offsets[item_offsets[item_index-1]] = other;
    }
}
// Check validity
if (patient_offsets.size() == 0)
    throw std::runtime_error("Unable to find patient record");
reassemble_hierarchy(series_offsets, image_offsets, other_offsets);
reassemble_hierarchy(study_offsets, series_offsets, other_offsets);
reassemble_hierarchy(patient_offsets, study_offsets, other_offsets);
// Set the new root
for (auto &patient : patient_offsets) {
    _patients.push_back(patient.second);
}
}
return _patients;
}

```

```
//=====
// Quick test
//=====
int main(int argc, const char *argv[]) {
    DICOMDIRReader reader;
    try {
        if (argc != 2)
            throw std::runtime_error("Wrong number of arguments");
        auto &patients = reader.load(argv[1]);
        for (auto &patient : patients) {
            std::cout << "PATIENT" << std::endl;
            std::cout << "NAME: " << patient->name << std::endl;
            std::cout << "ID: " << patient->id << std::endl;
            int x = 0;
            for (auto &study : patient->children) {
                std::cout << "    STUDY" << std::endl;
                std::cout << "        DESCRIPTION: " << study->description << std::endl;
                std::cout << "        DATE: " << study->date << std::endl;
                for (auto &series : study->children) {
                    x+=1;
                    std::cout << "            SERIES " << x << std::endl;
                    std::cout << "            DESCRIPTION: " << series->description << std::endl;
                    std::cout << "            MODALITY: " << series->modality << std::endl;
                    for (auto &image : series->children) {
                        std::cout << "                IMAGE PATH: " << image->path << std::endl;
                    }
                }
            }
        }
    }
    catch (...) {
        // TODO handle this
        return EXIT_FAILURE;
    }
    return EXIT_SUCCESS;
}
```

## 12.89 ReadAndPrintAttributes.cxx

```
/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 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 &de1 =
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;
}

```

## 12.90 ReadExplicitLengthSQIVR.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#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[])
{

```



```

if ( argc < 2 ) return 1;
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;
}

```

## 12.91 ReadGEMSSDO.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#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 *)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;
}

```

## 12.92 ReadMultiTimesException.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
// The intention of this sample program is to provoke bad_alloc exceptions in gdcm code
#include "gdcmImageReader.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)
    {
        gdcm::ImageReader reader;
        std::cout << "Reading try:  " << i << std::endl;
        // Read files
        reader.SetFileName(argv[1]);
        try
        {
            reader.Read();
            gdcm::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 &ba)
        {
            (void)ba;
            std::cerr << "BAD ALLOC Exception caught!" << std::endl;
        }
        catch (...)
        {
            std::cerr << "Exception caught!" << std::endl;
        }
    }
    return 0;
}

```

## 12.93 ReadUTF8QtDir.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * 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, std::ios::binary );
    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;
}

```

## 12.94 SimpleScanner.cxx

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/

```

```

/*
 * 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 "gdcmStrictScanner.h"
#include "gdcmSimpleSubjectWatcher.h"
#include "gdcmFileNameEvent.h"
class MyFileWatcher : public gdcm::SimpleSubjectWatcher
{
public:
    MyFileWatcher(gdcm::Subject * s, const char *comment = ""):
        gdcm::SimpleSubjectWatcher(s,comment){}
    void ShowFileName(gdcm::Subject *, const gdcm::Event &evt) override
    {
        const gdcm::FileNameEvent &pe = dynamic_cast<const gdcm::FileNameEvent>&(evt);
        const char *fn = pe.GetFileName();
        std::cout << "FileName: " << fn << " FileSize: " << gdcm::System::FileSize( fn ) << std::endl;
    }
}

```

```

    }
};
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::SmartPointer<gdcm::StrictScanner> sp = new gdcm::StrictScanner;
    gdcm::StrictScanner &s = *sp;
    //gdcm::SimpleSubjectWatcher w(&s, "TestFileName" );
    MyFileWatcher w(&s, "TestFileName" );
    const gdcm::Tag tag_array[] = {
        gdcm::Tag(0x8,0x50),
        gdcm::Tag(0x8,0x51),
        gdcm::Tag(0x8,0x60),
        gdcm::Tag(0x8,0x80),
    };
    s.AddTag( tag_array[0] );
    s.AddTag( tag_array[1] );
    s.AddTag( tag_array[2] );
    s.AddTag( tag_array[3] );
    gdcm::Directory::FileNamesType filenames;
    filenames.push_back( filename );
    filenames.push_back( filename_invalid );
    if( !s.Scan( filenames ) )
    {
        return 1;
    }
    //s.Print( std::cout );
    for(gdcm::Directory::FileNamesType::const_iterator it = filenames.begin();
        it != filenames.end(); ++it )
    {
        if( s.IsKey( it->c_str() ) )
        {
            std::cout << "INFO:" << it->c_str() << " is a proper Key for the Scanner (this is a DICOM file)" << std::endl;
        }
        else
        {
            std::cout << "INFO:" << it->c_str() << " is not a proper Key for the Scanner (this is either not a DICOM file
            or file does not exist)" << std::endl;
        }
    }
    gdcm::StrictScanner::TagToValue const &ttv = s.GetMapping(filename);
    const gdcm::Tag *ptag = tag_array;
    for( ; ptag != tag_array + 3; ++ptag )
    {
        gdcm::StrictScanner::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;
}

```

## 12.95 SortImage.cxx

```

/*=====

```

```

Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
*/
#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[])
{
    if (argc < 2 ) return 1;
    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.GetFilesNames() ); // IMPORTANT
    sorter2.SetSortFunction( mysort_dummy );
    sorter2.StableSort( sorter2.GetFilesNames() ); // IMPORTANT
}

```

```

std::cout << "Sorter2:" << std::endl;
sorter2.Print( std::cout );
gdcmm::Scanner s;
s.AddTag( gdcmm::Tag(0x20,0x32) ); // Image Position (Patient)
//s.AddTag( gdcmm::Tag(0x20,0x37) ); // Image Orientation (Patient)
s.Scan( dir.GetFilesNames() );
//s.Print( std::cout );
// Count how many different IPP there are:
const gdcmm::Scanner::ValueType &values = s.GetValues();
size_t 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;
}

```

## 12.96 StreamImageReaderTest.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcmm.sourceforge.net/Copyright.html for details.

```

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 work was realised during the GSOC 2011 by Manoj Alwani
#include "gdcmmStreamImageReader.h"
#include "gdcmmFileMetaInformation.h"
#include "gdcmmSystem.h"
#include "gdcmmFilename.h"
#include "gdcmmByteSwap.h"
#include "gdcmmTrace.h"
#include "gdcmmTesting.h"
#include "gdcmmImageHelper.h"
#include "gdcmmImageReader.h"
#include "gdcmmImage.h"
#include "gdcmmMediaStorage.h"
#include "gdcmmRAWCodec.h"
#include "gdcmmJPEGCodec.h"
#include "gdcmmUIDGenerator.h"
#include "gdcmmStreamImageWriter.h"
#include "gdcmmAttribute.h"
#include "gdcmmFile.h"
#include "gdcmmTag.h"
bool StreamImageRead(gdcmm::StreamImageWriter & theStreamWriter,
    const char* filename, const char* outfilename, int resolution)
{
    gdcmm::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( gdc::VR::CS );
de2.SetByteValue(mystr, strlen(mystr));
ds.Insert( de2 );
gdc::Attribute<0x0028,0x0008> Number_Of_Frames = {1};
ds.Insert( Number_Of_Frames.GetAsDataElement() );
gdc::Attribute<0x0028,0x0010> row = {extent[0]/a};//
ds.Insert( row.GetAsDataElement() );
gdc::Attribute<0x0028,0x0011> col = {extent[1]/a};//
ds.Insert( col.GetAsDataElement() );
gdc::Attribute<0x0028,0x0100> at = {8};
ds.Insert( at.GetAsDataElement() );
gdc::Attribute<0x0028,0x0002> at1 = {1};//
ds.Insert( at1.GetAsDataElement() );
gdc::Attribute<0x0028,0x0101> at2 = {8};
ds.Insert( at2.GetAsDataElement() );
gdc::Attribute<0x0028,0x0102> at3 = {7};
ds.Insert( at3.GetAsDataElement() );
/*
ds1.Remove( gdc::Tag(0x0028,0x0008) );

gdc::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 = gdc::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);
    gdc::StreamWriter 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, theBufferSize1);
of.flush();
assert( of );
return 0;
}

```

## 12.97 TemplateEmptyImage.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcM.sourceforge.net/Copyright.html for details.

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.

=====*/
#include "gdcMFileStreamer.h"
#include "gdcMTag.h"
#include "gdcMTrace.h"
#include "gdcMImageRegionReader.h"
#include "gdcMImageHelper.h"
#include "gdcMWriter.h"
#include "gdcMImageWriter.h"
#include "gdcMTagKeywords.h"
#include "gdcMUIDGenerator.h"
int main(int argc, char *argv[])
{
    if( argc < 2 ) return 1;
    const char * filename = argv[1];
    gdcM::ImageRegionReader irr;
    irr.SetFileName( filename );
    const bool b3 = irr.ReadInformation();
    std::cout << b3 << std::endl;
    gdcM::Image & img = irr.GetImage();
    std::cout << img << std::endl;
    // const gdcM::Region & r = irr.GetRegion();
    // std::cout << r << std::endl;
    gdcM::ImageWriter w;
    gdcM::File & file = w.GetFile();
    gdcM::DataSet & ds = file.GetDataSet();
    gdcM::UIDGenerator uid;
    namespace kwd = gdcM::Keywords;
    kwd::FrameOfReferenceUID frameref;
    frameref.SetValue( uid.Generate() );
    // ContentDate
    char date[22];
    const size_t datelen = 8;
    int res = gdcM::System::GetCurrentDateTime(date);
    (void)res;
    kwd::ContentDate contentdate;
    // Do not copy the whole cstring:
    contentdate.SetValue( gdcM::DComp( date, datelen ) );
}

```

```

ds.Insert( contentdate.GetAsDataElement() );
// ContentTime
const size_t timelen = 6 + 1 + 6; // time + milliseconds
kwd::ContentTime contenttime;
// Do not copy the whole cstring:
contenttime.SetValue( gdcm::TMComp(date+datelen, timelen) );
ds.Insert( contenttime.GetAsDataElement() );
gdcm::MediaStorage ms0 = w.ComputeTargetMediaStorage();
std::cout << ms0 << std::endl;
kwd::SeriesNumber seriesnumber = { 1 };
kwd::InstanceNumber instancenumber = { 1 };
kwd::StudyID studyid = { "St1" };
kwd::PatientID patientid = { "P1" };
kwd::SOPClassUID sopclassuid;
kwd::PositionReferenceIndicator pri;
//kwd::Laterality lat;
//kwd::BodyPartExamined bodypartex = { "HEAD" };
kwd::BodyPartExamined bodypartex = { "ANKLE" };
kwd::PatientOrientation pator;
kwd::BurnedInAnnotation bia = { "NO" };
kwd::ConversionType convtype = { "SYN" };
kwd::PresentationLUTShape plutshape = { "IDENTITY" }; // MONOCHROME2
// gdcm will pick the Word in case Byte class is not compatible:
gdcm::MediaStorage ms = gdcm::MediaStorage::MultiframeGrayscaleByteSecondaryCaptureImageStorage;
sopclassuid.SetValue( ms.GetString() );
ds.Insert( instancenumber.GetAsDataElement() );
ds.Insert( sopclassuid.GetAsDataElement() );
ds.Insert( seriesnumber.GetAsDataElement() );
ds.Insert( patientid.GetAsDataElement() );
ds.Insert( studyid.GetAsDataElement() );
ds.Insert( frameref.GetAsDataElement() );
ds.Insert( pri.GetAsDataElement() );
//ds.Insert( lat.GetAsDataElement() );
ds.Insert( bodypartex.GetAsDataElement() );
ds.Insert( pator.GetAsDataElement() );
ds.Insert( bia.GetAsDataElement() );
ds.Insert( convtype.GetAsDataElement() );
ds.Insert( plutshape.GetAsDataElement() );
// gdcm::MediaStorage ms1 = w.ComputeTargetMediaStorage();
// std::cout << ms1 << std::endl;
std::cout << ds << std::endl;
gdcm::PixelFormat & pf = img.GetPixelFormat();
pf.SetPixelRepresentation(0); // always overwrite
img.SetSlope(1);
img.SetIntercept(0);
w.SetImage( img );
w.SetFileName( "TemplateImage.dcm" );
if( !w.Write() )
{
    return 1;
}
return 0;
}

```

## 12.98 TraverseModules.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
*/
#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 size_t 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;
}

```

## 12.99 VolumeSorter.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
*/
#include "gdcmSorter.h"
#include "gdcmIPPSorter.h"
#include "gdcmScanner.h"
#include "gdcmDataSet.h"
#include "gdcmAttribute.h"
#include "gdcmTesting.h"
bool mysort1(gdcm::DataSet const & ds1, gdcm::DataSet const & ds2 )
{
    gdcm::Attribute<0x0020,0x000d> at1;
    at1.Set( ds1 );

```

```

    gdc::Attribute<0x0020,0x000d> at2;
    at2.Set( ds2 );
    return at1 < at2;
}
bool mysort2(gdc::DataSet const & ds1, gdc::DataSet const & ds2 )
{
    gdc::Attribute<0x0020,0x000e> at1;
    at1.Set( ds1 );
    gdc::Attribute<0x0020,0x000e> at2;
    at2.Set( ds2 );
    return at1 < at2;
}
bool mysort3(gdc::DataSet const & ds1, gdc::DataSet const & ds2 )
{
    // This is a floating point number is the comparison ok ?
    gdc::Attribute<0x0020,0x0037> at1;
    at1.Set( ds1 );
    gdc::Attribute<0x0020,0x0037> at2;
    at2.Set( ds2 );
    return at1 < at2;
}
bool mysort4(gdc::DataSet const & ds1, gdc::DataSet const & ds2 )
{
    // Do the IPP sorting here
    gdc::Attribute<0x0020,0x0032> ipp1;
    gdc::Attribute<0x0020,0x0037> iop1;
    ipp1.Set( ds1 );
    iop1.Set( ds1 );
    gdc::Attribute<0x0020,0x0032> ipp2;
    gdc::Attribute<0x0020,0x0037> iop2;
    ipp2.Set( ds2 );
    iop2.Set( ds2 );
    if( iop1 != iop2 )
    {
        return false;
    }
    // else
    double normal[3];
    normal[0] = iop1[1]*iop1[5] - iop1[2]*iop1[4];
    normal[1] = iop1[2]*iop1[3] - iop1[0]*iop1[5];
    normal[2] = iop1[0]*iop1[4] - iop1[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 = gdc::Testing::GetDataExtraRoot();
    std::string dir1;
    if( argc < 2 )
    {
        if( !extradataroot )
        {
            return 1;
        }
        dir1 = extradataroot;
        dir1 += "/gdcSampleData/ForSeriesTesting/VariousIncidences/ST1";
    }
    else
    {
        dir1 = argv[1];
    }
    gdc::Directory d;
    d.Load( dir1.c_str(), true ); // recursive !
    const gdc::Directory::FileNamesType &ll = d.GetFilesNames();
    const size_t nfiles = ll.size();
    std::cout << nfiles << std::endl;
    //if( nfiles != 280 )
    // {
    //     return 1;
    // }
    //d.Print( std::cout );
    gdc::Scanner s0;
    const gdc::Tag t1(0x0020,0x000d); // Study Instance UID
    const gdc::Tag t2(0x0020,0x000e); // Series Instance UID
    //const gdc::Tag t3(0x0010,0x0010); // Patient's Name
    s0.AddTag( t1 );
    s0.AddTag( t2 );

```

```

//s0.AddTag( t3 );
//s0.AddTag( t4 );
//s0.AddTag( t5 );
//s0.AddTag( t6 );
bool b = s0.Scan( d.GetFileNames() );
if( !b )
{
    std::cerr << "Scanner failed" << std::endl;
    return 1;
}
//s0.Print( std::cout );
// Only get the DICOM files:
gdcm::Directory::FileNamesType l2 = s0.GetKeys();
const size_t nfiles2 = l2.size();
std::cout << nfiles2 << std::endl;
if ( nfiles2 > nfiles )
{
    return 1;
}
gdcm::Sorter sorter;
sorter.SetSortFunction( mysort1 );
sorter.StableSort( l2 );
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:
size_t 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::ValuesType &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;
}

```

## 12.100 csa2img.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/

```

```

/*
 * 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 (gdcm-developers@lists.sourceforge.net) so that we can
 * find a solution.
 */
#include "gdcmReader.h"
#include "gdcmImageReader.h"
#include "gdcmImageWriter.h"
#include "gdcmCSAHeader.h"
#include "gdcmAttribute.h"
#include "gdcmPrivateTag.h"
#include <math.h>
int main(int argc, char *argv [])
{
    if( argc < 2 ) return 1;
    // gdcmDataExtra/gdcmNonImageData/exCSA_Non-Image_Storage.dcm
    // PHANTOM.MR.CARDIO_COEUR_S_QUENCE_DE_REP_RANGE.9.257.2008.03.20.14.53.25.578125.43151705.IMA
    const char *filename = argv[1];
    gdcm::Reader reader; // Do not use ImageReader
    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();
    //std::cout << t1 << std::endl;
    //const gdcm::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 gdcm::CSAElement &csael = csa.GetCSAElementByName( "Columns" );
        std::cout << csael << std::endl;
        //const gdcm::ByteValue *bv = csael.GetByteValue();
        gdcm::Element<gdcm::VR::IS, gdcm::VM::VM1> el;
        el.Set( csael.GetValue() );
        dims[0] = el.GetValue();
        std::cout << "Columns:" << el.GetValue() << std::endl;
    }
    if( csa.FindCSAElementByName( "Rows" ) )
    {
        const gdcm::CSAElement &csael2 = csa.GetCSAElementByName( "Rows" );
        std::cout << csael2 << std::endl;
        gdcm::Element<gdcm::VR::IS, gdcm::VM::VM1> el2;
        el2.Set( csael2.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 gdcm::CSAElement &csael3 = csa.GetCSAElementByName( "PixelSpacing" );
        if( !csael3.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;
}

```

## 12.101 iU22tomultisc.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

```

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.

```

=====*/
/*
 * iU22 Raw Data extractor
 */
#include "gdcmReader.h"
#include "gdcmImageWriter.h"
#include "gdcmAttribute.h"
#include "gdcmPrivateTag.h"
#include <math.h>
int main(int argc, char *argv [])
{
    if( argc < 2 ) return 1;
    // IM_001
    const char *filename = argv[1];
    gdcm::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, (unsigned int)dims[0] );
    image.SetDimension(1, (unsigned int)dims[1] );
    image.SetDimension(2, (unsigned int)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(), (uint32_t)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;
}

```

## 12.102 pmsct\_rgb1.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

```

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 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
    };
    const byte* src = (const 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 [PMSC_T_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( strcmp( bv->GetPointer(), comprle.c_str(), comprle.size() ) == 0 )
{
    isrle = true;
    return 1;
}
if( strcmp( 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() );
gdcm::DataElement pixeldata( gdcm::Tag(0x7fe0,0x0010) );
pixeldata.SetVR( gdcm::VR::OW );
pixeldata.SetByteValue( (char*)&buffer[0], (uint32_t)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(
    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 = "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;
}

```

## 12.103 rle2img.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 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 (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:
* 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];
            unsigned short value = (unsigned short)(v2 * 256 + v1);
            output.push_back( value );
            delta = value;
            i+=2;
        }
        else
        {
            unsigned short value = (unsigned short)(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 )
    {
        std::cerr << argv[0] << "input.dcm [output.dcm]" << std::endl;
        std::cerr << "will default to 'out.rle.dcm' unless output.dcm is specified."
            << std::endl;
        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( strcmp( bv->GetPointer(), comprle.c_str(), comprle.size() ) == 0 )
    {
        isrle = true;
    }
    if( strcmp( bv->GetPointer(), comprgb.c_str(), comprgb.size() ) == 0 )
    {
        isrgb = true;
        std::cerr << "See: pmsct_rgb1.cxx instead" << std::endl;
        return 1;
    }
    if( !isrgb && !isrle ) return 1;
    // check if compressed pixel data reside in private or standard tag
    const gdcm::PrivateTag tprivatepixeldata(0x07a1,0x100a,"ELSCINT1");
    const gdcm::Tag tstandardpixeldata(0x7fe0, 0x0010);
    gdcm::Tag tpixeldata;
    if(ds.FindDataElement(tprivatepixeldata)) tpixeldata = tprivatepixeldata;
    else if(ds.FindDataElement(tstandardpixeldata)) tpixeldata = tstandardpixeldata;
    if(!ds.FindDataElement(tpixeldata)) return 1;
    const gdcm::DataElement& compressionpixeldata = ds.GetDataElement( tpixeldata );
    if( compressionpixeldata.IsEmpty() ) return 1;
    const gdcm::ByteValue * bv2 = compressionpixeldata.GetByteValue();
    gdcm::Attribute<0x0028,0x0010> at1;
    at1.SetFromDataSet( ds );
    gdcm::Attribute<0x0028,0x0011> at2;
    at2.SetFromDataSet( ds );
    gdcm::DataElement pixeldata;
    // if standard voxel data element does not exist, create it
    if( !reader.GetFile().GetDataSet().FindDataElement( tpixeldata ) )
    {
        pixeldata = gdcm::DataElement( tpixeldata, 0, gdcm::VR::OW );
    }
    else{
        pixeldata = reader.GetFile().GetDataSet().GetDataElement( tpixeldata );
    }
    pixeldata.SetVR( gdcm::VR::OW );
    gdcm::VL bv2l = bv2->GetLength();
    gdcm::VL at1l = at1.GetValue() * at2.GetValue() * 2; /* sizeof(unsigned short) == 2 */
    // Handle special case that is not compressed:
    if( bv2l == at1l )
    {
        pixeldata.SetByteValue( bv2->GetPointer(), bv2->GetLength() );
    }
    else
    {
        std::vector<unsigned short> buffer;
        delta_decode(bv2->GetPointer(), bv2->GetLength(), buffer);
        pixeldata.SetByteValue( (char*)&buffer[0], (uint32_t)(buffer.size() * sizeof( unsigned short )) );
    }
    // TODO we should check that decompress byte buffer match the expected size (row*col*...)
    // Add the pixel data element
    if( reader.GetFile().GetDataSet().FindDataElement( tpixeldata ) )

```

```

{
    reader.GetFile().GetDataSet().Replace( pixeldata );
}
else
{
    reader.GetFile().GetDataSet().ReplaceEmpty( pixeldata );
}
reader.GetFile().GetHeader().SetDataSetTransferSyntax(
    gdcm::TransferSyntax::ExplicitVRLittleEndian);
gdcm::Writer writer;
writer.SetFile( reader.GetFile() );
// Cleanup stuff:
// This makes the code equivalent to Philips workstation IntelliSpace Portal
if( writer.GetFile().GetDataSet().FindDataElement( tcompressiontype ) )
{
    writer.GetFile().GetDataSet().Remove( gdcm::Tag(0x07a1,0x1011) );
}
if( writer.GetFile().GetDataSet().FindDataElement( tprivatepixeldata ) )
{
    writer.GetFile().GetDataSet().Remove( gdcm::Tag(0x07a1,0x100a) );
}
std::string outfilename;
if( argc > 2)
    outfilename = argv[2];
else
    outfilename = "outfile.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;
}

```

## 12.104 uid\_unique.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#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(true)
    {
        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 );
}
}

```

## 12.105 DecompressImage.java

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 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/DecompressImage.java -d .
 *
 * Usage:
 * $ LD_LIBRARY_PATH=. CLASSPATH=gdcm.jar:. java DecompressImage gdcmData/012345.002.050.dcm out.dcm
 */
import gdcm.*;
public class DecompressImage
{
    public static void main(String[] args) throws Exception
    {
        String file1 = args[0];
        String file2 = args[1];
        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.TType.ImplicitVRLittleEndian) );
        change.SetInput( reader.GetImage() );
        if( !change.Change() )
        {
            throw new Exception("Could not change: " + file1 );
        }
        Image out = change.GetOutput();
        System.out.println( out.toString() );
        // Set the Source Application Entity Title
        FileMetaInformation.SetSourceApplicationEntityTitle( "Just For Fun" );
        ImageWriter writer = new ImageWriter();
        writer.SetFileName( file2 );
        writer.SetFile( reader.GetFile() );
        writer.SetImage( out );
        ret = writer.Write();
        if( !ret )
        {
            throw new Exception("Could not write: " + file2 );
        }
    }
}

```

## 12.106 DecompressPixmap.java

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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 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();
        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) );
        PixmapToPixmapFilter filter = (PixmapToPixmapFilter)change;
        filter.SetInput( reader.GetPixmap() );
        if( !change.Change() )
        {
            throw new Exception("Could not change: " + file1 );
        }
        // The following does not work in Java/swig 2.0.7
        //Pixmap p = ((PixmapToPixmapFilter)change).GetOutput();
        Pixmap p = change.GetOutputAsPixmap(); // be explicit
        //System.out.println( p.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( p );
        ret = writer.Write();
        if( !ret )
        {
            throw new Exception("Could not write: " + file2 );
        }
    }
}

```

## 12.107 ExtractImageRegion.java

```

/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 small code shows how to use the gdcm.ImageRegionReader API
 * In this example we are taking each frame by frame and dump them to
 * /tmp/frame.raw.
 *
 * Usage:
 * $ LD_LIBRARY_PATH=. CLASSPATH=gdcm.jar:. java ExtractImageRegion input.dcm
 */
import gdcm.*;
import java.io.FileOutputStream;
public class ExtractImageRegion
{
    public static void main(String[] args) throws Exception
    {
        String filename = args[0];
        // instantiate the reader:
        ImageRegionReader reader = new ImageRegionReader();
        reader.SetFileName( filename );
        // pull DICOM info:
        if (!reader.ReadInformation()) return;
        // Get file infos
        File f = reader.GetFile();
        // get some info about image
        UIntArrayType dims = ImageHelper.GetDimensionsValue(f);
        PixelFormat pf = ImageHelper.GetPixelFormatValue (f);
        int pixelsize = pf.GetPixelSize();
        // buffer to get the pixels
        long buffer_length = dims.get(0) * dims.get(1) * pixelsize;
        byte[] buffer = new byte[ (int)buffer_length ];
        // define a simple box region.
        BoxRegion box = new BoxRegion();
        for (int z = 0; z < dims.get(2); z++)
        {
            // Define that I want the image 0, full size (dimx x dimy pixels)
            // and do that for each z:
            box.SetDomain(0, dims.get(0) - 1, 0, dims.get(1) - 1, z, z);
            //System.Console.WriteLine( box.toString() );
            reader.SetRegion( box );
            // reader will try to load the uncompressed image region into buffer.
            // the call returns an error when buffer.Length is too small. For instance
            // one can call:
            // long buf_len = reader.ComputeBufferLength(); // take into account pixel size
            // to get the exact size of minimum buffer
            if (reader.ReadIntoBuffer(buffer, buffer_length))
            {
                FileOutputStream fos = new FileOutputStream("/tmp/frame.raw");
                fos.write(buffer);
                fos.close();
            }
            else
            {
                throw new Exception("can't read pixels error");
            }
        }
    }
}

```

## 12.108 FileAnonymize.java

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
import gdcm.*;
public class FileAnonymize
{
    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 void main(String[] args) throws Exception
{
    String input = args[0];
    String output = args[1];
    FileAnonymizer fa = new FileAnonymizer();
    fa.SetInputFileName( input );
    fa.SetOutputFileName( output );
    // Empty Operations
    // It will create elements, since those tags are non-registered public elements (2011):
    fa.Empty( new Tag(0x0008,0x1313) );
    fa.Empty( new Tag(0x0008,0x1317) );
    // Remove Operations
    // The following Tag are actually carefully chosen, since they refer to SQ:
    fa.Remove( new Tag(0x0008,0x2112) );
    fa.Remove( new Tag(0x0008,0x9215) );
    // Replace Operations
    // do not call replace operation on SQ attribute !
    fa.Replace( new Tag(0x0018,0x5100), "MYVALUE " );
    fa.Replace( new Tag(0x0008,0x1160), "MYOTHERVAL" );
    if( !fa.Write() )
    {
        System.out.println( "Could not write" );
        return;
    }
    System.out.println( "success" );
}
}

```

## 12.109 HelloSimple.java

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * 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 );
    }
}

```

## 12.110 ReadFiles.java

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
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);
    }
}

```

## 12.111 ScanDirectory.java

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
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 rl = lut.GetLUTLength( LookupTable.LookupTableType.RED );
            byte[] rbuf = new byte[ (int)rl ];
            long rl2 = lut.GetLUT( LookupTable.LookupTableType.RED, rbuf );
            assert rl == rl2;
            long gl = lut.GetLUTLength( LookupTable.LookupTableType.GREEN );
            byte[] gbuf = new byte[ (int)gl ];
            long gl2 = lut.GetLUT( LookupTable.LookupTableType.GREEN, gbuf );
            assert gl == gl2;
            long bl = lut.GetLUTLength( LookupTable.LookupTableType.BLUE );
            byte[] bbuf = new byte[ (int)bl ];
            long bl2 = lut.GetLUT( LookupTable.LookupTableType.BLUE, bbuf );
            assert bl == bl2;
            colorModel = new IndexColorModel(8, (int)rl, 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");
    }
    String fn0 = fns.get(0);
    TagToValue mappings = s.GetMapping( fn0 );
    System.out.println( "mappings size: " + mappings.size() );
    for( Tag tag : tagarray ) {
        if( mappings.has_key( tag ) ) {
            String val = mappings.get( tag );

```



```

        System.out.println( "tag/val:  " + tag + "->" + val );
    }
}
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" );
}
}

```

## 12.112 SimplePrint.java

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
/*
 * Compilation:
 * $ CLASSPATH=gdcm.jar javac ../../gdcm/Examples/Java/SimplePrint.java -d .
 *

```

```

* Usage:
* $ LD_LIBRARY_PATH=. CLASSPATH=gdcm.jar:. java SimplePrint gdcmData/012345.002.050.dcm
*/
import gdcm.*;
public class SimplePrint
{
    public static void RecurseDataSet(File f, DataSet ds, String indent)
    {
        JavaDataSet cds = new JavaDataSet(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) ) )
            {
                long uvl = de.GetVL().GetValueLength(); // Test cast is ok
                System.out.println( indent + de.GetTag().toString() + ":" + uvl ); // why not ?
                //SequenceOfItems sq = de.GetSequenceOfItems();
                // GetValueAsSQ handle more cases than GetSequenceOfItems
                SmartPtrSQ sq = de.GetValueAsSQ();
                long n = sq.GetNumberOfItems();
                for( long 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.out.println( indent + de.toString() );
            }
            cds.Next();
        }
    }
    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();
        RecurseDataSet( f, ds, "" );
    }
}

```

## 12.113 AddPrivateAttribute.py

```

1
14
15 """
16 Usage:
17
18 python AddPrivateAttribute.py input.dcm output.dcm
19
20
21 """
22
23 import sys
24 import gdcm
25
26 if __name__ == "__main__":
27
28     file1 = sys.argv[1]
29     file2 = sys.argv[2]
30
31     r = gdcm.Reader()
32     r.SetFileName( file1 )
33     if not r.Read():
34         sys.exit(1)
35

```

```

36 f = r.GetFile()
37 ds = f.GetDataSet()
38
39 # Create a dataelement
40 de = gdcm.DataElement(gdcm.Tag(0x0051, 0x1011))
41 de.SetByteStringValue("p2")
42 de.SetVR(gdcm.VR(gdcm.VR.SH))
43
44 ds.Insert(de)
45
46 w = gdcm.Writer()
47 w.SetFile( f )
48 w.SetFileName( file2 )
49 if not w.Write():
50     sys.exit(1)

```

## 12.114 ConvertMPL.py

```

1
14
15 """
16 display a DICOM image with matplotlib via numpy
17
18 Caveats:
19 - Does not support UINT12/INT12
20
21 Usage:
22
23 python ConvertNumpy.py "IM000000"
24
25 Thanks:
26 plotting example - Ray Schumacher 2009
27 """
28
29 import gdcm
30 import numpy
31 from pylab import *
32
33
34 def get_gdcm_to_numpy_typemap():
35     """Returns the GDCM Pixel Format to numpy array type mapping."""
36     _gdcm_np = {gdcm.PixelFormat.UINT8 :numpy.int8,
37                 gdcm.PixelFormat.INT8 :numpy.uint8,
38                 gdcm.PixelFormat.UINT16 :numpy.uint16,
39                 gdcm.PixelFormat.INT16 :numpy.int16,
40                 gdcm.PixelFormat.UINT32 :numpy.uint32,
41                 gdcm.PixelFormat.INT32 :numpy.int32,
42                 gdcm.PixelFormat.FLOAT32 :numpy.float32,
43                 gdcm.PixelFormat.FLOAT64 :numpy.float64 }
44     return _gdcm_np
45
46 def get_numpy_array_type(gdcm_pixel_format):
47     """Returns a numpy array typecode given a GDCM Pixel Format."""
48     return get_gdcm_to_numpy_typemap()[gdcm_pixel_format]
49
50 def gdcm_to_numpy(image):
51     """Converts a GDCM image to a numpy array.
52     """
53     pf = image.GetPixelFormat().GetScalarType()
54     print 'pf', pf
55     print image.GetPixelFormat().GetScalarTypeAsString()
56     assert pf in get_gdcm_to_numpy_typemap().keys(), \
57         "Unsupported array type %s"%pf
58     d = image.GetDimension(0), image.GetDimension(1)
59     print 'Image Size: %d x %d' % (d[0], d[1])
60     dtype = get_numpy_array_type(pf)
61     gdcm_array = image.GetBuffer()
62
63     result = numpy.frombuffer(gdcm_array, dtype=dtype).astype(float)
64
65     result.shape = d
66     return result
67
68
69 if __name__ == "__main__":
70     import sys
71     r = gdcm.ImageReader()
72     filename = sys.argv[1]

```

```

75 r.SetFileName( filename )
76 if not r.Read(): sys.exit(1)
77 numpy_array = gdcm_to_numpy( r.GetImage() )
78
79 subplot(111)# one plot, on left
80 title(filename)
81
82 imshow(numpy_array, interpolation='bilinear', cmap=cm.jet)
83
84 subplots_adjust(bottom=0.1, right=0.8, top=0.9)
85 cax = axes([0.85, 0.1, 0.075, 0.8])
86 colorbar(cax=cax)
87 title('values')
88 get_current_fig_manager().window.title('plot')
89 show()

```

## 12.115 ConvertNumpy.py

```

1
14
15 """
16 This module add support for converting a gdcm.Image to a numpy array.
17
18 Caveats:
19 - Does not support UINT12/INT12
20
21 Removed:
22 - float16 is defined in GDCM API but no implementation exist for it ...
23 """
24
25 import gdcm
26 import numpy
27
28 def get_gdcm_to_numpy_typemap():
29     """Returns the GDCM Pixel Format to numpy array type mapping."""
30     _gdcm_np = {gdcm.PixelFormat.UINT8 :numpy.uint8,
31                 gdcm.PixelFormat.INT8 :numpy.int8,
32                 #gdcm.PixelFormat.UINT12 :numpy.uint12,
33                 #gdcm.PixelFormat.INT12 :numpy.int12,
34                 gdcm.PixelFormat.UINT16 :numpy.uint16,
35                 gdcm.PixelFormat.INT16 :numpy.int16,
36                 gdcm.PixelFormat.UINT32 :numpy.uint32,
37                 gdcm.PixelFormat.INT32 :numpy.int32,
38                 #gdcm.PixelFormat.FLOAT16:numpy.float16,
39                 gdcm.PixelFormat.FLOAT32:numpy.float32,
40                 gdcm.PixelFormat.FLOAT64:numpy.float64 }
41     return _gdcm_np
42
43 def get_numpy_array_type(gdcm_pixel_format):
44     """Returns a numpy array typecode given a GDCM Pixel Format."""
45     return get_gdcm_to_numpy_typemap()[gdcm_pixel_format]
46
47 def gdcm_to_numpy(image):
48     """Converts a GDCM image to a numpy array.
49     """
50     pf = image.GetPixelFormat()
51
52     assert pf.GetScalarType() in get_gdcm_to_numpy_typemap().keys(), \
53         "Unsupported array type %s"%pf
54
55     shape = image.GetDimension(0) * image.GetDimension(1), pf.GetSamplesPerPixel()
56     if image.GetNumberOfDimensions() == 3:
57         shape = shape[0] * image.GetDimension(2), shape[1]
58
59     dtype = get_numpy_array_type(pf.GetScalarType())
60     gdcm_array = image.GetBuffer()
61     result = numpy.frombuffer(gdcm_array, dtype=dtype)
62     result.shape = shape
63     return result
64
65 if __name__ == "__main__":
66     import sys
67     r = gdcm.ImageReader()
68     filename = sys.argv[1]
69     r.SetFileName( filename )
70     if not r.Read():
71         sys.exit(1)

```

```

72
73 numpy_array = gdcm_to_numpy( r.GetImage() )
74 print numpy_array

```

## 12.116 ConvertPIL.py

```

1
14
15 """
16 save a DICOM image with PIL via numpy
17
18 Caveats:
19 - Does not support UINT12/INT12
20
21 Usage:
22
23 python ConvertNumpy.py "IM000000"
24
25 Thanks:
26 plotting example - Ray Schumacher 2009
27 """
28
29 import gdcm
30 import numpy
31 from PIL import Image, ImageOps
32
33
34 def get_gdcm_to_numpy_typemap():
35     """Returns the GDCM Pixel Format to numpy array type mapping."""
36     _gdcm_np = {gdcm.PixelFormat.UINT8 :numpy.int8,
37                 gdcm.PixelFormat.INT8  :numpy.uint8,
38                 gdcm.PixelFormat.UINT16:numpy.uint16,
39                 gdcm.PixelFormat.INT16 :numpy.int16,
40                 gdcm.PixelFormat.UINT32:numpy.uint32,
41                 gdcm.PixelFormat.INT32 :numpy.int32,
42                 gdcm.PixelFormat.FLOAT32:numpy.float32,
43                 gdcm.PixelFormat.FLOAT64:numpy.float64 }
44     return _gdcm_np
45
46 def get_numpy_array_type(gdcm_pixel_format):
47     """Returns a numpy array typecode given a GDCM Pixel Format."""
48     return get_gdcm_to_numpy_typemap()[gdcm_pixel_format]
49
50 def gdcm_to_numpy(image):
51     """Converts a GDCM image to a numpy array.
52     """
53     pf = image.GetPixelFormat().GetScalarType()
54     print 'pf', pf
55     print image.GetPixelFormat().GetScalarTypeAsString()
56     assert pf in get_gdcm_to_numpy_typemap().keys(), \
57         "Unsupported array type %s"%pf
58     d = image.GetDimension(0), image.GetDimension(1)
59     print 'Image Size: %d x %d' % (d[0], d[1])
60     dtype = get_numpy_array_type(pf)
61     gdcm_array = image.GetBuffer()
62     result = numpy.frombuffer(gdcm_array, dtype=dtype)
63     maxV = float(result[result.argmax()])
64
65     result = numpy.log(result+50)
66     maxV = float(result[result.argmax()])
67     result = result*(2.**8/maxV)
68     result.shape = d
69     return result
70
71
72
73 if __name__ == "__main__":
74     import sys
75     r = gdcm.ImageReader()
76     filename = sys.argv[1]
77     r.SetFileName( filename )
78     if not r.Read(): sys.exit(1)
79     numpy_array = gdcm_to_numpy( r.GetImage() )
80
81     pilImage = Image.frombuffer('L',
82                                numpy_array.shape,
83                                numpy_array.astype(numpy.uint8),
84                                'raw','L',0,1)
85
86

```

```

87 pilImage = ImageOps.autocontrast(pilImage, cutoff=.1)
88 pilImage.save(sys.argv[1]+' .jpg')

```

## 12.117 CreateRAWStorage.py

```

1
14
15 """
16 <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"/>
17 """
18
19 import gdcm
20 import sys,os
21
22 if __name__ == "__main__":
23 r = gdcm.Reader()
24 # Will require Testing...
25 dataroot = gdcm.Testing.GetDataRoot()
26 filename = os.path.join( dataroot, '012345.002.050.dcm' )
27 r.SetFileName( filename )
28 r.Read()
29 f = r.GetFile()
30 ds = f.GetDataSet()
31
32 uid = "1.2.840.10008.5.1.4.1.1.66"
33 # f = gdcm.File()
34 # ds = f.GetDataSet()
35 de = gdcm.DataElement( gdcm.Tag(0x0008,0x0016) )
36 de.SetByteStringValue( uid )
37 vr = gdcm.VR( gdcm.VR.UI )
38 de.SetVR( vr )
39 ds.Replace( de )
40
41 ano = gdcm.Anonymizer()
42 ano.SetFile( r.GetFile() )
43 ano.RemovePrivateTags()
44 ano.RemoveGroupLength()
45 taglist = [
46 gdcm.Tag(0x0008,0x0008),
47 gdcm.Tag(0x0008,0x0022),
48 gdcm.Tag(0x0008,0x0032),
49 gdcm.Tag(0x0008,0x2111),
50 gdcm.Tag(0x0008,0x1150),
51 gdcm.Tag(0x0008,0x1155),
52 gdcm.Tag(0x0008,0x0100),
53 gdcm.Tag(0x0008,0x0102),
54 gdcm.Tag(0x0008,0x0104),
55 gdcm.Tag(0x0040,0xa170),
56 gdcm.Tag(0x0008,0x2112),
57 gdcm.Tag(0x0008,0x0100),
58 gdcm.Tag(0x0008,0x0102),
59 gdcm.Tag(0x0008,0x0104),
60 gdcm.Tag(0x0008,0x9215),
61 gdcm.Tag(0x0018,0x0010),
62 gdcm.Tag(0x0018,0x0022),
63 gdcm.Tag(0x0018,0x0050),
64 gdcm.Tag(0x0018,0x0060),
65 gdcm.Tag(0x0018,0x0088),
66 gdcm.Tag(0x0018,0x0090),
67 gdcm.Tag(0x0018,0x1040),
68 gdcm.Tag(0x0018,0x1100),
69 gdcm.Tag(0x0018,0x1110),
70 gdcm.Tag(0x0018,0x1111),
71 gdcm.Tag(0x0018,0x1120),
72 gdcm.Tag(0x0018,0x1130),
73 gdcm.Tag(0x0018,0x1150),
74 gdcm.Tag(0x0018,0x1151),
75 gdcm.Tag(0x0018,0x1152),
76 gdcm.Tag(0x0018,0x1160),
77 gdcm.Tag(0x0018,0x1190),
78 gdcm.Tag(0x0018,0x1210),
79 gdcm.Tag(0x0020,0x0012),
80 gdcm.Tag(0x0020,0x0032),
81 gdcm.Tag(0x0020,0x0037),
82 gdcm.Tag(0x0020,0x1041),
83 gdcm.Tag(0x0020,0x4000),

```

```

84     gdcM.Tag(0x0028,0x0002),
85     gdcM.Tag(0x0028,0x0004),
86     gdcM.Tag(0x0028,0x0010),
87     gdcM.Tag(0x0028,0x0011),
88     gdcM.Tag(0x0028,0x0030),
89     gdcM.Tag(0x0028,0x0100),
90     gdcM.Tag(0x0028,0x0101),
91     gdcM.Tag(0x0028,0x0102),
92     gdcM.Tag(0x0028,0x0103),
93     gdcM.Tag(0x0028,0x1052),
94     gdcM.Tag(0x0028,0x1053),
95     gdcM.Tag(0x0028,0x2110),
96     gdcM.Tag(0x0028,0x2112),
97     gdcM.Tag(0x7fe0,0x0010),
98     gdcM.Tag(0x0018,0x0020),
99     gdcM.Tag(0x0018,0x0021),
100    gdcM.Tag(0x0018,0x0023),
101    gdcM.Tag(0x0018,0x0025),
102    gdcM.Tag(0x0018,0x0080),
103    gdcM.Tag(0x0018,0x0081),
104    gdcM.Tag(0x0018,0x0083),
105    gdcM.Tag(0x0018,0x0084),
106    gdcM.Tag(0x0018,0x0085),
107    gdcM.Tag(0x0018,0x0086),
108    gdcM.Tag(0x0018,0x0087),
109    gdcM.Tag(0x0018,0x0091),
110    gdcM.Tag(0x0018,0x0093),
111    gdcM.Tag(0x0018,0x0094),
112    gdcM.Tag(0x0018,0x0095),
113    gdcM.Tag(0x0018,0x1088),
114    gdcM.Tag(0x0018,0x1090),
115    gdcM.Tag(0x0018,0x1094),
116    gdcM.Tag(0x0018,0x1250),
117    gdcM.Tag(0x0018,0x1251),
118    gdcM.Tag(0x0018,0x1310),
119    gdcM.Tag(0x0018,0x1312),
120    gdcM.Tag(0x0018,0x1314),
121    gdcM.Tag(0x0018,0x1315),
122    gdcM.Tag(0x0018,0x1316),
123    gdcM.Tag(0x0020,0x0110),
124    gdcM.Tag(0x0028,0x0120),
125    gdcM.Tag(0x0028,0x1050),
126    gdcM.Tag(0x0028,0x1051)
127 ]
128 for tag in taglist:
129     #print tag
130     ano.Remove( tag )
131
132 # special handling
133 gen = gdcM.UIDGenerator()
134 ano.Replace( gdcM.Tag(0x0008,0x9123), gen.Generate() )
135 #ano.Empty( gdcM.Tag(0x0040,0x0555) )
136
137
138 #
139 # uid = gen.Generate()
140 # de.SetTag( gdcM.Tag(0x0008,0x0018) )
141 # de.SetByteStringValue( uid )
142 # ds.Insert( de )
143
144 # init FMI now:
145 #fmi = f.GetHeader()
146 #ts = gdcM.TransferSyntax()
147 #print ts
148 #fmi.SetDataSetTransferSyntax( ts ) # default
149 #print fmi.GetDataSetTransferSyntax()
150 #de.SetTag( gdcM.Tag(0x0002,0x0010) )
151 #uid = "1.2.840.10008.1.2"
152 #de.SetByteStringValue( uid )
153 #fmi.Insert( de )
154 # f.SetHeader( r.GetFile().GetHeader() )
155
156 writer = gdcM.Writer()
157 writer.SetFile( ano.GetFile() )
158 writer.SetFileName( "rawstorage.dcm" );
159 writer.Write()

```

## 12.118 DecompressImage.py

```

1
14
15 """
16 Usage:
17
18 python DecompressImage.py gdcmlData/012345.002.050.dcm decompress.dcm
19 """
20
21 import gdcml
22 import sys
23
24 if __name__ == "__main__":
25
26     file1 = sys.argv[1]
27     file2 = sys.argv[2]
28
29     r = gdcml.ImageReader()
30     r.SetFileName( file1 )
31     if not r.Read():
32         sys.exit(1)
33
34     # check GetFragment API:
35     pd = r.GetFile().GetDataSet().GetDataElement(gdcml.Tag(0x7fe0, 0x0010))
36     frags = pd.GetSequenceOfFragments();
37     frags.GetFragment(0);
38
39     ir = r.GetImage()
40     w = gdcml.ImageWriter()
41     image = w.GetImage()
42
43     image.SetNumberOfDimensions( ir.GetNumberOfDimensions() );
44     dims = ir.GetDimensions();
45     print ir.GetDimension(0);
46     print ir.GetDimension(1);
47     print "Dims:", dims
48
49     # Just for fun:
50     dircos = ir.GetDirectionCosines()
51     t = gdcml.Orientation.GetType(tuple(dircos))
52     l = gdcml.Orientation.GetLabel(t)
53     print "Orientation label:", l
54
55     image.SetDimension(0, ir.GetDimension(0) );
56     image.SetDimension(1, ir.GetDimension(1) );
57
58     pixeltype = ir.GetPixelFormat();
59     image.SetPixelFormat( pixeltype );
60
61     pi = ir.GetPhotometricInterpretation();
62     image.SetPhotometricInterpretation( pi );
63
64     pixeldata = gdcml.DataElement( gdcml.Tag(0x7fe0, 0x0010) )
65     str1 = ir.GetBuffer()
66     #print ir.GetBufferLength()
67     pixeldata.SetByteStringValue( str1 )
68     image.SetDataElement( pixeldata )
69
70     w.SetFileName( file2 )
71     w.SetFile( r.GetFile() )
72     w.SetImage( image )
73     if not w.Write():
74         sys.exit(1)

```

## 12.119 DumbAnonymizer.py

```

1
14
15 """
16 This example shows how one can use the gdcml.Anonymizer in 'dumb' mode.
17 This class becomes really handy when one knows which particular tag to fill in.
18
19 Usage:
20
21 python DumbAnonymizer.py gdcmlData/012345.002.050.dcm out.dcm
22

```



```

23 """
24
25 import gdcm
26
27 # http://www.oid-info.com/get/1.3.6.1.4.17434
28 THERALYS_ORG_ROOT = "1.3.6.1.4.17434"
29
30 tag_rules={
31     # Value
32     (0x0012,0x0010):("Value","MySponsorName"),
33     (0x0012,0x0020):("Value","MyProtocolID"),
34     (0x0012,0x0021):("Value","MyProtocolName"),
35     (0x0012,0x0062):("Value","YES"),
36     (0x0012,0x0063):("Value","MyDeidentificationMethod"),
37
38     # Method
39     # (0x0002,0x0003):("Method","GenerateMSOPId"),
40     # (0x0008,0x1155):("Method","GenerateMSOPId"),
41     (0x0008,0x0018):("Method","GenerateMSOPId"),
42     (0x0010,0x0010):("Method","GetSponsorInitials"),
43     (0x0010,0x0020):("Method","GetSponsorId"),
44     (0x0012,0x0030):("Method","GetSiteId"),
45     (0x0012,0x0031):("Method","GetSiteName"),
46     (0x0012,0x0040):("Method","GetSponsorId"),
47     (0x0012,0x0050):("Method","GetTPId"),
48     (0x0018,0x0022):("Method","KeepIfExist"),
49     (0x0018,0x1315):("Method","KeepIfExist"),
50     (0x0020,0x000d):("Method","GenerateStudyId"),
51     (0x0020,0x000e):("Method","GenerateSeriesId"),
52     (0x0020,0x1002):("Method","GetNumberOfFrames"),
53     (0x0020,0x0020):("Method","GetPatientOrientation"),
54     # Other:
55     (0x0012,0x0051):("Patient Field","Type Examen"),
56     (0x0018,0x1250):("Sequence Field","Receive Coil"),
57     (0x0018,0x0088):("Sequence Field","Spacing Between Slice"),
58     (0x0018,0x0095):("Sequence Field","Pixel Bandwidth"),
59     (0x0018,0x0082):("Sequence Field","Inversion Time"),
60 }
61
62 class MyAnon:
63     def __init__(self):
64         self.studyuid = None
65         self.seriesuid = None
66         generator = gdcm.UIDGenerator()
67         if not self.studyuid:
68             self.studyuid = generator.Generate()
69         if not self.seriesuid:
70             self.seriesuid = generator.Generate()
71     def GetSponsorInitials(self):
72         return "dummy^foobar"
73     def GenerateStudyId(self):
74         return self.studyuid
75     def GenerateSeriesId(self):
76         return self.seriesuid
77     #def GenerateMSOPId(self):
78     def GenerateMSOPId(self):
79         generator = gdcm.UIDGenerator()
80         return generator.Generate()
81     def GetSiteId(self):
82         return "MySiteId"
83     def GetSiteName(self):
84         return "MySiteName"
85     def GetSponsorId(self):
86         return "MySponsorId"
87     def GetTPId(self):
88         return "MyTP"
89
90 if __name__ == "__main__":
91     import sys
92     gdcm.FileMetaInformation.SetSourceApplicationEntityTitle( "DumbAnonymizer" )
93     gdcm.UIDGenerator.SetRoot( THERALYS_ORG_ROOT )
94
95     r = gdcm.Reader()
96     filename = sys.argv[1]
97     r.SetFileName( filename )
98     if not r.Read(): sys.exit(1)
99
100     obj = MyAnon()
101
102     w = gdcm.Writer()
103     ano = gdcm.Anonymizer()

```

```

104 ano.SetFile( r.GetFile() )
105 ano.RemoveGroupLength()
106 for tag,rule in tag_rules.items():
107     if rule[0] == 'Value':
108         print tag,rule
109         ano.Replace( gdcm.Tag( tag[0], tag[1] ), rule[1] )
110     elif rule[0] == 'Method':
111         print tag,rule
112         # result = locals()[rule[1]]()
113         methodname = rule[1]
114         if hasattr(obj, methodname):
115             _member = getattr(obj, methodname)
116             result = _member()
117             ano.Replace( gdcm.Tag( tag[0], tag[1] ), result )
118         else:
119             print "Problem with: ", methodname
120
121 outfilename = sys.argv[2]
122 w.SetFileName( outfilename )
123 w.SetFile( ano.GetFile() )
124 if not w.Write(): sys.exit(1)

```

## 12.120 ExtractImageRegion.py

```

1
14
15 """
16
17 This small code shows how to use the gdcm.ImageRegionReader API
18 In this example we are taking each frame by frame and dump them to
19 /tmp/frame.raw.
20
21 Usage:
22 $ ExtractImageRegion.py input.dcm
23
24 Example:
25 $ ExtractImageRegion.py gdcmData/012345.002.050.dcm
26 $ md5sum /tmp/frame.raw
27 d594a5e2fde12f32b6633ca859b4d4a6 /tmp/frame.raw
28 $ gdcminfo --md5sum gdcmData/012345.002.050.dcm
29 [...]
30 md5sum: d594a5e2fde12f32b6633ca859b4d4a6
31 """
32
33 import gdcm
34
35 if __name__ == "__main__":
36     import sys
37     filename = sys.argv[1]
38
39     file_size = gdcm.System.FileSize(filename);
40
41     # instantiate the reader:
42     reader = gdcm.ImageRegionReader();
43     reader.SetFileName( filename );
44
45     # pull DICOM info:
46     if not reader.ReadInformation():
47         sys.exit(1)
48
49     # store current offset:
50     cur_pos = reader.GetStreamCurrentPosition();
51
52     remaining = file_size - cur_pos;
53
54     print("Remaining bytes to read (Pixel Data): %d" % remaining );
55
56     # Get file infos
57     f = reader.GetFile();
58
59     # get some info about image
60     dims = gdcm.ImageHelper.GetDimensionsValue(f);
61     print(dims)
62     pf = gdcm.ImageHelper.GetPixelFormatValue(f);
63     pixelsize = pf.GetPixelSize();
64     pi = gdcm.ImageHelper.GetPhotometricInterpretationValue(f);
65     print( pi );

```

```

66
67 # buffer to get the pixels
68 buffer = bytearray( dims[0] * dims[1] * pixelsize )
69
70 # define a simple box region.
71 box = gdcm.BoxRegion();
72 for z in range(0, dims[2]):
73     # Define that I want the image 0, full size (dimx x dimy pixels)
74     # and do that for each z:
75     box.SetDomain(0, dims[0] - 1, 0, dims[1] - 1, z, z);
76     #print( box.toString() );
77     reader.SetRegion( box );
78
79 # reader will try to load the uncompressed image region into buffer.
80 # the call returns an error when buffer.Length is too small. For instance
81 # one can call:
82 # uint buf_len = reader.ComputeBufferLength(); // take into account pixel size
83 # to get the exact size of minimum buffer
84 if reader.ReadIntoBuffer(buffer):
85     open('/tmp/frame.raw', 'wb').write(buffer)
86 else:
87     #throw new Exception("can't read pixels error");
88     sys.exit(1)

```

## 12.121 FindAllPatientName.py

```

1
14 """
15 This example shows how one can use the gdcm.CompositeNetworkFunctions class
16 for executing a C-FIND query
17 It will print the list of patient name found
18
19 Usage:
20
21 python FindAllPatientName.py
22
23 """
24
25 import gdcm
26
27 # Patient Name
28 tag = gdcm.Tag(0x10,0x10)
29 de = gdcm.DataElement(tag)
30
31 # Search all patient name where string match 'F*'
32 de.SetByteStringValue('F*')
33
34 ds = gdcm.DataSet()
35 ds.Insert(de)
36
37 cnf = gdcm.CompositeNetworkFunctions()
38 theQuery = cnf.ConstructQuery (gdcm.ePatientRootType,gdcm.ePatient,ds)
39
40 #print theQuery.ValidateQuery()
41
42 # prepare the variable for output
43 ret = gdcm.DataSetArrayType()
44
45 # Execute the C-FIND query
46 cnf.CFind('dicom.example.com',11112,theQuery,ret,'GDCM_PYTHON','ANY-SCP')
47
48 for i in range(0,ret.size()):
49     print "Patient #",i
50     print ret[i]

```

## 12.122 FixCommaBug.py

```

1
14
15 """
16 Using LC_NUMERIC set to something not compatible with "C" it is possible to write out "," instead of
17 "." as required by the DICOM standard
18 Issue is still current (IMHO) with gdcm 2.0.9

```

```

19 """
20
21 import gdc
22 import sys
23
24 filename = sys.argv[1]
25 outname = sys.argv[2]
26
27 # read
28 r = gdc.Reader()
29 r.SetFileName( filename )
30 if not r.Read():
31     print "not valid"
32     sys.exit(1)
33
34 file = r.GetFile()
35 dataset = file.GetDataSet()
36
37 ano = gdc.Anonymizer()
38 ano.SetFile( file )
39
40 tags = [
41     gdc.Tag(0x0018,0x1164),
42     gdc.Tag(0x0018,0x0088),
43     gdc.Tag(0x0018,0x0050),
44     gdc.Tag(0x0028,0x0030),
45 ]
46
47 for tag in tags:
48     print tag
49     if dataset.FindDataElement( tag ):
50         pixelpacing = dataset.GetDataElement( tag )
51         #print pixelpacing
52         bv = pixelpacing.GetByteValue()
53         str = bv.GetBuffer()
54         #print bv.GetLength()
55         #print len(str)
56         new_str = str.replace(",",".")
57         # Need to explicitly pass bv.GetLength() to remove any trailing garbage
58         ano.Replace( tag, new_str, bv.GetLength() )
59
60 #print dataset
61
62 w = gdc.Writer()
63 w.SetFile( file )
64 w.SetFileName( outname )
65 if not w.Write():
66     print "Cannot write"
67     sys.exit(1)
68
69 # paranoid:
70 image_reader = gdc.ImageReader()
71 image_reader.SetFileName( outname )
72 if not image_reader.Read():
73     print "there is still a comma"
74     sys.exit(1)
75
76 print "Success!"
77 sys.exit(0) # success

```

## 12.123 GetPortionCSAHeader.py

```

1
2
3
4
5
6 Usage:
7
8 python GetPortionCSAHeader.py input.dcm
9
10 Footnote:
11 SIEMENS is not publishing any information on the CSA header. So any info extracted
12 is at your own risk.
13 """
14
15
16 import sys
17 import gdc
18
19

```

```

28 if __name__ == "__main__":
29
30 file = sys.argv[1]
31
32 r = gdcm.Reader()
33 r.SetFileName( file )
34 if not r.Read():
35     sys.exit(1)
36
37 ds = r.GetFile().GetDataSet()
38 csa_t1 = gdcm.CSAHeader()
39 csa_t2 = gdcm.CSAHeader()
40 #print csa
41 t1 = csa_t1.GetCSAImageHeaderInfoTag();
42 print t1
43 t2 = csa_t2.GetCSASeriesHeaderInfoTag();
44 print t2
45 # Let's do it for t1:
46 if ds.FindDataElement( t1 ):
47     csa_t1.LoadFromDataElement( ds.GetDataElement( t1 ) )
48     print csa_t1
49
50 # Now let's pretend we are only interested in B_value and DiffusionGradientDirection entries:
51 bvalues = csa_t1.GetCSAElementByName( "B_value" ) # WARNING: it is case sensitive !
52 print bvalues
53
54 diffgraddir = csa_t1.GetCSAElementByName( "DiffusionGradientDirection" ) # WARNING: it is case sensitive !
55 print diffgraddir
56
57 # repeat for t2 if you like it:
58 if ds.FindDataElement( t2 ):
59     csa_t2.LoadFromDataElement( ds.GetDataElement( t2 ) )
60     # print csa_t2
61
62 gdt = csa_t2.GetCSAElementByName( "GradientDelayTime" )
63 print gdt
64
65 bv = gdt.GetByteValue();
66 #print bv
67 str = bv.GetPointer()
68 print str.split("\\")

```

## 12.124 HelloWorld.py

```

1
14
15 """
16 Hello World !
17 """
18
19 import gdcm
20 import sys
21
22 if __name__ == "__main__":
23
24     # verbosity:
25     #gdcm.Trace.DebugOn()
26     #gdcm.Trace.WarningOn()
27     #gdcm.Trace.ErrorOn()
28
29     # Get the filename from the command line
30     filename = sys.argv[1]
31
32     # Instanciate a gdcm.Reader
33     # This is the main class to handle any type of DICOM object
34     # You should check for gdcm.ImageReader for reading specifically DICOM Image file
35     r = gdcm.Reader()
36     r.SetFileName( filename )
37     # If the reader fails to read the file, we should stop !
38     if not r.Read():
39         print "Not a valid DICOM file"
40         sys.exit(1)
41
42     # Get the DICOM File structure
43     file = r.GetFile()
44
45     # Get the DataSet part of the file

```

```

46 dataset = file.GetDataSet()
47
48 # Ok let's print it !
49 print dataset
50
51 # Use StringFilter to print a particular Tag:
52 sf = gdcm.StringFilter()
53 sf.SetFile(r.GetFile())
54
55 # Check if Attribute exist
56 print dataset.FindElement( gdcm.Tag(0x0028,0x0010))
57
58 # Let's print it as string pair:
59 print sf.ToStringPair(gdcm.Tag(0x0028,0x0010))

```

## 12.125 ManipulateFile.py

```

1
14
15 """
16 Usage:
17
18 python ManipulateFile.py input.dcm output.dcm
19
20 Footnote:
21 GDCM 1.2.x would create incorrect Multiframe MR Image Storage file. Try to recover from
22 the issues to recreate a MultiframeGrayscaleByteSecondaryCaptureImageStorage file.
23 e.g:
24
25 python ManipulateFile.py Insight/Testing/Temporary/itkGDCMImageIOTest5-j2k.dcm manipulated.dcm
26 """
27
28 import sys
29 import gdcm
30
31 if __name__ == "__main__":
32
33 file1 = sys.argv[1]
34 file2 = sys.argv[2]
35
36 r = gdcm.Reader()
37 r.SetFileName( file1 )
38 if not r.Read():
39     sys.exit(1)
40
41 ano = gdcm.Anonymizer()
42 ano.SetFile( r.GetFile() )
43 ano.RemovePrivateTags()
44 ano.Remove( gdcm.Tag(0x0032,0x1030) )
45 ano.Remove( gdcm.Tag(0x008,0x14) )
46 ano.Remove( gdcm.Tag(0x008,0x1111) )
47 ano.Remove( gdcm.Tag(0x008,0x1120) )
48 ano.Remove( gdcm.Tag(0x008,0x1140) )
49 ano.Remove( gdcm.Tag(0x10,0x21b0) )
50 ano.Empty( gdcm.Tag(0x10,0x10) )
51 ano.Empty( gdcm.Tag(0x10,0x20) )
52 ano.Empty( gdcm.Tag(0x10,0x30) )
53 ano.Empty( gdcm.Tag(0x20,0x10) )
54 ano.Empty( gdcm.Tag(0x32,0x1032) )
55 ano.Empty( gdcm.Tag(0x32,0x1033) )
56 ano.Empty( gdcm.Tag(0x40,0x241) )
57 ano.Empty( gdcm.Tag(0x40,0x254) )
58 ano.Empty( gdcm.Tag(0x40,0x253) )
59 ano.Empty( gdcm.Tag(0x40,0x1001) )
60 ano.Empty( gdcm.Tag(0x8,0x80) )
61 ano.Empty( gdcm.Tag(0x8,0x50) )
62 ano.Empty( gdcm.Tag(0x8,0x1030) )
63 ano.Empty( gdcm.Tag(0x8,0x103e) )
64 ano.Empty( gdcm.Tag(0x18,0x1030) )
65 ano.Empty( gdcm.Tag(0x38,0x300) )
66 g = gdcm.UIDGenerator()
67 ano.Replace( gdcm.Tag(0x0008,0x0018), g.Generate() )
68 ano.Replace( gdcm.Tag(0x0020,0x00d), g.Generate() )
69 ano.Replace( gdcm.Tag(0x0020,0x00e), g.Generate() )
70 ano.Replace( gdcm.Tag(0x0020,0x052), g.Generate() )
71 #ano.Replace( gdcm.Tag(0x0008,0x0016), "1.2.840.10008.5.1.4.1.1.7.2" )
72 """

```

```

73 ano.Remove( gdcm.Tag(0x0018,0x0020) ) # ScanningSequence
74 ano.Remove( gdcm.Tag(0x0018,0x0021) ) # SequenceVariant
75 ano.Remove( gdcm.Tag(0x0018,0x0022) ) # ScanOptions
76 ano.Remove( gdcm.Tag(0x0018,0x0023) ) # MRAcquisitionType
77 ano.Remove( gdcm.Tag(0x0018,0x0050) ) # SliceThickness
78 ano.Remove( gdcm.Tag(0x0018,0x0080) ) # RepetitionTime
79 ano.Remove( gdcm.Tag(0x0018,0x0081) ) # EchoTime
80 ano.Remove( gdcm.Tag(0x0018,0x0088) ) # SpacingBetweenSlices
81 ano.Remove( gdcm.Tag(0x0018,0x0091) ) # EchoTrainLength
82 ano.Remove( gdcm.Tag(0x0018,0x1164) ) # ImagerPixelSpacing
83
84 ano.Remove( gdcm.Tag(0x0020,0x0032) ) # Image Position (Patient)
85 ano.Remove( gdcm.Tag(0x0020,0x0037) ) # Image Orientation (Patient)
86 ano.Remove( gdcm.Tag(0x0020,0x0052) ) # Frame of Reference UID
87 ano.Remove( gdcm.Tag(0x0020,0x1040) ) # Position Reference Indicator
88
89 ano.Replace( gdcm.Tag(0x0028,0x0301), "NO" ) # Burned In Annotation
90
91 ano.Empty( gdcm.Tag(0x0020,0x0020) )
92
93 ano.Remove( gdcm.Tag(0x7fe0,0x0000) )
94
95 #ano.Empty( gdcm.Tag(0x0028,0x0009) ) # Frame Increment Pointer
96
97 #ano.Empty( gdcm.Tag(0x0028,0x1052) ) #<entry group="0028" element="1052" vr="DS" vm="1" name="Rescale
Intercept"/>
98 #ano.Empty( gdcm.Tag(0x0028,0x1053) ) #<entry group="0028" element="1053" vr="DS" vm="1" name="Rescale
Slope"/>
99 #ano.Replace( gdcm.Tag(0x0028,0x1054), "US" ) #<entry group="0028" element="1054" vr="LO" vm="1"
name="Rescale Type"/>
100
101 ano.Replace( gdcm.Tag(0x2050, 0x0020), "IDENTITY")
102 """
103
104 w = gdcm.Writer()
105 w.SetFile( ano.GetFile() )
106 w.SetFileName( file2 )
107 if not w.Write():
108     sys.exit(1)

```

## 12.126 ManipulateSequence.py

```

1
14
15 """
16 Usage:
17
18 python ManipulateSequence.py input.dcm output.dcm
19
20 This was tested using:
21
22 python ManipulateSequence.py gdcmData/D_CLUNIE_CT1_J2KI.dcm myoutput.dcm
23
24 This is a dummy example on how to modify a value set in a nested-nested dataset
25
26 WARNING:
27 Do not use as-is in production, this is just an example
28 This example works in an undefined length Item only (you need to explicitly recompute the length otherwise)
29 """
30
31 import sys
32 import gdcm
33
34 if __name__ == "__main__":
35
36     file1 = sys.argv[1]
37     file2 = sys.argv[2]
38
39     r = gdcm.Reader()
40     r.SetFileName( file1 )
41     if not r.Read():
42         sys.exit(1)
43
44     f = r.GetFile()
45     ds = f.GetDataSet()
46     tsis = gdcm.Tag(0x0008,0x2112) # SourceImageSequence
47     if ds.FindElement( tsis ):

```

```

48     sis = ds.GetDataElement( tsis )
49     #sqsis = sis.GetSequenceOfItems()
50     # GetValueAsSQ handle more cases
51     sqsis = sis.GetValueAsSQ()
52     if sqsis.GetNumberOfItems():
53         item1 = sqsis.GetItem(1)
54         nestedds = item1.GetNestedDataSet()
55         tprcs = gdcm.Tag(0x0040,0xa170) # PurposeOfReferenceCodeSequence
56         if nestedds.FindDataElement( tprcs ):
57             prcs = nestedds.GetDataElement( tprcs )
58             sqprcs = prcs.GetSequenceOfItems()
59             if sqprcs.GetNumberOfItems():
60                 item2 = sqprcs.GetItem(1)
61                 nestedds2 = item2.GetNestedDataSet()
62                 # (0008,0104) LO [Uncompressed predecessor] # 24, 1 CodeMeaning
63                 tcm = gdcm.Tag(0x0008,0x0104)
64                 if nestedds2.FindDataElement( tcm ):
65                     cm = nestedds2.GetDataElement( tcm )
66                     mystr = "GDCM was here"
67                     cm.SetByteStringValue( mystr )
68
69     w = gdcm.Writer()
70     w.SetFile( f )
71     w.SetFileName( file2 )
72     if not w.Write():
73         sys.exit(1)

```

## 12.127 MergeFile.py

```

1
14
15 """
16 Usage:
17
18 python MergeFile.py input1.dcm input2.dcm
19
20 It will produce a 'merge.dcm' output file, which contains all meta information from input1.dcm
21 and copy the Stored Pixel values from input2.dcm
22 This script even works when input2.dcm is a Secondary Capture and does not contains information
23 such as IOP and IPP...
24 """
25
26 import sys
27 import gdcm
28
29 if __name__ == "__main__":
30
31     file1 = sys.argv[1]
32     file2 = sys.argv[2]
33
34     r1 = gdcm.ImageReader()
35     r1.SetFileName( file1 )
36     if not r1.Read():
37         sys.exit(1)
38
39     r2 = gdcm.ImageReader()
40     r2.SetFileName( file2 )
41     if not r2.Read():
42         sys.exit(1)
43
44     # Image from r2 could be Secondary Capture and thus would not contains neither IPP nor IOP
45     # Instead always prefer to only copy the Raw Data Element.
46     # Warning ! Image need to be identical ! Only the value of Stored Pixel can be different.
47     r1.GetImage().SetDataElement( r2.GetImage().GetDataElement() )
48
49     w = gdcm.ImageWriter()
50     w.SetFile( r1.GetFile() )
51     #w.SetImage( r2.GetImage() ) # See comment above
52     w.SetImage( r1.GetImage() )
53
54     w.SetFileName( "merge.dcm" )
55     if not w.Write():
56         sys.exit(1)
57
58     sys.exit(0)

```



## 12.128 NewSequence.py

```

1
14
15 """
16 Usage:
17
18 python NewSequence.py input.dcm output.dcm
19
20
21 Thanks to Robert Irie for code
22 """
23
24 import sys
25 import gdcm
26
27 if __name__ == "__main__":
28
29     file1 = sys.argv[1]
30     file2 = sys.argv[2]
31
32     r = gdcm.Reader()
33     r.SetFileName( file1 )
34     if not r.Read():
35         sys.exit(1)
36
37     f = r.GetFile()
38     ds = f.GetDataSet()
39     #tsis = gdcm.Tag(0x0008,0x2112) # SourceImageSequence
40
41     # Create a dataelement
42     de = gdcm.DataElement(gdcm.Tag(0x0010, 0x2180))
43     de.SetByteStringValue("Occupation")
44     de.SetVR(gdcm.VR(gdcm.VR.SH))
45
46     # Create an item
47     it=gdcm.Item()
48     it.SetVLToUndefined() # Needed to not popup error message
49     #it.InsertDataElement(de)
50     nds=it.GetNestedDataSet()
51     nds.Insert(de)
52
53     # Create a Sequence
54     sq=gdcm.SequenceOfItems().New()
55     sq.SetLengthToUndefined()
56     sq.AddItem(it)
57
58     # Insert sequence into data set
59     des=gdcm.DataElement(gdcm.Tag(0x0400,0x0550))
60     des.SetVR(gdcm.VR(gdcm.VR.SQ))
61     des.SetValue(sq.__ref__())
62     des.SetVLToUndefined()
63
64     ds.Insert(des)
65
66     w = gdcm.Writer()
67     w.SetFile( f )
68     w.SetFileName( file2 )
69     if not w.Write():
70         sys.exit(1)

```

## 12.129 PhilipsPrivateRescaleInterceptSlope.py

```

1
14
15 """
16 Usage:
17
18 python
19 """
20
21 import gdcm
22 import sys
23
24 filename = sys.argv[1]
25 tmpfile = "/tmp/philips_rescaled.dcm"
26

```

```

27
28 # Need to access some private tags, read the file :
29 reader = gdcM.Reader()
30 reader.SetFileName( filename )
31 if not reader.Read():
32     sys.exit(1)
33
34 ds = reader.GetFile().GetDataSet()
35
36 #print ds
37 # (2005,1409)      DS      4      0.0
38 # (2005,140a)     DS      16     1.52283272283272
39
40 # (2005,0014)      LO      26     Philips MR Imaging DD 005
41 tag1 = gdcM.PrivateTag(0x2005,0x09,"Philips MR Imaging DD 005")
42 tag2 = gdcM.PrivateTag(0x2005,0x0a,"Philips MR Imaging DD 005")
43 print tag1
44 print tag2
45
46 # make sure to do a copy, we want the private tag to remain
47 # otherwise gdcM gives us a reference
48 el1 = gdcM.DataElement( ds.GetDataElement( tag1 ) )
49 print el1
50 el2 = gdcM.DataElement( ds.GetDataElement( tag2 ) )
51 print el2
52
53 # (0028,1052) DS [-1000]          # 6, 1 RescaleIntercept
54 # (0028,1053) DS [1]             # 2, 1 RescaleSlope
55
56 el1.SetTag( gdcM.Tag(0x0028,0x1052) )
57 el2.SetTag( gdcM.Tag(0x0028,0x1053) )
58
59 ds.Insert( el1 )
60 ds.Insert( el2 )
61
62 w = gdcM.Writer()
63 w.SetCheckFileMetaInformation( False )
64 w.SetFileName( tmpfile )
65 w.SetFile( reader.GetFile() )
66 if not w.Write():
67     sys.exit(1)
68
69 print "success"

```

## 12.130 PlaySound.py

```

1
14
15 """
16 Usage:
17
18 python PlaySound.py input.dcm
19 """
20
21 import gdcM
22 import sys
23
24 #filename = "/home/mmalaterre/Creatis/gdcMDataExtra/gdcMNonImageData/audio_from_rafael_sanguinetti.dcm"
25 filename = sys.argv[1]
26 print filename
27
28 r = gdcM.Reader()
29 r.SetFileName( filename )
30 if not r.Read():
31     sys.exit(1)
32
33 ds = r.GetFile().GetDataSet()
34
35 waveformtag = gdcM.Tag(0x5400,0x0100)
36 waveformsq = ds.GetDataElement( waveformtag )
37 #print waveformsq
38
39 #print dir(waveformsq)
40
41 items = waveformsq.GetSequenceOfItems()
42
43 if not items.GetNumberOfItems():

```

```

44     sys.exit(1)
45
46 item = items.GetItem(1)
47 #print item
48
49 waveformds = item.GetNestedDataSet()
50 #print waveformds
51
52 waveformdatatag = gdcm.Tag(0x5400,0x1010)
53 waveformdata = waveformds.GetDataElement( waveformdatatag )
54
55 #print waveformdata.GetPointer()
56 bv = waveformdata.GetByteValue()
57 print dir(bv)
58
59 #print bv.GetPointer()
60 print bv.GetLength()
61 l = 116838
62
63 file='test.wav'
64 myfile = open(file, "wb")
65 s = bv.GetPointer()
66 for i in range(0, l):
67     myfile.write(s[i])
68 myfile.close()
69
70 # http://mail.python.org/pipermail/python-list/2004-October/288905.html
71 if sys.platform.startswith('win'):
72     from winsound import PlaySound, SND_FILENAME, SND_ASYNC
73     PlaySound(file, SND_FILENAME|SND_ASYNC)
74 elif sys.platform.find('linux')>-1:
75     from wave import open as waveOpen
76     from ossaudiodev import open as ossOpen
77     s = waveOpen(file,'rb')
78     (nc,sw,fr,nf,comptype, compname) = s.getparams( )
79     dsp = ossOpen('/dev/dsp','w')
80     try:
81         from ossaudiodev import AFMT_S16_NE
82     except ImportError:
83         if byteorder == "little":
84             AFMT_S16_NE = ossaudiodev.AFMT_S16_LE
85         else:
86             AFMT_S16_NE = ossaudiodev.AFMT_S16_BE
87     dsp.setparameters(AFMT_S16_NE, nc, fr)
88     data = s.readframes(nf)
89     s.close()
90     dsp.write(data)
91     dsp.close()

```

## 12.131 PrivateDict.py

```

1
14
15 """
16 """
17
18 import gdcm
19 import sys,os
20
21 if __name__ == "__main__":
22     #gdcm.Trace.DebugOn()
23     globInst = gdcm.Global.GetInstance()
24     # Try to load Part3.xml file
25     # This file is too big for being accessible directly at runtime.
26     globInst.LoadResourcesFiles()
27
28
29 # Get a private tag from the runtime dicts. LoadResourcesFiles could
30 # have failed but this has no impact on the private dict
31
32 d = globInst.GetDicts()
33 print d.GetDictEntry( gdcm.Tag(0x0029,0x0010) ,"SIEMENS CSA HEADER" )
34 pd = d.GetPrivateDict()
35 print pd.GetDictEntry( gdcm.PrivateTag(0x0029,0x0010,"SIEMENS CSA HEADER") )

```

## 12.132 ReWriteSCAsMR.py

```

1
14
15 """
16 GDCM 1.x would write out MR Image Storage as Secondary Capture Object while still setting Rescale
    Slope/Intercept
17 and saving the Pixel Spacing in (0028,0030)
18 """
19
20 import gdcmm
21 import sys,os
22
23 def CheckSecondaryCaptureObjectIsMRImageStorage(r):
24     ds = r.GetFile().GetDataSet()
25     # Check Source Image Sequence
26     if ds.FindDataElement( gdcmm.Tag(0x0008,0x2112) ):
27         sis = ds.GetDataElement( gdcmm.Tag(0x0008,0x2112) )
28         sqsis = sis.GetSequenceOfItems()
29         if sqsis.GetNumberOfItems():
30             item1 = sqsis.GetItem(1)
31             nestedds = item1.GetNestedDataSet()
32             if nestedds.FindDataElement( gdcmm.Tag(0x0008,0x1150) ):
33                 ReferencedSOPClassUID = nestedds.GetDataElement( gdcmm.Tag(0x0008,0x1150) )
34                 raw = ReferencedSOPClassUID.GetByteValue().GetPointer()
35                 uids = gdcmm.UIDs()
36                 # what is the actual object we are looking at ?
37                 ms = gdcmm.MediaStorage()
38                 ms.SetFromDataSet(ds)
39                 msuid = ms.GetString()
40                 uids.SetFromUID( msuid )
41                 msuidname = uids.GetName() # real Media Storage Name
42                 uids.SetFromUID( raw )
43                 sqmsuidname = uids.GetName() # Source Image Sequence Media Storage Name
44                 # If object is SC and Source derivation is MRImageStorage then we can assume 'Pixel Spacing' is
    correct
45                 if( sqmsuidname == 'MR Image Storage' and msuidname == 'Secondary Capture Image Storage' ):
46                     return True
47             # in all other case simply return the currentspacing:
48             return False
49
50 if __name__ == "__main__":
51     r = gdcmm.ImageReader()
52     filename = sys.argv[1]
53     r.SetFileName( filename )
54     if not r.Read():
55         sys.exit(1)
56     f = r.GetFile()
57
58     if( CheckSecondaryCaptureObjectIsMRImageStorage(r) ):
59         # Special handling of the spacing:
60         # GDCM 1.2.0 would not rewrite correctly DICOM Object and would always set them as 'Secondary Capture
    Image Storage'
61         # while we would rather have 'MR Image Storage'
62         gdcmm.ImageHelper.SetForcePixelSpacing( True )
63         mrspacing = gdcmm.ImageHelper.GetSpacingValue( r.GetFile() )
64         # TODO: I cannot do simply the following:
65         #image.SetSpacing( mrspacing )
66         image.SetSpacing(0, mrspacing[0] )
67         image.SetSpacing(1, mrspacing[1] )
68         image.SetSpacing(2, mrspacing[2] )
69         gdcmm.ImageHelper.SetForceRescaleInterceptSlope( True )
70         ris = gdcmm.ImageHelper.GetRescaleInterceptSlopeValue( r.GetFile() )
71         image.SetIntercept( ris[0] )
72         image.SetSlope( ris[1] )
73
74     outfilename = sys.argv[2]
75     w = gdcmm.ImageWriter()
76     w.SetFileName( outfilename )
77     w.SetFile( r.GetFile() )
78     w.SetImage( image )
79     if not w.Write():
80         sys.exit(1)
81
82     sys.exit(0)

```

## 12.133 ReadAndDumpDICOMDIR.py

```

1
23
24
25
26 import sys
27 import gdcm
28
29 if __name__ == "__main__":
30     # Check arguments
31     if (len(sys.argv) < 2):
32         # No filename passed
33         print "No input filename found"
34         quit()
35
36     filename = sys.argv[1]
37
38
39     # Read file
40     reader = gdcm.Reader()
41     reader.SetFileName(filename)
42     if (not reader.Read()):
43         print "Unable to read %s" % (filename)
44         quit()
45
46     file = reader.GetFile()
47
48     # Retrieve header information
49     fileMetaInformation = file.GetHeader()
50     print fileMetaInformation
51
52     # Retrieve data set
53     dataSet = file.GetDataSet()
54     #print dataSet
55
56     # Check media storage
57     mediaStorage = gdcm.MediaStorage()
58     mediaStorage.SetFromFile(file)
59     if (gdcm.MediaStorage.GetMSType(str(mediaStorage)) != gdcm.MediaStorage.MediaStorageDirectoryStorage):
60         # File is not a DICOMDIR
61         print "This file is not a DICOMDIR (Media storage type: %s)" % (str(mediaStorage))
62         quit()
63
64     # Check Media Storage SOP Class
65     if (fileMetaInformation.FindElement(gdcm.Tag(0x0002, 0x0002))):
66         sopClassUid = str(fileMetaInformation.GetDataElement(gdcm.Tag(0x0002, 0x0002)).GetValue())
67         # Check SOP UID
68         if (sopClassUid != "1.2.840.10008.1.3.10"):
69             # File is not a DICOMDIR
70             print "This file is not a DICOMDIR"
71     else:
72         # Not present
73         print "Media Storage SOP Class not present"
74         quit()
75
76     # Iterate through the DICOMDIR data set
77     iterator = dataSet.GetDES().begin()
78     while (not iterator.equal(dataSet.GetDES().end())):
79         dataElement = iterator.next()
80
81         # Check the element tag
82         if (dataElement.GetTag() == gdcm.Tag(0x0004, 0x1220)):
83             # The 'Directory Record Sequence' element
84             sequence = dataElement.GetValueAsSQ()
85
86             # Loop through the sequence items
87             itemNr = 1
88             while (itemNr < sequence.GetNumberOfItems()):
89                 item = sequence.GetItem(itemNr)
90
91                 # Check the element tag
92                 if (item.FindElement(gdcm.Tag(0x0004, 0x1430))):
93                     # The 'Directory Record Type' element
94                     value = str(item.GetDataElement(gdcm.Tag(0x0004, 0x1430)).GetValue())
95
96                     # PATIENT
97                     while (value.strip() == "PATIENT"):
98                         print value.strip()
99                         # Print patient name

```

```

100         if (item.FindDataElement(gdcm.Tag(0x0010, 0x0010))):
101             value = str(item.GetDataElement(gdcm.Tag(0x0010, 0x0010)).GetValue())
102             print value
103
104         # Print patient ID
105         if (item.FindDataElement(gdcm.Tag(0x0010, 0x0020))):
106             value = str(item.GetDataElement(gdcm.Tag(0x0010, 0x0020)).GetValue())
107             print value
108
109         # Next
110         itemNr = itemNr + 1
111         item = sequence.GetItem(itemNr)
112         if (item.FindDataElement(gdcm.Tag(0x0004, 0x1430))):
113             value = str(item.GetDataElement(gdcm.Tag(0x0004, 0x1430)).GetValue())
114
115         # STUDY
116         while (value.strip() == "STUDY"):
117             print value.strip()
118
119             # Print study UID
120             if (item.FindDataElement(gdcm.Tag(0x0020, 0x000d))):
121                 value = str(item.GetDataElement(gdcm.Tag(0x0020, 0x000d)).GetValue())
122                 print value
123
124             # Print study date
125             if (item.FindDataElement(gdcm.Tag(0x0008, 0x0020))):
126                 value = str(item.GetDataElement(gdcm.Tag(0x0008, 0x0020)).GetValue())
127                 print value
128
129             # Print study description
130             if (item.FindDataElement(gdcm.Tag(0x0008, 0x1030))):
131                 value = str(item.GetDataElement(gdcm.Tag(0x0008, 0x1030)).GetValue())
132                 print value
133
134             # Next
135             itemNr = itemNr + 1
136             item = sequence.GetItem(itemNr)
137             if (item.FindDataElement(gdcm.Tag(0x0004, 0x1430))):
138                 value = str(item.GetDataElement(gdcm.Tag(0x0004, 0x1430)).GetValue())
139
140             # SERIES
141             while (value.strip() == "SERIES"):
142                 print value.strip()
143
144                 # Print series UID
145                 if (item.FindDataElement(gdcm.Tag(0x0020, 0x000e))):
146                     value = str(item.GetDataElement(gdcm.Tag(0x0020, 0x000e)).GetValue())
147                     print value
148
149                 # Print series modality
150                 if (item.FindDataElement(gdcm.Tag(0x0008, 0x0060))):
151                     value = str(item.GetDataElement(gdcm.Tag(0x0008, 0x0060)).GetValue())
152                     print "Modality"
153                     print value
154
155                 # Print series description
156                 if (item.FindDataElement(gdcm.Tag(0x0008, 0x103e))):
157                     value = str(item.GetDataElement(gdcm.Tag(0x0008, 0x103e)).GetValue())
158                     print "Description"
159                     print value
160
161                 # Next
162                 itemNr = itemNr + 1
163                 item = sequence.GetItem(itemNr)
164                 if (item.FindDataElement(gdcm.Tag(0x0004, 0x1430))):
165                     value = str(item.GetDataElement(gdcm.Tag(0x0004, 0x1430)).GetValue())
166
167                 # IMAGE
168                 while (value.strip() == "IMAGE"):
169                     print value.strip()
170
171                     # Print image UID
172                     if (item.FindDataElement(gdcm.Tag(0x0004, 0x1511))):
173                         value = str(item.GetDataElement(gdcm.Tag(0x0004,
174                             0x1511)).GetValue())
175                         print value
176
177                     # Next
178                     if itemNr < sequence.GetNumberOfItems():
179                         itemNr = itemNr + 1
180                     else:

```

```

180                                     break
181
182                                     item = sequence.GetItem(itemNr)
183                                     if (item.FindDataElement(gdcm.Tag(0x0004, 0x1430))):
184                                         value = str(item.GetDataElement(gdcm.Tag(0x0004,
185                                             0x1430)).GetValue())
186
187                                     # Next
188                                     itemNr = itemNr + 1

```

## 12.134 RemovePrivateTags.py

```

1
14
15 """
16 Usage:
17
18 python RemovePrivateTags.py input.dcm output.dcm
19 """
20
21 import sys
22 import gdcm
23
24
25 if __name__ == "__main__":
26
27     file1 = sys.argv[1]
28     file2 = sys.argv[2]
29
30     # Instanciate the reader.
31     r = gdcm.Reader()
32     r.SetFileName( file1 )
33     if not r.Read():
34         sys.exit(1)
35
36     # Remove private tags
37     ano = gdcm.Anonymizer()
38     ano.SetFile( r.GetFile() )
39     if not ano.RemovePrivateTags():
40         sys.exit(1)
41
42     # Write DICOM file
43     w = gdcm.Writer()
44     w.SetFile( ano.GetFile() )
45     #w.CheckFileMetaInformationOff() # Do not attempt to check meta header
46     w.SetFileName( file2 )
47     if not w.Write():
48         sys.exit(1)
49
50     # It is usually a good idea to exit the script with an error, as gdcm does not remove partial (incorrect)
51     # DICOM file
52     # (application level)

```

## 12.135 ScanDirectory.py

```

1
14
15 import gdcm
16 import sys,os
17
18 class ProgressWatcher(gdcm.SimpleSubjectWatcher):
19     def ShowProgress(self, sender, event):
20         pe = gdcm.ProgressEvent.Cast(event)
21         print pe.GetProgress()
22     def EndFilter(self):
23         print "Yay ! I am done"
24
25 if __name__ == "__main__":
26     directory = sys.argv[1]
27
28     # Define the set of tags we are interested in
29     t1 = gdcm.Tag(0x8,0x8);
30     t2 = gdcm.Tag(0x10,0x10);

```

```

31
32 # Iterate over directory
33 d = gdcm.Directory();
34 nfiles = d.Load( directory );
35 if(nfiles == 0): sys.exit(1);
36 # System.Console.WriteLine( "Files:\n" + d.toString() );
37
38 filenames = d.GetFilenames()
39
40 # Get rid of any Warning while parsing the DICOM files
41 gdcm.Trace.WarningOff()
42
43 # instanciate Scanner:
44 sp = gdcm.Scanner.New();
45 s = sp.__ref__()
46 w = ProgressWatcher(s, 'Watcher')
47
48 s.AddTag( t1 );
49 s.AddTag( t2 );
50 b = s.Scan( filenames );
51 if(not b): sys.exit(1);
52
53 print "success" ;
54 #print s
55
56 pttv = gdcm.PythonTagToValue( s.GetMapping( filenames[1] ) )
57 pttv.Start()
58 # iterate until the end:
59 while( not pttv.IsAtEnd() ):
60     # get current value for tag and associated value:
61     # if tag was not found, then it was simply not added to the internal std::map
62     # Warning value can be None
63     tag = pttv.GetCurrentTag()
64     value = pttv.GetCurrentValue()
65     print tag,"->",value
66     # increment iterator
67     pttv.Next()
68
69 sys.exit(0)

```

## 12.136 SortImage.py

```

1
14
15 """
16 Usage:
17
18 python SortImage.py dirname
19 """
20
21 import gdcm
22 import sys
23
24 def PrintProgress(object, event):
25     assert event == "ProgressEvent"
26     print "Progress:", object.GetProgress()
27
28 def MySort(ds1, ds2):
29     # compare ds1
30     return False
31
32 if __name__ == "__main__":
33
34     dirname = sys.argv[1]
35     d = gdcm.Directory()
36     d.Load( dirname )
37
38     print d
39
40     sorter = gdcm.Sorter()
41     sorter.SetSortFunction( MySort )
42     #sorter.AddObserver( "ProgressEvent", PrintProgress )
43     sorter.Sort( d.GetFilenames() )
44
45     print "Sorter:"
46     print sorter

```



## 12.137 WriteBuffer.py

```

1
14
15 """
16 Usage:
17
18 http://chuckhahm.com/Ischem/Zurich/XX_0134
19
20 (2005,1132) SQ (Sequence with undefined length #=8)      # u/1, 1 Unknown Tag & Data
21 (fffe,e000) na (Item with undefined length #=9)          # u/1, 1 Item
22 (2005,0011) LO [Philips MR Imaging DD 002]               # 26, 1 PrivateCreator
23 (2005,1137) PN [PDF_CONTROL_GEN_PARS]                   # 20, 1 Unknown Tag & Data
24 (2005,1138) PN (no value available)                     # 0, 0 Unknown Tag & Data
25 (2005,1139) PN [IEEE_PDF]                               # 8, 1 Unknown Tag & Data
26 (2005,1140) PN (no value available)                     # 0, 0 Unknown Tag & Data
27 (2005,1141) PN (no value available)                     # 0, 0 Unknown Tag & Data
28 (2005,1143) SL 3103                                     # 4, 1 Unknown Tag & Data
29 (2005,1144) OW 0566\0000\013b\0000\0a4a\0000\000e\0000\0a7a\0000\0195\0000\0008... # 3104, 1 Unknown Tag
    & Data
30 (2005,1147) CS [Y]                                       # 2, 1 Unknown Tag & Data
31 (fffe,e00d) na (ItemDelimitationItem)                  # 0, 0 ItemDelimitationItem
32 (fffe,e000) na (Item with undefined length #=9)          # u/1, 1 Item
33 (2005,0011) LO [Philips MR Imaging DD 002]               # 26, 1 PrivateCreator
34 (2005,1137) PN [PDF_CONTROL_PREP_PARS]                  # 22, 1 Unknown Tag & Data
35 (2005,1138) PN (no value available)                     # 0, 0 Unknown Tag & Data
36 (2005,1139) PN [IEEE_PDF]                               # 8, 1 Unknown Tag & Data
37 (2005,1140) PN (no value available)                     # 0, 0 Unknown Tag & Data
38 (2005,1141) PN (no value available)                     # 0, 0 Unknown Tag & Data
39 (2005,1143) SL 7934                                     # 4, 1 Unknown Tag & Data
40 (2005,1144) OW 19b6\0000\005f\0000\1b2a\0000\00f3\0000\1eee\0000\0000\0000\0008... # 7934, 1 Unknown Tag
    & Data
41 (2005,1147) CS [Y]                                       # 2, 1 Unknown Tag & Data
42 (fffe,e00d) na (ItemDelimitationItem)                  # 0, 0 ItemDelimitationItem
43 ...
44 """
45
46 import sys
47 import gdcm
48
49 if __name__ == "__main__":
50
51 file1 = sys.argv[1]
52 file2 = sys.argv[2]
53
54 r = gdcm.Reader()
55 r.SetFileName( file1 )
56 if not r.Read():
57     sys.exit(1)
58
59 fg = gdcm.FilenameGenerator()
60 f = r.GetFile()
61 ds = f.GetDataSet()
62 tsis = gdcm.Tag(0x2005,0x1132) #
63 if ds.FindDataElement( tsis ):
64     sis = ds.GetDataElement( tsis )
65     #sqsis = sis.GetSequenceOfItems()
66     # GetValueAsSQ handle more cases
67     sqsis = sis.GetValueAsSQ()
68     if sqsis.GetNumberOfItems():
69         nitems = sqsis.GetNumberOfItems();
70         fg.SetNumberOfFileNames( nitems )
71         fg.SetPrefix( file2 )
72         if not fg.Generate():
73             print "problem"
74             sys.exit(1)
75         for i in range(0,nitems):
76             item1 = sqsis.GetItem(i+1) # Item start at 1
77             nestedds = item1.GetNestedDataSet()
78             tprcs = gdcm.Tag(0x2005,0x1144) #
79             if nestedds.FindDataElement( tprcs ):
80                 prcs = nestedds.GetDataElement( tprcs )
81                 bv = prcs.GetByteValue()
82                 print bv
83                 f = open( fg.GetFilename(i) , "w" )
84                 f.write( bv.WriteBuffer() )

```

## 12.138 HelloActiviz.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 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)
 *
 * $ export MONO_PATH=/usr/lib/cli/Activiz.NET:/usr/lib/cli/Kitware.mummy.Runtime-1.0
 * $ 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)
    {
        HandleRef rawCppThis = imgin.GetCppThis();
        Kitware.VTK.vtkImageData imgout = new Kitware.VTK.vtkImageData( rawCppThis.Handle, false, false);
        return imgout;
    }
    static vtkgdcm.vtkImageData ConnectActivizToSWIG(Kitware.VTK.vtkImageData imgin)
    {
        HandleRef rawCppThis = imgin.GetCppThis();
        vtkgdcm.vtkImageData imgout = new vtkgdcm.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
vtkgdcmtcm.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;
}
```

## 12.139 HelloActiviz2.cs

```
/*=====
Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 Kitware.VTK;
using Kitware.VTK.GDCM;
/*
 * Usage:
 * $ export MONO_PATH=/usr/lib/cli/Activiz.NET:/usr/lib/cli/Kitware.mummy.Runtime-1.0
 * $ mono ./bin/HelloActiviz2.exe gdcmtcm/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];
        vtkGDCMImageReader reader = new Kitware.VTK.GDCM.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() == vtkgdcmtcm.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;
}

```

## 12.140 HelloActiviz3.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 Kitware.VTK;
using Kitware.VTK.GDCM;
/*
 * $ export MONO_PATH=/usr/lib/cli/Activiz.NET:/usr/lib/cli/Kitware.mummy.Runtime-1.0
 * $ 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.Write(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;
    }
}

```

## 12.141 HelloActiviz4.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

```

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 Kitware.VTK;
using Kitware.VTK.GDCM;
/*
 * $ export MONO_PATH=/usr/lib/cli/ActiViz.NET:/usr/lib/cli/Kitware.mummy.Runtime-1.0
 * $ 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.WriteLine(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;
    }
}

```

## 12.142 HelloActiviz5.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 Kitware.VTK;
using Kitware.VTK.GDCM;
// 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=/usr/lib/cli/ActiViz.NET:/usr/lib/cli/Kitware.mummy.Runtime-1.0
 * $ 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.WriteLine("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.WriteLine("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.WriteLine( "dataRoot: " + dataRoot + "\n" );
System.Console.WriteLine( "filename being used is: " + filename + "\n" );
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();
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;
}
}

```

## 12.143 HelloVTKWorld.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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 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() == vtkgdcm.vtkgdcm.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() );
        writer.Write();
        return 0;
    }
}

```

## 12.144 HelloVTKWorld2.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdc.sourceforge.net/Copyright.html for details.

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 vtkgdc;
/*
 * 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();
        vtkVolumel6Reader reader = vtkVolumel6Reader.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.SetInputConnection( reader.GetOutputPort() );
        cast.SetOutputScalarTypeToUnsignedChar();
        // By default this is creating a Multiframe Grayscale Word Secondary Capture Image Storage
        vtkGDCMImageWriter writer = vtkGDCMImageWriter.New();
        writer.SetFileName( "headsq.dcm" );
        writer.SetInputConnection( reader.GetOutputPort() );
        // cast -> Multiframe Grayscale Byte Secondary Capture Image Storage
        // writer.SetInputConnection( cast.GetOutputPort() );
        writer.SetFileDimensionality( 3 );
        writer.Write();
        return 0;
    }
}

```

## 12.145 MetaImageMD5Activiz.cs

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdc.sourceforge.net/Copyright.html for details.

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 Kitware.VTK;
using Kitware.VTK.GDCM;
using gdcm;
/*
 * $ export MONO_PATH=/usr/lib/cli/Activiz.NET:/usr/lib/cli/Kitware.mummy.Runtime-1.0
 * $ 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.Write( "Problem with raw file: " + filename + "\n" );
            System.Console.Write( digestraw );
            System.Console.Write( "\n" );
            System.Console.Write( rawref );
            System.Console.Write( "\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;
}

```

## 12.146 RefCounting.cs

```
/*=====
```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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 Kitware.VTK;
using Kitware.VTK.GDCM;
/*
 * this is not so much an example but simply a test to make sure ctor / dtor 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.WriteLine( "GetReferenceCount: " + testing1.GetReferenceCount() + "\n");
            System.Console.WriteLine( "GetReferenceCount: " + testing2.GetReferenceCount() + "\n");
            System.Console.WriteLine( "GetReferenceCount: " + testing3.GetReferenceCount() + "\n");
        }
        using (vtkGDCMImageReader reader3 = new vtkGDCMImageReader())
        {
            System.Console.WriteLine( "GetReferenceCount: " + reader3.GetReferenceCount() + "\n");
        }
        using (vtkGDCMImageWriter writer3 = vtkGDCMImageWriter.New())
        {
            System.Console.WriteLine( "GetReferenceCount: " + writer3.GetReferenceCount() + "\n");
        }
        // C# destructor will call ->Delete on all C++ object as expected.
        return 0;
    }
}

```

## 12.147 Compute3DSpacing.cxx

```
/*=====
```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
#include "vtkGDCMImageReader2.h"
#include "vtkImageChangeInformation.h"
#include "vtkStringArray.h"
#include "vtkVersion.h"
#include "gdcmIPPSorter.h"
#ifdef vtkFloatingPointType
#define vtkFloatingPointType double
#endif
/*
 * Simple example to check computation of spacing within vtkGDCMImageReader2
 * This is a direct implementation of:
 *
 *
 *      http://gdcm.sourceforge.net/wiki/index.php/Using_GDCM_API#Automatic_ordering_of_slices_for_vtkGDCMImageReader.SetFileNames
 *
 * For more advanced information on how 3D spacing is being computed see:
 *
 * - http://gdcm.sourceforge.net/html/classgdcm_1_1IPPSorter.html
 *
 * Usage:
 *
 * $ Compute3DSpacing SIEMENS_MAGNETOM-12-MONO2-FileSeq0.dcm \
 *   SIEMENS_MAGNETOM-12-MONO2-FileSeq1.dcm \
 *   SIEMENS_MAGNETOM-12-MONO2-FileSeq2.dcm \
 *   SIEMENS_MAGNETOM-12-MONO2-FileSeq3.dcm
 */
int main(int argc, char *argv[])
{
    if( argc < 2 ) return 1;
    std::vector<std::string> filenames;
    for( int i = 1; i < argc; ++i )
    {
        filenames.push_back( argv[i] );
    }
    gdcm::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;
    const double ippszspacing = s.GetZSpacing();
    const std::vector<std::string> & sorted = s.GetFileNames();
    vtkGDCMImageReader2 * reader = vtkGDCMImageReader2::New();
    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() );
    }
    reader->SetFileNames( files );
    reader->Update();
    const vtkFloatingPointType *spacing = reader->GetOutput()->GetSpacing();
    vtkImageChangeInformation *v16 = vtkImageChangeInformation::New();
    #if (VTK_MAJOR_VERSION >= 6)
    v16->SetInputConnection( reader->GetOutputPort() );
    #else
    v16->SetInput( reader->GetOutput() );
    #endif
    v16->SetOutputSpacing( spacing[0], spacing[1], ippszspacing );
    v16->Update();
    v16->GetOutput()->Print( std::cout );
    return 0;
}

```

## 12.148 Convert16BitsTo8Bits.cxx

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
#include "vtkGDCMImageReader.h"
#include "vtkGDCMImageWriter.h"
#include "vtkImageData.h"
#include "vtkImageCast.h"
#include "vtkVersion.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();
    #if (VTK_MAJOR_VERSION >= 6)
        cast->SetInputConnection( reader->GetOutputPort() );
    #else
        cast->SetInput( reader->GetOutput() );
    #endif
    cast->SetOutputScalarTypeToUnsignedChar();
    vtkGDCMImageWriter *writer = vtkGDCMImageWriter::New();
    writer->SetFileName( "/tmp/cast.dcm" );
    #if (VTK_MAJOR_VERSION >= 6)
        writer->SetInputConnection( cast->GetOutputPort() );
    #else
        writer->SetInput( cast->GetOutput() );
    #endif
    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;
}

```

## 12.149 ConvertMultiFrameToSingleFrame.cxx

/\*=====\*/

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
#include "vtkGDCMImageReader.h"
#include "vtkGDCMImageWriter.h"
#include "vtkImageData.h"
#include "vtkStringArray.h"
#include "vtkVersion.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 );
#ifdef VTK_MAJOR_VERSION >= 6
    writer->SetInputConnection( reader->GetOutputPort() );
#else
    writer->SetInput( reader->GetOutput() );
#endif
    writer->SetImageFormat( reader->GetImageFormat() );
    writer->Write();
    reader->Delete();
    writer->Delete();
    return 0;
}

```

## 12.150 ConvertRGBToLuminance.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

```

```

=====*/
#include "vtkGDCMImageReader.h"
#include "vtkGDCMImageWriter.h"
#include "vtkImageData.h"
#include "vtkImageLuminance.h"
#include "vtkVersion.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();
    #if (VTK_MAJOR_VERSION >= 6)
        luminance->SetInputConnection( reader->GetOutputPort() );
    #else
        luminance->SetInput( reader->GetOutput() );
    #endif
    vtkGDCMImageWriter *writer = vtkGDCMImageWriter::New();
    writer->SetFileName( "/tmp/bla.dcm" );
    #if (VTK_MAJOR_VERSION >= 6)
        writer->SetInputConnection( luminance->GetOutputPort() );
    #else
        writer->SetInput( luminance->GetOutput() );
    #endif
    //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.s
    reader->Delete();
    luminance->Delete();
    writer->Delete();
    return 0;
}

```

## 12.151 ConvertSingleBitTo8Bits.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#include "vtkGDCMImageReader.h"
#include "vtkGDCMImageWriter.h"
#include "vtkImageData.h"
#include "vtkImageCast.h"
#include "vtkPointData.h"
#include "vtkBitArray.h"
#include "vtkUnsignedCharArray.h"
#include "vtkVersion.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, (unsigned char)barray->GetValue(i) );
}
vtkImageData *copy = vtkImageData::New();
// http://www.vtk.org/Wiki/VTK/VTK_6_Migration/Changes_to_Scalars_Manipulation_Functions#AllocateScalars.28.29
copy->SetExtent( reader->GetOutput()->GetExtent() );
#if (VTK_MAJOR_VERSION >= 6)
copy->AllocateScalars(VTK_UNSIGNED_CHAR, 3);
#else
copy->SetScalarType( VTK_UNSIGNED_CHAR );
copy->AllocateScalars();
#endif
//uarray->Print( std::cout );
//copy->GetPointData()->GetScalars()->Print( std::cout );
copy->GetPointData()->SetScalars( uarray );
uarray->Delete();
vtkGDCMImageWriter *writer = vtkGDCMImageWriter::New();
writer->SetFileName( outfile );
//writer->SetInput( cast->GetOutput() );
if (VTK_MAJOR_VERSION >= 6)
    writer->SetInputData( copy );
#else
writer->SetInput( copy );
#endif
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;
}

```

## 12.152 CreateFakePET.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#include "vtkGDCMImageWriter.h"
#include "vtkImageReader.h"
#include "vtkImageCast.h"
#include "vtkImageData.h"
#include "vtkPointData.h"
#include "vtkDataArray.h"
#include "vtkMedicalImageProperties.h"
#include "vtkStringArray.h"
#include "vtkVersion.h"
#include "gdcmTrace.h"
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmAttribute.h"

```

```

#include "gdcmFilenameGenerator.h"
/*
 * Minimal example to create a fake RTDOSE file. The data contains a sphere
 * just for testing.
 * The vtkMedicalImageProperties is not properly filled, but only contains a
 * single field which is required to set the proper SOP Class
 */
int main(int, char *[])
{
    gdcmm::Trace::DebugOn();
    const vtkIdType xSize = 512;
    const vtkIdType ySize = 512;
    const vtkIdType zSize = 512;
    // Create the filenames in advance to supply to the vtkGDCMImageWriter
    std::ostringstream os;
    os << "PT";
    os << "%03d.dcm";
    gdcmm::FilenameGenerator fg;
    fg.SetPattern( os.str().c_str() );
    unsigned int nfiles = zSize;
    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;
    }
    vtkStringArray *filenames = vtkStringArray::New();
    for(unsigned int i = 0; i < fg.GetNumberOfFilenames(); ++i)
    {
        filenames->InsertNextValue( fg.GetFilename(i) );
    }
    vtkImageData *image = vtkImageData::New();
    image->SetDimensions(xSize,ySize,zSize);
    image->SetOrigin(-350.684,350.0,890.76);
    image->SetSpacing(5.4688,-5.4688,-3.27);
    #if VTK_MAJOR_VERSION <= 5
        image->SetNumberOfScalarComponents(1);
        image->SetScalarTypeToDouble();
    #else
        image->AllocateScalars(VTK_DOUBLE,1);
    #endif
    double pt[3];
    for( int z = 0; z < zSize; ++z )
        for( int y = 0; y < ySize; ++y )
            for( int x = 0; x < xSize; ++x )
            {
                pt[0] = x;
                pt[1] = y;
                pt[2] = z;
                pt[0] -= xSize / 2;
                pt[1] -= ySize / 2;
                pt[2] -= zSize / 2;
                pt[0] /= xSize / 2;
                pt[1] /= ySize / 2;
                pt[2] /= zSize / 2;
                const double unit = pt[0] * pt[0] + pt[1] * pt[1] + pt[2] * pt[2];
                const double inval = unit <= 1. ? (3 * unit + 7) : 0.; // just for fun => max == 10.
                double* pixel= static_cast<double*>(image->GetScalarPointer(x,y,z));
                pixel[0] = inval;
            }
    vtkGDCMImageWriter *writer = vtkGDCMImageWriter::New();
    writer->SetFileDimensionality( 2 );
    writer->SetFileNames(filenames);
    #if (VTK_MAJOR_VERSION >= 6)
        writer->SetInputData( image );
    #else
        writer->SetInput( image );
    #endif
    writer->GetMedicalImageProperties()->SetSliceThickness("1.5");
    writer->GetMedicalImageProperties()->SetModality( "PT" );
    writer->SetScale( 0.0042 ); // why not
    writer->Write();
    image->Delete();
    writer->Delete();
    return 0;
}

```

```
}

```

## 12.153 CreateFakeRTDOSE.cxx

```
/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#include "vtkGDCMImageWriter.h"
#include "vtkImageReader.h"
#include "vtkImageCast.h"
#include "vtkImageData.h"
#include "vtkPointData.h"
#include "vtkDataArray.h"
#include "vtkMedicalImageProperties.h"
#include "vtkVersion.h"
#include "gdcmTrace.h"
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmAttribute.h"
/*
 * Minimal example to create a fake RTDOSE file. The data contains a sphere
 * just for testing.
 * The vtkMedicalImageProperties is not properly filled, but only contains a
 * single field which is required to set the proper SOP Class
 */
int main(int, char *[])
{
    //gdcm::Trace::DebugOn();
    const vtkIdType xSize = 512;
    const vtkIdType ySize = 512;
    const vtkIdType zSize = 512;
    vtkImageData *image = vtkImageData::New();
    image->SetDimensions(xSize,ySize,zSize);
    image->SetOrigin(-350.684,350.0,890.76);
    image->SetSpacing(5.4688,-5.4688,-3.27);
    #if VTK_MAJOR_VERSION <= 5
    image->SetNumberOfScalarComponents(1);
    image->SetScalarTypeToDouble();
    #else
    image->AllocateScalars(VTK_DOUBLE,1);
    #endif
    double pt[3];
    for( int z = 0; z < zSize; ++z )
        for( int y = 0; y < ySize; ++y )
            for( int x = 0; x < xSize; ++x )
            {
                pt[0] = x;
                pt[1] = y;
                pt[2] = z;
                pt[0] -= xSize / 2;
                pt[1] -= ySize / 2;
                pt[2] -= zSize / 2;
                pt[0] /= xSize / 2;
                pt[1] /= ySize / 2;
                pt[2] /= zSize / 2;
                const double unit = pt[0] * pt[0] + pt[1] * pt[1] + pt[2] * pt[2];
                const double inval = unit <= 1. ? (3 * unit + 7) : 0.; // just for fun => max == 10.
                double* pixel= static_cast<double*>(image->GetScalarPointer(x,y,z));
                pixel[0] = inval;
            }
    vtkGDCMImageWriter *writer = vtkGDCMImageWriter::New();
    writer->SetFileDimensionality( 3 );
    writer->SetFileName( "rtdose.dcm" );
    #if (VTK_MAJOR_VERSION >= 6)
    writer->SetInputData( image );
    #else
    writer->SetInput( image );

```



```

#endif
writer->GetMedicalImageProperties()->SetSliceThickness("1.5");
writer->GetMedicalImageProperties()->AddUserDefinedValue( "Dose Units", "GY");
writer->GetMedicalImageProperties()->AddUserDefinedValue( "Dose Summation Type", "PLAN");
writer->GetMedicalImageProperties()->AddUserDefinedValue( "Dose Type", "PHYSICAL");
writer->GetMedicalImageProperties()->AddUserDefinedValue( "Frame of Reference UID",
    "1.3.12.2.1107.5.6.1.68100.30270111041215391275000000001");
writer->GetMedicalImageProperties()->SetModality( "RTDOSE" );
//writer->GetMedicalImageProperties()->SetModality( "PT" ); // debug
writer->SetScale( 0.0042 ); // why not
writer->Write();
image->Delete();
writer->Delete();
// BEGIN HACK
// In GDCM version 2.4.3 and before, the following tag was missing which caused issue with some RTDose
// software:
// Open the DICOM file that was temporarily created. This will allow me to use
// GDCM to append specific tags that allow the RTDOSE to be associated with the
// relevant CT images.
gdcm::Reader reader2;
reader2.SetFileName("rtdose.dcm" );
reader2.Read();
gdcm::File &file = reader2.GetFile();
gdcm::DataSet &ds = file.GetDataSet();
// Required by some software and not automatically added by GDCM in old version
gdcm::Attribute<0x0028,0x0009> framePointer;
framePointer.SetNumberOfValues(1);
framePointer.SetValue( gdcm::Tag(0x3004,0x000C) );
ds.Replace( framePointer.GetAsDataElement() );
gdcm::Writer writer2;
writer2.CheckFileMetaInformationOff();
writer2.SetFileName("rtdose2.dcm");
writer2.SetFile( file );
writer2.Write();
// END HACK
return 0;
}

```

## 12.154 GenerateRTSTRUCT.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#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 "vtkVersion.h"
#include <algorithm> //for std::find
#include "gdcmDirectoryHelper.h"
using namespace gdcm;

```

```

//view each organ independently of the others, to make sure that
//organ names correspond to actual segmentations.
void ShowOrgan(vtkPolyData* inData)
{
    // Now we'll look at it.
    vtkPolyDataMapper *cubeMapper = vtkPolyDataMapper::New();
#ifdef VTK_MAJOR_VERSION >= 6
    cubeMapper->SetInputData( inData );
#else
    cubeMapper->SetInput( inData );
#endif
    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();
    cubeMapper->Delete();
    cubeActor->Delete();
    renderer->Delete();
    renWin->Delete();
    iren->Delete();
}
/*
 * 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);
    gdc::Directory theDir;
    theDir.Load(argv[1]);
    if (theRTSeries.empty())
    {
        std::cerr << "No RTStructs found for the test, ending." << std::endl;
        return 1;
    }
    for (size_t q = 0; q < theRTSeries.size(); q++)
    {
        Directory::FileNamesType theRTNames =
            DirectoryHelper::GetFileNamesFromSeriesUIDs(theDirName, theRTSeries[q]);
        if (theRTNames.empty()){
            std::cerr << "Unable to load RT Series " << theRTSeries[q] << ", continuing. " << std::endl;
            continue;
        }
        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 );
        std::string thePotentialName = theDirName + "/" + "GDCMTestRTStruct." + theRTSeries[q] + ".dcm";
        gdc::Directory::FileNamesType theFileNames = theDir.GetFileNames();
        //keep renaming the output until we get something that doesn't overwrite what was there already
        int count = 0;
        while (std::find(theFileNames.begin(), theFileNames.end(), thePotentialName) != theFileNames.end())
        {
            char buff[255];
            snprintf(buff, sizeof(buff), "%d", count);
            thePotentialName = theDirName + "/" + "GDCMTestRTStruct." + buff + "." + theRTSeries[q] + ".dcm";
        }
        writer->SetFileName( thePotentialName.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();
//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
//this code is added at the beginning to ensure that the blank organs are read
//and preserved as individual organs.
vtkPolyData* blank = vtkPolyData::New();
#if (VTK_MAJOR_VERSION >= 6)
writer->SetInputData(0, blank);
#else
writer->SetInput(0, blank);
#endif
roiNames->InsertValue(0, "blank");
roiAlgorithms->InsertValue(0, "blank");
roiTypes->InsertValue(0, "ORGAN");
//note the offsets used to place the blank rtstruct at the beginning of the newly generated RT.
//the idea is to run the program twice; first to generate an rtstruct with a blank mask (making
//sure that that functionality works), and then a second time to make sure that everything is
//being read properly. Multiple organs with the same name could cause some strangenesses.
for (int i = 1; i < numMasks; ++i)
{
#if (VTK_MAJOR_VERSION >= 6)
writer->SetInputConnection(i, reader->GetOutputPort(i-1));
append->AddInputConnection(reader->GetOutputPort(i-1));
#else
writer->SetInput(i, reader->GetOutput(i-1));
append->AddInput(reader->GetOutput(i-1));
#endif
std::string theString = reader->GetRTStructSetProperties()->GetStructureSetROIName(i-1);
roiNames->InsertValue(i, theString);
theString = reader->GetRTStructSetProperties()->GetStructureSetROIGenerationAlgorithm(i-1);
roiAlgorithms->InsertValue(i, theString);
theString = reader->GetRTStructSetProperties()->GetStructureSetRTROIInterpretedType(i-1);
roiTypes->InsertValue(i, theString);
ShowOrgan(reader->GetOutput(i-1));
}
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 );
reader->Delete();
append->Delete();
roiNames->Delete();
roiTypes->Delete();
theProperties->Delete();
roiAlgorithms->Delete();
blank->Delete();
writer->Delete();
}
return 0;
}

```

## 12.155 MagnifyFile.cxx

```
/*=====
```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.  
See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```
=====*/
#include "vtkGDCMImageReader.h"
#include "vtkGDCMImageWriter.h"
#include "vtkImageData.h"
#include "vtkImageMagnify.h"
#include "vtkImageCast.h"
#include "vtkVersion.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();
    #if (VTK_MAJOR_VERSION >= 6)
        cast->SetInputConnection( reader->GetOutputPort() );
    #else
        cast->SetInput( reader->GetOutput() );
    #endif
    cast->SetOutputScalarTypeToUnsignedShort();
    vtkImageMagnify *magnify = vtkImageMagnify::New();
    #if (VTK_MAJOR_VERSION >= 6)
        magnify->SetInputConnection( cast->GetOutputPort() );
    #else
        magnify->SetInput( cast->GetOutput() );
    #endif
    magnify->SetInterpolate( 1 );
    magnify->SetInterpolate( 0 );
    int factor = 100;
    magnify->SetMagnificationFactors( factor, factor, 1);
    vtkGDCMImageWriter *writer = vtkGDCMImageWriter::New();
    writer->SetFileName( "/tmp/bla.dcm" );
    #if (VTK_MAJOR_VERSION >= 6)
        writer->SetInputConnection( magnify->GetOutputPort() );
    #else
        writer->SetInput( magnify->GetOutput() );
    #endif
    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;
}
```

## 12.156 gdcmorthoplanes.cxx

```
/*=====

Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.
```

```

//-----*/
#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 "vtkVersion.h"
#include "gdcmSystem.h"
#include "gdcmDirectory.h"
#include "gdcmIPPSorter.h"
#ifdef vtkFloatingPointType
#define vtkFloatingPointType double
#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 );
}
vtkGDCMImageReader * reader = vtkGDCMImageReader::New();
double ippzspacing;
if( filenames.size() > 1 )
{
    //gdcm::Trace::DebugOn();
    //gdcm::Trace::WarningOn();
    gdcm::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;
    ippzspacing = s.GetZSpacing();
    const std::vector<std::string> & sorted = s.GetFilesNames();
    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() );
    }
    reader->SetFileNames( files );
    //reader->SetFileLowerLeft( 1 );
    reader->Update(); // important
    files->Delete();
}
else
{
    reader->SetFileName( argv[1] );
    reader->Update(); // important
    ippzspacing = reader->GetOutput()->GetSpacing()[2];
    ippzspacing = 4;
}
//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();
#if (VTK_MAJOR_VERSION >= 6)
    v16->SetInputConnection( reader->GetOutputPort() );
#else
    v16->SetInput( reader->GetOutput() );
#endif
v16->SetOutputSpacing( spacing[0], spacing[1], ippzspacing );
v16->Update();
#if 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
    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();
    if (VTK_MAJOR_VERSION >= 6)
        planeWidgetX->SetInputConnection(v16->GetOutputPort());
    else
        planeWidgetX->SetInput(v16->GetOutput());
    if
    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();
    #if (VTK_MAJOR_VERSION >= 6)
        planeWidgetY->SetInputConnection(v16->GetOutputPort());
    #else
        planeWidgetY->SetInput(v16->GetOutput());
    #endif
    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();
    #if (VTK_MAJOR_VERSION >= 6)
        planeWidgetZ->SetInputConnection(v16->GetOutputPort());
    #else
        planeWidgetZ->SetInput(v16->GetOutput());
    #endif
    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();
    #if (VTK_MAJOR_VERSION >= 6)
        colorMap->SetInputData(planeWidgetZ->GetResliceOutput());
    #else
        colorMap->SetInput(planeWidgetZ->GetResliceOutput());
    #endif
    colorMap->SetLookupTable(planeWidgetX->GetLookupTable());
    vtkImageActor* imageActor = vtkImageActor::New();
    imageActor->PickableOff();
    #if (VTK_MAJOR_VERSION >= 6)
        imageActor->SetInputData(colorMap->GetOutput());
    #else
        imageActor->SetInput(colorMap->GetOutput());
    #endif
    // 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;
}

```

## 12.157 gdcmreslice.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#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"
#include "vtkVersion.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();
    if (VTK_MAJOR_VERSION >= 6)
        flip->SetInputConnection( reader->GetOutputPort() );
    #else
        flip->SetInput( reader->GetOutput() );
    #endif
    flip->SetFilteredAxis(0);
    flip->Update();
    vtkImageReslice *reslice = vtkImageReslice::New();
    //reslice->SetInput( reader->GetOutput() );
    if (VTK_MAJOR_VERSION >= 6)
        reslice->SetInputConnection( flip->GetOutputPort() );
    #else
        reslice->SetInput( flip->GetOutput() );
    #endif
}

```

```

//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();
#if (VTK_MAJOR_VERSION >= 6)
    texture->SetInputData(ima);
#else
    texture->SetInput(ima);
#endif
texture->InterpolateOn();
texture->SetLookupTable(table);
// PlaneSource
vtkPlaneSource* plane = vtkPlaneSource::New();
// PolyDataMapper
vtkPolyDataMapper *planeMapper = vtkPolyDataMapper::New();
#if (VTK_MAJOR_VERSION >= 6)
    planeMapper->SetInputConnection(plane->GetOutputPort());
#else
    planeMapper->SetInput(plane->GetOutput());
#endif
// 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;
}

```

## 12.158 gdcmrtionplan.cxx

```
/*=====
```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```
=====*/
```

```

#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 "vtkVersion.h"
#include "gdcmReader.h"
#include "gdcmAttribute.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];
```

```
    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,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/l,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\35.43\35.43\34.54\34.54\34.71\36.
    # 7618,1-n Compensator 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 gdcmm::DataSet& ds = reader.GetFile().GetDataSet();
gdcmm::Tag tbeamsq(0x300a,0x03a2);
if( !ds.FindDataElement( tbeamsq ) )
{
    return 1;
}
const gdcmm::DataElement &tbeamsq = ds.GetDataElement( tbeamsq );
//std::cout << beamsq << std::endl;
gdcmm::SmartPointer<gdcmm::SequenceOfItems> sqi = beamsq.GetValueAsSQ();
if( !sqi || !sqi->GetNumberOfItems() )
{
    return 1;
}
//for(unsigned int pd = 0; pd < sqi->GetNumberOfItems(); ++pd)
// {
//const gdcmm::Item & item = sqi->GetItem(1); // Item start at #1
const gdcmm::Item & item = sqi->GetItem(1); // Item start at #1
const gdcmm::DataSet& nestedds = item.GetNestedDataSet();
//std::cout << nestedds << std::endl;
gdcmm::Tag tcompensatorsq(0x300a,0x02ea);
if( !nestedds.FindDataElement( tcompensatorsq ) )
{
    return 1;
}
const gdcmm::DataElement &tcompensatorsq = nestedds.GetDataElement( tcompensatorsq );
//std::cout << compensatorsq << std::endl;
gdcmm::SmartPointer<gdcmm::SequenceOfItems> ssqi = compensatorsq.GetValueAsSQ();
const gdcmm::Item & item2 = ssqi->GetItem(1); // Item start at #1
const gdcmm::DataSet& nestedds2 = item2.GetNestedDataSet();
//std::cout << nestedds2 << std::endl;
gdcmm::Tag tcompensatorthicknessdata(0x300a,0x00ec);
if( !nestedds2.FindDataElement( tcompensatorthicknessdata ) )
{
    return 1;
}
const gdcmm::DataElement &tcompensatorthicknessdata = nestedds2.GetDataElement( tcompensatorthicknessdata );
// std::cout << compensatorthicknessdata << std::endl;
gdcmm::Attribute<0x300a,0x00ec> at;
at.SetFromDataElement( compensatorthicknessdata );
const double* pts = at.GetValues();
// (300a,00e7) IS [35] # 2,1 Compensator Rows
gdcmm::Attribute<0x300a,0x00e7> at1;
const gdcmm::DataElement &tcompensatorrows = nestedds2.GetDataElement( at1.GetTag() );
at1.SetFromDataElement( compensatorrows );
std::cout << at1.GetValue() << std::endl;
// (300a,00e8) IS [37] # 2,1 Compensator Columns
gdcmm::Attribute<0x300a,0x00e8> at2;
const gdcmm::DataElement &tcompensatorcols = 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
gdcmm::Attribute<0x300a,0x00e9> at3;
const gdcmm::DataElement &tcompensatorpixelspacing = 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
gdcmm::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( const_cast<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);
#if (VTK_MAJOR_VERSION >= 6)
    assert(0);
#else
    img->SetScalarTypeToDouble();
#endif
img->SetSpacing( at3.GetValue(1), at3.GetValue(0), 1); // FIXME image is upside down
img->SetOrigin( at4.GetValue(0), at4.GetValue(1), 1);
#if (VTK_MAJOR_VERSION >= 6)
    assert(0);
#else
    img->SetNumberOfScalarComponents(1);
#endif
img->GetPointData()->SetScalars(d);
#if (VTK_MAJOR_VERSION >= 6)
#else
    img->Update();
#endif
img->Print(std::cout);
vtkXMLImageDataWriter *writeb= vtkXMLImageDataWriter::New();
#if (VTK_MAJOR_VERSION >= 6)
    writeb->SetInputData( img );
#else
    writeb->SetInput( img );
#endif
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
2\37.4\43.0\37.1\44.7\36] # 1934,2-2n Block Data
(fffe,e00d)
(fffe,e0dd)

*/
gdcm::Tag tblocksq(0x300a,0x03a6);
if( !nestedds.FindDataElement( tblocksq ) )
{
    return 1;
}
const gdcm::DataElement &blocksq = nestedds.GetDataElement( tblocksq );
//std::cout << blocksq << std::endl;
gdcm::SmartPointer<gdcm::SequenceOfItems> sssqi = blocksq.GetValueAssSQ();
const gdcm::Item & item3 = sssqi->GetItem(1); // Item start at #1
const gdcm::DataSet& nestedds3 = item3.GetNestedDataSet();
gdcm::Tag tblockdata(0x300a,0x0106);
if( !nestedds3.FindDataElement( tblockdata ) )
{
    return 1;
}
const gdcm::DataElement &blockdata = nestedds3.GetDataElement( tblockdata );
// std::cout << blockdata << std::endl;
gdcm::Attribute<0x300a,0x0106> at_;
at_.SetFromDataElement( blockdata );
vtkDoubleArray *scalars = vtkDoubleArray::New();
scalars->SetNumberOfComponents(3);
gdcm::Attribute<0x300a,0x0104> bnpts; // IS [179 ] # 4,1 Block Number
of Points
if( !nestedds3.FindDataElement( bnpts.GetTag() ) )
{
    return 1;
}
const gdcm::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] = (float)ptr[2*i+0];
    x[1] = (float)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);
(void)cellId;
delete[] ptIds;
output->SetPoints(newPts);
newPts->Delete();
output->SetPolys(polys);
polys->Delete();
//output->GetCellData()->SetScalars(scalars);
//scalars->Delete();
#if (VTK_MAJOR_VERSION >= 6)
#else
    output->Update();
#endif
    output->Print( std::cout );
    // }
    vtkRenderWindowInteractor *iren = vtkRenderWindowInteractor::New();
    vtkImageColorViewer *viewer = vtkImageColorViewer::New();
#if (VTK_MAJOR_VERSION >= 6)
    viewer->SetInputData(img);
#else
    viewer->SetInput(img);
#endif
    viewer->SetupInteractor(iren);
    viewer->SetSize(600, 600);
    viewer->GetRenderer()->ResetCameraClippingRange();
    viewer->Render();
    viewer->GetRenderer()->ResetCameraClippingRange();
    vtkPolyDataMapper *cubeMapper = vtkPolyDataMapper::New();
    //vtkPolyDataMapper2D* cubeMapper = vtkPolyDataMapper2D::New();
#if (VTK_MAJOR_VERSION >= 6)
    cubeMapper->SetInputData( output );
#else
    cubeMapper->SetInput( output );
#endif
    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();
    #if (VTK_MAJOR_VERSION >= 6)
    writec->SetInputData( output );
    #else
    writec->SetInput( output );
    #endif
    writec->SetFileName( outfilename2 );
    writec->Write();
    iren->Initialize();
    iren->Start();
    return 0;
}

```

## 12.159 gdcmrtpplan.cxx

/\*=====

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
#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 "vtkVersion.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\35.43\35.43\34.54\34.54\34.71\36.
    # 7618,1-n Compensator 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,e00d)
*/

```



```

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 << 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(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 &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 &tcompensatorthicknessdata = 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 &tcompensatorrows = 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 &tcompensatorcols = 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 &tcompensatorpixelspacing = 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 &tcompensatorposition = nestedds2.GetDataElement( at4.GetTag() );
at4.SetFromDataElement( compensatorposition );
std::cout << at4.GetValue(0) << std::endl;
vtkDoubleArray *d = vtkDoubleArray::New();
d->SetArray( const_cast<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);
#if (VTK_MAJOR_VERSION >= 6)
    assert(0);
#else
    img->SetScalarTypeToDouble();
#endif
img->SetSpacing( at3.GetValue(1), at3.GetValue(0), 1); // FIXME image is upside down
img->SetOrigin( at4.GetValue(0), at4.GetValue(1), 1);
#if (VTK_MAJOR_VERSION >= 6)
    assert(0);
#else
    img->SetNumberOfScalarComponents(1);
#endif
img->GetPointData()->SetScalars(d);
vtkXMLImageDataWriter *writeb= vtkXMLImageDataWriter::New();
#if (VTK_MAJOR_VERSION >= 6)

```

```

        writeb->SetInputData( img );
    #else
        writeb->SetInput( img );
    #endif
    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]
    # 1934,2-2n Block Data
(fffe,e00d)
(fffe,e000) na (Item with undefined length)
(fffe,e00d)
(fffe,e0dd)
*/
gdcm::Tag tblocksq(0x300a,0x00f4);
if( !nestedds.FindDataElement( tblocksq ) )
{
    return 1;
}
const gdcm::DataElement &blocksq = nestedds.GetDataElement( tblocksq );
//std::cout << blocksq << std::endl;
gdcm::SmartPointer<gdcm::SequenceOfItems> sssqi = blocksq.GetValueAsSQ();
const gdcm::Item & item3 = sssqi->GetItem(1); // Item start at #1
const gdcm::DataSet& nestedds3 = item3.GetNestedDataSet();
gdcm::Tag tblockdata(0x300a,0x0106);
if( !nestedds3.FindDataElement( tblockdata ) )
{
    return 1;
}
const gdcm::DataElement &tblockdata = nestedds3.GetDataElement( tblockdata );
// std::cout << tblockdata << std::endl;
gdcm::Attribute<0x300a,0x0106> at_;
at_.SetFromDataElement( tblockdata );
vtkDoubleArray *scalars = vtkDoubleArray::New();
scalars->SetNumberOfComponents(3);
gdcm::Attribute<0x300a,0x0104> bnpts; // IS [179 ] # 4,1 Block Number of Points
if( !nestedds3.FindDataElement( bnpts.GetTag() ) )
{
    return 1;
}
const gdcm::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] = (float)ptr[2*i+0];
    x[1] = (float)ptr[2*i+1];
    //x[2] = ptr[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();
#endif (VTK_MAJOR_VERSION >= 6)
#else

```

```

        output->Update();
#endif
        output->Print( std::cout );
        // }
        vtkRenderWindowInteractor *iren = vtkRenderWindowInteractor::New();
        vtkImageColorViewer *viewer = vtkImageColorViewer::New();
#if (VTK_MAJOR_VERSION >= 6)
        viewer->SetInputData(img);
#else
        viewer->SetInput(img);
#endif
        viewer->SetupInteractor(iren);
        viewer->SetSize(600, 600);
        viewer->Render();
        vtkPolyDataMapper *cubeMapper = vtkPolyDataMapper::New();
        //vtkPolyDataMapper2D* cubeMapper = vtkPolyDataMapper2D::New();
#if (VTK_MAJOR_VERSION >= 6)
        cubeMapper->SetInputData( output );
#else
        cubeMapper->SetInput( output );
#endif
        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;
}

```

## 12.160 gdcmscene.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcms.sourceforge.net/Copyright.html for details.

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.

=====*/
#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"
#include "vtkVersion.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)
{
    #if (VTK_MAJOR_VERSION >= 6)
        append->AddInputConnection( reader->GetOutputPort(i) );
    #else
        append->AddInput( reader->GetOutput(i) );
    #endif
    vtkPolyDataWriter * writer = vtkPolyDataWriter::New();
    #if (VTK_MAJOR_VERSION >= 6)
        writer->SetInputConnection( reader->GetOutputPort() );
    #else
        writer->SetInput( reader->GetOutput() );
    #endif
    writer->SetFileName( "rtstruct.vtk" );
    //writer->Write();
    // Now we'll look at it.
    vtkPolyDataMapper *cubeMapper = vtkPolyDataMapper::New();
    //vtkPolyDataMapper2D* cubeMapper = vtkPolyDataMapper2D::New();
    //cubeMapper->SetInput( reader->GetOutput() );
    #if (VTK_MAJOR_VERSION >= 6)
        cubeMapper->SetInputConnection( append->GetOutputPort() );
    #else
        cubeMapper->SetInput( append->GetOutput() );
    #endif
    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;
}

```

## 12.161 gdcmttexture.cxx

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre  
 All rights reserved.  
 See Copyright.txt or <http://gdcms.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
#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"
#include "vtkVersion.h"
int main( int argc, char *argv[] )
{
    if( argc < 2 ) return 1;
    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();
    #if (VTK_MAJOR_VERSION >= 6)
        texture->SetInputData(ima);
    #else
        texture->SetInput(ima);
    #endif
    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();
    #if (VTK_MAJOR_VERSION >= 6)
        planeMapper->SetInputConnection(plane->GetOutputPort());
    #else
        planeMapper->SetInput(plane->GetOutput());
    #endif
    // 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;
}

```

## 12.162 gdcmvolume.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#include "vtkVersion.h"
#include "vtkGDCMImageReader.h"
#include "vtkPiecewiseFunction.h"
#include "vtkColorTransferFunction.h"
#include "vtkVolume.h"
#include "vtkVolumeProperty.h"
#if VTK_MAJOR_VERSION < 7
#include "vtkVolumeTextureMapper3D.h"
#endif
#include "vtkFixedPointVolumeRayCastMapper.h"
#include "vtkInteractorStyleTrackballCamera.h"
#include "vtkRenderer.h"
#include "vtkRenderWindow.h"
#include "vtkImageClip.h"
#include "vtkRenderWindowInteractor.h"
#include "vtkVersion.h"
// gdcmvolume gdcmData/GE_DLX-8-MONO2-Multiframe-Jpeg_Lossless.dcm
int main(int argc, char *argv[])
{
    if( argc < 2 ) return 1;

```

```

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;
}

```

## 12.163 offscreenimage.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#include "vtkGDCMImageReader.h"
#include "vtkRenderWindow.h"
#include "vtkRenderer.h"
#include "vtkImageMapToWindowLevelColors.h"
#include "vtkImageActor.h"
#include "vtkPNGWriter.h"
#include "vtkWindowToImageFilter.h"
#include "vtkMedicalImageProperties.h"
#include "vtkVersion.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();
    #if (VTK_MAJOR_VERSION >= 6)
        windowlevel->SetInputConnection( reader->GetOutputPort() );
    #else
        windowlevel->SetInput( reader->GetOutput() );
    #endif
    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();
    #if (VTK_MAJOR_VERSION >= 6)
        actor->SetInputData( windowlevel->GetOutput() );
    #else
        actor->SetInput( windowlevel->GetOutput() );
    #endif
    renderer->AddActor( actor );
    renWin->Render();
    vtkWindowToImageFilter *w2if = vtkWindowToImageFilter::New();
    w2if->SetInput ( renWin );
    vtkPNGWriter *wr = vtkPNGWriter::New();
    #if (VTK_MAJOR_VERSION >= 6)
        wr->SetInputConnection( w2if->GetOutputPort() );
    #else
        wr->SetInput( w2if->GetOutput() );
    #endif
    wr->SetFileName ( "offscreenimage.png" );
    wr->Write();
    reader->Delete();
    renWin->Delete();
    renderer->Delete();
    windowlevel->Delete();
    actor->Delete();
    w2if->Delete();
    wr->Delete();
    return 0;
}

```

## 12.164 reslicesphere.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
//
// 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 <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 <vtkVersion.h>
#include "gdcmdirctory.h"
#include "gdcmtesting.h"
#include "gdcmppsorter.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();
    _imageView->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 );
    gdcmm::Directory d;
    d.Load(fileName);
    gdcmm::Directory::FileNamesType const &files = d.GetFilesNames();
    gdcmm::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 ippszspacing = s.GetZSpacing();
    const std::vector<std::string> &sorted = s.GetFilesNames();
    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();
#ifdef vtkFloatingPointType
#define vtkFloatingPointType double
#endif
    const vtkFloatingPointType *spacing = _reader->GetOutput()->GetSpacing();
    vtkImageChangeInformation *v16 = vtkImageChangeInformation::New();
    #if (VTK_MAJOR_VERSION >= 6)
    v16->SetInputConnection( _reader->GetOutputPort() );
    #else
    v16->SetInput( _reader->GetOutput() );
    #endif
    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());
#ifdef VTK_MAJOR_VERSION >= 6
    assert(0);
#else
    imageData->UpdateInformation();
#endif

    // 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().c_str());
        _imageView->Render();
    }
    int GetSlice()
    {
        return _imageView->GetSlice();
    }
    // Set the orientation of the view.
    void SetOrientation(ResliceRender::ORIENTATION orientation)
    {
        vtkCamera* camera=_imageView->GetRenderer()->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());
#ifdef (VTK_MAJOR_VERSION >= 6)
        assert(0);
#else
        imageData->UpdateInformation();
#endif
        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.
#if (VTK_MAJOR_VERSION >= 6)
        _imageView->SetInputData(NULL);
#else
        _imageView->SetInput(NULL);
#endif
        _imageView->SetInputConnection(_reslice->GetOutputPort());
        _imageView->GetRenderer()->ResetCameraClippingRange();
        _imageView->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( (int)(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)
{
    (void)caller;
    (void)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;
}

```

## 12.165 rtstructapp.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#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"
#include "vtkVersion.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 )
    #if (VTK_MAJOR_VERSION >= 6)
        writer->SetInputConnection( num, reader->GetOutputPort( num) );
    #else
        writer->SetInput( num, reader->GetOutput( num) );
    #endif
    //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)
    {
    #if (VTK_MAJOR_VERSION >= 6)
        append->AddInputConnection( reader->GetOutputPort(i) );
    #else
        append->AddInput( reader->GetOutput(i) );
    #endif
    }
    // Now we'll look at it.
    vtkPolyDataMapper *cubeMapper = vtkPolyDataMapper::New();
    #if (VTK_MAJOR_VERSION >= 6)
        cubeMapper->SetInputConnection( append->GetOutputPort() );
    #else
        cubeMapper->SetInput( append->GetOutput() );
    #endif
    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;
}

```

## 12.166 threadgdcm.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
#include "gdcmReader.h"
#include "gdcmImageReader.h"
#include "gdcmDirectory.h"

```



```

#include "gdcmmSystem.h"
#include "vtkImageData.h"
#include "vtkStructuredPointsWriter.h"
#include "vtkVersion.h"
#include <pthread.h>
struct threadparams
{
    const char **filenames;
    size_t nfiles;
    char *scalarpointer;
// 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 size_t 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->scalarpointer;
    #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(size_t nfiles, const char *filenames[])
{
    // \precondition: nfiles > 0
    assert( nfiles > 0 );
    const char *reference= filenames[0]; // take the first image as reference
    gdcmm::ImageReader reader;
    reader.SetFileName( reference );
    if( !reader.Read() )
    {
        // That would be very bad...
        assert(0);
    }
    const gdcmm::Image &image = reader.GetImage();
    gdcmm::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], (int)nfiles);
    #if (VTK_MAJOR_VERSION >= 6)
    int numscal = pixeltype.GetSamplesPerPixel();
    switch( pixeltype )
    {
    case gdcm::PixelFormat::INT8:
        output->AllocateScalars( VTK_SIGNED_CHAR, numscal );
        break;
    case gdcm::PixelFormat::UINT8:
        output->AllocateScalars( VTK_UNSIGNED_CHAR, numscal );
        break;
    case gdcm::PixelFormat::INT16:
        output->AllocateScalars( VTK_SHORT, numscal );
        break;
    case gdcm::PixelFormat::UINT16:
        output->AllocateScalars( VTK_UNSIGNED_SHORT, numscal );
        break;
    case gdcm::PixelFormat::INT32:
        output->AllocateScalars( VTK_INT, numscal );
        break;
    case gdcm::PixelFormat::UINT32:
        output->AllocateScalars( VTK_UNSIGNED_INT, numscal );
        break;
    default:
        assert(0);
    }
    #else
    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();
    #endif
    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 size_t 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
size_t 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();
#if ( VTK_MAJOR_VERSION >= 6 )
    writer->SetInputData( output );
#else
    writer->SetInput( output );
#endif
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.GetFilesNames();
        const size_t 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 size_t nfiles = argc - 1;
        ReadFiles(nfiles, filenames);
    }
    return 0;
}

```

## 12.167 AWTMedical3.java

/\*=====

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre  
 All rights reserved.  
 See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
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.GetFilesNames());
        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.GetFilesNames().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.GetFilesNames();
                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);
    }
}

```

## 12.168 HelloVTKWorld.java

/\*=====

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

=====\*/

// We are required to call the package 'vtk' eventhough I (MM) would have preferred

// an import statement along the line of:

// import vtkgdcm.\*;

import vtk.\*;

/\*

\* Compilation:

\* CLASSPATH=vtkgdcm.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:vtkgdcm.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 );
    }
}

```

## 12.169 MIPViewer.java

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
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.SetInputConnection(change.GetOutputPort());
    //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();
}
}

```

## 12.170 MPRViewer.java

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
import vtk.*;
import gdcm.*;
import java.io.File;
/*
 * Compilation:
 * CLASSPATH=vtkgdcm.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:vtkgdcm.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("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 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 );
    // 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();
    }
}

```

## 12.171 MPRViewer2.java

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre

All rights reserved.

See Copyright.txt or <http://gdcm.sourceforge.net/Copyright.html> for details.

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.

```

=====*/
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 dims[] = image.GetDimensions();
    int xmin = 0;
    int xmax = 1;
    int ymin = 2;
    int ymax = dims[0]-1;
    int zmin = dims[1]-1;
    int zmax = dims[2]-1;
    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 = oy+(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.SetInputConnection(change.GetOutputPort());
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.SetInputConnection(change.GetOutputPort());
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.SetInputConnection(change.GetOutputPort());
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 );
}
}

```

## 12.172 ReadSeriesIntoVTK.java

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

Copyright (c) 2006-2011 Mathieu Malaterre
All rights reserved.
See Copyright.txt or http://gdcm.sourceforge.net/Copyright.html for details.

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.

=====*/
// 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.SetInputConnection( reader.GetOutputPort() );
writer.SetFileName( "ReadSeriesIntoVTK.mhd" );
writer.Write();
System.out.println("Success writing: " + writer.GetFileName() );
}
}

```

## 12.173 CastConvertPhilips.py

```

1
14
15 """
16 Usage:
17
18 python --public /path/to/directory/
19 or
20 python --private /path/to/directory/
21
22 python --public --extension bak /path/to/directory/
23
24 rename -f 's/\.bak$//' *.bak
25
26 TODO:
27 http://docs.python.org/library/optparse.html#module-optparse
28 """
29
30 import vtkgdc
31 import vtk
32 import sys
33 import gdc
34
35 def ProcessOneFilePublic(filename, outfilename, tmpfile):
36     gdc.ImageHelper.SetForceRescaleInterceptSlope(True)
37     vtkreader = vtkgdc.vtkGDCMImageReader()
38     vtkreader.SetFileName( filename )
39     vtkreader.Update()
40
41     cast = vtk.vtkImageCast()
42     cast.SetInput( vtkreader.GetOutput() )
43     cast.SetOutputScalarTypeToUnsignedShort()
44
45     # vtkGDCMImageWriter does not support Sequence, so let's write a tmp file first:
46     # Some operation will actually be discarded (we simply need a temp storage)
47     vtkwriter = vtkgdc.vtkGDCMImageWriter()
48     vtkwriter.SetFileName( tmpfile )
49     vtkwriter.SetMedicalImageProperties( vtkreader.GetMedicalImageProperties() )
50     vtkwriter.SetDirectionCosines( vtkreader.GetDirectionCosines() )
51     print "Format:", vtkreader.GetImageFormat()
52     vtkwriter.SetImageFormat( vtkreader.GetImageFormat() )
53     vtkwriter.SetInput( cast.GetOutput() )
54     #vtkwriter.Update()
55     vtkwriter.Write()
56
57     # ok now rewrite the exact same file as the original (keep all info)
58     # but use the Pixel Data Element from the written file
59     tmpreader = gdc.ImageReader()
60     tmpreader.SetFileName( tmpfile )
61     if not tmpreader.Read():
62         sys.exit(1)
63
64     reader = gdc.Reader()
65     reader.SetFileName( filename )
66     if not reader.Read():
67         sys.exit(1)
68
69     # Make sure to remove Slope/Rescale to avoid re-execution
70     ds = reader.GetFile().GetDataSet()
71     tags = [
72         gdc.Tag(0x0028,0x1052),

```

```

73     gdc.Tag(0x0028,0x1053),
74     gdc.Tag(0x0028,0x1053),
75 ]
76 for tag in tags:
77     ds.Remove( tag )
78
79 writer = gdc.ImageWriter()
80 writer.SetFileName( outfilename )
81 # Pass image from vtk written file
82 writer.SetImage( tmpreader.GetImage() )
83 # pass dataset from initial 'reader'
84 writer.SetFile( reader.GetFile() )
85 if not writer.Write():
86     sys.exit(1)
87
88 def ProcessOneFilePrivate(filename, outfilename, tmpfile):
89     vtkreader = vtkgdc.vtkGDCMImageReader()
90     vtkreader.SetFileName( filename )
91     vtkreader.Update()
92
93
94     # (2005,1409)      DS      4      0.0
95     # (2005,140a)      DS     16     1.52283272283272
96
97     # (2005,0014)      LO     26     Philips MR Imaging DD 005
98     tag1 = gdc.PrivateTag(0x2005,0x09,"Philips MR Imaging DD 005")
99     tag2 = gdc.PrivateTag(0x2005,0x0a,"Philips MR Imaging DD 005")
100
101
102
103     # Need to access some private tags, reread the file (for now):
104     reader = gdc.Reader()
105     reader.SetFileName( filename )
106     if not reader.Read():
107         sys.exit(1)
108
109     ds = reader.GetFile().GetDataSet()
110
111     e11 = ds.GetDataElement( tag1 )
112     e12 = ds.GetDataElement( tag2 )
113
114
115     #pf = gdc.PythonFilter()
116     #pf.SetFile( reader.GetFile() )
117     #print e11.GetTag()
118
119     print e11.GetByteValue()
120     v1 = eval(e11.GetByteValue().GetBuffer())
121     print e12.GetByteValue()
122     v2 = eval(e12.GetByteValue().GetBuffer())
123
124     print v1
125     shift = v1
126     print v2
127     scale = v2
128
129     ss = vtk.vtkImageShiftScale()
130     ss.SetInput( vtkreader.GetOutput() )
131     # because VTK image shift / scale convention is inverted from DICOM make sure shift is 0
132     assert shift == 0
133     ss.SetShift( shift )
134     ss.SetScale( scale )
135     ss.SetOutputScalarTypeToUnsignedShort ()
136     ss.Update()
137
138     # vtkGDCMImageWriter does not support Sequence, so let's write a tmp file first:
139     # Some operation will actually be discarded (we simply need a temp storage)
140     vtkwriter = vtkgdc.vtkGDCMImageWriter()
141     vtkwriter.SetFileName( tmpfile )
142     vtkwriter.SetMedicalImageProperties( vtkreader.GetMedicalImageProperties() )
143     vtkwriter.SetDirectionCosines( vtkreader.GetDirectionCosines() )
144     vtkwriter.SetImageFormat( reader.GetImageFormat() )
145     # do not pass shift/scale again
146     vtkwriter.SetInput( ss.GetOutput() )
147     #vtkwriter.Update()
148     vtkwriter.Write()
149
150     # ok now rewrite the exact same file as the original (keep all info)
151     # but use the Pixel Data Element from the written file
152     tmpreader = gdc.ImageReader()
153     tmpreader.SetFileName( tmpfile )

```

```

154     if not tmpreader.Read():
155         sys.exit(1)
156
157     writer = gdcm.ImageWriter()
158     writer.SetFileName( outfilename )
159     # Pass image from vtk written file
160     writer.SetImage( tmpreader.GetImage() )
161     # pass dataset from initial 'reader'
162     writer.SetFile( reader.GetFile() )
163     if not writer.Write():
164         sys.exit(1)
165
166 if __name__ == "__main__":
167
168     gdcm.Trace.DebugOff()
169     gdcm.Trace.WarningOff()
170     #filename = sys.argv[1]
171     #outfilename = sys.argv[2]
172     tmpfile = "/tmp/philips_rescaled.dcm"
173     #ProcessOneFile( filename, outfilename, tmpfile )
174     rescaletype = sys.argv[1]
175     assert rescaletype == "--public" or rescaletype == "--private"
176     dirname = sys.argv[2]
177     d = gdcm.Directory()
178     d.Load( dirname )
179
180     for f in d.GetFileNames():
181         #print f
182         ProcessOneFilePublic( f, f + ".bak", tmpfile )
183
184
185 print "success"

```

## 12.174 headsq2dcm.py

```

1
14
15 """
16 Usage:
17 python headsq2dcm.py -D /path/to/VTKData
18 """
19
20 import vtk
21 import vtkgdcm
22 from vtk.util.misc import vtkGetDataRoot
23 VTK_DATA_ROOT = vtkGetDataRoot()
24
25 reader = vtk.vtkVolumetricReader()
26 reader.SetDataDimensions(64, 64)
27 reader.SetDataByteOrderToLittleEndian()
28 reader.SetFilePrefix(VTK_DATA_ROOT + "/Data/headsquarter")
29 reader.SetImageRange(1, 93)
30 reader.SetDataSpacing(3.2, 3.2, 1.5)
31
32 cast = vtk.vtkImageCast()
33 cast.SetInput( reader.GetOutput() )
34 cast.SetOutputScalarTypeToUnsignedChar()
35
36 # By default this is creating a Multiframe Grayscale Word Secondary Capture Image Storage
37 writer = vtkgdcm.vtkGDCMImageWriter()
38 writer.SetFileName( "headsq.dcm" )
39 writer.SetInput( reader.GetOutput() )
40 # cast -> Multiframe Grayscale Byte Secondary Capture Image Storage
41 #writer.SetInput( cast.GetOutput() )
42 writer.SetFileDimensionality( 3 )
43 writer.Write()

```



# Index

- ~ASN1
  - gdcmm::ASN1, [135](#)
- ~AnonymizeEvent
  - gdcmm::AnonymizeEvent, [111](#)
- ~Anonymizer
  - gdcmm::Anonymizer, [116](#)
- ~Attribute
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >, [159](#)
- ~AudioCodec
  - gdcmm::AudioCodec, [171](#)
- ~BaseCompositeMessage
  - gdcmm::network::BaseCompositeMessage, [176](#)
- ~BaseNormalizedMessage
  - gdcmm::network::BaseNormalizedMessage, [178](#)
- ~BasePDU
  - gdcmm::network::BasePDU, [180](#)
- ~BaseQuery
  - gdcmm::BaseQuery, [183](#)
- ~BaseRootQuery
  - gdcmm::BaseRootQuery, [189](#)
- ~Bitmap
  - gdcmm::Bitmap, [201](#)
- ~BitmapToBitmapFilter
  - gdcmm::BitmapToBitmapFilter, [215](#)
- ~BoxRegion
  - gdcmm::BoxRegion, [218](#)
- ~ByteSwapFilter
  - gdcmm::ByteSwapFilter, [226](#)
- ~ByteValue
  - gdcmm::ByteValue, [229](#)
- ~CAPICryptographicMessageSyntax
  - gdcmm::CAPICryptographicMessageSyntax, [238](#)
- ~CSAHeader
  - gdcmm::CSAHeader, [302](#)
- ~Cleaner
  - gdcmm::Cleaner, [251](#)
- ~Coder
  - gdcmm::Coder, [261](#)
- ~Command
  - gdcmm::Command, [270](#)
- ~CommandDataSet
  - gdcmm::CommandDataSet, [272](#)
- ~CryptoFactory
  - gdcmm::CryptoFactory, [287](#)
- ~CryptographicMessageSyntax
  - gdcmm::CryptographicMessageSyntax, [289](#)
- ~Curve
  - gdcmm::Curve, [318](#)
- ~DICOMDIRGenerator
  - gdcmm::DICOMDIRGenerator, [371](#)
- ~DPath
  - gdcmm::DPath, [408](#)
- ~DataEvent
  - gdcmm::DataEvent, [339](#)
- ~DataSetEvent
  - gdcmm::DataSetEvent, [356](#)
- ~Decoder
  - gdcmm::Decoder, [359](#)
- ~Defs
  - gdcmm::Defs, [363](#)
- ~DeltaEncodingCodec
  - gdcmm::DeltaEncodingCodec, [367](#)
- ~DictConverter
  - gdcmm::DictConverter, [380](#)
- ~DictPrinter
  - gdcmm::DictPrinter, [390](#)
- ~Dicts
  - gdcmm::Dicts, [392](#)
- ~DirectionCosines
  - gdcmm::DirectionCosines, [398](#)
- ~Directory
  - gdcmm::Directory, [402](#)
- ~Dumper
  - gdcmm::Dumper, [413](#)
- ~Element
  - gdcmm::Element< TVR, VM::VM1\_n >, [422](#)
- ~EmptyMaskGenerator
  - gdcmm::EmptyMaskGenerator, [443](#)
- ~Event
  - gdcmm::Event, [454](#)
- ~Exception
  - gdcmm::Exception, [457](#)
- ~File
  - gdcmm::File, [468](#)
- ~FileAnonymizer
  - gdcmm::FileAnonymizer, [472](#)
- ~FileChangeTransferSyntax
  - gdcmm::FileChangeTransferSyntax, [476](#)
- ~FileDecompressLookupTable

- gdcmm::FileDecompressLookupTable, 480
- ~FileDerivation
  - gdcmm::FileDerivation, 482
- ~FileExplicitFilter
  - gdcmm::FileExplicitFilter, 486
- ~FileMetaInformation
  - gdcmm::FileMetaInformation, 491
- ~FileNameEvent
  - gdcmm::FileNameEvent, 504
- ~FileStreamer
  - gdcmm::FileStreamer, 514
- ~FilenameGenerator
  - gdcmm::FilenameGenerator, 508
- ~Global
  - gdcmm::Global, 531
- ~GroupDict
  - gdcmm::GroupDict, 535
- ~IconImageFilter
  - gdcmm::IconImageFilter, 537
- ~IconImageGenerator
  - gdcmm::IconImageGenerator, 541
- ~Image
  - gdcmm::Image, 546
- ~ImageApplyLookupTable
  - gdcmm::ImageApplyLookupTable, 553
- ~ImageChangePhotometricInterpretation
  - gdcmm::ImageChangePhotometricInterpretation, 556
- ~ImageChangePlanarConfiguration
  - gdcmm::ImageChangePlanarConfiguration, 560
- ~ImageChangeTransferSyntax
  - gdcmm::ImageChangeTransferSyntax, 564
- ~ImageCodec
  - gdcmm::ImageCodec, 570
- ~ImageConverter
  - gdcmm::ImageConverter, 581
- ~ImageFragmentSplitter
  - gdcmm::ImageFragmentSplitter, 585
- ~ImageReader
  - gdcmm::ImageReader, 595
- ~ImageRegionReader
  - gdcmm::ImageRegionReader, 599
- ~ImageToImageFilter
  - gdcmm::ImageToImageFilter, 603
- ~ImageWriter
  - gdcmm::ImageWriter, 606
- ~JPEG12Codec
  - gdcmm::JPEG12Codec, 637
- ~JPEG16Codec
  - gdcmm::JPEG16Codec, 640
- ~JPEG2000Codec
  - gdcmm::JPEG2000Codec, 644
- ~JPEG8Codec
  - gdcmm::JPEG8Codec, 651
- ~JPEGCodec
  - gdcmm::JPEGCodec, 655
- ~JPEGLSCodec
  - gdcmm::JPEGLSCodec, 664
- ~JSON
  - gdcmm::JSON, 669
- ~KAKADUCodec
  - gdcmm::KAKADUCodec, 672
- ~LookupTable
  - gdcmm::LookupTable, 680
- ~MemberCommand
  - gdcmm::MemberCommand< T >, 711
- ~MeshPrimitive
  - gdcmm::MeshPrimitive, 717
- ~ModuleEntry
  - gdcmm::ModuleEntry, 732
- ~MrProtocol
  - gdcmm::MrProtocol, 744
- ~Object
  - gdcmm::Object, 774
- ~OpenSSLCryptographicMessageSyntax
  - gdcmm::OpenSSLCryptographicMessageSyntax, 779
- ~OpenSSL7CryptographicMessageSyntax
  - gdcmm::OpenSSL7CryptographicMessageSyntax, 784
- ~Orientation
  - gdcmm::Orientation, 787
- ~Overlay
  - gdcmm::Overlay, 793
- ~PDBHeader
  - gdcmm::PDBHeader, 815
- ~PDFCodec
  - gdcmm::PDFCodec, 819
- ~PGXCodec
  - gdcmm::PGXCodec, 827
- ~PNMCodec
  - gdcmm::PNMCodec, 862
- ~PVRGCodec
  - gdcmm::PVRGCodec, 905
- ~ParseException
  - gdcmm::ParseException, 801
- ~Parser
  - gdcmm::Parser, 805
- ~Pixmap
  - gdcmm::Pixmap, 845
- ~PixmapReader
  - gdcmm::PixmapReader, 851
- ~PixmapToPixmapFilter
  - gdcmm::PixmapToPixmapFilter, 855
- ~PixmapWriter
  - gdcmm::PixmapWriter, 858
- ~Preamble
  - gdcmm::Preamble, 866
- ~Printer
  - gdcmm::Printer, 889

- ~PrivateDict
  - gdcm::PrivateDict, [893](#)
- ~ProgressEvent
  - gdcm::ProgressEvent, [902](#)
- ~PythonFilter
  - gdcm::PythonFilter, [908](#)
- ~QueryBase
  - gdcm::QueryBase, [910](#)
- ~RAWCodec
  - gdcm::RAWCodec, [925](#)
- ~RLECodec
  - gdcm::RLECodec, [947](#)
- ~Reader
  - gdcm::Reader, [931](#)
- ~Region
  - gdcm::Region, [938](#)
- ~Rescaler
  - gdcm::Rescaler, [942](#)
- ~SHA1
  - gdcm::SHA1, [1031](#)
- ~Scanner
  - gdcm::Scanner, [957](#)
- ~Scanner2
  - gdcm::Scanner2, [968](#)
- ~Segment
  - gdcm::Segment, [978](#)
- ~SegmentReader
  - gdcm::SegmentReader, [990](#)
- ~SegmentWriter
  - gdcm::SegmentWriter, [993](#)
- ~SegmentedPaletteColorLookupTable
  - gdcm::SegmentedPaletteColorLookupTable, [986](#)
- ~SerieHelper
  - gdcm::SerieHelper, [1015](#)
- ~ServiceClassUser
  - gdcm::ServiceClassUser, [1024](#)
- ~SimpleMemberCommand
  - gdcm::SimpleMemberCommand< T >, [1035](#)
- ~SimpleSubjectWatcher
  - gdcm::SimpleSubjectWatcher, [1038](#)
- ~SmartPointer
  - gdcm::SmartPointer< ObjectType >, [1045](#)
- ~Sorter
  - gdcm::Sorter, [1054](#)
- ~Spacing
  - gdcm::Spacing, [1059](#)
- ~SplitMosaicFilter
  - gdcm::SplitMosaicFilter, [1061](#)
- ~StreamImageReader
  - gdcm::StreamImageReader, [1067](#)
- ~StreamImageWriter
  - gdcm::StreamImageWriter, [1072](#)
- ~StrictScanner
  - gdcm::StrictScanner, [1080](#)
- ~StrictScanner2
  - gdcm::StrictScanner2, [1090](#)
- ~StringFilter
  - gdcm::StringFilter, [1104](#)
- ~Subject
  - gdcm::Subject, [1110](#)
- ~Surface
  - gdcm::Surface, [1115](#)
- ~SurfaceReader
  - gdcm::SurfaceReader, [1132](#)
- ~SurfaceWriter
  - gdcm::SurfaceWriter, [1135](#)
- ~Table
  - gdcm::Table, [1150](#)
- ~TableEntry
  - gdcm::TableEntry, [1152](#)
- ~TableReader
  - gdcm::TableReader, [1154](#)
- ~TableRow
  - gdcm::network::TableRow, [1158](#)
- ~TagPath
  - gdcm::TagPath, [1170](#)
- ~Testing
  - gdcm::Testing, [1174](#)
- ~Trace
  - gdcm::Trace, [1181](#)
- ~Transition
  - gdcm::network::Transition, [1195](#)
- ~ULAction
  - gdcm::network::ULAction, [1241](#)
- ~ULBasicCallback
  - gdcm::network::ULBasicCallback, [1281](#)
- ~ULConnection
  - gdcm::network::ULConnection, [1284](#)
- ~ULConnectionCallback
  - gdcm::network::ULConnectionCallback, [1289](#)
- ~ULConnectionManager
  - gdcm::network::ULConnectionManager, [1295](#)
- ~ULEvent
  - gdcm::network::ULEvent, [1302](#)
- ~ULWritingCallback
  - gdcm::network::ULWritingCallback, [1306](#)
- ~UserInformation
  - gdcm::network::UserInformation, [1317](#)
- ~Validate
  - gdcm::Validate, [1321](#)
- ~Value
  - gdcm::Value, [1324](#)
- ~Version
  - gdcm::Version, [1328](#)
- ~Writer
  - gdcm::Writer, [1475](#)
- ~XMLDictReader
  - gdcm::XMLDictReader, [1480](#)

- ~XMLPrinter
  - gdcm::XMLPrinter, [1483](#)
- ~XMLPrivateDictReader
  - gdcm::XMLPrivateDictReader, [1487](#)
- ~vtkGDCMImageReader
  - vtkGDCMImageReader, [1355](#)
- ~vtkGDCMImageReader2
  - vtkGDCMImageReader2, [1370](#)
- ~vtkGDCMImageWriter
  - vtkGDCMImageWriter, [1384](#)
- ~vtkGDCMMedicalImageProperties
  - vtkGDCMMedicalImageProperties, [1392](#)
- ~vtkGDCMPolyDataReader
  - vtkGDCMPolyDataReader, [1396](#)
- ~vtkGDCMPolyDataWriter
  - vtkGDCMPolyDataWriter, [1401](#)
- ~vtkGDCMTesting
  - vtkGDCMTesting, [1406](#)
- ~vtkGDCMThreadedImageReader
  - vtkGDCMThreadedImageReader, [1410](#)
- ~vtkGDCMThreadedImageReader2
  - vtkGDCMThreadedImageReader2, [1414](#)
- ~vtkImageColorViewer
  - vtkImageColorViewer, [1424](#)
- ~vtkImageMapToColors16
  - vtkImageMapToColors16, [1437](#)
- ~vtkImageMapToWindowLevelColors2
  - vtkImageMapToWindowLevelColors2, [1443](#)
- ~vtkImagePlanarComponentsToComponents
  - vtkImagePlanarComponentsToComponents, [1447](#)
- ~vtkImageRGBToYBR
  - vtkImageRGBToYBR, [1449](#)
- ~vtkImageYBRToRGB
  - vtkImageYBRToRGB, [1452](#)
- ~vtkLookupTable16
  - vtkLookupTable16, [1455](#)
- ~vtkRTStructSetProperties
  - vtkRTStructSetProperties, [1459](#)
- AAAbortPDU
  - gdcm::network::AAAbortPDU, [90](#)
- AAAssociateACPDU
  - gdcm::network::AAAssociateACPDU, [93](#)
  - gdcm::network::AAAssociateRQPDU, [105](#)
- AAAssociateRJPDU
  - gdcm::network::AAAssociateRJPDU, [97](#)
- AAAssociateRQPDU
  - gdcm::network::AAAssociateACPDU, [96](#)
  - gdcm::network::AAAssociateRQPDU, [101](#)
- AbstractMultiDimensionalImageModel
  - gdcm::UIDs, [1228](#)
- AbstractSyntax
  - gdcm::network::AbstractSyntax, [107](#)
  - gdcm::PresentationContext, [872](#)
- AcquisitionContextSRStorage
  - gdcm::UIDs, [1227](#)
- ActiveComponent
  - vtkImageMapToColors16, [1441](#)
- Add
  - gdcm::GroupDict, [535](#)
- add1
  - gdcm, [64](#)
- AddAcceptedPresentationContext
  - gdcm::network::ULConnection, [1284](#)
- AddContourReferencedFrameOfReference
  - vtkRTStructSetProperties, [1459](#)
- AddCSAHeaderDictEntry
  - gdcm::CSAHeaderDict, [307](#)
- AddDerivationDescription
  - gdcm::FileDerivation, [482](#)
- AddDictEntry
  - gdcm::Dict, [375](#)
  - gdcm::PrivateDict, [893](#)
- AddFile
  - gdcm::FileSet, [511](#)
  - gdcm::SerieHelper, [1015](#)
- AddFileName
  - gdcm::SerieHelper, [1015](#)
- AddFragment
  - gdcm::SequenceOfFragments, [998](#)
- AddFromFile
  - gdcm::PresentationContextGenerator, [877](#)
- AddGroupLength
  - gdcm::DictConverter, [380](#)
- AddImageDirectoryRecord
  - gdcm::DICOmdirGenerator, [371](#)
- AddInput
  - vtkImageColorViewer, [1424](#)
- AddInputConnection
  - vtkImageColorViewer, [1424](#)
- AddIOD
  - gdcm::IODs, [623](#)
- AddIODEntry
  - gdcm::IOD, [617](#)
- AddItem
  - gdcm::SequenceOfItems, [1007](#)
- AddMacro
  - gdcm::Macros, [692](#)
  - gdcm::Module, [728](#)
- AddMacroEntry
  - gdcm::Macro, [689](#)
- AddModule
  - gdcm::Modules, [736](#)
- AddModuleEntry
  - gdcm::Module, [728](#)
  - gdcm::NestedModuleEntries, [757](#)
- AddNewUndefinedLengthItem
  - gdcm::SequenceOfItems, [1007](#)



- AddObserver
  - gdcm::Subject, [1110](#)
- AddPatientDirectoryRecord
  - gdcm::DICOMDIRGenerator, [371](#)
- AddPresentationContext
  - gdcm::network::AAssociateRQPDU, [101](#)
  - gdcm::PresentationContextGenerator, [877](#)
- AddPresentationContextAC
  - gdcm::network::AAssociateACPDU, [94](#)
- AddPresentationDataValue
  - gdcm::network::PDataTFPDU, [809](#)
- AddPrimitiveData
  - gdcm::MeshPrimitive, [717](#)
- AddPrivateTag
  - gdcm::Scanner, [957](#)
  - gdcm::Scanner2, [968](#)
  - gdcm::StrictScanner, [1080](#)
  - gdcm::StrictScanner2, [1090](#)
- AddPublicTag
  - gdcm::Scanner2, [968](#)
  - gdcm::StrictScanner2, [1090](#)
- AddPurposeOfReferenceCodeSequence
  - gdcm::FileDerivation, [483](#)
- AddQueryDataSet
  - gdcm::BaseQuery, [183](#)
- AddReference
  - gdcm::FileDerivation, [483](#)
- AddReferencedFrameOfReference
  - vtkRTStructSetProperties, [1460](#)
- AddRestriction
  - gdcm::SerieHelper, [1015](#), [1016](#)
- AddRoleSelectionSub
  - gdcm::network::UserInformation, [1318](#)
- AddSegment
  - gdcm::SegmentWriter, [994](#)
- AddSelect
  - gdcm::Sorter, [1054](#)
- AddSeriesDirectoryRecord
  - gdcm::DICOMDIRGenerator, [372](#)
- AddSkipTag
  - gdcm::Scanner, [958](#)
  - gdcm::Scanner2, [968](#)
  - gdcm::StrictScanner, [1081](#)
  - gdcm::StrictScanner2, [1091](#)
- AddSOPClassExtendedNegotiationSub
  - gdcm::network::UserInformation, [1318](#)
- AddSourceImageSequence
  - gdcm::FileDerivation, [483](#)
- AddStructureSetROI
  - vtkRTStructSetProperties, [1460](#)
- AddStructureSetROIObservation
  - vtkRTStructSetProperties, [1460](#)
- AddStudyDirectoryRecord
  - gdcm::DICOMDIRGenerator, [372](#)
- AddSurface
  - gdcm::Segment, [978](#)
- AddTag
  - gdcm::Scanner, [958](#)
  - gdcm::StrictScanner, [1081](#)
- AddTransferSyntax
  - gdcm::network::PresentationContextRQ, [881](#)
  - gdcm::PresentationContext, [871](#)
- AdultMouseAnatomyOntology
  - gdcm::UIDs, [1225](#)
- AdvancedBlendingPresentationStateStorage
  - gdcm::UIDs, [1226](#)
- AE
  - gdcm::VR, [1341](#)
- AEComp
  - gdcm, [58](#)
- AES128\_CIPHER
  - gdcm::CryptographicMessageSyntax, [289](#)
- AES192\_CIPHER
  - gdcm::CryptographicMessageSyntax, [289](#)
- AES256\_CIPHER
  - gdcm::CryptographicMessageSyntax, [289](#)
- AffectedSOPClassUID
  - gdcm::network::CEchoRQ, [242](#)
- ALGOType
  - gdcm::Segment, [977](#)
- ALGOType\_END
  - gdcm::Segment, [978](#)
- Allocate
  - gdcm::LookupTable, [681](#)
- AmbulatoryECGWaveformStorage
  - gdcm::MediaStorage, [702](#)
  - gdcm::UIDs, [1222](#)
- AnatomicRegion
  - gdcm::Segment, [983](#)
- AnatomicRegionModifiers
  - gdcm::Segment, [983](#)
- AnonymizeEvent
  - gdcm::AnonymizeEvent, [110](#), [111](#)
- Anonymizer
  - gdcm::Anonymizer, [116](#)
- Append
  - gdcm::ByteValue, [230](#)
  - gdcm::Global, [531](#)
- AppendFrameEncode
  - gdcm::ImageCodec, [570](#)
  - gdcm::JPEG2000Codec, [644](#)
  - gdcm::JPEGCodec, [655](#)
  - gdcm::JPEGLSCCodec, [664](#)
  - gdcm::RLECodec, [948](#)
- AppendImplementationClassUID
  - gdcm::FileMetaInformation, [492](#)
- AppendRowEncode
  - gdcm::ImageCodec, [571](#)

- gdcm::JPEG2000Codec, [644](#)
  - gdcm::JPEGCodec, [656](#)
  - gdcm::JPEGLSCCodec, [664](#)
  - gdcm::RLECodec, [948](#)
- AppendToDataElement
  - gdcm::FileStreamer, [514](#)
- AppendToGroupDataElement
  - gdcm::FileStreamer, [515](#)
- ApplicationContext
  - gdcm::network::ApplicationContext, [124](#)
- Apply
  - gdcm::ImageApplyLookupTable, [553](#)
- ApplyInverseVideo
  - vtkGDCMImageReader, [1363](#)
  - vtkGDCMImageReader2, [1378](#)
- ApplyLookupTable
  - vtkGDCMImageReader, [1364](#)
  - vtkGDCMImageReader2, [1378](#)
- ApplyPlanarConfiguration
  - vtkGDCMImageReader, [1364](#)
  - vtkGDCMImageReader2, [1378](#)
- ApplyShiftScale
  - vtkGDCMImageReader, [1364](#)
  - vtkGDCMImageReader2, [1379](#)
- ApplyYBRToRGB
  - vtkGDCMImageReader, [1364](#)
  - vtkGDCMImageReader2, [1379](#)
- Area
  - gdcm::BoxRegion, [218](#)
  - gdcm::Region, [938](#)
- AResourceRPPDU
  - gdcm::network::AResourceRPPDU, [129](#)
- AResourceRQPDU
  - gdcm::network::AResourceRQPDU, [131](#)
- AreOverlaysInPixelData
  - gdcm::Bitmap, [201](#)
  - gdcm::Pixmap, [845](#)
- ARGB
  - gdcm::PhotometricInterpretation, [831](#)
- ArrayIncludeMacroType
  - gdcm::Macro, [689](#)
  - gdcm::Module, [728](#)
- ArrayType
  - gdcm::Attribute< Group, Element, TVR, TVM >, [140](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, [149](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM1\_n >, [158](#)
- ArterialPulseWaveformStorage
  - gdcm::UIDs, [1226](#)
- ARTIMTimer
  - gdcm::network::ARTIMTimer, [133](#)
- AS
  - gdcm::VR, [1341](#)
- ASComp
  - gdcm, [58](#)
- ASN1
  - gdcm::ASN1, [135](#)
- AsynchronousOperationsWindowSub
  - gdcm::network::AsynchronousOperationsWindowSub, [137](#)
- AT
  - gdcm::VR, [1341](#)
- Attribute
  - gdcm::Attribute< Group, Element, TVR, VM::VM1\_n >, [159](#)
  - gdcm::terminal, [85](#)
- Audio
  - gdcm::MediaStorage, [704](#)
- AudioCodec
  - gdcm::AudioCodec, [171](#)
- AudioSRStorageTrialRetired
  - gdcm::UIDs, [1223](#)
- AUTOMATIC
  - gdcm::Segment, [978](#)
- AutoPixelMinMax
  - gdcm::IconImageGenerator, [541](#)
- AutorefractionMeasurementsStorage
  - gdcm::UIDs, [1226](#)
- AXIAL
  - gdcm::Orientation, [787](#)
- backslash
  - gdcm, [64](#)
- BadBigEndian
  - gdcm::SwapCode, [1138](#)
- BadLittleEndian
  - gdcm::SwapCode, [1138](#)
- BALCPPProtect
  - gdcm::Anonymizer, [116](#)
- Base64
  - gdcm::Base64, [173](#)
- BaseQuery
  - gdcm::BaseQuery, [183](#)
- BaseRootQuery
  - gdcm::BaseRootQuery, [189](#)
- BasicAnnotationBoxSOPClass
  - gdcm::UIDs, [1221](#)
- BasicApplicationLevelConfidentialityProfile
  - gdcm::Anonymizer, [116](#)
- BasicCodedEntry
  - gdcm::SegmentHelper::BasicCodedEntry, [193](#)
- BasicCodedEntryVector
  - gdcm::Segment, [977](#)
- BasicColorImageBoxSOPClass
  - gdcm::UIDs, [1221](#)
- BasicColorPrintManagementMetaSOPClass
  - gdcm::UIDs, [1221](#)

- BasicFilmBoxSOPClass
  - gdcm::UIDs, [1221](#)
- BasicFilmSessionSOPClass
  - gdcm::UIDs, [1221](#)
- BasicGrayscaleImageBoxSOPClass
  - gdcm::UIDs, [1221](#)
- BasicGrayscalePrintManagementMetaSOPClass
  - gdcm::UIDs, [1221](#)
- BasicOffsetTable
  - gdcm::BasicOffsetTable, [196](#)
- BasicPrintImageOverlayBoxSOPClassRetired
  - gdcm::UIDs, [1221](#)
- BasicStructuredDisplayStorage
  - gdcm::UIDs, [1227](#)
- BasicStudyContentNotificationSOPClassRetired
  - gdcm::UIDs, [1220](#)
- BasicTextSR
  - gdcm::MediaStorage, [702](#)
- BasicTextSRStorage
  - gdcm::UIDs, [1223](#)
- BasicVoiceAudioWaveformStorage
  - gdcm::MediaStorage, [702](#)
  - gdcm::UIDs, [1222](#)
- Begin
  - gdcm::CSAHeaderDict, [307](#)
  - gdcm::DataSet, [345](#)
  - gdcm::Dict, [376](#)
  - gdcm::IODs, [623](#)
  - gdcm::Scanner, [958](#)
  - gdcm::Scanner2, [968](#)
  - gdcm::SequenceOfFragments, [999](#)
  - gdcm::SequenceOfItems, [1008](#)
  - gdcm::StrictScanner, [1081](#)
  - gdcm::StrictScanner2, [1091](#)
- BigEndian
  - gdcm::SwapCode, [1138](#)
- Bitmap
  - gdcm::Bitmap, [201](#)
  - gdcm::JPEG2000Codec, [649](#)
  - gdcm::PixelFormat, [842](#)
- BitmapToBitmapFilter
  - gdcm::BitmapToBitmapFilter, [215](#)
- BitSample
  - gdcm::JPEGCodec, [661](#)
  - gdcm::LookupTable, [685](#)
- black
  - gdcm::terminal, [86](#)
- BlendingSoftcopyPresentationStateStorageSOPClass
  - gdcm::UIDs, [1222](#)
- blink
  - gdcm::terminal, [86](#)
- BLUE
  - gdcm::LookupTable, [680](#)
- blue
  - gdcm::terminal, [86](#)
- BOOL\_FUNCTION\_PFILE\_PFILE\_POINTER
  - gdcm, [58](#)
- BoundingBox
  - gdcm::BoxRegion, [218](#)
- BoxRegion
  - gdcm::BoxRegion, [218](#)
- BreakConnection
  - gdcm::network::ULConnectionManager, [1296](#)
- BreakConnectionNow
  - gdcm::network::ULConnectionManager, [1296](#)
- BreastImagingRelevantPatientInformationQuery
  - gdcm::UIDs, [1224](#)
- BreastProjectionXRayImageStorageForPresentation
  - gdcm::MediaStorage, [703](#)
  - gdcm::UIDs, [1226](#)
- BreastProjectionXRayImageStorageForProcessing
  - gdcm::MediaStorage, [703](#)
  - gdcm::UIDs, [1226](#)
- BreastTomosynthesisImageStorage
  - gdcm::MediaStorage, [703](#)
  - gdcm::UIDs, [1225](#)
- bright
  - gdcm::terminal, [86](#)
- Build
  - vtkLookupTable16, [1455](#)
- ByteBuffer
  - gdcm::ByteBuffer, [222](#)
- bytes
  - gdcm::Tag, [1169](#)
- ByteSwap
  - gdcm::ByteSwapFilter, [226](#)
- ByteSwapFilter
  - gdcm::ByteSwapFilter, [225](#), [226](#)
- ByteValue
  - gdcm::ByteValue, [229](#)
- C\_CANCEL\_RQ
  - gdcm::network::DIMSE, [396](#)
- C\_ECHO\_RQ
  - gdcm::network::DIMSE, [396](#)
- C\_ECHO\_RSP
  - gdcm::network::DIMSE, [396](#)
- C\_FIND\_RQ
  - gdcm::network::DIMSE, [396](#)
- C\_FIND\_RSP
  - gdcm::network::DIMSE, [396](#)
- C\_GET\_RQ
  - gdcm::network::DIMSE, [396](#)
- C\_GET\_RSP
  - gdcm::network::DIMSE, [396](#)
- C\_MOVE\_RQ
  - gdcm::network::DIMSE, [396](#)
- C\_MOVE\_RSP

- gdcmm::network::DIMSE, 396
- C\_STORE\_RQ
  - gdcmm::network::DIMSE, 396
- C\_STORE\_RSP
  - gdcmm::network::DIMSE, 396
- CALIBRATED
  - gdcmm::Spacing, 1058
- CanCode
  - gdcmm::AudioCodec, 171
  - gdcmm::Coder, 262
  - gdcmm::ImageCodec, 571
  - gdcmm::JPEG2000Codec, 644
  - gdcmm::JPEGCodec, 656
  - gdcmm::JPEGLSCodec, 664
  - gdcmm::KAKADUCodec, 672
  - gdcmm::PDFCodec, 819
  - gdcmm::PGXCodec, 828
  - gdcmm::PNMCodec, 862
  - gdcmm::PVRGCodec, 905
  - gdcmm::RAWCodec, 925
  - gdcmm::RLECodec, 948
- CanDecode
  - gdcmm::AudioCodec, 171
  - gdcmm::Decoder, 360
  - gdcmm::DeltaEncodingCodec, 368
  - gdcmm::ImageCodec, 571
  - gdcmm::JPEG2000Codec, 645
  - gdcmm::JPEGCodec, 656
  - gdcmm::JPEGLSCodec, 665
  - gdcmm::KAKADUCodec, 672
  - gdcmm::PDFCodec, 819
  - gdcmm::PGXCodec, 828
  - gdcmm::PNMCodec, 863
  - gdcmm::PVRGCodec, 906
  - gdcmm::RAWCodec, 926
  - gdcmm::RLECodec, 948
- CanDisplay
  - gdcmm::VR, 1342
- CanEmptyTag
  - gdcmm::Anonymizer, 116
- CanRead
  - gdcmm::Reader, 931
- CanReadFile
  - vtkGDCMImageReader, 1355
  - vtkGDCMImageReader2, 1370
- CanReadImage
  - gdcmm::StreamImageReader, 1067
- CanStoreLossy
  - gdcmm::TransferSyntax, 1189
- CanWriteFile
  - gdcmm::StreamImageWriter, 1072
- CAPICryptoFactory
  - gdcmm::CryptoFactory, 286
- gdcmm::CAPICryptoFactory, 236
- CAPICryptographicMessageSyntax
  - gdcmm::CAPICryptographicMessageSyntax, 238
- CardiacElectrophysiologyWaveformStorage
  - gdcmm::MediaStorage, 702
  - gdcmm::UIDs, 1222
- CardiacRelevantPatientInformationQuery
  - gdcmm::UIDs, 1224
- CEcho
  - gdcmm::CompositeNetworkFunctions, 277
- CFind
  - gdcmm::CompositeNetworkFunctions, 277
- Change
  - gdcmm::FileChangeTransferSyntax, 476
  - gdcmm::FileDecompressLookupTable, 480
  - gdcmm::FileExplicitFilter, 486
  - gdcmm::ImageChangePhotometricInterpretation, 556
  - gdcmm::ImageChangePlanarConfiguration, 560
  - gdcmm::ImageChangeTransferSyntax, 565
- ChangeFMI
  - gdcmm::FileExplicitFilter, 487
- ChangeMonochrome
  - gdcmm::ImageChangePhotometricInterpretation, 557
- ChangeRGB2YBR
  - gdcmm::ImageChangePhotometricInterpretation, 557
- ChangeYBR2RGB
  - gdcmm::ImageChangePhotometricInterpretation, 557
- CharacterDataHandler
  - gdcmm::TableReader, 1154
  - gdcmm::XMLDictReader, 1480
  - gdcmm::XMLPrivateDictReader, 1487
- CheckDataElement
  - gdcmm::FileStreamer, 515
- CheckEvent
  - gdcmm::AnonymizeEvent, 111
  - gdcmm::DataEvent, 340
  - gdcmm::DataSetEvent, 356
  - gdcmm::Event, 454
  - gdcmm::FileNameEvent, 504
  - gdcmm::ProgressEvent, 902
- CheckFileMetaInformationOff
  - gdcmm::Writer, 1475
- CheckFileMetaInformationOn
  - gdcmm::Writer, 1475
- CheckTemplateFileName
  - gdcmm::FileStreamer, 515
- ChestCADSRStorage
  - gdcmm::UIDs, 1223
- CipherTypes
  - gdcmm::CryptographicMessageSyntax, 289
- Clamp
  - gdcmm, 64
- Clean
  - gdcmm::Cleaner, 251

- clean
  - gdcm, [64](#)
- Cleaner
  - gdcm::Cleaner, [251](#)
- CleanupUnusedBits
  - gdcm::ImageCodec, [571](#)
- Clear
  - gdcm::Anonymizer, [117](#)
  - gdcm::Bitmap, [201](#)
  - gdcm::ByteValue, [230](#)
  - gdcm::DataElement, [326](#)
  - gdcm::DataSet, [345](#)
  - gdcm::IOD, [617](#)
  - gdcm::IODs, [623](#)
  - gdcm::Item, [632](#)
  - gdcm::LookupTable, [681](#)
  - gdcm::Macro, [690](#)
  - gdcm::Macros, [692](#)
  - gdcm::Module, [728](#)
  - gdcm::Modules, [736](#)
  - gdcm::Preamble, [866](#)
  - gdcm::SequenceOfFragments, [999](#)
  - gdcm::SequenceOfItems, [1008](#)
  - gdcm::SerieHelper, [1016](#)
  - gdcm::Value, [1324](#)
  - vtkGDCMMedicalImageProperties, [1392](#)
  - vtkRTStructSetProperties, [1460](#)
- ClearInternalUIDs
  - gdcm::Anonymizer, [117](#)
- ClearPrivateTags
  - gdcm::Scanner2, [969](#)
  - gdcm::StrictScanner2, [1091](#)
- ClearPublicTags
  - gdcm::Scanner2, [969](#)
  - gdcm::StrictScanner2, [1091](#)
- ClearSkipTags
  - gdcm::Scanner, [958](#)
  - gdcm::Scanner2, [969](#)
  - gdcm::StrictScanner, [1081](#)
  - gdcm::StrictScanner2, [1091](#)
- ClearTags
  - gdcm::Scanner, [958](#)
  - gdcm::StrictScanner, [1081](#)
- Clone
  - gdcm::BoxRegion, [219](#)
  - gdcm::ImageCodec, [572](#)
  - gdcm::JPEG2000Codec, [645](#)
  - gdcm::JPEGCodec, [656](#)
  - gdcm::JPEGLSCodec, [665](#)
  - gdcm::KAKADUCodec, [673](#)
  - gdcm::PGXCodec, [828](#)
  - gdcm::PNMCodec, [863](#)
  - gdcm::PVRGCodec, [906](#)
  - gdcm::RAWCodec, [926](#)
  - gdcm::Region, [939](#)
  - gdcm::RLECodec, [949](#)
- CM
  - gdcm::SegmentHelper::BasicCodedEntry, [194](#)
- cMaxEventID
  - gdcm::network, [84](#)
- cMaxStateID
  - gdcm::network, [84](#)
- CMove
  - gdcm::CompositeNetworkFunctions, [279](#)
- CMYK
  - gdcm::PhotometricInterpretation, [831](#)
- Code
  - gdcm::Coder, [262](#)
  - gdcm::JPEG2000Codec, [645](#)
  - gdcm::JPEGCodec, [657](#)
  - gdcm::JPEGLSCodec, [665](#)
  - gdcm::JSON, [669](#)
  - gdcm::KAKADUCodec, [673](#)
  - gdcm::PVRGCodec, [906](#)
  - gdcm::RAWCodec, [926](#)
  - gdcm::RLECodec, [949](#)
- CodeMeaning
  - gdcm::RealWorldValueMappingContent, [937](#)
- CodeString
  - gdcm::CodeString, [265](#), [266](#)
- CodeValue
  - gdcm::RealWorldValueMappingContent, [937](#)
- ColonCADSRStorage
  - gdcm::UIDs, [1227](#)
- Color
  - gdcm::terminal, [86](#)
- ColorArray
  - gdcm::SurfaceHelper, [1128](#)
- ColorPaletteQueryRetrieveInformationModelFIND
  - gdcm::UIDs, [1228](#)
- ColorPaletteQueryRetrieveInformationModelGET
  - gdcm::UIDs, [1228](#)
- ColorPaletteQueryRetrieveInformationModelMOVE
  - gdcm::UIDs, [1228](#)
- ColorPaletteStorage
  - gdcm::UIDs, [1228](#)
- ColorSoftcopyPresentationStateStorageSOPClass
  - gdcm::UIDs, [1222](#)
- Command
  - gdcm::Command, [269](#), [270](#)
- CommandDataSet
  - gdcm::CommandDataSet, [272](#)
- CommandTypes
  - gdcm::network::DIMSE, [396](#)
- Compatible
  - gdcm::VM, [1337](#)
  - gdcm::VR, [1343](#)
- Component

- gdcmm::PersonName, 825
- CompOperators
  - gdcmm, 61
- CompositeInstanceRetrieveWithoutBulkDataGET
  - gdcmm::UIDs, 1227
- CompositeInstanceRootRetrieveGET
  - gdcmm::UIDs, 1227
- CompositeInstanceRootRetrieveMOVE
  - gdcmm::UIDs, 1227
- CompositingPlanarMPRVolumetricPresentationStateStorage
  - gdcmm::UIDs, 1226
- Comprehensive3DSRStorage
  - gdcmm::UIDs, 1227
- ComprehensiveSR
  - gdcmm::MediaStorage, 702
- ComprehensiveSRStorage
  - gdcmm::UIDs, 1223
- ComprehensiveSRStorageTrialRetired
  - gdcmm::UIDs, 1223
- CompressionTypes
  - vtkGDCMImageWriter, 1384
- Compute
  - gdcmm::EquipmentManufacturer, 452
  - gdcmm::MD5, 696
  - gdcmm::SHA1, 1031
- ComputeBoundingBox
  - gdcmm::BoxRegion, 219
  - gdcmm::Region, 939
- ComputeBufferLength
  - gdcmm::ImageRegionReader, 599
- ComputeByteLength
  - gdcmm::SequenceOfFragments, 999
- ComputeDataElement
  - gdcmm::DataSet, 345
- ComputeDataSetMediaStorageSOPClass
  - gdcmm::FileMetaInformation, 492
- ComputeDataSetTransferSyntax
  - gdcmm::FileMetaInformation, 492
- ComputeDistAlongNormal
  - gdcmm::DirectionCosines, 398
- ComputedRadiographyImageStorage
  - gdcmm::MediaStorage, 701
  - gdcmm::UIDs, 1221
- ComputeFile
  - gdcmm::MD5, 696
  - gdcmm::SHA1, 1031
- ComputeFileMD5
  - gdcmm::Testing, 1174
- ComputeGroupLength
  - gdcmm::DataSet, 345
- ComputeInterceptSlopePixelType
  - gdcmm::Rescaler, 942
- ComputeLength
  - gdcmm::ByteValue, 230
- gdcmm::Fragment, 527
- gdcmm::SequenceOfFragments, 999
- gdcmm::SequenceOfItems, 1008
- ComputeLossyFlag
  - gdcmm::Bitmap, 201
- ComputeMD5
  - gdcmm::Testing, 1174
- ComputeMediaStorageFromModality
  - gdcmm::ImageHelper, 587
- ComputeMOSAICDimensions
  - gdcmm::SplitMosaicFilter, 1061
- ComputeMOSAICSliceNormal
  - gdcmm::SplitMosaicFilter, 1061
- ComputeMOSAICSlicePosition
  - gdcmm::SplitMosaicFilter, 1062
- ComputeNumberOfSurfaces
  - gdcmm::SurfaceWriter, 1135
- ComputeOffsetTable
  - gdcmm::JPEGCodec, 657
- ComputePixelAspectRatioFromPixelSpacing
  - gdcmm::Spacing, 1059
- ComputePixelTypeFromMinMax
  - gdcmm::Rescaler, 942
- ComputeSpacingFromImagePositionPatient
  - gdcmm::ImageHelper, 588
- ComputeTargetMediaStorage
  - gdcmm::ImageWriter, 606
- ComputeVR
  - gdcmm::DataSetHelper, 358
- ComputeZSpacing
  - gdcmm::IPPSorter, 629
- ConcatenatePDVBlobs
  - gdcmm::network::PresentationDataValue, 884
- ConcatenatePDVBlobsAsExplicit
  - gdcmm::network::PresentationDataValue, 884
- CONDENSED\_STYLE
  - gdcmm::Printer, 889
- Conditional
  - gdcmm::Usage, 1314
- CONSOLE
  - gdcmm::terminal, 86
- const
  - gdcmm::SOPClassUIDToIOD, 1050
- const\_iterator
  - gdcmm::CodeString, 264
  - gdcmm::LO, 675
  - gdcmm::String< TDelimiter, TMaxLength, TPadChar >, 1099
- const\_reference
  - gdcmm::CodeString, 264
  - gdcmm::LO, 675
  - gdcmm::String< TDelimiter, TMaxLength, TPadChar >, 1099
- const\_reverse\_iterator



- gdcmm::CodeString, 264
- gdcmm::LO, 675
- gdcmm::String< TDelimiter, TMaxLength, TPadChar  
>, 1099
- ConstCharWrapper
  - gdcmm::ConstCharWrapper, 281
- ConstIterator
  - gdcmm::CSAHeaderDict, 306
  - gdcmm::DataSet, 344
  - gdcmm::Dict, 375
  - gdcmm::Scanner, 956
  - gdcmm::SequenceOfFragments, 998
  - gdcmm::SequenceOfItems, 1006
  - gdcmm::StrictScanner, 1079
- Construct
  - gdcmm::BaseRootQuery, 189
- ConstructAbortPDU
  - gdcmm::network::PDUFactory, 821
- ConstructCEchoRQ
  - gdcmm::network::CompositeMessageFactory, 274
- ConstructCFindRQ
  - gdcmm::network::CompositeMessageFactory, 274
- ConstructCMoveRQ
  - gdcmm::network::CompositeMessageFactory, 274
- ConstructCStoreRQ
  - gdcmm::network::CompositeMessageFactory, 275
- ConstructCStoreRSP
  - gdcmm::network::CompositeMessageFactory, 275
- ConstructFromString
  - gdcmm::DPath, 409
  - gdcmm::TagPath, 1170
- ConstructFromTagList
  - gdcmm::TagPath, 1171
- ConstructNAction
  - gdcmm::network::NormalizedMessageFactory, 765
- ConstructNCreate
  - gdcmm::network::NormalizedMessageFactory, 765
- ConstructNDelete
  - gdcmm::network::NormalizedMessageFactory, 765
- ConstructNEventReport
  - gdcmm::network::NormalizedMessageFactory, 766
- ConstructNGet
  - gdcmm::network::NormalizedMessageFactory, 766
- ConstructNSet
  - gdcmm::network::NormalizedMessageFactory, 766
- ConstructorType
  - gdcmm::Dicts, 392
- ConstructPDU
  - gdcmm::network::PDUFactory, 821
- ConstructPDV
  - gdcmm::network::BaseCompositeMessage, 176
  - gdcmm::network::BaseNormalizedMessage, 178
  - gdcmm::network::CEchoRQ, 242
  - gdcmm::network::CFindRQ, 247
  - gdcmm::network::CMoveRQ, 258
  - gdcmm::network::CStoreRQ, 314
  - gdcmm::network::CStoreRSP, 316
  - gdcmm::network::NActionRQ, 747
  - gdcmm::network::NCreateRQ, 750
  - gdcmm::network::NDeleteRQ, 753
  - gdcmm::network::NEventReportRQ, 759
  - gdcmm::network::NGetRQ, 762
  - gdcmm::network::NSetRQ, 770
- ConstructPDVByDataSet
  - gdcmm::network::CEchoRSP, 244
  - gdcmm::network::CFindCancelRQ, 245
  - gdcmm::network::CFindRSP, 248
  - gdcmm::network::CMoveCancelRq, 256
  - gdcmm::network::CMoveRSP, 259
  - gdcmm::network::NActionRSP, 748
  - gdcmm::network::NCreateRSP, 751
  - gdcmm::network::NDeleteRSP, 754
  - gdcmm::network::NEventReportRSP, 760
  - gdcmm::network::NGetRSP, 763
  - gdcmm::network::NSetRSP, 772
- ConstructQuery
  - gdcmm::CompositeNetworkFunctions, 279, 280
  - gdcmm::NormalizedNetworkFunctions, 767
- ConstructReleasePDU
  - gdcmm::network::PDUFactory, 821
- ContentAssessmentResultsStorage
  - gdcmm::UIDs, 1227
- Convert
  - gdcmm::DictConverter, 380
  - gdcmm::ImageConverter, 582
- ConvertRGBToPaletteColor
  - gdcmm::IconImageGenerator, 541
- ConvertToCXX
  - gdcmm::DictConverter, 380
- ConvertToUNC
  - gdcmm::System, 1142
- ConvertToXML
  - gdcmm::DictConverter, 380
- CornealTopographyMapStorage
  - gdcmm::UIDs, 1227
- CORONAL
  - gdcmm::Orientation, 787
- Create
  - gdcmm::Preamble, 866
- CreateCEchoPDU
  - gdcmm::network::PDUFactory, 821
- CreateCFindPDU
  - gdcmm::network::PDUFactory, 821
- CreateCMovePDU
  - gdcmm::network::PDUFactory, 821
- CreateCMSProvider
  - gdcmm::CAPICryptoFactory, 237
  - gdcmm::CryptoFactory, 287

- gdcm::OpenSSLCryptoFactory, 777
- gdcm::OpenSSL7CryptoFactory, 782
- CreateCStoreRQPDU
  - gdcm::network::PDUFactory, 822
- CreateCStoreRSPPDU
  - gdcm::network::PDUFactory, 822
- CreateDefaultUniqueSeriesIdentifier
  - gdcm::SerieHelper, 1016
- CreateNActionPDU
  - gdcm::network::PDUFactory, 822
- CreateNCreatePDU
  - gdcm::network::PDUFactory, 822
- CreateNDeletePDU
  - gdcm::network::PDUFactory, 822
- CreateNEventReportPDU
  - gdcm::network::PDUFactory, 822
- CreateNGetPDU
  - gdcm::network::PDUFactory, 823
- CreateNSetPDU
  - gdcm::network::PDUFactory, 823
- CreateUniqueSeriesIdentifier
  - gdcm::SerieHelper, 1016
- Cross
  - gdcm::DirectionCosines, 398
- CrossDot
  - gdcm::DirectionCosines, 398
- CryptoFactory
  - gdcm::CryptoFactory, 286
- CryptographicMessageSyntax
  - gdcm::CryptographicMessageSyntax, 289
- CryptoLib
  - gdcm::CryptoFactory, 286
- CS
  - gdcm::VR, 1341
- CSAElement
  - gdcm::CSAElement, 294
- CSAHeader
  - gdcm::CSAHeader, 302
  - gdcm::DataSet, 354
- CSAHeaderDict
  - gdcm::CSAHeaderDict, 307
- CSAHeaderDictEntry
  - gdcm::CSAHeaderDictEntry, 310
- CSAHeaderType
  - gdcm::CSAHeader, 301
- CSANonImageStorage
  - gdcm::MediaStorage, 702
- CSComp
  - gdcm, 59
- CSD
  - gdcm::SegmentHelper::BasicCodedEntry, 194
- CStore
  - gdcm::CompositeNetworkFunctions, 280
- CSV
  - gdcm::SegmentHelper::BasicCodedEntry, 194
- CT\_private\_ELE
  - gdcm::TransferSyntax, 1188
- CTDefinedProcedureProtocolStorage
  - gdcm::UIDs, 1227
- CTImageStorage
  - gdcm::MediaStorage, 701
  - gdcm::UIDs, 1221
- CTPerformedProcedureProtocolStorage
  - gdcm::UIDs, 1227
- Curve
  - gdcm::Curve, 318
  - vtkGDCMImageReader, 1364
  - vtkGDCMImageReader2, 1379
- Curves
  - gdcm::Pixmap, 848
- CV
  - gdcm::SegmentHelper::BasicCodedEntry, 195
- CXX
  - gdcm::Printer, 889
- cyan
  - gdcm::terminal, 86
- DA
  - gdcm::VR, 1341
- DAComp
  - gdcm, 59
- DataElement
  - gdcm::DataElement, 326
  - gdcm::Value, 1325
- DataElementSet
  - gdcm::DataSet, 344
- DataElementType
  - gdcm::ModuleEntry, 734
- DataEvent
  - gdcm::DataEvent, 339, 340
- DataField
  - gdcm::CSAElement, 298
- DataPtr
  - gdcm::CSAElement, 293
- DATASET\_FORMAT
  - gdcm::CSAHeader, 302
- DataSetEvent
  - gdcm::DataSetEvent, 356
- DataSetHandled
  - gdcm::network::ULConnectionCallback, 1290
- DataSetHandles
  - gdcm::network::ULConnectionCallback, 1290
- DataSetMS
  - gdcm::FileMetaInformation, 498
- DataSetTS
  - gdcm::FileMetaInformation, 498
- DataWasPassed
  - vtkImageMapToColors16, 1441



- dCor
  - gdcm::MrProtocol::Vector3, [1327](#)
- DebugOff
  - gdcm::Trace, [1181](#)
- DebugOn
  - gdcm::Trace, [1181](#)
- Decode
  - gdcm::AudioCodec, [172](#)
  - gdcm::Base64, [173](#)
  - gdcm::Curve, [318](#)
  - gdcm::Decoder, [360](#)
  - gdcm::DeltaEncodingCodec, [368](#)
  - gdcm::ImageCodec, [572](#)
  - gdcm::JPEG2000Codec, [645](#)
  - gdcm::JPEGCodec, [657](#)
  - gdcm::JPEGLSCodec, [665](#), [666](#)
  - gdcm::JSON, [669](#)
  - gdcm::KAKADUCodec, [673](#)
  - gdcm::LookupTable, [681](#)
  - gdcm::PDFCodec, [819](#)
  - gdcm::PVRGCodec, [906](#)
  - gdcm::RAWCodec, [926](#)
  - gdcm::RLECodec, [949](#)
- Decode8
  - gdcm::LookupTable, [681](#)
- DecodeByStreams
  - gdcm::Decoder, [360](#)
  - gdcm::ImageCodec, [572](#)
  - gdcm::JPEG12Codec, [637](#)
  - gdcm::JPEG16Codec, [640](#)
  - gdcm::JPEG2000Codec, [646](#)
  - gdcm::JPEG8Codec, [651](#)
  - gdcm::JPEGCodec, [657](#)
  - gdcm::RAWCodec, [927](#)
  - gdcm::RLECodec, [949](#)
- DecodeBytes
  - gdcm::RAWCodec, [927](#)
- DecodeExtent
  - gdcm::JPEG2000Codec, [646](#)
  - gdcm::JPEGCodec, [657](#)
  - gdcm::JPEGLSCodec, [666](#)
  - gdcm::RLECodec, [950](#)
- Decompress
  - gdcm::Overlay, [793](#)
- Decrypt
  - gdcm::CAPICryptographicMessageSyntax, [239](#)
  - gdcm::CryptographicMessageSyntax, [289](#)
  - gdcm::OpenSSLCryptographicMessageSyntax, [779](#)
  - gdcm::OpenSSLP7CryptographicMessageSyntax, [784](#)
- DeepCopy
  - vtkRTStructSetProperties, [1460](#)
- DEFAULT
  - gdcm::CryptoFactory, [286](#)
- Default
  - gdcm::FileMetaInformation, [492](#)
- DefinedProcedureProtocolInformationModelFIND
  - gdcm::UIDs, [1227](#)
- DefinedProcedureProtocolInformationModelGET
  - gdcm::UIDs, [1227](#)
- DefinedProcedureProtocolInformationModelMOVE
  - gdcm::UIDs, [1227](#)
- DefinedTerms
  - gdcm::DefinedTerms, [361](#)
- DefinePixelExtent
  - gdcm::StreamImageReader, [1067](#)
  - gdcm::StreamImageWriter, [1072](#)
- DefineProperBufferLength
  - gdcm::StreamImageReader, [1067](#)
  - gdcm::StreamImageWriter, [1072](#)
- DeflatedExplicitVRLittleEndian
  - gdcm::TransferSyntax, [1188](#)
  - gdcm::UIDs, [1219](#)
- DeformableSpatialRegistrationStorage
  - gdcm::UIDs, [1222](#)
- Defs
  - gdcm::Defs, [362](#), [363](#)
- DeleteDirectory
  - gdcm::System, [1143](#)
- DeltaEncodingCodec
  - gdcm::DeltaEncodingCodec, [367](#)
- Derive
  - gdcm::FileDerivation, [483](#)
- DES3\_CIPHER
  - gdcm::CryptographicMessageSyntax, [289](#)
- Description
  - gdcm::ModuleEntry, [732](#)
- DescriptionField
  - gdcm::ModuleEntry, [734](#)
- DetachedInterpretationManagementSOPClassRetired
  - gdcm::UIDs, [1221](#)
- DetachedPatientManagementMetaSOPClassRetired
  - gdcm::UIDs, [1220](#)
- DetachedPatientManagementSOPClass
  - gdcm::MediaStorage, [702](#)
- DetachedPatientManagementSOPClassRetired
  - gdcm::UIDs, [1220](#)
- DetachedResultsManagementMetaSOPClassRetired
  - gdcm::UIDs, [1220](#)
- DetachedResultsManagementSOPClassRetired
  - gdcm::UIDs, [1220](#)
- DetachedStudyManagementMetaSOPClassRetired
  - gdcm::UIDs, [1220](#)
- DetachedStudyManagementSOPClass
  - gdcm::MediaStorage, [702](#)
- DetachedStudyManagementSOPClassRetired
  - gdcm::UIDs, [1220](#)
- DetachedVisitManagementSOPClass

gdcM::MediaStorage, 702  
 DetachedVisitManagementSOPClassRetired  
   gdcM::UIDs, 1220  
 DetailSRStorageTrialRetired  
   gdcM::UIDs, 1223  
 DETECTOR  
   gdcM::Spacing, 1058  
 DetermineEventByPDU  
   gdcM::network::PDUFactory, 823  
 dicomAETitle  
   gdcM::UIDs, 1224  
 dicomApplicationCluster  
   gdcM::UIDs, 1224  
 DICOMApplicationContextName  
   gdcM::UIDs, 1220  
 dicomAssociationAcceptor  
   gdcM::UIDs, 1224  
 dicomAssociationInitiator  
   gdcM::UIDs, 1224  
 dicomAuthorizedNodeCertificateReference  
   gdcM::UIDs, 1224  
 dicomConfigurationRoot  
   gdcM::UIDs, 1225  
 DICOMContentMappingResource  
   gdcM::UIDs, 1228  
 DICOMControlledTerminology  
   gdcM::UIDs, 1220  
 dicomDescription  
   gdcM::UIDs, 1224  
 dicomDevice  
   gdcM::UIDs, 1225  
 dicomDeviceName  
   gdcM::UIDs, 1224  
 dicomDeviceSerialNumber  
   gdcM::UIDs, 1225  
 dicomDevicesRoot  
   gdcM::UIDs, 1225  
 DICOMDIR  
   gdcM::DICOMDIR, 369  
 DICOMDIRGenerator  
   gdcM::DICOMDIRGenerator, 371  
 dicomHostname  
   gdcM::UIDs, 1224  
 dicomInstalled  
   gdcM::UIDs, 1224  
 dicomInstitutionAddress  
   gdcM::UIDs, 1225  
 dicomInstitutionDepartmentName  
   gdcM::UIDs, 1225  
 dicomInstitutionName  
   gdcM::UIDs, 1225  
 dicomIssuerOfPatientID  
   gdcM::UIDs, 1225  
 dicomManufacturer  
   gdcM::UIDs, 1224  
 dicomManufacturerModelName  
   gdcM::UIDs, 1224  
 dicomNetworkAE  
   gdcM::UIDs, 1225  
 dicomNetworkConnection  
   gdcM::UIDs, 1225  
 dicomNetworkConnectionReference  
   gdcM::UIDs, 1224  
 dicomPort  
   gdcM::UIDs, 1224  
 dicomPreferredCalledAETitle  
   gdcM::UIDs, 1224  
 dicomPreferredCallingAETitle  
   gdcM::UIDs, 1225  
 dicomPrimaryDeviceType  
   gdcM::UIDs, 1224  
 dicomRelatedDeviceReference  
   gdcM::UIDs, 1224  
 dicomSoftwareVersion  
   gdcM::UIDs, 1224  
 dicomSOPClass  
   gdcM::UIDs, 1224  
 dicomStationName  
   gdcM::UIDs, 1225  
 dicomSupportedCharacterSet  
   gdcM::UIDs, 1225  
 dicomThisNodeCertificateReference  
   gdcM::UIDs, 1224  
 dicomTLSCyphersuite  
   gdcM::UIDs, 1224  
 dicomTransferCapability  
   gdcM::UIDs, 1225  
 dicomTransferRole  
   gdcM::UIDs, 1224  
 dicomTransferSyntax  
   gdcM::UIDs, 1224  
 DICOMUIDRegistry  
   gdcM::UIDs, 1220  
 dicomUniqueAETitle  
   gdcM::UIDs, 1225  
 dicomUniqueAETitlesRegistryRoot  
   gdcM::UIDs, 1225  
 dicomVendorData  
   gdcM::UIDs, 1224  
 DICOS2DAITStorage  
   gdcM::UIDs, 1227  
 DICOS3DAITStorage  
   gdcM::UIDs, 1227  
 DICOSCTImageStorage  
   gdcM::UIDs, 1227  
 DICOSDigitalXRayImageStorageForPresentation  
   gdcM::UIDs, 1227  
 DICOSDigitalXRayImageStorageForProcessing

- gdcM::UIDs, [1227](#)
- DICOSQuadrupoleResonanceQRStorage
  - gdcM::UIDs, [1227](#)
- DICOSThreatDetectionReportStorage
  - gdcM::UIDs, [1227](#)
- Dict
  - gdcM::Dict, [375](#)
  - gdcM::DictEntry, [387](#)
- DICT\_DEBUG
  - gdcM::DictConverter, [379](#)
- DICT\_DEFAULT
  - gdcM::DictConverter, [379](#)
- DICT\_XML
  - gdcM::DictConverter, [379](#)
- DictConverter
  - gdcM::DictConverter, [380](#)
- DictEntry
  - gdcM::DictEntry, [384](#)
- DictPrinter
  - gdcM::DictPrinter, [389](#)
- Dicts
  - gdcM::CSAHeaderDict, [308](#)
  - gdcM::Dict, [377](#)
  - gdcM::Dicts, [392](#)
  - gdcM::PrivateDict, [895](#)
- difference\_type
  - gdcM::CodeString, [264](#)
  - gdcM::LO, [675](#)
  - gdcM::String< TDelimiter, TMaxLength, TPadChar >, [1099](#)
- DigitalIntraoralXRayImageStorageForPresentation
  - gdcM::UIDs, [1221](#)
- DigitalIntraoralXRayImageStorageForPresentation
  - gdcM::MediaStorage, [701](#)
- DigitalIntraoralXRayImageStorageForProcessing
  - gdcM::MediaStorage, [701](#)
  - gdcM::UIDs, [1221](#)
- DigitalMammographyImageStorageForPresentation
  - gdcM::MediaStorage, [701](#)
- DigitalMammographyImageStorageForProcessing
  - gdcM::MediaStorage, [701](#)
- DigitalMammographyXRayImageStorageForPresentation
  - gdcM::UIDs, [1221](#)
- DigitalMammographyXRayImageStorageForProcessing
  - gdcM::UIDs, [1221](#)
- DigitalXRayImageStorageForPresentation
  - gdcM::MediaStorage, [701](#)
  - gdcM::UIDs, [1221](#)
- DigitalXRayImageStorageForProcessing
  - gdcM::MediaStorage, [701](#)
  - gdcM::UIDs, [1221](#)
- dim
  - gdcM::terminal, [86](#)
- Dimensions
  - gdcM::Bitmap, [212](#)
  - gdcM::ImageCodec, [579](#)
- DirCosTolerance
  - gdcM::IPPSorter, [629](#)
- DirectionCosines
  - gdcM::DirectionCosines, [398](#)
  - vtkGDCMImageReader, [1364](#)
  - vtkGDCMImageReader2, [1379](#)
- Directory
  - gdcM::Directory, [402](#)
- DisplaySystemSOPClass
  - gdcM::UIDs, [1226](#)
- DisplaySystemSOPInstance
  - gdcM::UIDs, [1226](#)
- DoByteSwap
  - gdcM::ImageCodec, [572](#)
- DolconImage
  - gdcM::PixmapWriter, [858](#)
- DoInvertMonochrome
  - gdcM::ImageCodec, [573](#)
- DoOverlayCleanup
  - gdcM::ImageCodec, [573](#)
- DoPaddedCompositePixelCode
  - gdcM::ImageCodec, [573](#)
- DoPlanarConfiguration
  - gdcM::ImageCodec, [573](#)
- doround
  - gdcM, [64](#)
- DoSimpleCopy
  - gdcM::ImageCodec, [573](#)
- Dot
  - gdcM::DirectionCosines, [399](#)
- DoYBR
  - gdcM::ImageCodec, [573](#)
- DoYBRFull422
  - gdcM::ImageCodec, [574](#)
- DPath
  - gdcM::DPath, [408](#)
- DropDuplicatePositions
  - gdcM::IPPSorter, [629](#)
- DS
  - gdcM::VR, [1341](#)
- dSag
  - gdcM::MrProtocol::Vector3, [1327](#)
- DT
  - gdcM::VR, [1341](#)
- DTComp
  - gdcM, [59](#)
- dTra
  - gdcM::MrProtocol::Vector3, [1327](#)
- Dumper
  - gdcM::Dumper, [412](#)
- DuplicateAttributeError
  - gdcM::Parser, [805](#)

eAABORTPDURceivedOpen  
     gdcmm::network, [83](#)  
 eAABORTRequest  
     gdcmm::network, [83](#)  
 eAASSOCIATE\_RQPDURceived  
     gdcmm::network, [82](#)  
 eAASSOCIATERequestLocalUser  
     gdcmm::network, [82](#)  
 eAASSOCIATEresponseAccept  
     gdcmm::network, [82](#)  
 eAASSOCIATEresponseReject  
     gdcmm::network, [82](#)  
 eArabic  
     gdcmm, [62](#)  
 eARELEASE\_RPPDURceived  
     gdcmm::network, [83](#)  
 eARELEASE\_RQPDURceivedOpen  
     gdcmm::network, [83](#)  
 eARELEASERequest  
     gdcmm::network, [82](#)  
 eARELEASEResponse  
     gdcmm::network, [83](#)  
 eARTIMTimerExpired  
     gdcmm::network, [83](#)  
 eASSOCIATE\_ACPDURceived  
     gdcmm::network, [82](#)  
 eASSOCIATE\_RJPDURceived  
     gdcmm::network, [82](#)  
 ECG12leadWaveformStorage  
     gdcmm::UIDs, [1222](#)  
 ECharSet  
     gdcmm, [61](#)  
 eCreateMMPS  
     gdcmm, [62](#)  
 eCyrillic  
     gdcmm, [62](#)  
 EddyCurrentImageStorage  
     gdcmm::UIDs, [1227](#)  
 EddyCurrentMultiframeImageStorage  
     gdcmm::UIDs, [1227](#)  
 EDGE  
     gdcmm::MeshPrimitive, [717](#)  
 eEventDoesNotExist  
     gdcmm::network, [83](#)  
 EEventID  
     gdcmm::network, [82](#)  
 eFind  
     gdcmm, [63](#)  
 eGB18030  
     gdcmm, [62](#)  
 eGreek  
     gdcmm, [62](#)  
 eHebrew  
     gdcmm, [62](#)  
 eImage  
     gdcmm, [63](#)  
 eJapanese  
     gdcmm, [62](#)  
 eJapaneseKanjiMultibyte  
     gdcmm, [62](#)  
 eJapaneseSupplementaryKanjiMultibyte  
     gdcmm, [62](#)  
 eKoreanHangulHanjaMultibyte  
     gdcmm, [62](#)  
 eLatin1  
     gdcmm, [62](#)  
 eLatin2  
     gdcmm, [62](#)  
 eLatin3  
     gdcmm, [62](#)  
 eLatin4  
     gdcmm, [62](#)  
 eLatin5  
     gdcmm, [62](#)  
 elem  
     gdcmm::SerieHelper, [1018](#)  
 Element  
     gdcmm::Element< TVR, VM::VM1\_n >, [422](#)  
 eMove  
     gdcmm, [63](#)  
 Empty  
     gdcmm::Anonymizer, [117](#)  
     gdcmm::BoxRegion, [219](#)  
     gdcmm::Cleaner, [251](#), [252](#)  
     gdcmm::DataElement, [326](#)  
     gdcmm::FileAnonymizer, [472](#)  
     gdcmm::Region, [939](#)  
 EmptyMaskGenerator  
     gdcmm::EmptyMaskGenerator, [443](#)  
 EncapsulatedCDASStorage  
     gdcmm::MediaStorage, [702](#)  
     gdcmm::UIDs, [1223](#)  
 EncapsulatedDocument  
     gdcmm::EncapsulatedDocument, [445](#)  
 EncapsulatedPDFStorage  
     gdcmm::MediaStorage, [702](#)  
     gdcmm::UIDs, [1223](#)  
 EncapsulatedSTLStorage  
     gdcmm::UIDs, [1227](#)  
 Encode  
     gdcmm::Base64, [173](#)  
 EncodeBuffer  
     gdcmm::JPEG12Codec, [637](#)  
     gdcmm::JPEG16Codec, [641](#)  
     gdcmm::JPEG8Codec, [651](#)  
     gdcmm::JPEGCodec, [658](#)  
 EncodeBytes  
     gdcmm::System, [1143](#)

- Encrypt
  - gdcm::CAPICryptographicMessageSyntax, [239](#)
  - gdcm::CryptographicMessageSyntax, [290](#)
  - gdcm::OpenSSLCryptographicMessageSyntax, [779](#)
  - gdcm::OpenSSL7CryptographicMessageSyntax, [784](#)
- End
  - gdcm::CSAHeaderDict, [307](#)
  - gdcm::DataSet, [345](#), [346](#)
  - gdcm::Dict, [376](#)
  - gdcm::IODs, [624](#)
  - gdcm::Scanner, [958](#)
  - gdcm::Scanner2, [969](#)
  - gdcm::SequenceOfFragments, [999](#), [1000](#)
  - gdcm::SequenceOfItems, [1008](#)
  - gdcm::StrictScanner, [1081](#)
  - gdcm::StrictScanner2, [1091](#)
- EndElement
  - gdcm::TableReader, [1154](#)
  - gdcm::XMLDictReader, [1481](#)
  - gdcm::XMLPrivateDictReader, [1487](#)
- EndElementHandler
  - gdcm::Parser, [803](#)
- EndFilter
  - gdcm::SimpleSubjectWatcher, [1038](#)
- EndWith
  - gdcm::Filename, [500](#)
- EnhancedCTImageStorage
  - gdcm::MediaStorage, [701](#)
  - gdcm::UIDs, [1221](#)
- EnhancedMRColorImageStorage
  - gdcm::MediaStorage, [703](#)
  - gdcm::UIDs, [1228](#)
- EnhancedMRIImageStorage
  - gdcm::MediaStorage, [702](#)
  - gdcm::UIDs, [1221](#)
- EnhancedPETImageStorage
  - gdcm::MediaStorage, [703](#)
  - gdcm::UIDs, [1227](#)
- EnhancedSR
  - gdcm::MediaStorage, [702](#)
- EnhancedSRStorage
  - gdcm::UIDs, [1223](#)
- EnhancedUSVolumeStorage
  - gdcm::MediaStorage, [703](#)
  - gdcm::UIDs, [1225](#)
- EnhancedXAImageStorage
  - gdcm::MediaStorage, [703](#)
  - gdcm::UIDs, [1222](#)
- EnhancedXRFImageStorage
  - gdcm::UIDs, [1222](#)
- ENQueryType
  - gdcm, [62](#)
- EnumeratedValues
  - gdcm::EnumeratedValues, [450](#)
- ePatient
  - gdcm, [62](#)
- ePatientRootType
  - gdcm, [63](#)
- ePDATArequest
  - gdcm::network, [82](#)
- ePDATATFPDU
  - gdcm::network, [82](#)
- EQueryLevel
  - gdcm, [62](#)
- EQueryType
  - gdcm, [63](#)
- ERootType
  - gdcm, [63](#)
- ErrorOff
  - gdcm::Trace, [1182](#)
- ErrorOn
  - gdcm::Trace, [1182](#)
- ErrorType
  - gdcm::Parser, [804](#)
- eSeries
  - gdcm, [63](#)
- eSetMMPS
  - gdcm, [62](#)
- eSta10ReleaseCollisionAc
  - gdcm::network, [83](#)
- eSta11ReleaseCollisionRq
  - gdcm::network, [83](#)
- eSta12ReleaseCollisionAcLocal
  - gdcm::network, [83](#)
- eSta13AwaitingClose
  - gdcm::network, [83](#)
- eSta1Idle
  - gdcm::network, [83](#)
- eSta2Open
  - gdcm::network, [83](#)
- eSta3WaitLocalAssoc
  - gdcm::network, [83](#)
- eSta4LocalAssocDone
  - gdcm::network, [83](#)
- eSta5WaitRemoteAssoc
  - gdcm::network, [83](#)
- eSta6TransferReady
  - gdcm::network, [83](#)
- eSta7WaitRelease
  - gdcm::network, [83](#)
- eSta8WaitLocalRelease
  - gdcm::network, [83](#)
- eSta9ReleaseCollisionRqLocal
  - gdcm::network, [83](#)
- EstablishConnection
  - gdcm::network::ULConnectionManager, [1296](#)
- EstablishConnectionMove

- gdcmm::network::ULConnectionManager, 1296
- eStaDoesNotExist
  - gdcmm::network, 83
- EStateID
  - gdcmm::network, 83
- eStudy
  - gdcmm, 63
- eStudyRootType
  - gdcmm, 63
- eThai
  - gdcmm, 62
- eTransportConnConfirmLocal
  - gdcmm::network, 82
- eTransportConnectionClosed
  - gdcmm::network, 83
- eTransportConnIndicLocal
  - gdcmm::network, 82
- eUnrecognizedPDURReceived
  - gdcmm::network, 83
- eUTF8
  - gdcmm, 62
- Event
  - gdcmm::Event, 454
- eWLMFind
  - gdcmm, 63
- Exception
  - gdcmm::Exception, 457
- Execute
  - gdcmm::Command, 270
  - gdcmm::EmptyMaskGenerator, 443
  - gdcmm::MemberCommand< T >, 712
  - gdcmm::SimpleMemberCommand< T >, 1035
- ExecuteData
  - vtkGDCMImageReader, 1355
  - vtkGDCMThreadedImageReader, 1410
- ExecuteInformation
  - vtkGDCMImageReader, 1356
  - vtkGDCMThreadedImageReader, 1410
- ExecuteQuery
  - gdcmm::StringFilter, 1104
- Explicit
  - gdcmm::TransferSyntax, 1187
- ExplicitVRBigEndian
  - gdcmm::TransferSyntax, 1188
  - gdcmm::UIDs, 1219
- ExplicitVRLittleEndian
  - gdcmm::TransferSyntax, 1188
  - gdcmm::UIDs, 1219
- Explore
  - gdcmm::Directory, 402
- ExtensibleSRStorage
  - gdcmm::UIDs, 1227
- Extract
  - gdcmm::IconImageFilter, 538
- ExtractIconImages
  - gdcmm::IconImageFilter, 538
- ExtractVeprolconImages
  - gdcmm::IconImageFilter, 538
- F
  - gdcmm::Printer, 892
  - gdcmm::Reader, 936
  - gdcmm::Validate, 1322
  - gdcmm::XMLPrinter, 1485
- FACET
  - gdcmm::MeshPrimitive, 717
- FallColorPaletteSOPInstance
  - gdcmm::UIDs, 1225
- FD
  - gdcmm::VR, 1341
- Fiducials
  - gdcmm::Fiducials, 465
- File
  - gdcmm::File, 467
- FileAnonymizer
  - gdcmm::FileAnonymizer, 472
- FileChangeTransferSyntax
  - gdcmm::FileChangeTransferSyntax, 476
  - gdcmm::ImageCodec, 579
- FileDecompressLookupTable
  - gdcmm::FileDecompressLookupTable, 479
- FileDerivation
  - gdcmm::FileDerivation, 482
- FileExists
  - gdcmm::System, 1143
- FileExplicitFilter
  - gdcmm::FileExplicitFilter, 486
- FilesDirectory
  - gdcmm::System, 1143
- FilesSymlink
  - gdcmm::System, 1143
- FileList
  - gdcmm, 59
- FileMetaInformation
  - gdcmm::FileMetaInformation, 491, 492
- FileName
  - vtkGDCMPolyDataReader, 1399
- Filename
  - gdcmm::Filename, 499
- filename
  - gdcmm::FileWithName, 519
- FileNameEvent
  - gdcmm::FileNameEvent, 504
- FilenameGenerator
  - gdcmm::FilenameGenerator, 507
- FileNameOrdering
  - gdcmm::SerieHelper, 1016
- FileNames

- vtkGDCMImageReader, [1364](#)
- Filenames
  - gdcm::Sorter, [1056](#)
- FilenamesType
  - gdcm::DICOMDIRGenerator, [371](#)
  - gdcm::Directory, [402](#)
  - gdcm::FilenameGenerator, [507](#)
- FilenameType
  - gdcm::DICOMDIRGenerator, [371](#)
  - gdcm::Directory, [402](#)
  - gdcm::FilenameGenerator, [507](#)
- FileSet
  - gdcm::FileSet, [511](#)
- FileSize
  - gdcm::System, [1144](#)
- FileStreamer
  - gdcm::FileStreamer, [514](#)
- FileType
  - gdcm::FileSet, [510](#)
- FileTime
  - gdcm::System, [1144](#)
- FileType
  - gdcm::FileSet, [511](#)
- FileWithName
  - gdcm::FileWithName, [519](#)
- Fill
  - gdcm::ByteValue, [230](#)
- FillFromDataSet
  - gdcm::FileMetaInformation, [492](#)
- FillMedicalImageInformation
  - vtkGDCMImageReader, [1356](#)
  - vtkGDCMImageReader2, [1370](#)
  - vtkGDCMPolyDataReader, [1396](#)
- FindContext
  - gdcm::network::ULConnection, [1284](#)
- FindCSAElementByName
  - gdcm::CSAHeader, [302](#)
- FindDataElement
  - gdcm::DataSet, [346](#)
  - gdcm::Item, [632](#)
  - gdcm::SequenceOfItems, [1009](#)
- FindDictEntry
  - gdcm::PrivateDict, [893](#)
- FindMacroEntry
  - gdcm::Macro, [690](#)
- FindModuleEntryInMacros
  - gdcm::Module, [729](#)
- FindMrProtocolByName
  - gdcm::MrProtocol, [744](#)
- FindNextDataElement
  - gdcm::DataSet, [346](#)
- FindPatientRootQuery
  - gdcm::FindPatientRootQuery, [521](#)
- FindPDBelementByName
  - gdcm::PDBHeader, [816](#)
- FindStudyRootQuery
  - gdcm::FindStudyRootQuery, [524](#)
- FirstRender
  - vtkImageColorViewer, [1434](#)
- FL
  - gdcm::VR, [1341](#)
- FLOAT16
  - gdcm::PixelFormat, [836](#)
- FLOAT32
  - gdcm::PixelFormat, [836](#)
- FLOAT64
  - gdcm::PixelFormat, [836](#)
- ForceRescale
  - vtkGDCMImageReader, [1365](#)
  - vtkGDCMImageReader2, [1379](#)
- FormatDateTime
  - gdcm::System, [1144](#)
- Fragment
  - gdcm::Fragment, [527](#)
- FragmentVector
  - gdcm::SequenceOfFragments, [998](#)
- FromString
  - gdcm::StringFilter, [1104](#)
- FUJI
  - gdcm::EquipmentManufacturer, [451](#)
- FujiPrivateCRLImageStorage
  - gdcm::MediaStorage, [703](#)
- FujiPrivateMammoCRLImageStorage
  - gdcm::MediaStorage, [703](#)
- gdcm, [43](#)
  - add1, [64](#)
  - AEComp, [58](#)
  - ASComp, [58](#)
  - backslash, [64](#)
  - BOOL\_FUNCTION\_PFILE\_PFILE\_POINTER, [58](#)
  - Clamp, [64](#)
  - clean, [64](#)
  - CompOperators, [61](#)
  - CSComp, [59](#)
  - DAComp, [59](#)
  - doround, [64](#)
  - DTComp, [59](#)
  - eArabic, [62](#)
  - ECharSet, [61](#)
  - eCreateMMPS, [62](#)
  - eCyrillic, [62](#)
  - eFind, [63](#)
  - eGB18030, [62](#)
  - eGreek, [62](#)
  - eHebrew, [62](#)
  - eImage, [63](#)
  - eJapanese, [62](#)



- eJapaneseKanjiMultibyte, 62
- eJapaneseSupplementaryKanjiMultibyte, 62
- eKoreanHangulHanjaMultibyte, 62
- eLatin1, 62
- eLatin2, 62
- eLatin3, 62
- eLatin4, 62
- eLatin5, 62
- eMove, 63
- ENQueryType, 62
- ePatient, 62
- ePatientRootType, 63
- EQueryLevel, 62
- EQueryType, 63
- ERootType, 63
- eSeries, 63
- eSetMMPS, 62
- eStudy, 63
- eStudyRootType, 63
- eThai, 62
- eUTF8, 62
- eWLMFind, 63
- FileList, 59
- GDCM\_DIFFERENT, 61
- GDCM\_EQUAL, 61
- GDCM\_GREATER, 61
- GDCM\_GREATEROREQUAL, 61
- GDCM\_LESS, 61
- GDCM\_LESSEOREQUAL, 61
- GetVRFromTag, 65
- GlobalInstance, 77
- IconImage, 59
- LD\_ALL, 63
- LD\_NOSEQ, 63
- LD\_NOSHADOW, 63
- LD\_NOSHADOWSEQ, 63
- LOComp, 59
- LodModeType, 63
- LTComp, 59
- MacroEntry, 60
- NestedMacroEntries, 60
- operator!=, 65
- operator<<, 65–75
- operator>>, 76
- operator==, 76
- PNComp, 60
- Round, 76
- roundat, 77
- SHComp, 60
- STComp, 60
- TMComp, 60
- TYPETOENCODING, 77
- UCComp, 60
- UIComp, 61
- URComp, 61
- UTComp, 61
- VRBINARY, 78
- x16printf, 77
- gdcmm::AbortEvent, 105
- gdcmm::AnonymizeEvent, 109
  - ~AnonymizeEvent, 111
  - AnonymizeEvent, 110, 111
  - CheckEvent, 111
  - GetEventName, 111
  - GetTag, 111
  - MakeObject, 112
  - operator=, 112
  - Self, 110
  - SetTag, 112
  - Superclass, 110
- gdcmm::Anonymizer, 113
  - ~Anonymizer, 116
  - Anonymizer, 116
  - BALCPPProtect, 116
  - BasicApplicationLevelConfidentialityProfile, 116
  - CanEmptyTag, 116
  - Clear, 117
  - ClearInternalUIDs, 117
  - Empty, 117
  - GetBasicApplicationLevelConfidentialityProfileAttributes, 118
  - GetCryptographicMessageSyntax, 118
  - GetFile, 118
  - New, 118
  - RecurseDataSet, 119
  - Remove, 119
  - RemoveGroupLength, 119
  - RemovePrivateTags, 119
  - RemoveRetired, 120
  - Replace, 120
  - SetCryptographicMessageSyntax, 121
  - SetFile, 121
- gdcmm::AnyEvent, 122
- gdcmm::ApplicationEntity, 125
  - Internal, 127
  - IsValid, 126
  - MaxLength, 127
  - MaxNumberOfComponents, 127
  - Padding, 127
  - Print, 126
  - Separator, 127
  - SetBlob, 126
  - Squeeze, 127
- gdcmm::ASN1, 134
  - ~ASN1, 135
  - ASN1, 135
  - operator=, 136
  - ParseDump, 136



- ParseDumpFile, [136](#)
- TestPBKDF2, [136](#)
- gdcmm::Attribute< Group, Element, TVR, TVM >, [138](#)
  - ArrayType, [140](#)
  - GDCM\_STATIC\_ASSERT, [141](#)
  - GetAsDataElement, [141](#)
  - GetDictVM, [141](#)
  - GetDictVR, [142](#)
  - GetNumberOfValues, [142](#)
  - GetTag, [142](#)
  - GetValue, [142](#), [143](#)
  - GetValues, [143](#)
  - GetVM, [143](#)
  - GetVR, [143](#)
  - Internal, [147](#)
  - operator!=, [144](#)
  - operator<, [144](#)
  - operator==, [144](#)
  - operator[], [144](#)
  - Print, [145](#)
  - Set, [145](#)
  - SetByteValue, [145](#)
  - SetByteValueNoSwap, [145](#)
  - SetFromDataElement, [146](#)
  - SetFromDataSet, [146](#)
  - SetValue, [146](#)
  - SetValues, [147](#)
  - VMType, [141](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, [148](#)
  - ArrayType, [149](#)
  - GDCM\_STATIC\_ASSERT, [150](#)
  - GetAsDataElement, [150](#)
  - GetDictVM, [151](#)
  - GetDictVR, [151](#)
  - GetNumberOfValues, [151](#)
  - GetTag, [151](#)
  - GetValue, [151](#)
  - GetValues, [152](#)
  - GetVM, [152](#)
  - GetVR, [152](#)
  - Internal, [154](#)
  - operator!=, [152](#)
  - operator<, [152](#)
  - operator==, [152](#)
  - Print, [153](#)
  - Set, [153](#)
  - SetByteValue, [153](#)
  - SetByteValueNoSwap, [153](#)
  - SetFromDataElement, [153](#)
  - SetFromDataSet, [154](#)
  - SetValue, [154](#)
  - VMType, [150](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM1\_3 >, [155](#)
  - GetVM, [155](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM1\_8 >, [156](#)
  - GetVM, [157](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >, [157](#)
  - ~Attribute, [159](#)
  - ArrayType, [158](#)
  - Attribute, [159](#)
  - GDCM\_STATIC\_ASSERT, [159](#)
  - GetAsDataElement, [159](#)
  - GetDictVM, [160](#)
  - GetDictVR, [160](#)
  - GetNumberOfValues, [160](#)
  - GetTag, [160](#)
  - GetValue, [160](#)
  - GetValues, [161](#)
  - GetVM, [161](#)
  - GetVR, [161](#)
  - operator[], [161](#)
  - Print, [161](#)
  - Set, [162](#)
  - SetByteValue, [162](#)
  - SetFromDataElement, [162](#)
  - SetFromDataSet, [162](#)
  - SetNumberOfValues, [162](#)
  - SetValue, [163](#)
  - SetValues, [163](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM2\_2n >, [164](#)
  - GetVM, [165](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM2\_n >, [165](#)
  - GetVM, [166](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM3\_3n >, [167](#)
  - GetVM, [168](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM3\_n >, [168](#)
  - GetVM, [169](#)
- gdcmm::AudioCodec, [170](#)
  - ~AudioCodec, [171](#)
  - AudioCodec, [171](#)
  - CanCode, [171](#)
  - CanDecode, [171](#)
  - Decode, [172](#)
- gdcmm::Base64, [172](#)
  - Base64, [173](#)
  - Decode, [173](#)
  - Encode, [173](#)
  - GetDecodeLength, [174](#)
  - GetEncodeLength, [174](#)
  - operator=, [174](#)
- gdcmm::BaseQuery, [181](#)

- ~BaseQuery, 183
- AddQueryDataSet, 183
- BaseQuery, 183
- GetAbstractSyntaxUID, 184
- GetQueryDataSet, 184
- GetSOPInstanceUID, 184
- mDataSet, 186
- mSopInstanceUID, 186
- Print, 184
- QueryFactory, 186
- SetSearchParameter, 184, 185
- SetSOPInstanceUID, 185
- ValidateQuery, 185
- ValidDataSet, 185
- WriteHelpFile, 186
- WriteQuery, 186
- gdcm::BaseRootQuery, 187
  - ~BaseRootQuery, 189
  - BaseRootQuery, 189
  - Construct, 189
  - GetQueryLevelFromQueryRoot, 189
  - GetQueryLevelFromString, 189
  - GetQueryLevelString, 189
  - GetTagListByLevel, 190
  - InitializeDataSet, 190
  - mHelpDescription, 191
  - mImage, 191
  - mPatient, 191
  - mRootType, 191
  - mSeries, 191
  - mStudy, 191
  - QueryFactory, 191
  - ValidateQuery, 190
- gdcm::BasicOffsetTable, 195
  - BasicOffsetTable, 196
  - operator<=, 197
  - Read, 197
- gdcm::Bitmap, 198
  - ~Bitmap, 201
  - AreOverlaysInPixelData, 201
  - Bitmap, 201
  - Clear, 201
  - ComputeLossyFlag, 201
  - Dimensions, 212
  - GetBuffer, 202
  - GetBuffer2, 202
  - GetBufferLength, 202
  - GetColumns, 202
  - GetDataElement, 202, 203
  - GetDimension, 203
  - GetDimensions, 203
  - GetLUT, 203
  - GetNeedByteSwap, 204
  - GetNumberOfDimensions, 204
  - GetPhotometricInterpretation, 204
  - GetPixelFormat, 204, 205
  - GetPlanarConfiguration, 205
  - GetRows, 205
  - GetTransferSyntax, 205
  - ImageChangeTransferSyntax, 211
  - IsEmpty, 205
  - IsLossy, 206
  - IsTransferSyntaxCompatible, 206
  - LossyFlag, 212
  - LUT, 212
  - LUTPtr, 201
  - NeedByteSwap, 212
  - NumberOfDimensions, 212
  - PF, 212
  - PI, 212
  - PixelData, 213
  - PixmapReader, 211
  - PlanarConfiguration, 213
  - Print, 206
  - SetColumns, 206
  - SetDataElement, 206
  - SetDimension, 207
  - SetDimensions, 207
  - SetLossyFlag, 207
  - SetLUT, 207
  - SetNeedByteSwap, 208
  - SetNumberOfDimensions, 208
  - SetPhotometricInterpretation, 208
  - SetPixelFormat, 208
  - SetPlanarConfiguration, 209
  - SetRows, 209
  - SetTransferSyntax, 209
  - TryJPEG2000Codec, 209
  - TryJPEG2000Codec2, 210
  - TryJPEGCodec, 210
  - TryJPEGCodec2, 210
  - TryJPEGLSCodec, 210
  - TryKAKADUCodec, 210
  - TryPVRGCodec, 210
  - TryRAWCodec, 211
  - TryRLECodec, 211
  - TS, 213
  - UnusedBitsPresentInPixelData, 211
- gdcm::BitmapToBitmapFilter, 213
  - ~BitmapToBitmapFilter, 215
  - BitmapToBitmapFilter, 215
  - GetOutput, 215
  - GetOutputAsBitmap, 215
  - Input, 216
  - Output, 216
  - SetInput, 215
- gdcm::BoxRegion, 216
  - ~BoxRegion, 218

- Area, 218
- BoundingBox, 218
- BoxRegion, 218
- Clone, 219
- ComputeBoundingBox, 219
- Empty, 219
- GetXMax, 219
- GetXMin, 219
- GetYMax, 220
- GetYMin, 220
- GetZMax, 220
- GetZMin, 220
- IsValid, 220
- operator=, 220
- Print, 221
- SetDomain, 221
- gdcmm::ByteBuffer, 221
  - ByteBuffer, 222
  - Get, 222
  - GetStart, 222
  - ShiftEnd, 222
  - UpdatePosition, 223
- gdcmm::ByteSwap< T >, 223
  - Swap, 224
  - SwapFromSwapCodeIntoSystem, 224
  - SwapRange, 224
  - SwapRangeFromSwapCodeIntoSystem, 224
  - SystemIsBigEndian, 224
  - SystemIsLittleEndian, 225
- gdcmm::ByteSwapFilter, 225
  - ~ByteSwapFilter, 226
  - ByteSwap, 226
  - ByteSwapFilter, 225, 226
  - operator=, 226
  - SetByteSwapTag, 226
- gdcmm::ByteValue, 227
  - ~ByteValue, 229
  - Append, 230
  - ByteValue, 229
  - Clear, 230
  - ComputeLength, 230
  - Fill, 230
  - GetBuffer, 230
  - GetLength, 230
  - GetPointer, 231
  - GetVoidPointer, 231
  - IsEmpty, 232
  - IsPrintable, 232
  - operator const std::vector< char > &, 232
  - operator=, 232
  - operator==, 232, 233
  - Print, 233
  - PrintASCII, 233
  - PrintASCIIXML, 233
  - PrintGroupLength, 233
  - PrintHex, 233
  - PrintHexXML, 234
  - PrintPXML, 234
  - Read, 234
  - SetLength, 234
  - SetLengthOnly, 234
  - Write, 235
  - WriteBuffer, 235
- gdcmm::CAPICryptoFactory, 236
  - CAPICryptoFactory, 236
  - CreateCMSProvider, 237
- gdcmm::CAPICryptographicMessageSyntax, 237
  - ~CAPICryptographicMessageSyntax, 238
  - CAPICryptographicMessageSyntax, 238
  - Decrypt, 239
  - Encrypt, 239
  - GetCipherType, 239
  - GetInitialized, 239
  - ParseCertificateFile, 240
  - ParseKeyFile, 240
  - SetCipherType, 240
  - SetPassword, 240
- gdcmm::Cleaner, 249
  - ~Cleaner, 251
  - Clean, 251
  - Cleaner, 251
  - Empty, 251, 252
  - GetFile, 252
  - New, 252
  - Preserve, 252
  - Remove, 253
  - RemoveAllGroupLength, 253
  - RemoveAllIllegal, 254
  - RemoveAllMissingPrivateCreator, 254
  - RemoveMissingPrivateCreator, 254
  - Scrub, 254, 255
  - SetFile, 255
- gdcmm::Codec, 260
- gdcmm::Coder, 261
  - ~Coder, 261
  - CanCode, 262
  - Code, 262
  - InternalCode, 262
- gdcmm::CodeString, 263
  - CodeString, 265, 266
  - const\_iterator, 264
  - const\_reference, 264
  - const\_reverse\_iterator, 264
  - difference\_type, 264
  - GetAsString, 266
  - IsValid, 266
  - iterator, 264
  - operator!=, 267

- operator<<, [267](#)
- operator==, [267](#)
- pointer, [265](#)
- reference, [265](#)
- reverse\_iterator, [265](#)
- Size, [267](#)
- size\_type, [265](#)
- TrimInternal, [267](#)
- value\_type, [265](#)
- gdcmm::Command, [268](#)
  - ~Command, [270](#)
  - Command, [269](#), [270](#)
  - Execute, [270](#)
  - operator=, [270](#)
- gdcmm::CommandDataSet, [271](#)
  - ~CommandDataSet, [272](#)
  - CommandDataSet, [272](#)
  - Insert, [272](#)
  - operator<<, [273](#)
  - Read, [273](#)
  - Replace, [273](#)
  - Write, [273](#)
- gdcmm::CompositeNetworkFunctions, [275](#)
  - CEcho, [277](#)
  - CFind, [277](#)
  - CMove, [279](#)
  - ConstructQuery, [279](#), [280](#)
  - CStore, [280](#)
  - KeyValuePairArrayType, [276](#)
  - KeyValuePairType, [276](#)
- gdcmm::ConstCharWrapper, [281](#)
  - ConstCharWrapper, [281](#)
  - operator const char \*, [282](#)
- gdcmm::CP246ExplicitDataElement, [282](#)
  - GetLength, [283](#)
  - Read, [284](#)
  - ReadPreValue, [284](#)
  - ReadValue, [284](#)
  - ReadWithLength, [284](#)
- gdcmm::CryptoFactory, [285](#)
  - ~CryptoFactory, [287](#)
  - CAPI, [286](#)
  - CreateCMSProvider, [287](#)
  - CryptoFactory, [286](#)
  - CryptoLib, [286](#)
  - DEFAULT, [286](#)
  - GetFactoryInstance, [287](#)
  - OPENSSL, [286](#)
  - OPENSSL7, [286](#)
- gdcmm::CryptographicMessageSyntax, [288](#)
  - ~CryptographicMessageSyntax, [289](#)
  - AES128\_CIPHER, [289](#)
  - AES192\_CIPHER, [289](#)
  - AES256\_CIPHER, [289](#)
  - CipherTypes, [289](#)
  - CryptographicMessageSyntax, [289](#)
  - Decrypt, [289](#)
  - DES3\_CIPHER, [289](#)
  - Encrypt, [290](#)
  - GetCipherType, [290](#)
  - operator=, [290](#)
  - ParseCertificateFile, [290](#)
  - ParseKeyFile, [291](#)
  - SetCipherType, [291](#)
  - SetPassword, [291](#)
- gdcmm::CSAElement, [292](#)
  - CSAElement, [294](#)
  - DataField, [298](#)
  - DataPtr, [293](#)
  - GetByteValue, [294](#)
  - GetKey, [294](#)
  - GetName, [295](#)
  - GetNoOfItems, [295](#)
  - GetSyngoDT, [295](#)
  - GetValue, [295](#)
  - GetVM, [296](#)
  - GetVR, [296](#)
  - IsEmpty, [296](#)
  - KeyField, [299](#)
  - NameField, [299](#)
  - NoOfItemsField, [299](#)
  - operator<, [296](#)
  - operator<<, [298](#)
  - operator=, [296](#)
  - operator==, [297](#)
  - SetByteValue, [297](#)
  - SetKey, [297](#)
  - SetName, [297](#)
  - SetNoOfItems, [297](#)
  - SetSyngoDT, [297](#)
  - SetValue, [298](#)
  - SetVM, [298](#)
  - SetVR, [298](#)
  - SyngoDTField, [299](#)
  - ValueMultiplicityField, [299](#)
  - VRField, [299](#)
- gdcmm::CSAHeader, [300](#)
  - ~CSAHeader, [302](#)
  - CSAHeader, [302](#)
  - CSAHeaderType, [301](#)
  - DATASET\_FORMAT, [302](#)
  - FindCSAElementByName, [302](#)
  - GetCSADataInfo, [302](#)
  - GetCSAEEnd, [303](#)
  - GetCSAElementByName, [303](#)
  - GetCSAImageHeaderInfoTag, [303](#)
  - GetCSASeriesHeaderInfoTag, [303](#)
  - GetDataSet, [304](#)

- GetFormat, [304](#)
- GetInterfile, [304](#)
- GetMrProtocol, [304](#)
- INTERFILE, [302](#)
- LoadFromDataElement, [304](#)
- NOMAGIC, [302](#)
- operator<<, [305](#)
- Print, [305](#)
- SV10, [302](#)
- UNKNOWN, [302](#)
- ZEROED\_OUT, [302](#)
- gdcmm::CSAHeaderDict, [305](#)
  - AddCSAHeaderDictEntry, [307](#)
  - Begin, [307](#)
  - ConstIterator, [306](#)
  - CSAHeaderDict, [307](#)
  - Dicts, [308](#)
  - End, [307](#)
  - GetCSAHeaderDictEntry, [308](#)
  - IsEmpty, [308](#)
  - Iterator, [306](#)
  - LoadDefault, [308](#)
  - MapCSAHeaderDictEntry, [307](#)
  - operator<<, [308](#)
  - operator=, [308](#)
- gdcmm::CSAHeaderDictEntry, [309](#)
  - CSAHeaderDictEntry, [310](#)
  - GetDescription, [310](#)
  - GetName, [310](#)
  - GetVM, [311](#)
  - GetVR, [311](#)
  - operator<, [311](#)
  - operator<<, [312](#)
  - SetDescription, [311](#)
  - SetName, [311](#)
  - SetVM, [312](#)
  - SetVR, [312](#)
- gdcmm::CSAHeaderDictException, [313](#)
- gdcmm::Curve, [316](#)
  - ~Curve, [318](#)
  - Curve, [318](#)
  - Decode, [318](#)
  - GetAsPoints, [319](#)
  - GetCurveDataDescriptor, [319](#)
  - GetDataValueRepresentation, [319](#)
  - GetDimensions, [319](#)
  - GetGroup, [319](#)
  - GetNumberOfCurves, [319](#)
  - GetNumberOfPoints, [319](#)
  - GetTypeOfData, [320](#)
  - GetTypeOfDataDescription, [320](#)
  - IsEmpty, [320](#)
  - Print, [320](#)
  - SetCoordinateStartValue, [320](#)
  - SetCoordinateStepValue, [320](#)
  - SetCurve, [321](#)
  - SetCurveDataDescriptor, [321](#)
  - SetCurveDescription, [321](#)
  - SetDataValueRepresentation, [321](#)
  - SetDimensions, [321](#)
  - SetGroup, [321](#)
  - SetNumberOfPoints, [322](#)
  - SetTypeOfData, [322](#)
  - Update, [322](#)
- gdcmm::DataElement, [322](#)
  - Clear, [326](#)
  - DataElement, [326](#)
  - Empty, [326](#)
  - GetByteValue, [327](#)
  - GetLength, [327](#)
  - GetSequenceOfFragments, [327](#)
  - GetTag, [328](#)
  - GetValue, [328](#)
  - GetValueAsSQ, [329](#)
  - GetVL, [329](#)
  - GetVR, [330](#)
  - IsEmpty, [330](#)
  - IsUndefinedLength, [330](#)
  - operator<, [331](#)
  - operator<<, [335](#)
  - operator=, [331](#)
  - operator==, [331](#)
  - Read, [331](#)
  - ReadOrSkip, [331](#)
  - ReadPreValue, [332](#)
  - ReadValue, [332](#)
  - ReadValueWithLength, [332](#)
  - ReadWithLength, [332](#)
  - SetByteValue, [332](#)
  - SetTag, [333](#)
  - SetValue, [333](#)
  - SetValueFieldLength, [334](#)
  - SetVL, [334](#)
  - SetVLToUndefined, [334](#)
  - SetVR, [334](#)
  - TagField, [335](#)
  - ValueField, [336](#)
  - ValueLengthField, [336](#)
  - ValuePtr, [326](#)
  - VRField, [336](#)
  - Write, [335](#)
- gdcmm::DataElementException, [337](#)
- gdcmm::DataEvent, [337](#)
  - ~DataEvent, [339](#)
  - CheckEvent, [340](#)
  - DataEvent, [339](#), [340](#)
  - GetData, [340](#)
  - GetDataLength, [340](#)

- GetEventName, 340
- MakeObject, 340
- operator=, 341
- Self, 339
- SetData, 341
- Superclass, 339
- gdcm::DataSet, 341
  - Begin, 345
  - Clear, 345
  - ComputeDataElement, 345
  - ComputeGroupLength, 345
  - ConstIterator, 344
  - CSAHeader, 354
  - DataElementSet, 344
  - End, 345, 346
  - FindDataElement, 346
  - FindNextDataElement, 346
  - GetDataElement, 347
  - GetDEEnd, 347
  - GetDES, 348
  - GetLength, 348
  - GetMediaStorage, 348
  - GetPrivateCreator, 348
  - GetPrivateTag, 348
  - Insert, 349
  - InsertDataElement, 349
  - IsEmpty, 349
  - Iterator, 344
  - operator<=, 354
  - operator(), 349
  - operator=, 350
  - operator[], 350
  - Print, 350
  - Read, 350
  - ReadNested, 350
  - ReadSelectedPrivateTags, 351
  - ReadSelectedPrivateTagsWithLength, 351
  - ReadSelectedTags, 351
  - ReadSelectedTagsWithLength, 351
  - ReadUpToTag, 351
  - ReadUpToTagWithLength, 352
  - ReadWithLength, 352
  - Remove, 352
  - Replace, 352
  - ReplaceEmpty, 353
  - Size, 353
  - SizeType, 344
  - Write, 353
- gdcm::DataSetEvent, 354
  - ~DataSetEvent, 356
  - CheckEvent, 356
  - DataSetEvent, 356
  - GetDataSet, 357
  - GetEventName, 357
  - m\_DataSet, 357
  - MakeObject, 357
  - operator=, 357
  - Self, 356
  - Superclass, 356
- gdcm::DataSetHelper, 358
  - ComputeVR, 358
- gdcm::Decoder, 359
  - ~Decoder, 359
  - CanDecode, 360
  - Decode, 360
  - DecodeByStreams, 360
- gdcm::DefinedTerms, 361
  - DefinedTerms, 361
- gdcm::Defs, 361
  - ~Defs, 363
  - Defs, 362, 363
  - GetIODFromFile, 363
  - GetIODNameFromMediaStorage, 363
  - GetIODs, 363
  - GetMacros, 364
  - GetModules, 364
  - GetTypeFromTag, 364
  - Global, 366
  - IsEmpty, 365
  - LoadDefaults, 365
  - LoadFromFile, 365
  - operator=, 365
  - Verify, 365
- gdcm::DeltaEncodingCodec, 366
  - ~DeltaEncodingCodec, 367
  - CanDecode, 368
  - Decode, 368
  - DeltaEncodingCodec, 367
- gdcm::DICOMDIR, 368
  - DICOMDIR, 369
- gdcm::DICOMDIRGenerator, 369
  - ~DICOMDIRGenerator, 371
  - AddImageDirectoryRecord, 371
  - AddPatientDirectoryRecord, 371
  - AddSeriesDirectoryRecord, 372
  - AddStudyDirectoryRecord, 372
  - DICOMDIRGenerator, 371
  - FilenameType, 371
  - FilenameType, 371
  - Generate, 372
  - GetFile, 372
  - GetScanner, 372
  - SetDescriptor, 372
  - SetFile, 373
  - SetFilenames, 373
  - SetRootDirectory, 373
- gdcm::Dict, 374
  - AddDictEntry, 375

- Begin, [376](#)
- ConstIterator, [375](#)
- Dict, [375](#)
- Dicts, [377](#)
- End, [376](#)
- GetDictEntry, [376](#)
- GetDictEntryByKeyword, [376](#)
- GetDictEntryByName, [376](#)
- GetKeywordFromTag, [377](#)
- IsEmpty, [377](#)
- Iterator, [375](#)
- LoadDefault, [377](#)
- MapDictEntry, [375](#)
- operator<<, [378](#)
- operator=, [377](#)
- gdcmm::DictConverter, [378](#)
  - ~DictConverter, [380](#)
  - AddGroupLength, [380](#)
  - Convert, [380](#)
  - ConvertToCXX, [380](#)
  - ConvertToXML, [380](#)
  - DICT\_DEBUG, [379](#)
  - DICT\_DEFAULT, [379](#)
  - DICT\_XML, [379](#)
  - DictConverter, [380](#)
  - GetDictName, [381](#)
  - GetInputFilename, [381](#)
  - GetOutputFilename, [381](#)
  - GetOutputType, [381](#)
  - OutputTypes, [379](#)
  - Readuint16, [381](#)
  - ReadVM, [381](#)
  - ReadVR, [382](#)
  - SetDictName, [382](#)
  - SetInputFileName, [382](#)
  - SetOutputFileName, [382](#)
  - SetOutputType, [382](#)
  - WriteFooter, [382](#)
  - WriteHeader, [383](#)
- gdcmm::DictEntry, [383](#)
  - Dict, [387](#)
  - DictEntry, [384](#)
  - GetKeyword, [384](#)
  - GetName, [385](#)
  - GetRetired, [385](#)
  - GetVM, [385](#)
  - GetVR, [385](#)
  - IsUnique, [386](#)
  - operator<<, [387](#)
  - SetElementXX, [386](#)
  - SetGroupXX, [386](#)
  - SetKeyword, [386](#)
  - SetName, [386](#)
  - SetRetired, [387](#)
  - SetVM, [387](#)
  - SetVR, [387](#)
- gdcmm::DictPrinter, [388](#)
  - ~DictPrinter, [390](#)
  - DictPrinter, [389](#)
  - Print, [390](#)
  - PrintDataElement2, [390](#)
  - PrintDataSet2, [390](#)
- gdcmm::Dicts, [391](#)
  - ~Dicts, [392](#)
  - ConstructorType, [392](#)
  - Dicts, [392](#)
  - GEMS, [392](#)
  - GetConstructorString, [393](#)
  - GetCSAHeaderDict, [393](#)
  - GetDictEntry, [393](#)
  - GetPrivateDict, [393](#), [394](#)
  - GetPublicDict, [394](#)
  - Global, [394](#)
  - IsEmpty, [394](#)
  - LoadDefaults, [394](#)
  - operator<<, [395](#)
  - operator=, [394](#)
  - PHILIPS, [392](#)
  - SIEMENS, [392](#)
- gdcmm::DirectionCosines, [397](#)
  - ~DirectionCosines, [398](#)
  - ComputeDistAlongNormal, [398](#)
  - Cross, [398](#)
  - CrossDot, [398](#)
  - DirectionCosines, [398](#)
  - Dot, [399](#)
  - IsValid, [399](#)
  - Normalize, [399](#)
  - operator const double \*, [400](#)
  - Print, [400](#)
  - SetFromString, [400](#)
- gdcmm::Directory, [400](#)
  - ~Directory, [402](#)
  - Directory, [402](#)
  - Explore, [402](#)
  - FileNamesType, [402](#)
  - FilenameType, [402](#)
  - GetDirectories, [403](#)
  - GetFileNames, [403](#)
  - GetToplevel, [403](#)
  - Load, [403](#)
  - operator<<, [404](#)
  - Print, [404](#)
- gdcmm::DirectoryHelper, [405](#)
  - GetCTImageSeriesUIDs, [405](#)
  - GetFileNamesFromSeriesUIDs, [405](#)
  - GetFrameOfReference, [406](#)
  - GetMRImageSeriesUIDs, [406](#)

- GetRTStructSeriesUIDs, [406](#)
- GetSeriesUIDsBySOPClassUID, [406](#)
- GetSOPClassUID, [406](#)
- GetStringValueFromTag, [406](#)
- LoadImageFromFiles, [407](#)
- RetrieveSOPInstanceUIDFromIndex, [407](#)
- RetrieveSOPInstanceUIDFromZPosition, [407](#)
- gdcmm::DPath, [407](#)
  - ~DPath, [408](#)
  - ConstructFromString, [409](#)
  - DPath, [408](#)
  - IsValid, [409](#)
  - Match, [409](#)
  - operator<, [409](#)
  - operator<=, [410](#)
  - Print, [409](#)
- gdcmm::DummyValueGenerator, [410](#)
  - Generate, [410](#)
- gdcmm::Dumper, [411](#)
  - ~Dumper, [413](#)
  - Dumper, [412](#)
- gdcmm::Element< TVR, TVM >, [413](#)
  - GetAsDataElement, [415](#)
  - GetLength, [415](#)
  - GetValue, [416](#)
  - GetValues, [416](#)
  - GetVM, [416](#)
  - GetVR, [416](#)
  - Internal, [419](#)
  - operator[], [417](#)
  - Print, [417](#)
  - Read, [417](#)
  - Set, [417](#)
  - SetFromDataElement, [417](#)
  - SetNoSwap, [418](#)
  - SetValue, [418](#)
  - Type, [415](#)
  - Write, [418](#)
- gdcmm::Element< TVR, VM::VM1\_2 >, [419](#)
  - Parent, [420](#)
  - SetLength, [420](#)
- gdcmm::Element< TVR, VM::VM1\_n >, [421](#)
  - ~Element, [422](#)
  - Element, [422](#)
  - GetAsDataElement, [423](#)
  - GetLength, [423](#)
  - GetValue, [423](#)
  - GetVM, [423](#)
  - GetVR, [423](#)
  - operator=, [424](#)
  - operator[], [424](#)
  - Print, [424](#)
  - Read, [424](#)
  - Set, [424](#)
  - SetArray, [424](#)
  - SetFromDataElement, [425](#)
  - SetLength, [425](#)
  - SetNoSwap, [425](#)
  - SetValue, [425](#)
  - Type, [422](#)
  - Write, [425](#)
  - WriteASCII, [426](#)
- gdcmm::Element< TVR, VM::VM2\_2n >, [426](#)
  - Parent, [427](#)
  - SetLength, [427](#)
- gdcmm::Element< TVR, VM::VM2\_n >, [428](#)
  - Parent, [429](#)
  - SetLength, [429](#)
- gdcmm::Element< TVR, VM::VM3\_3n >, [430](#)
  - Parent, [431](#)
  - SetLength, [431](#)
- gdcmm::Element< TVR, VM::VM3\_4 >, [432](#)
  - Parent, [433](#)
  - SetLength, [433](#)
- gdcmm::Element< TVR, VM::VM3\_n >, [434](#)
  - Parent, [435](#)
  - SetLength, [435](#)
- gdcmm::Element< VR::AS, VM::VM5 >, [435](#)
  - GetLength, [436](#)
  - Internal, [436](#)
  - Print, [436](#)
- gdcmm::Element< VR::OB, VM::VM1 >, [436](#)
- gdcmm::Element< VR::OW, VM::VM1 >, [438](#)
- gdcmm::ElementDisableCombinations< TVR, TVM >, [440](#)
- gdcmm::ElementDisableCombinations< VR::OB, VM::VM1\_n >, [441](#)
- gdcmm::ElementDisableCombinations< VR::OW, VM::VM1\_n >, [441](#)
- gdcmm::EmptyMaskGenerator, [441](#)
  - ~EmptyMaskGenerator, [443](#)
  - EmptyMaskGenerator, [443](#)
  - Execute, [443](#)
  - SetInputDirectory, [443](#)
  - SetOutputDirectory, [444](#)
  - SetSOPClassUIDMode, [444](#)
  - SOPClassUIDMode, [443](#)
  - UseGrayscaleSecondaryImageStorage, [443](#)
  - UseOriginalSOPClassUID, [443](#)
- gdcmm::EncapsulatedDocument, [444](#)
  - EncapsulatedDocument, [445](#)
- gdcmm::EncodingImplementation< T >, [445](#)
- gdcmm::EncodingImplementation< VR::VRASCII >, [446](#)
  - Read, [446](#)
  - ReadComputeLength, [446](#)
  - ReadNoSwap, [446](#)
  - Write, [447](#)
- gdcmm::EncodingImplementation< VR::VRBINARY >, [447](#)
  - Read, [448](#)



- ReadComputeLength, [448](#)
- ReadNoSwap, [448](#)
- Write, [448](#)
- gdcmm::EndEvent, [449](#)
- gdcmm::EnumeratedValues, [450](#)
  - EnumeratedValues, [450](#)
- gdcmm::EquipmentManufacturer, [450](#)
  - Compute, [452](#)
  - FUJI, [451](#)
  - GEMS, [451](#)
  - HITACHI, [451](#)
  - KODAK, [451](#)
  - MARCONI, [451](#)
  - PMS, [451](#)
  - SIEMENS, [451](#)
  - TOSHIBA, [451](#)
  - Type, [451](#)
  - TypeToString, [452](#)
  - UNKNOWN, [451](#)
- gdcmm::Event, [452](#)
  - ~Event, [454](#)
  - CheckEvent, [454](#)
  - Event, [454](#)
  - GetEventName, [454](#)
  - MakeObject, [455](#)
  - operator=, [455](#)
  - Print, [455](#)
- gdcmm::Exception, [456](#)
  - ~Exception, [457](#)
  - Exception, [457](#)
  - GetDescription, [457](#)
  - what, [458](#)
- gdcmm::ExitEvent, [458](#)
- gdcmm::ExplicitDataElement, [459](#)
  - GetLength, [461](#)
  - Read, [461](#)
  - ReadPreValue, [461](#)
  - ReadValue, [461](#)
  - ReadWithLength, [461](#)
  - Write, [461](#)
- gdcmm::ExplicitImplicitDataElement, [462](#)
  - GetLength, [464](#)
  - Read, [464](#)
  - ReadPreValue, [464](#)
  - ReadValue, [464](#)
  - ReadWithLength, [464](#)
- gdcmm::Fiducials, [465](#)
  - Fiducials, [465](#)
- gdcmm::File, [465](#)
  - ~File, [468](#)
  - File, [467](#)
  - GetDataSet, [468](#)
  - GetHeader, [468](#), [469](#)
  - operator<, [470](#)
- Read, [469](#)
- SetDataSet, [469](#)
- SetHeader, [469](#)
- Write, [469](#)
- gdcmm::FileAnonymizer, [470](#)
  - ~FileAnonymizer, [472](#)
  - Empty, [472](#)
  - FileAnonymizer, [472](#)
  - Remove, [472](#)
  - Replace, [473](#)
  - SetInputFileName, [473](#)
  - SetOutputFileName, [473](#)
  - Write, [474](#)
- gdcmm::FileChangeTransferSyntax, [474](#)
  - ~FileChangeTransferSyntax, [476](#)
  - Change, [476](#)
  - FileChangeTransferSyntax, [476](#)
  - GetCodec, [476](#)
  - New, [477](#)
  - SetInputFileName, [477](#)
  - SetOutputFileName, [477](#)
  - SetTransferSyntax, [477](#)
- gdcmm::FileDecompressLookupTable, [478](#)
  - ~FileDecompressLookupTable, [480](#)
  - Change, [480](#)
  - FileDecompressLookupTable, [479](#)
  - GetFile, [480](#)
  - GetPixmap, [480](#)
  - SetFile, [480](#)
  - SetPixmap, [481](#)
- gdcmm::FileDerivation, [481](#)
  - ~FileDerivation, [482](#)
  - AddDerivationDescription, [482](#)
  - AddPurposeOfReferenceCodeSequence, [483](#)
  - AddReference, [483](#)
  - AddSourceImageSequence, [483](#)
  - Derive, [483](#)
  - FileDerivation, [482](#)
  - GetFile, [483](#), [484](#)
  - SetAppendDerivationHistory, [484](#)
  - SetDerivationCodeSequenceCodeValue, [484](#)
  - SetDerivationDescription, [484](#)
  - SetFile, [484](#)
  - SetPurposeOfReferenceCodeSequenceCodeValue, [485](#)
- gdcmm::FileExplicitFilter, [485](#)
  - ~FileExplicitFilter, [486](#)
  - Change, [486](#)
  - ChangeFMI, [487](#)
  - FileExplicitFilter, [486](#)
  - GetFile, [487](#)
  - ProcessDataSet, [487](#)
  - SetChangePrivateTags, [487](#)
  - SetFile, [487](#)

- SetRecomputeItemLength, 488
- SetRecomputeSequenceLength, 488
- SetUseVRUN, 488
- gdcM::FileMetaInformation, 489
  - ~FileMetaInformation, 491
  - AppendImplementationClassUID, 492
  - ComputeDataSetMediaStorageSOPClass, 492
  - ComputeDataSetTransferSyntax, 492
  - DataSetMS, 498
  - DataSetTS, 498
  - Default, 492
  - FileMetaInformation, 491, 492
  - FillFromDataSet, 492
  - GetDataSetTransferSyntax, 493
  - GetFileMetaInformationVersion, 493
  - GetFullLength, 493
  - GetGDCMImplementationClassUID, 493
  - GetGDCMImplementationVersionName, 493
  - GetGDCMSourceApplicationEntityTitle, 493
  - GetImplementationClassUID, 494
  - GetImplementationVersionName, 494
  - GetMediaStorage, 494
  - GetMediaStorageAsString, 494
  - GetMetaInformationTS, 494
  - GetPreamble, 494
  - GetSourceApplicationEntityTitle, 495
  - Insert, 495
  - IsValid, 495
  - MetaInformationTS, 498
  - operator<<, 497
  - operator=, 495
  - Read, 495
  - ReadCompat, 495
  - ReadCompatInternal, 496
  - Replace, 496
  - SetDataSetTransferSyntax, 496
  - SetImplementationClassUID, 496
  - SetImplementationVersionName, 497
  - SetPreamble, 497
  - SetSourceApplicationEntityTitle, 497
  - Write, 497
- gdcM::Filename, 498
  - EndWith, 500
  - Filename, 499
  - GetExtension, 500
  - GetFileName, 500
  - GetName, 500
  - GetPath, 500
  - IsEmpty, 500
  - IsIdentical, 501
  - Join, 501
  - operator const char \*, 501
  - ToUnixSlashes, 501
  - ToWindowsSlashes, 501
- gdcM::FileNameEvent, 502
  - ~FileNameEvent, 504
  - CheckEvent, 504
  - FileNameEvent, 504
  - GetEventName, 505
  - GetFileName, 505
  - MakeObject, 505
  - operator=, 505
  - Self, 504
  - SetFileName, 505
  - Superclass, 504
- gdcM::FilenameGenerator, 506
  - ~FilenameGenerator, 508
  - FilenameGenerator, 507
  - FilenamesType, 507
  - FilenameType, 507
  - Generate, 508
  - GetFilename, 508
  - GetFilenames, 508
  - GetNumberOfFilenames, 508
  - GetPattern, 509
  - GetPrefix, 509
  - SetNumberOfFilenames, 509
  - SetPattern, 509
  - SetPrefix, 509
  - SizeType, 507
- gdcM::FileSet, 510
  - AddFile, 511
  - FileSet, 511
  - FilesType, 510
  - FileType, 511
  - GetFiles, 511
  - operator<<, 512
  - SetFiles, 512
- gdcM::FileStreamer, 512
  - ~FileStreamer, 514
  - AppendToDataElement, 514
  - AppendToGroupDataElement, 515
  - CheckDataElement, 515
  - CheckTemplateFileName, 515
  - FileStreamer, 514
  - New, 515
  - ReserveDataElement, 516
  - ReserveGroupDataElement, 516
  - SetOutputFileName, 516
  - SetTemplateFileName, 516
  - StartDataElement, 516
  - StartGroupDataElement, 517
  - StopDataElement, 517
  - StopGroupDataElement, 517
- gdcM::FileWithName, 518
  - filename, 519
  - FileWithName, 519
- gdcM::FindPatientRootQuery, 520

- FindPatientRootQuery, [521](#)
- GetAbstractSyntaxUID, [521](#)
- GetTagListByLevel, [521](#)
- InitializeDataSet, [521](#)
- QueryFactory, [522](#)
- ValidateQuery, [522](#)
- gdcmm::FindStudyRootQuery, [523](#)
- FindStudyRootQuery, [524](#)
- GetAbstractSyntaxUID, [524](#)
- GetTagListByLevel, [524](#)
- InitializeDataSet, [524](#)
- QueryFactory, [525](#)
- ValidateQuery, [525](#)
- gdcmm::Fragment, [526](#)
- ComputeLength, [527](#)
- Fragment, [527](#)
- GetLength, [528](#)
- operator<=, [529](#)
- Read, [528](#)
- ReadBacktrack, [528](#)
- ReadPreValue, [528](#)
- ReadValue, [528](#)
- Write, [529](#)
- gdcmm::Global, [529](#)
- ~Global, [531](#)
- Append, [531](#)
- GetDefs, [531](#)
- GetDicts, [531](#), [532](#)
- GetInstance, [532](#)
- Global, [530](#), [531](#)
- LoadResourcesFiles, [532](#)
- Locate, [532](#)
- operator<=, [533](#)
- operator=, [533](#)
- Prepend, [533](#)
- gdcmm::GroupDict, [533](#)
- ~GroupDict, [535](#)
- Add, [535](#)
- GetAbbreviation, [535](#)
- GetName, [535](#)
- GroupDict, [534](#)
- GroupStringVector, [534](#)
- Insert, [535](#)
- operator<=, [536](#)
- Size, [535](#)
- gdcmm::IconImageFilter, [536](#)
- ~IconImageFilter, [537](#)
- Extract, [538](#)
- ExtractIconImages, [538](#)
- ExtractVeprolIconImages, [538](#)
- GetFile, [538](#)
- GetIconImage, [538](#)
- GetNumberOfIconImages, [539](#)
- IconImageFilter, [537](#)
- SetFile, [539](#)
- gdcmm::IconImageGenerator, [539](#)
- ~IconImageGenerator, [541](#)
- AutoPixelMinMax, [541](#)
- ConvertRGBToPaletteColor, [541](#)
- Generate, [541](#)
- GetIconImage, [541](#)
- GetPixmap, [542](#)
- IconImageGenerator, [540](#)
- SetOutputDimensions, [542](#)
- SetOutsideValuePixel, [542](#)
- SetPixelMinMax, [542](#)
- SetPixmap, [543](#)
- gdcmm::ignore\_char, [543](#)
- ignore\_char, [543](#)
- m\_char, [544](#)
- gdcmm::Image, [544](#)
- ~Image, [546](#)
- GetDirectionCosines, [547](#)
- GetIntercept, [547](#)
- GetOrigin, [547](#)
- GetSlope, [548](#)
- GetSpacing, [548](#)
- Image, [546](#)
- Print, [548](#)
- SetDirectionCosines, [548](#), [549](#)
- SetIntercept, [549](#)
- SetOrigin, [549](#), [550](#)
- SetSlope, [550](#)
- SetSpacing, [550](#)
- gdcmm::ImageApplyLookupTable, [551](#)
- ~ImageApplyLookupTable, [553](#)
- Apply, [553](#)
- ImageApplyLookupTable, [553](#)
- SetRGB8, [553](#)
- gdcmm::ImageChangePhotometricInterpretation, [554](#)
- ~ImageChangePhotometricInterpretation, [556](#)
- Change, [556](#)
- ChangeMonochrome, [557](#)
- ChangeRGB2YBR, [557](#)
- ChangeYBR2RGB, [557](#)
- GetPhotometricInterpretation, [557](#)
- ImageChangePhotometricInterpretation, [556](#)
- RGB2YBR, [557](#)
- SetPhotometricInterpretation, [557](#)
- YBR2RGB, [558](#)
- gdcmm::ImageChangePlanarConfiguration, [558](#)
- ~ImageChangePlanarConfiguration, [560](#)
- Change, [560](#)
- GetPlanarConfiguration, [560](#)
- ImageChangePlanarConfiguration, [560](#)
- RGBPixelsToRGBPlanes, [561](#)
- RGBPlanesToRGBPixels, [561](#)
- SetPlanarConfiguration, [561](#)

- gdcm::ImageChangeTransferSyntax, 562
  - ~ImageChangeTransferSyntax, 564
  - Change, 565
  - GetTransferSyntax, 565
  - ImageChangeTransferSyntax, 564
  - SetCompressIconImage, 565
  - SetForce, 565
  - SetTransferSyntax, 565
  - SetUserCodec, 566
  - TryJPEG2000Codec, 566
  - TryJPEGCodec, 566
  - TryJPEGLSCodec, 566
  - TryRAWCodec, 567
  - TryRLECodec, 567
- gdcm::ImageCodec, 567
  - ~ImageCodec, 570
  - AppendFrameEncode, 570
  - AppendRowEncode, 571
  - CanCode, 571
  - CanDecode, 571
  - CleanupUnusedBits, 571
  - Clone, 572
  - Decode, 572
  - DecodeByStreams, 572
  - Dimensions, 579
  - DoByteSwap, 572
  - DoInvertMonochrome, 573
  - DoOverlayCleanup, 573
  - DoPaddedCompositePixelCode, 573
  - DoPlanarConfiguration, 573
  - DoSimpleCopy, 573
  - DoYBR, 573
  - DoYBRFull422, 574
  - FileChangeTransferSyntax, 579
  - GetDimensions, 574
  - GetHeaderInfo, 574
  - GetLossyFlag, 574
  - GetLUT, 574
  - GetNeedByteSwap, 574
  - GetNumberOfDimensions, 575
  - GetPhotometricInterpretation, 575
  - GetPixelFormat, 575
  - GetPlanarConfiguration, 575
  - ImageChangePhotometricInterpretation, 579
  - ImageCodec, 570
  - IsFrameEncoder, 575
  - IsLossy, 576
  - IsRowEncoder, 576
  - IsValid, 576
  - LossyFlag, 579
  - LUT, 579
  - LUTPtr, 570
  - NeedByteSwap, 579
  - NeedOverlayCleanup, 580
  - NumberOfDimensions, 580
  - PF, 580
  - PI, 580
  - PlanarConfiguration, 580
  - RequestPaddedCompositePixelCode, 580
  - RequestPlanarConfiguration, 580
  - SetDimensions, 576
  - SetLossyFlag, 576
  - SetLUT, 577
  - SetNeedByteSwap, 577
  - SetNeedOverlayCleanup, 577
  - SetNumberOfDimensions, 577
  - SetPhotometricInterpretation, 577
  - SetPixelFormat, 578
  - SetPlanarConfiguration, 578
  - StartEncode, 578
  - StopEncode, 578
- gdcm::ImageConverter, 581
  - ~ImageConverter, 581
  - Convert, 582
  - GetOutput, 582
  - ImageConverter, 581
  - SetInput, 582
- gdcm::ImageFragmentSplitter, 583
  - ~ImageFragmentSplitter, 585
  - GetFragmentSizeMax, 585
  - ImageFragmentSplitter, 585
  - SetForce, 585
  - SetFragmentSizeMax, 585
  - Split, 586
- gdcm::ImageHelper, 586
  - ComputeMediaStorageFromModality, 587
  - ComputeSpacingFromImagePositionPatient, 588
  - GetDimensionsValue, 588
  - GetDirectionCosinesFromDataSet, 588
  - GetDirectionCosinesValue, 588
  - GetForcePixelSpacing, 589
  - GetForceRescaleInterceptSlope, 589
  - GetLUT, 589
  - GetOriginValue, 589
  - GetPhotometricInterpretationValue, 589
  - GetPixelFormatValue, 589
  - GetPlanarConfigurationValue, 590
  - GetPMSRescaleInterceptSlope, 590
  - GetPointerFromElement, 590
  - GetRealWorldValueMappingContent, 590
  - GetRescaleInterceptSlopeValue, 590
  - GetSpacingTagFromMediaStorage, 590
  - GetSpacingValue, 591
  - GetZSpacingTagFromMediaStorage, 591
  - SetDimensionsValue, 591
  - SetDirectionCosinesValue, 591
  - SetForcePixelSpacing, 591
  - SetForceRescaleInterceptSlope, 592

- SetOriginValue, [592](#)
- SetPMSRescaleInterceptSlope, [592](#)
- SetRescaleInterceptSlopeValue, [592](#)
- SetSpacingValue, [592](#)
- gdcm::ImageReader, [593](#)
  - ~ImageReader, [595](#)
  - GetImage, [595](#)
  - ImageReader, [595](#)
  - Read, [596](#)
  - ReadACRNEMAIImage, [596](#)
  - ReadImage, [596](#)
- gdcm::ImageRegionReader, [597](#)
  - ~ImageRegionReader, [599](#)
  - ComputeBufferLength, [599](#)
  - GetRegion, [600](#)
  - ImageRegionReader, [599](#)
  - Read, [600](#)
  - ReadInformation, [600](#)
  - ReadIntoBuffer, [600](#)
  - SetRegion, [601](#)
- gdcm::ImageToImageFilter, [601](#)
  - ~ImageToImageFilter, [603](#)
  - GetInput, [603](#)
  - GetOutput, [603](#)
  - ImageToImageFilter, [603](#)
- gdcm::ImageWriter, [604](#)
  - ~ImageWriter, [606](#)
  - ComputeTargetMediaStorage, [606](#)
  - GetImage, [607](#)
  - ImageWriter, [606](#)
  - Write, [607](#)
- gdcm::ImplicitDataElement, [612](#)
  - GetLength, [613](#)
  - Read, [613](#)
  - ReadPreValue, [613](#)
  - ReadValue, [614](#)
  - ReadValueWithLength, [614](#)
  - ReadWithLength, [614](#)
  - Write, [614](#)
- gdcm::InitializeEvent, [615](#)
- gdcm::IOD, [616](#)
  - AddIODEntry, [617](#)
  - Clear, [617](#)
  - GetIODEntry, [617](#)
  - GetNumberOfIODs, [617](#)
  - GetTypeFromTag, [618](#)
  - IOD, [617](#)
  - MapIODEntry, [616](#)
  - operator<<, [618](#)
  - SizeType, [617](#)
- gdcm::IODEntry, [618](#)
  - GetIE, [620](#)
  - GetName, [620](#)
  - GetRef, [620](#)
  - GetUsage, [620](#)
  - GetUsageType, [620](#)
  - IODEntry, [619](#)
  - operator<<, [621](#)
  - SetIE, [620](#)
  - SetName, [620](#)
  - SetRef, [621](#)
  - SetUsage, [621](#)
- gdcm::IODs, [621](#)
  - AddIOD, [623](#)
  - Begin, [623](#)
  - Clear, [623](#)
  - End, [624](#)
  - GetIOD, [624](#)
  - IODMapType, [622](#)
  - IODMapTypeConstIterator, [622](#)
  - IODName, [623](#)
  - IODs, [623](#)
  - operator<<, [624](#)
- gdcm::IPPSorter, [625](#)
  - ComputeZSpacing, [629](#)
  - DirCosTolerance, [629](#)
  - DropDuplicatePositions, [629](#)
  - GetDirectionCosinesTolerance, [627](#)
  - GetZSpacing, [627](#)
  - GetZSpacingTolerance, [627](#)
  - IPPSorter, [626](#)
  - SetComputeZSpacing, [627](#)
  - SetDirectionCosinesTolerance, [627](#)
  - SetDropDuplicatePositions, [628](#)
  - SetZSpacingTolerance, [628](#)
  - Sort, [628](#)
  - ZSpacing, [629](#)
  - ZTolerance, [629](#)
- gdcm::Item, [630](#)
  - Clear, [632](#)
  - FindDataElement, [632](#)
  - GetDataElement, [632](#)
  - GetLength, [632](#)
  - GetNestedDataSet, [632](#), [633](#)
  - InsertDataElement, [633](#)
  - Item, [631](#), [632](#)
  - operator<<, [634](#)
  - Read, [633](#)
  - SetNestedDataSet, [633](#)
  - Write, [633](#)
- gdcm::IterationEvent, [634](#)
- gdcm::JPEG12Codec, [635](#)
  - ~JPEG12Codec, [637](#)
  - DecodeByStreams, [637](#)
  - EncodeBuffer, [637](#)
  - GetHeaderInfo, [638](#)
  - InternalCode, [638](#)
  - IsStateSuspension, [638](#)

- JPEG12Codec, [637](#)
- gdcmm::JPEG16Codec, [639](#)
  - ~JPEG16Codec, [640](#)
  - DecodeByStreams, [640](#)
  - EncodeBuffer, [641](#)
  - GetHeaderInfo, [641](#)
  - InternalCode, [641](#)
  - IsStateSuspension, [641](#)
  - JPEG16Codec, [640](#)
- gdcmm::JPEG2000Codec, [642](#)
  - ~JPEG2000Codec, [644](#)
  - AppendFrameEncode, [644](#)
  - AppendRowEncode, [644](#)
  - Bitmap, [649](#)
  - CanCode, [644](#)
  - CanDecode, [645](#)
  - Clone, [645](#)
  - Code, [645](#)
  - Decode, [645](#)
  - DecodeByStreams, [646](#)
  - DecodeExtent, [646](#)
  - GetHeaderInfo, [646](#)
  - GetQuality, [646](#)
  - GetRate, [647](#)
  - ImageRegionReader, [649](#)
  - IsFrameEncoder, [647](#)
  - IsRowEncoder, [647](#)
  - JPEG2000Codec, [644](#)
  - SetMCT, [647](#)
  - SetNumberOfResolutions, [647](#)
  - SetNumberOfThreadsForDecompression, [647](#)
  - SetQuality, [648](#)
  - SetRate, [648](#)
  - SetReversible, [648](#)
  - SetTileSize, [648](#)
  - StartEncode, [648](#)
  - StopEncode, [648](#)
- gdcmm::JPEG8Codec, [649](#)
  - ~JPEG8Codec, [651](#)
  - DecodeByStreams, [651](#)
  - EncodeBuffer, [651](#)
  - GetHeaderInfo, [652](#)
  - InternalCode, [652](#)
  - IsStateSuspension, [652](#)
  - JPEG8Codec, [651](#)
- gdcmm::JPEGCodec, [653](#)
  - ~JPEGCodec, [655](#)
  - AppendFrameEncode, [655](#)
  - AppendRowEncode, [656](#)
  - BitSample, [661](#)
  - CanCode, [656](#)
  - CanDecode, [656](#)
  - Clone, [656](#)
  - Code, [657](#)
  - ComputeOffsetTable, [657](#)
  - Decode, [657](#)
  - DecodeByStreams, [657](#)
  - DecodeExtent, [657](#)
  - EncodeBuffer, [658](#)
  - GetHeaderInfo, [658](#)
  - GetLossless, [658](#)
  - GetQuality, [658](#)
  - ImageRegionReader, [661](#)
  - IsFrameEncoder, [659](#)
  - IsRowEncoder, [659](#)
  - IsStateSuspension, [659](#)
  - IsValid, [659](#)
  - JPEGCodec, [655](#)
  - Quality, [661](#)
  - SetBitSample, [659](#)
  - SetLossless, [659](#)
  - SetPixelFormat, [660](#)
  - SetQuality, [660](#)
  - StartEncode, [660](#)
  - StopEncode, [660](#)
- gdcmm::JPEGLSCodec, [662](#)
  - ~JPEGLSCodec, [664](#)
  - AppendFrameEncode, [664](#)
  - AppendRowEncode, [664](#)
  - CanCode, [664](#)
  - CanDecode, [665](#)
  - Clone, [665](#)
  - Code, [665](#)
  - Decode, [665](#), [666](#)
  - DecodeExtent, [666](#)
  - GetBufferLength, [666](#)
  - GetHeaderInfo, [666](#)
  - GetLossless, [667](#)
  - ImageRegionReader, [668](#)
  - IsFrameEncoder, [667](#)
  - IsRowEncoder, [667](#)
  - JPEGLSCodec, [664](#)
  - SetBufferLength, [667](#)
  - SetLossless, [667](#)
  - SetLossyError, [667](#)
  - StartEncode, [668](#)
  - StopEncode, [668](#)
- gdcmm::JSON, [668](#)
  - ~JSON, [669](#)
  - Code, [669](#)
  - Decode, [669](#)
  - GetPrettyPrint, [670](#)
  - JSON, [669](#)
  - PrettyPrintOff, [670](#)
  - PrettyPrintOn, [670](#)
  - SetPrettyPrint, [670](#)
- gdcmm::KAKADUCodec, [671](#)
  - ~KAKADUCodec, [672](#)

- CanCode, [672](#)
- CanDecode, [672](#)
- Clone, [673](#)
- Code, [673](#)
- Decode, [673](#)
- KAKADUCodec, [672](#)
- gdcmm::LO, [674](#)
  - const\_iterator, [675](#)
  - const\_reference, [675](#)
  - const\_reverse\_iterator, [675](#)
  - difference\_type, [675](#)
  - IsValid, [677](#)
  - iterator, [675](#)
  - LO, [677](#)
  - pointer, [676](#)
  - reference, [676](#)
  - reverse\_iterator, [676](#)
  - size\_type, [676](#)
  - Superclass, [676](#)
  - value\_type, [676](#)
- gdcmm::LookupTable, [678](#)
  - ~LookupTable, [680](#)
  - Allocate, [681](#)
  - BitSample, [685](#)
  - BLUE, [680](#)
  - Clear, [681](#)
  - Decode, [681](#)
  - Decode8, [681](#)
  - GetBitSample, [682](#)
  - GetBufferAsRGBA, [682](#)
  - GetLUT, [682](#)
  - GetLUTDescriptor, [682](#)
  - GetLUTLength, [682](#)
  - GetPointer, [683](#)
  - GRAY, [680](#)
  - GREEN, [680](#)
  - IncompleteLUT, [686](#)
  - InitializeBlueLUT, [683](#)
  - Initialized, [683](#)
  - InitializeGreenLUT, [683](#)
  - InitializeLUT, [683](#)
  - InitializeRedLUT, [684](#)
  - Internal, [686](#)
  - IsRGB8, [684](#)
  - LookupTable, [680](#)
  - LookupTableType, [680](#)
  - Print, [684](#)
  - RED, [680](#)
  - SetBlueLUT, [684](#)
  - SetGreenLUT, [685](#)
  - SetLUT, [685](#)
  - SetRedLUT, [685](#)
  - UNKNOWN, [680](#)
  - WriteBufferAsRGBA, [685](#)
- gdcmm::Macro, [688](#)
  - AddMacroEntry, [689](#)
  - ArrayIncludeMacrosType, [689](#)
  - Clear, [690](#)
  - FindMacroEntry, [690](#)
  - GetMacroEntry, [690](#)
  - GetName, [690](#)
  - Macro, [689](#)
  - MapModuleEntry, [689](#)
  - operator<<, [691](#)
  - SetName, [690](#)
  - Verify, [690](#)
- gdcmm::Macros, [691](#)
  - AddMacro, [692](#)
  - Clear, [692](#)
  - GetMacro, [693](#)
  - IsEmpty, [693](#)
  - Macros, [692](#)
  - ModuleMapType, [692](#)
  - operator<<, [693](#)
- gdcmm::MD5, [695](#)
  - Compute, [696](#)
  - ComputeFile, [696](#)
- gdcmm::MEC\_MR3, [696](#)
  - GetCanonMECMR3Tag, [697](#)
  - GetPMTFInformationDataTag, [697](#)
  - GetToshibaMECMR3Tag, [697](#)
  - Print, [697](#)
- gdcmm::MediaStorage, [698](#)
  - AmbulatoryECGWaveformStorage, [702](#)
  - Audio, [704](#)
  - BasicTextSR, [702](#)
  - BasicVoiceAudioWaveformStorage, [702](#)
  - BreastProjectionXRayImageStorageForPresentation, [703](#)
  - BreastProjectionXRayImageStorageForProcessing, [703](#)
  - BreastTomosynthesisImageStorage, [703](#)
  - CardiacElectrophysiologyWaveformStorage, [702](#)
  - ComprehensiveSR, [702](#)
  - ComputedRadiographylImageStorage, [701](#)
  - CSANonImageStorage, [702](#)
  - CTImageStorage, [701](#)
  - DetachedPatientManagementSOPClass, [702](#)
  - DetachedStudyManagementSOPClass, [702](#)
  - DetachedVisitManagementSOPClass, [702](#)
  - DigitalIntraoralXRayImageStorageForPresentation, [701](#)
  - DigitalIntraoralXRayImageStorageForProcessing, [701](#)
  - DigitalMammographylImageStorageForPresentation, [701](#)
  - DigitalMammographylImageStorageForProcessing, [701](#)



- DigitalXRayImageStorageForPresentation, [701](#)
- DigitalXRayImageStorageForProcessing, [701](#)
- EncapsulatedCDASStorage, [702](#)
- EncapsulatedPDFStorage, [702](#)
- EnhancedCTImageStorage, [701](#)
- EnhancedMRColorImageStorage, [703](#)
- EnhancedMRIImageStorage, [702](#)
- EnhancedPETImageStorage, [703](#)
- EnhancedSR, [702](#)
- EnhancedUSVolumeStorage, [703](#)
- EnhancedXAImageStorage, [703](#)
- FujiPrivateCRImageStorage, [703](#)
- FujiPrivateMammoCRImageStorage, [703](#)
- GeneralECGWaveformStorage, [702](#)
- GeneralElectricMagneticResonanceImageStorage, [703](#)
- GEPrivate3DModelStorage, [703](#)
- GetModality, [704](#)
- GetModalityDimension, [704](#)
- GetMSString, [705](#)
- GetMSType, [705](#)
- GetNumberOfModality, [705](#)
- GetNumberOfMSString, [705](#)
- GetNumberOfMSType, [705](#)
- GetString, [706](#)
- GrayscaleSoftcopyPresentationStateStorageSOP-Class, [702](#)
- GuessFromModality, [706](#)
- HangingProtocolStorage, [703](#)
- HardcopyColorImageStorage, [703](#)
- HardcopyGrayscaleImageStorage, [702](#)
- HemodynamicWaveformStorage, [702](#)
- IsImage, [706](#)
- IsUndefined, [706](#)
- IVOCTForPresentation, [703](#)
- IVOCTForProcessing, [703](#)
- KeyObjectSelectionDocument, [703](#)
- LeadECGWaveformStorage, [702](#)
- LegacyConvertedEnhancedCTImageStorage, [703](#)
- LegacyConvertedEnhancedMRIImageStorage, [703](#)
- LegacyConvertedEnhancedPETImageStorage, [703](#)
- MammographyCADSR, [703](#)
- MediaStorage, [704](#)
- MediaStorageDirectoryStorage, [701](#)
- ModalityPerformedProcedureStepSOPClass, [703](#)
- MRIImageStorage, [701](#)
- MRSpectroscopyStorage, [702](#)
- MS\_END, [703](#)
- MSType, [701](#)
- MultiframeGrayscaleByteSecondaryCaptureImageStorage, [702](#)
- MultiframeGrayscaleWordSecondaryCaptureImageStorage, [702](#)
- MultiframeSingleBitSecondaryCaptureImageStorage, [702](#)
- MultiframeTrueColorSecondaryCaptureImageStorage, [702](#)
- NoObject, [704](#)
- NuclearMedicineImageStorage, [702](#)
- NuclearMedicineImageStorageRetired, [702](#)
- ObjectEnd, [704](#)
- ObjectType, [704](#)
- operator MSType, [707](#)
- operator <=, [708](#)
- OphthalmicPhotography16BitImageStorage, [703](#)
- OphthalmicPhotography8BitImageStorage, [703](#)
- OphthalmicTomographyImageStorage, [703](#)
- PDF, [704](#)
- PETImageStorage, [702](#)
- Philips3D, [702](#)
- PhilipsPrivateMRSyntheticImageStorage, [703](#)
- RawDataStorage, [702](#)
- RTDoseStorage, [702](#)
- RTImageStorage, [702](#)
- RTIonBeamsTreatmentRecordStorage, [703](#)
- RTIonPlanStorage, [703](#)
- RTPlanStorage, [702](#)
- RTStructureSetStorage, [702](#)
- RTTreatmentSummaryRecordStorage, [703](#)
- SecondaryCaptureImageStorage, [702](#)
- Segmentation, [704](#)
- SegmentationStorage, [703](#)
- SetFromDataSet, [707](#)
- SetFromFile, [707](#)
- SetFromHeader, [707](#)
- SetFromModality, [707](#)
- SetFromSourceImageSequence, [708](#)
- SpacialFiducialsStorage, [702](#)
- SpacialRegistrationStorage, [702](#)
- StandaloneCurveStorage, [702](#)
- StandaloneModalityLUTStorage, [702](#)
- StandaloneOverlayStorage, [702](#)
- StandaloneVOILUTStorage, [702](#)
- StudyComponentManagementSOPClass, [702](#)
- SurfaceSegmentationStorage, [703](#)
- ToshibaPrivateDataStorage, [703](#)
- UltrasoundImageStorage, [701](#)
- UltrasoundImageStorageRetired, [701](#)
- UltrasoundMultiFrameImageStorage, [701](#)
- UltrasoundMultiFrameImageStorageRetired, [701](#)
- URI, [704](#)
- Video, [704](#)
- VideoEndoscopicImageStorage, [703](#)
- VideoMicroscopicImageStorage, [703](#)
- VideoPhotographicImageStorage, [703](#)
- VLEndoscopicImageStorage, [703](#)
- VLMicroscopicImageStorage, [703](#)



- VLPhotographicImageStorage, [703](#)
- VLWholeSlideMicroscopyImageStorage, [703](#)
- Waveform, [704](#)
- XRay3DAngiographicImageStorage, [703](#)
- XRay3DCraniofacialImageStorage, [703](#)
- XRayAngiographicBiPlaneImageStorageRetired, [702](#)
- XRayAngiographicImageStorage, [702](#)
- XRayRadiationDoseSR, [703](#)
- XRayRadiofluoroscopicImageStorage, [702](#)
- gdcm::MemberCommand< T >, [708](#)
  - ~MemberCommand, [711](#)
  - Execute, [712](#)
  - m\_ConstMemberFunction, [713](#)
  - m\_MemberFunction, [713](#)
  - m\_This, [714](#)
  - MemberCommand, [711](#)
  - New, [712](#)
  - operator=, [712](#)
  - Self, [710](#)
  - SetCallbackFunction, [713](#)
  - TConstMemberFunctionPointer, [711](#)
  - TMemberFunctionPointer, [711](#)
- gdcm::MeshPrimitive, [714](#)
  - ~MeshPrimitive, [717](#)
  - AddPrimitiveData, [717](#)
  - EDGE, [717](#)
  - FACET, [717](#)
  - GetMPType, [717](#)
  - GetMPTypeString, [717](#)
  - GetNumberOfPrimitivesData, [718](#)
  - GetPrimitiveData, [718](#)
  - GetPrimitivesData, [718](#)
  - GetPrimitiveType, [719](#)
  - LINE, [717](#)
  - MeshPrimitive, [717](#)
  - MPTType, [716](#)
  - MPTType\_END, [717](#)
  - PrimitiveData, [719](#)
  - PrimitivesData, [716](#)
  - PrimitiveType, [720](#)
  - SetPrimitiveData, [719](#)
  - SetPrimitivesData, [719](#)
  - SetPrimitiveType, [719](#)
  - TRIANGLE, [717](#)
  - TRIANGLE\_FAN, [717](#)
  - TRIANGLE\_STRIP, [717](#)
  - VERTEX, [717](#)
- gdcm::ModalityPerformedProcedureStepCreateQuery, [720](#)
  - GetAbstractSyntaxUID, [722](#)
  - GetRequiredDataSet, [722](#)
  - ModalityPerformedProcedureStepCreateQuery, [722](#)
  - QueryFactory, [722](#)
  - ValidateQuery, [722](#)
- gdcm::ModalityPerformedProcedureStepSetQuery, [723](#)
  - GetAbstractSyntaxUID, [725](#)
  - GetRequiredDataSet, [725](#)
  - ModalityPerformedProcedureStepSetQuery, [725](#)
  - QueryFactory, [725](#)
  - ValidateQuery, [725](#)
- gdcm::ModifiedEvent, [726](#)
- gdcm::Module, [727](#)
  - AddMacro, [728](#)
  - AddModuleEntry, [728](#)
  - ArrayIncludeMacrosType, [728](#)
  - Clear, [728](#)
  - FindModuleEntryInMacros, [729](#)
  - GetModuleEntryInMacros, [729](#)
  - GetName, [729](#)
  - MapModuleEntry, [728](#)
  - Module, [728](#)
  - operator<<, [730](#)
  - SetName, [729](#)
  - Verify, [729](#)
- gdcm::ModuleEntry, [730](#)
  - ~ModuleEntry, [732](#)
  - DataElementType, [734](#)
  - Description, [732](#)
  - DescriptionField, [734](#)
  - GetDescription, [733](#)
  - GetName, [733](#)
  - GetType, [733](#)
  - ModuleEntry, [732](#)
  - Name, [734](#)
  - operator<<, [734](#)
  - SetDescription, [733](#)
  - SetName, [733](#)
  - SetType, [733](#)
- gdcm::Modules, [734](#)
  - AddModule, [736](#)
  - Clear, [736](#)
  - GetModule, [736](#)
  - IsEmpty, [736](#)
  - ModuleMapType, [735](#)
  - Modules, [735](#)
  - operator<<, [736](#)
- gdcm::MovePatientRootQuery, [737](#)
  - GetAbstractSyntaxUID, [739](#)
  - GetTagListByLevel, [739](#)
  - InitializeDataSet, [739](#)
  - MovePatientRootQuery, [738](#)
  - QueryFactory, [740](#)
  - ValidateQuery, [739](#)
- gdcm::MoveStudyRootQuery, [740](#)
  - GetAbstractSyntaxUID, [742](#)
  - GetTagListByLevel, [742](#)
  - InitializeDataSet, [742](#)
  - MoveStudyRootQuery, [741](#)

- QueryFactory, 743
- ValidateQuery, 742
- gdcmm::MrProtocol, 743
  - ~MrProtocol, 744
  - FindMrProtocolByName, 744
  - GetMrProtocolByName, 744
  - GetSliceArray, 744
  - GetVersion, 745
  - Load, 745
  - MrProtocol, 744
  - operator<<, 745
  - Print, 745
- gdcmm::MrProtocol::Slice, 1041
  - Normal, 1041
  - Position, 1041
- gdcmm::MrProtocol::SliceArray, 1042
  - Slices, 1042
- gdcmm::MrProtocol::Vector3, 1327
  - dCor, 1327
  - dSag, 1327
  - dTra, 1327
- gdcmm::NestedModuleEntries, 755
  - AddModuleEntry, 757
  - GetModuleEntry, 757
  - GetNumberOfModuleEntries, 757
  - NestedModuleEntries, 756
  - operator<<, 757
  - SizeType, 756
- gdcmm::network, 78
  - cMaxEventID, 84
  - cMaxStateID, 84
  - eAABORTPDUREceivedOpen, 83
  - eAABORTRequest, 83
  - eAASSOCIATE\_RQPDUREceived, 82
  - eAASSOCIATERequestLocalUser, 82
  - eAASSOCIATEresponseAccept, 82
  - eAASSOCIATEresponseReject, 82
  - eARELEASE\_RPPDUREceived, 83
  - eARELEASE\_RQPDUREceivedOpen, 83
  - eARELEASERequest, 82
  - eARELEASEResponse, 83
  - eARTIMTimerExpired, 83
  - eASSOCIATE\_ACPDUREceived, 82
  - eASSOCIATE\_RJPDUREceived, 82
  - eEventDoesNotExist, 83
  - EEventID, 82
  - ePDATArequest, 82
  - ePDATATFPDU, 82
  - eSta10ReleaseCollisionAc, 83
  - eSta11ReleaseCollisionRq, 83
  - eSta12ReleaseCollisionAcLocal, 83
  - eSta13AwaitingClose, 83
  - eSta1Idle, 83
  - eSta2Open, 83
  - eSta3WaitLocalAssoc, 83
  - eSta4LocalAssocDone, 83
  - eSta5WaitRemoteAssoc, 83
  - eSta6TransferReady, 83
  - eSta7WaitRelease, 83
  - eSta8WaitLocalRelease, 83
  - eSta9ReleaseCollisionRqLocal, 83
  - eStaDoesNotExist, 83
  - EStateID, 83
  - eTransportConnConfirmLocal, 82
  - eTransportConnectionClosed, 83
  - eTransportConnIndicLocal, 82
  - eUnrecognizedPDUReceived, 83
  - GetStateIndex, 83
- gdcmm::network::AAAbortPDU, 89
  - AAAbortPDU, 90
  - IsLastFragment, 90
  - Print, 90
  - Read, 90
  - SetReason, 91
  - SetSource, 91
  - Size, 91
  - Write, 91
- gdcmm::network::AAssociateACPDU, 92
  - AAssociateACPDU, 93
  - AAssociateRQPDU, 96
  - AddPresentationContextAC, 94
  - GetNumberOfPresentationContextAC, 94
  - GetPresentationContextAC, 94
  - GetUserInformation, 94
  - InitFromRQ, 94
  - IsLastFragment, 94
  - Print, 95
  - Read, 95
  - SetCalledAETitle, 95
  - SetCallingAETitle, 95
  - Size, 95
  - SizeType, 93
  - Write, 95
- gdcmm::network::AAssociateRJPDU, 96
  - AAssociateRJPDU, 97
  - IsLastFragment, 97
  - Print, 98
  - Read, 98
  - Size, 98
  - Write, 98
- gdcmm::network::AAssociateRQPDU, 99
  - AAssociateACPDU, 105
  - AAssociateRQPDU, 101
  - AddPresentationContext, 101
  - GetCalledAETitle, 101
  - GetCallingAETitle, 101
  - GetNumberOfPresentationContext, 102
  - GetPresentationContext, 102

- GetPresentationContextByAbstractSyntax, 102
- GetPresentationContextByID, 102
- GetPresentationContexts, 102
- GetReserved43\_74, 102
- GetUserInformation, 103
- IsAETitleValid, 103
- IsLastFragment, 103
- PresentationContextArrayType, 100
- Print, 103
- Read, 103
- SetCalledAETitle, 104
- SetCallingAETitle, 104
- SetUserInformation, 104
- Size, 104
- SizeType, 101
- Write, 104
- gdcmm::network::AbstractSyntax, 106
  - AbstractSyntax, 107
  - GetAsDataElement, 107
  - GetName, 107
  - operator==, 107
  - Print, 107
  - Read, 107
  - SetName, 108
  - SetNameFromUID, 108
  - Size, 108
  - Write, 108
- gdcmm::network::ApplicationContext, 123
  - ApplicationContext, 124
  - GetName, 124
  - Print, 124
  - Read, 124
  - SetName, 124
  - Size, 124
  - Write, 125
- gdcmm::network::AReleaseRPPDU, 128
  - AReleaseRPPDU, 129
  - IsLastFragment, 129
  - Print, 129
  - Read, 129
  - Size, 130
  - Write, 130
- gdcmm::network::AReleaseRQPDU, 130
  - AReleaseRQPDU, 131
  - IsLastFragment, 131
  - Print, 132
  - Read, 132
  - Size, 132
  - Write, 132
- gdcmm::network::ARTIMTimer, 133
  - ARTIMTimer, 133
  - GetElapsedTime, 133
  - GetHasExpired, 134
  - GetTimeout, 134
  - SetTimeout, 134
  - Start, 134
  - Stop, 134
- gdcmm::network::AsynchronousOperationsWindowSub, 136
  - AsynchronousOperationsWindowSub, 137
  - Print, 137
  - Read, 137
  - Size, 137
  - Write, 138
- gdcmm::network::BaseCompositeMessage, 175
  - ~BaseCompositeMessage, 176
  - ConstructPDV, 176
- gdcmm::network::BaseNormalizedMessage, 177
  - ~BaseNormalizedMessage, 178
  - ConstructPDV, 178
- gdcmm::network::BasePDU, 179
  - ~BasePDU, 180
  - IsLastFragment, 180
  - Print, 180
  - Read, 180
  - Size, 181
  - Write, 181
- gdcmm::network::CEchoRQ, 241
  - AffectedSOPClassUID, 242
  - ConstructPDV, 242
  - MessageID, 242
- gdcmm::network::CEchoRSP, 243
  - ConstructPDVByDataSet, 244
- gdcmm::network::CFind, 244
- gdcmm::network::CFindCancelRQ, 244
  - ConstructPDVByDataSet, 245
- gdcmm::network::CFindRQ, 246
  - ConstructPDV, 247
- gdcmm::network::CFindRSP, 247
  - ConstructPDVByDataSet, 248
- gdcmm::network::CMoveCancelRq, 256
  - ConstructPDVByDataSet, 256
- gdcmm::network::CMoveRQ, 257
  - ConstructPDV, 258
- gdcmm::network::CMoveRSP, 258
  - ConstructPDVByDataSet, 259
- gdcmm::network::CompositeMessageFactory, 274
  - ConstructCEchoRQ, 274
  - ConstructCFindRQ, 274
  - ConstructCMoveRQ, 274
  - ConstructCStoreRQ, 275
  - ConstructCStoreRSP, 275
- gdcmm::network::CStoreRQ, 313
  - ConstructPDV, 314
- gdcmm::network::CStoreRSP, 315
  - ConstructPDV, 316
- gdcmm::network::DIMSE, 395
  - C\_CANCEL\_RQ, 396

- C\_ECHO\_RQ, [396](#)
- C\_ECHO\_RSP, [396](#)
- C\_FIND\_RQ, [396](#)
- C\_FIND\_RSP, [396](#)
- C\_GET\_RQ, [396](#)
- C\_GET\_RSP, [396](#)
- C\_MOVE\_RQ, [396](#)
- C\_MOVE\_RSP, [396](#)
- C\_STORE\_RQ, [396](#)
- C\_STORE\_RSP, [396](#)
- CommandTypes, [396](#)
- N\_ACTION\_RQ, [396](#)
- N\_ACTION\_RSP, [396](#)
- N\_CREATE\_RQ, [396](#)
- N\_CREATE\_RSP, [396](#)
- N\_DELETE\_RQ, [396](#)
- N\_DELETE\_RSP, [396](#)
- N\_EVENT\_REPORT\_RQ, [396](#)
- N\_EVENT\_REPORT\_RSP, [396](#)
- N\_GET\_RQ, [396](#)
- N\_GET\_RSP, [396](#)
- N\_SET\_RQ, [396](#)
- N\_SET\_RSP, [396](#)
- gdcmm::network::ImplementationClassUIDSub, [608](#)
  - ImplementationClassUIDSub, [608](#)
  - Print, [608](#)
  - Read, [608](#)
  - Size, [609](#)
  - Write, [609](#)
- gdcmm::network::ImplementationUIDSub, [609](#)
  - ImplementationUIDSub, [609](#)
  - Write, [610](#)
- gdcmm::network::ImplementationVersionNameSub, [610](#)
  - ImplementationVersionNameSub, [610](#)
  - Print, [611](#)
  - Read, [611](#)
  - Size, [611](#)
  - Write, [611](#)
- gdcmm::network::MaximumLengthSub, [693](#)
  - GetMaximumLength, [694](#)
  - MaximumLengthSub, [694](#)
  - Print, [694](#)
  - Read, [694](#)
  - SetMaximumLength, [695](#)
  - Size, [695](#)
  - Write, [695](#)
- gdcmm::network::NActionRQ, [746](#)
  - ConstructPDV, [747](#)
- gdcmm::network::NActionRSP, [747](#)
  - ConstructPDVByDataSet, [748](#)
- gdcmm::network::NCreateRQ, [749](#)
  - ConstructPDV, [750](#)
- gdcmm::network::NCreateRSP, [750](#)
  - ConstructPDVByDataSet, [751](#)
- gdcmm::network::NDeleteRQ, [752](#)
  - ConstructPDV, [753](#)
- gdcmm::network::NDeleteRSP, [753](#)
  - ConstructPDVByDataSet, [754](#)
- gdcmm::network::NEventReportRQ, [758](#)
  - ConstructPDV, [759](#)
- gdcmm::network::NEventReportRSP, [759](#)
  - ConstructPDVByDataSet, [760](#)
- gdcmm::network::NGetRQ, [761](#)
  - ConstructPDV, [762](#)
- gdcmm::network::NGetRSP, [762](#)
  - ConstructPDVByDataSet, [763](#)
- gdcmm::network::NormalizedMessageFactory, [765](#)
  - ConstructNAction, [765](#)
  - ConstructNCreate, [765](#)
  - ConstructNDelete, [765](#)
  - ConstructNEventReport, [766](#)
  - ConstructNGet, [766](#)
  - ConstructNSet, [766](#)
- gdcmm::network::NSetRQ, [769](#)
  - ConstructPDV, [770](#)
- gdcmm::network::NSetRSP, [771](#)
  - ConstructPDVByDataSet, [772](#)
- gdcmm::network::PDataTFPDU, [808](#)
  - AddPresentationDataValue, [809](#)
  - GetNumberOfPresentationDataValues, [809](#)
  - GetPresentationDataValue, [810](#)
  - IsLastFragment, [810](#)
  - PDataTFPDU, [809](#)
  - Print, [810](#)
  - Read, [810](#)
  - ReadInto, [810](#)
  - Size, [810](#)
  - SizeType, [809](#)
  - Write, [811](#)
- gdcmm::network::PDUFactory, [820](#)
  - ConstructAbortPDU, [821](#)
  - ConstructPDU, [821](#)
  - ConstructReleasePDU, [821](#)
  - CreateCEchoPDU, [821](#)
  - CreateCFindPDU, [821](#)
  - CreateCMovePDU, [821](#)
  - CreateCStoreRQPDU, [822](#)
  - CreateCStoreRSPPDU, [822](#)
  - CreateNActionPDU, [822](#)
  - CreateNCreatePDU, [822](#)
  - CreateNDeletePDU, [822](#)
  - CreateNEventReportPDU, [822](#)
  - CreateNGetPDU, [823](#)
  - CreateNSetPDU, [823](#)
  - DetermineEventByPDU, [823](#)
  - GetPDVs, [823](#)
- gdcmm::network::PresentationContextAC, [873](#)
  - GetPresentationContextID, [874](#)

- GetReason, [874](#)
- GetTransferSyntax, [874](#)
- PresentationContextAC, [873](#)
- Print, [874](#)
- Read, [874](#)
- SetPresentationContextID, [874](#)
- SetReason, [875](#)
- SetTransferSyntax, [875](#)
- Size, [875](#)
- Write, [875](#)
- gdcmm::network::PresentationContextRQ, [879](#)
  - AddTransferSyntax, [881](#)
  - GetAbstractSyntax, [881](#)
  - GetNumberOfTransferSyntaxes, [881](#)
  - GetPresentationContextID, [881](#)
  - GetTransferSyntax, [881](#)
  - GetTransferSyntaxes, [882](#)
  - operator==, [882](#)
  - PresentationContextRQ, [880](#)
  - Print, [882](#)
  - Read, [882](#)
  - SetAbstractSyntax, [882](#)
  - SetPresentationContextID, [882](#)
  - Size, [883](#)
  - SizeType, [880](#)
  - Write, [883](#)
- gdcmm::network::PresentationDataValue, [883](#)
  - ConcatenatePDVBlobs, [884](#)
  - ConcatenatePDVBlobsAsExplicit, [884](#)
  - GetBlob, [884](#)
  - GetIsCommand, [885](#)
  - GetIsLastFragment, [885](#)
  - GetMessageHeader, [885](#)
  - GetPresentationContextID, [885](#)
  - PresentationDataValue, [884](#)
  - Print, [885](#)
  - Read, [885](#)
  - ReadInto, [885](#)
  - SetBlob, [886](#)
  - SetCommand, [886](#)
  - SetDataSet, [886](#)
  - SetLastFragment, [886](#)
  - SetMessageHeader, [886](#)
  - SetPresentationContextID, [887](#)
  - Size, [887](#)
  - Write, [887](#)
- gdcmm::network::RoleSelectionSub, [952](#)
  - Print, [952](#)
  - Read, [953](#)
  - RoleSelectionSub, [952](#)
  - SetTuple, [953](#)
  - Size, [953](#)
  - Write, [953](#)
- gdcmm::network::ServiceClassApplicationInformation, [1020](#)
  - Print, [1020](#)
  - Read, [1021](#)
  - ServiceClassApplicationInformation, [1020](#)
  - SetTuple, [1021](#)
  - Size, [1021](#)
  - Write, [1021](#)
- gdcmm::network::SOPClassExtendedNegociationSub, [1047](#)
  - Print, [1048](#)
  - Read, [1048](#)
  - SetTuple, [1048](#)
  - Size, [1048](#)
  - SOPClassExtendedNegociationSub, [1048](#)
  - Write, [1049](#)
- gdcmm::network::TableRow, [1157](#)
  - ~TableRow, [1158](#)
  - TableRow, [1158](#)
  - transitions, [1158](#)
- gdcmm::network::TransferSyntaxSub, [1192](#)
  - GetName, [1192](#)
  - operator==, [1193](#)
  - Print, [1193](#)
  - Read, [1193](#)
  - SetName, [1193](#)
  - SetNameFromUID, [1193](#)
  - Size, [1193](#)
  - TransferSyntaxSub, [1192](#)
  - Write, [1194](#)
- gdcmm::network::Transition, [1194](#)
  - ~Transition, [1195](#)
  - mAction, [1196](#)
  - MakeNew, [1195](#)
  - mEnd, [1196](#)
  - Transition, [1195](#)
- gdcmm::network::ULAction, [1240](#)
  - ~ULAction, [1241](#)
  - operator=, [1242](#)
  - PerformAction, [1242](#)
  - ULAction, [1241](#), [1242](#)
- gdcmm::network::ULActionAA1, [1243](#)
  - PerformAction, [1243](#)
- gdcmm::network::ULActionAA2, [1244](#)
  - PerformAction, [1245](#)
- gdcmm::network::ULActionAA3, [1245](#)
  - PerformAction, [1246](#)
- gdcmm::network::ULActionAA4, [1247](#)
  - PerformAction, [1247](#)
- gdcmm::network::ULActionAA5, [1248](#)
  - PerformAction, [1249](#)
- gdcmm::network::ULActionAA6, [1249](#)
  - PerformAction, [1250](#)
- gdcmm::network::ULActionAA7, [1251](#)
  - PerformAction, [1251](#)
- gdcmm::network::ULActionAA8, [1252](#)

- PerformAction, 1253
- gdcmm::network::ULActionAE1, 1253
  - PerformAction, 1254
- gdcmm::network::ULActionAE2, 1255
  - PerformAction, 1255
- gdcmm::network::ULActionAE3, 1256
  - PerformAction, 1257
- gdcmm::network::ULActionAE4, 1257
  - PerformAction, 1258
- gdcmm::network::ULActionAE5, 1259
  - PerformAction, 1259
- gdcmm::network::ULActionAE6, 1260
  - PerformAction, 1261
- gdcmm::network::ULActionAE7, 1261
  - PerformAction, 1262
- gdcmm::network::ULActionAE8, 1263
  - PerformAction, 1263
- gdcmm::network::ULActionAR1, 1264
  - PerformAction, 1265
- gdcmm::network::ULActionAR10, 1265
  - PerformAction, 1266
- gdcmm::network::ULActionAR2, 1267
  - PerformAction, 1267
- gdcmm::network::ULActionAR3, 1268
  - PerformAction, 1269
- gdcmm::network::ULActionAR4, 1269
  - PerformAction, 1270
- gdcmm::network::ULActionAR5, 1271
  - PerformAction, 1271
- gdcmm::network::ULActionAR6, 1272
  - PerformAction, 1273
- gdcmm::network::ULActionAR7, 1273
  - PerformAction, 1274
- gdcmm::network::ULActionAR8, 1275
  - PerformAction, 1275
- gdcmm::network::ULActionAR9, 1276
  - PerformAction, 1277
- gdcmm::network::ULActionDT1, 1277
  - PerformAction, 1278
- gdcmm::network::ULActionDT2, 1279
  - PerformAction, 1279
- gdcmm::network::ULBasicCallback, 1280
  - ~ULBasicCallback, 1281
  - GetDataSets, 1281
  - GetResponses, 1281
  - HandleDataSet, 1282
  - HandleResponse, 1282
  - ULBasicCallback, 1281
- gdcmm::network::ULConnection, 1282
  - ~ULConnection, 1284
  - AddAcceptedPresentationContext, 1284
  - FindContext, 1284
  - GetAcceptedPresentationContexts, 1284, 1285
  - GetConnectionInfo, 1285
  - GetMaxPDUSize, 1285
  - GetPresentationContextACByID, 1285
  - GetPresentationContextIDFromPresentationContext, 1285
  - GetPresentationContextRQByID, 1285
  - GetPresentationContexts, 1286
  - GetProtocol, 1286
  - GetState, 1286
  - GetTimer, 1286
  - InitializeConnection, 1286
  - InitializeIncomingConnection, 1286
  - operator=, 1287
  - SetMaxPDUSize, 1287
  - SetPresentationContexts, 1287
  - SetState, 1287
  - StopProtocol, 1287
  - ULActionAE6, 1288
  - ULConnection, 1284
  - ULConnectionManager, 1288
- gdcmm::network::ULConnectionCallback, 1288
  - ~ULConnectionCallback, 1289
  - DataSetHandled, 1290
  - DataSetHandles, 1290
  - HandleDataSet, 1290
  - HandleResponse, 1290
  - mImplicit, 1291
  - ResetHandledDataSet, 1290
  - SetImplicitFlag, 1290
  - ULConnectionCallback, 1289
- gdcmm::network::ULConnectionInfo, 1291
  - GetCalledAETitle, 1292
  - GetCalledComputerName, 1292
  - GetCalledIPAddress, 1292
  - GetCalledIPPort, 1292
  - GetCallingAETitle, 1292
  - GetMaxPDULength, 1292
  - Initialize, 1292
  - SetMaxPDULength, 1293
  - ULConnectionInfo, 1291
- gdcmm::network::ULConnectionManager, 1293
  - ~ULConnectionManager, 1295
  - BreakConnection, 1296
  - BreakConnectionNow, 1296
  - EstablishConnection, 1296
  - EstablishConnectionMove, 1296
  - mConnection, 1300
  - mSecondaryConnection, 1300
  - mTransitions, 1300
  - RunEventLoop, 1296
  - RunMoveEventLoop, 1297
  - SendEcho, 1297
  - SendFind, 1297
  - SendMove, 1297
  - SendNAction, 1298

- SendNCreate, 1298
- SendNDelete, 1298
- SendNEventReport, 1299
- SendNGet, 1299
- SendNSet, 1299
- SendStore, 1300
- ULConnectionManager, 1295
- gdcm::network::ULEvent, 1301
  - ~ULEvent, 1302
  - GetDataSetPos, 1302
  - GetEvent, 1302
  - GetIStream, 1302
  - GetPDUs, 1302
  - SetEvent, 1303
  - SetPDU, 1303
  - ULEvent, 1301, 1302
- gdcm::network::ULTransitionTable, 1303
  - HandleEvent, 1304
  - PrintTable, 1304
  - ULTransitionTable, 1304
- gdcm::network::ULWritingCallback, 1305
  - ~ULWritingCallback, 1306
  - HandleDataSet, 1306
  - HandleResponse, 1306
  - SetDirectory, 1306
  - ULWritingCallback, 1306
- gdcm::network::UserInformation, 1317
  - ~UserInformation, 1317
  - AddRoleSelectionSub, 1318
  - AddSOPClassExtendedNegociationSub, 1318
  - GetMaximumLengthSub, 1318
  - operator=, 1318
  - Print, 1318
  - Read, 1319
  - Size, 1319
  - UserInformation, 1317
  - Write, 1319
- gdcm::NoEvent, 764
- gdcm::NormalizedNetworkFunctions, 766
  - ConstructQuery, 767
  - NAction, 767
  - NCreate, 768
  - NDelete, 768
  - NEventReport, 768
  - NGet, 768
  - NSet, 769
- gdcm::Object, 772
  - ~Object, 774
  - Object, 774
  - operator<<, 775
  - operator=, 775
  - Print, 775
  - Register, 775
  - SmartPointer, 776
  - UnRegister, 775
- gdcm::OpenSSLCryptoFactory, 776
  - CreateCMSProvider, 777
  - InitOpenSSL, 777
  - OpenSSLCryptoFactory, 777
- gdcm::OpenSSLCryptographicMessageSyntax, 778
  - ~OpenSSLCryptographicMessageSyntax, 779
  - Decrypt, 779
  - Encrypt, 779
  - GetCipherType, 780
  - OpenSSLCryptographicMessageSyntax, 779
  - ParseCertificateFile, 780
  - ParseKeyFile, 780
  - SetCipherType, 780
  - SetPassword, 780
- gdcm::OpenSSL7CryptoFactory, 781
  - CreateCMSProvider, 782
  - OpenSSL7CryptoFactory, 782
- gdcm::OpenSSL7CryptographicMessageSyntax, 783
  - ~OpenSSL7CryptographicMessageSyntax, 784
  - Decrypt, 784
  - Encrypt, 784
  - GetCipherType, 785
  - OpenSSL7CryptographicMessageSyntax, 784
  - ParseCertificateFile, 785
  - ParseKeyFile, 785
  - SetCipherType, 785
  - SetPassword, 785
- gdcm::Orientation, 786
  - ~Orientation, 787
  - AXIAL, 787
  - CORONAL, 787
  - GetLabel, 788
  - GetMajorAxisFromPatientRelativeDirectionCosine, 788
  - GetObliquityThresholdCosineValue, 788
  - GetType, 788
  - OBLIQUE, 787
  - operator<<, 789
  - Orientation, 787
  - OrientationType, 787
  - Print, 788
  - SAGITTAL, 787
  - SetObliquityThresholdCosineValue, 789
  - UNKNOWN, 787
- gdcm::Overlay, 789
  - ~Overlay, 793
  - Decompress, 793
  - GetBitPosition, 793
  - GetBitsAllocated, 793
  - GetColumns, 794
  - GetDescription, 794
  - GetGroup, 794
  - GetOrigin, 794



- GetOverlayData, [794](#)
- GetOverlayTypeAsString, [794](#)
- GetOverlayTypeFromString, [795](#)
- GetRows, [795](#)
- GetType, [795](#)
- GetTypeAsEnum, [795](#)
- GetUnpackBuffer, [795](#)
- GetUnpackBufferLength, [795](#)
- GrabOverlayFromPixelData, [796](#)
- Graphics, [792](#)
- Invalid, [792](#)
- IsEmpty, [796](#)
- IsInPixelData, [796](#)
- IsZero, [796](#)
- operator=, [796](#)
- Overlay, [793](#)
- OverlayType, [792](#)
- Print, [797](#)
- ROI, [792](#)
- SetBitPosition, [797](#)
- SetBitsAllocated, [797](#)
- SetColumns, [797](#)
- SetDescription, [797](#)
- SetFrameOrigin, [798](#)
- SetGroup, [798](#)
- SetNumberOfFrames, [798](#)
- SetOrigin, [798](#)
- SetOverlay, [798](#)
- SetRows, [799](#)
- SetType, [799](#)
- Update, [799](#)
- gdcmm::ParseException, [800](#)
  - ~ParseException, [801](#)
  - GetLastElement, [801](#)
  - operator=, [801](#)
  - ParseException, [801](#)
  - SetLastElement, [802](#)
- gdcmm::Parser, [802](#)
  - ~Parser, [805](#)
  - DuplicateAttributeError, [805](#)
  - EndElementHandler, [803](#)
  - ErrorType, [804](#)
  - GetBuffer, [805](#)
  - GetCurrentByteIndex, [805](#)
  - GetErrorCode, [805](#)
  - GetErrorString, [806](#)
  - GetUserData, [806](#)
  - JunkAfterDocElementError, [805](#)
  - NoElementsError, [805](#)
  - NoError, [805](#)
  - NoMemoryError, [805](#)
  - Parse, [806](#)
  - ParseBuffer, [806](#)
  - Parser, [805](#)
  - Process, [806](#)
  - SetElementHandler, [806](#)
  - SetUserData, [807](#)
  - StartElementHandler, [803](#)
  - SyntaxError, [805](#)
  - TagMismatchError, [805](#)
  - UndefinedEntityError, [805](#)
  - UnexpectedStateError, [805](#)
- gdcmm::Patient, [807](#)
  - Patient, [807](#)
- gdcmm::PDBelement, [811](#)
  - GetName, [812](#)
  - GetValue, [813](#)
  - NameField, [814](#)
  - operator<<, [813](#)
  - operator==, [813](#)
  - PDBelement, [812](#)
  - SetName, [813](#)
  - SetValue, [813](#)
  - ValueField, [814](#)
- gdcmm::PDBHeader, [814](#)
  - ~PDBHeader, [815](#)
  - FindPDBelementByName, [816](#)
  - GetPDBeEnd, [816](#)
  - GetPDBelementByName, [816](#)
  - GetPDBInfoTag, [816](#)
  - LoadFromDataElement, [816](#)
  - operator<<, [817](#)
  - PDBHeader, [815](#)
  - Print, [817](#)
- gdcmm::PDFCodec, [817](#)
  - ~PDFCodec, [819](#)
  - CanCode, [819](#)
  - CanDecode, [819](#)
  - Decode, [819](#)
  - PDFCodec, [819](#)
- gdcmm::PersonName, [823](#)
  - Component, [825](#)
  - GetMaxLength, [824](#)
  - GetNumberOfComponents, [824](#)
  - MaxLength, [825](#)
  - MaxNumberOfComponents, [825](#)
  - Padding, [826](#)
  - Print, [824](#)
  - Separator, [826](#)
  - SetBlob, [825](#)
  - SetComponents, [825](#)
- gdcmm::PGXCodec, [826](#)
  - ~PGXCodec, [827](#)
  - CanCode, [828](#)
  - CanDecode, [828](#)
  - Clone, [828](#)
  - GetHeaderInfo, [828](#)
  - PGXCodec, [827](#)



- Read, [828](#)
- Write, [829](#)
- gdcmm::PhotometricInterpretation, [829](#)
  - ARGB, [831](#)
  - CMYK, [831](#)
  - GetPIString, [831](#)
  - GetPIType, [832](#)
  - GetSamplesPerPixel, [832](#)
  - GetString, [832](#)
  - GetType, [832](#)
  - HSV, [831](#)
  - IsLossless, [832](#)
  - IsLossy, [832](#)
  - IsRetired, [832](#)
  - IsSameColorSpace, [833](#)
  - MONOCHROME1, [831](#)
  - MONOCHROME2, [831](#)
  - operator PType, [833](#)
  - operator<<, [833](#)
  - PALETTE\_COLOR, [831](#)
  - PhotometricInterpretation, [831](#)
  - PI\_END, [831](#)
  - PType, [830](#)
  - RGB, [831](#)
  - UNKNOWN, [831](#)
  - YBR\_FULL, [831](#)
  - YBR\_FULL\_422, [831](#)
  - YBR\_ICT, [831](#)
  - YBR\_PARTIAL\_420, [831](#)
  - YBR\_PARTIAL\_422, [831](#)
  - YBR\_RCT, [831](#)
- gdcmm::PixelFormat, [833](#)
  - Bitmap, [842](#)
  - FLOAT16, [836](#)
  - FLOAT32, [836](#)
  - FLOAT64, [836](#)
  - GetBitsAllocated, [837](#)
  - GetBitsStored, [837](#)
  - GetHighBit, [837](#)
  - GetMax, [837](#)
  - GetMin, [838](#)
  - GetPixelRepresentation, [838](#)
  - GetPixelSize, [838](#)
  - GetSamplesPerPixel, [838](#)
  - GetScalarType, [839](#)
  - GetScalarTypeAsString, [839](#)
  - INT12, [836](#)
  - INT16, [836](#)
  - INT32, [836](#)
  - INT64, [836](#)
  - INT8, [836](#)
  - IsCompatible, [839](#)
  - IsValid, [839](#)
  - operator ScalarType, [840](#)
  - operator!=, [840](#)
  - operator<<, [842](#)
  - operator==, [840](#)
  - PixelFormat, [836](#)
  - Print, [840](#)
  - ScalarType, [835](#)
  - SetBitsAllocated, [841](#)
  - SetBitsStored, [841](#)
  - SetHighBit, [841](#)
  - SetPixelRepresentation, [841](#)
  - SetSamplesPerPixel, [841](#)
  - SetScalarType, [842](#)
  - SINGLEBIT, [836](#)
  - UINT12, [836](#)
  - UINT16, [836](#)
  - UINT32, [836](#)
  - UINT64, [836](#)
  - UINT8, [836](#)
  - UNKNOWN, [836](#)
  - Validate, [842](#)
- gdcmm::Pixmap, [843](#)
  - ~Pixmap, [845](#)
  - AreOverlaysInPixelData, [845](#)
  - Curves, [848](#)
  - GetCurve, [845](#), [846](#)
  - GetIconImage, [846](#)
  - GetNumberOfCurves, [846](#)
  - GetNumberOfOverlays, [846](#)
  - GetOverlay, [846](#), [847](#)
  - Icon, [848](#)
  - Overlays, [848](#)
  - Pixmap, [845](#)
  - Print, [847](#)
  - RemoveOverlay, [847](#)
  - SetIconImage, [847](#)
  - SetNumberOfCurves, [847](#)
  - SetNumberOfOverlays, [847](#)
  - UnusedBitsPresentInPixelData, [848](#)
- gdcmm::PixmapReader, [849](#)
  - ~PixmapReader, [851](#)
  - GetPixmap, [851](#), [852](#)
  - PixelData, [853](#)
  - PixmapReader, [851](#)
  - Read, [852](#)
  - ReadACRNEMAIImage, [852](#)
  - ReadImage, [852](#)
  - ReadImageInternal, [853](#)
- gdcmm::PixmapToPixmapFilter, [853](#)
  - ~PixmapToPixmapFilter, [855](#)
  - GetInput, [855](#)
  - GetOutput, [855](#)
  - GetOutputAsPixmap, [855](#)
  - PixmapToPixmapFilter, [855](#)
- gdcmm::PixmapWriter, [856](#)

- ~PixmapWriter, [858](#)
- DolconImage, [858](#)
- GetImage, [859](#)
- GetPixmap, [859](#)
- ImageData, [860](#)
- PixmapWriter, [858](#)
- PrepareWrite, [859](#)
- SetImage, [859](#)
- SetPixmap, [860](#)
- Write, [860](#)
- gdcmm::PNMCodec, [861](#)
  - ~PNMCodec, [862](#)
  - CanCode, [862](#)
  - CanDecode, [863](#)
  - Clone, [863](#)
  - GetBufferLength, [863](#)
  - GetHeaderInfo, [863](#)
  - PNMCodec, [862](#)
  - Read, [863](#)
  - SetBufferLength, [864](#)
  - Write, [864](#)
- gdcmm::Preamble, [864](#)
  - ~Preamble, [866](#)
  - Clear, [866](#)
  - Create, [866](#)
  - GetInternal, [866](#)
  - GetLength, [866](#)
  - IsEmpty, [867](#)
  - IsValid, [867](#)
  - operator<=, [868](#)
  - operator=, [867](#)
  - Preamble, [865](#), [866](#)
  - Print, [867](#)
  - Read, [867](#)
  - Remove, [867](#)
  - Valid, [868](#)
  - Write, [868](#)
- gdcmm::PresentationContext, [869](#)
  - AbstractSyntax, [872](#)
  - AddTransferSyntax, [871](#)
  - GetAbstractSyntax, [871](#)
  - GetNumberOfTransferSyntaxes, [871](#)
  - GetPresentationContextID, [871](#)
  - GetTransferSyntax, [871](#)
  - ID, [872](#)
  - operator==, [871](#)
  - PresentationContext, [870](#)
  - Print, [872](#)
  - SetAbstractSyntax, [872](#)
  - SetPresentationContextID, [872](#)
  - SizeType, [870](#)
  - TransferSyntaxArrayType, [870](#)
  - TransferSyntaxes, [872](#)
- gdcmm::PresentationContextGenerator, [875](#)
  - AddFromFile, [877](#)
  - AddPresentationContext, [877](#)
  - GenerateFromFilenames, [877](#)
  - GenerateFromUID, [878](#)
  - GetDefaultTransferSyntax, [878](#)
  - GetPresentationContexts, [878](#)
  - PresentationContextArrayType, [877](#)
  - PresentationContextGenerator, [877](#)
  - SetDefaultTransferSyntax, [878](#)
  - SetMergeModeToAbstractSyntax, [878](#)
  - SetMergeModeToTransferSyntax, [879](#)
  - SizeType, [877](#)
- gdcmm::Printer, [887](#)
  - ~Printer, [889](#)
  - CONDENSED\_STYLE, [889](#)
  - CXX, [889](#)
  - F, [892](#)
  - GetPrintStyle, [890](#)
  - MaxPrintLength, [892](#)
  - Print, [890](#)
  - PrintDataElement, [890](#)
  - PrintDataSet, [890](#)
  - Printer, [889](#)
  - PrintSQ, [891](#)
  - PrintStyle, [892](#)
  - PrintStyles, [889](#)
  - SetColor, [891](#)
  - SetFile, [891](#)
  - SetStyle, [891](#)
  - VERBOSE\_STYLE, [889](#)
  - XML, [889](#)
- gdcmm::PrivateDict, [892](#)
  - ~PrivateDict, [893](#)
  - AddDictEntry, [893](#)
  - Dicts, [895](#)
  - FindDictEntry, [893](#)
  - GetDictEntry, [894](#)
  - IsEmpty, [894](#)
  - LoadDefault, [894](#)
  - operator<=, [895](#)
  - PrintXML, [894](#)
  - PrivateDict, [893](#)
  - RemoveDictEntry, [894](#)
- gdcmm::PrivateTag, [895](#)
  - GetAsDataElement, [897](#)
  - GetOwner, [897](#)
  - operator!=, [897](#), [898](#)
  - operator<, [898](#)
  - operator<=, [899](#)
  - operator=, [898](#)
  - operator==, [898](#)
  - PrivateTag, [897](#)
  - ReadFromCommaSeparatedString, [899](#)
  - SetOwner, [899](#)

gdcm::ProgressEvent, 900  
    ~ProgressEvent, 902  
    CheckEvent, 902  
    GetEventName, 902  
    GetProgress, 902  
    MakeObject, 903  
    operator=, 903  
    ProgressEvent, 901, 902  
    Self, 901  
    SetProgress, 903  
    Superclass, 901  
gdcm::PVRGCodec, 904  
    ~PVRGCodec, 905  
    CanCode, 905  
    CanDecode, 906  
    Clone, 906  
    Code, 906  
    Decode, 906  
    PVRGCodec, 905  
    SetLossyFlag, 907  
gdcm::PythonFilter, 907  
    ~PythonFilter, 908  
    GetFile, 908  
    PythonFilter, 908  
    SetDicts, 908  
    SetFile, 908  
    ToPyObject, 908  
    UseDictAlways, 909  
gdcm::QueryBase, 909  
    ~QueryBase, 910  
    GetAllRequiredTags, 910  
    GetAllTags, 910  
    GetHierarchicalSearchTags, 911  
    GetName, 911  
    GetOptionalTags, 911  
    GetQueryLevel, 911  
    GetRequiredTags, 911  
    GetUniqueTags, 912  
gdcm::QueryFactory, 912  
    GetCharacterFromCurrentLocale, 913  
    ListCharSets, 913  
    ProduceCharacterSetDataElement, 913  
    ProduceQuery, 913  
gdcm::QueryImage, 914  
    GetHierarchicalSearchTags, 915  
    GetName, 915  
    GetOptionalTags, 915  
    GetQueryLevel, 915  
    GetRequiredTags, 916  
    GetUniqueTags, 916  
gdcm::QueryPatient, 916  
    GetHierarchicalSearchTags, 917  
    GetName, 917  
    GetOptionalTags, 918  
    GetQueryLevel, 918  
    GetRequiredTags, 918  
    GetUniqueTags, 918  
gdcm::QuerySeries, 919  
    GetHierarchicalSearchTags, 920  
    GetName, 920  
    GetOptionalTags, 920  
    GetQueryLevel, 920  
    GetRequiredTags, 920  
    GetUniqueTags, 921  
gdcm::QueryStudy, 921  
    GetHierarchicalSearchTags, 922  
    GetName, 922  
    GetOptionalTags, 923  
    GetQueryLevel, 923  
    GetRequiredTags, 923  
    GetUniqueTags, 923  
gdcm::RAWCodec, 924  
    ~RAWCodec, 925  
    CanCode, 925  
    CanDecode, 926  
    Clone, 926  
    Code, 926  
    Decode, 926  
    DecodeByStreams, 927  
    DecodeBytes, 927  
    GetHeaderInfo, 927  
    RAWCodec, 925  
gdcm::Reader, 928  
    ~Reader, 931  
    CanRead, 931  
    F, 936  
    GetFile, 931  
    GetStreamCurrentPosition, 932  
    GetStreamPtr, 932  
    Read, 932  
    ReadDataSet, 933  
    Reader, 931  
    ReadMetaInformation, 933  
    ReadPreamble, 933  
    ReadSelectedPrivateTags, 933  
    ReadSelectedTags, 934  
    ReadUpToTag, 934  
    SetFile, 934  
    SetFileName, 934  
    SetStream, 935  
    StreamImageReader, 935  
gdcm::RealWorldValueMappingContent, 936  
    CodeMeaning, 937  
    CodeValue, 937  
    RealWorldValueIntercept, 937  
    RealWorldValueSlope, 937  
gdcm::Region, 937  
    ~Region, 938

- Area, [938](#)
- Clone, [939](#)
- ComputeBoundingBox, [939](#)
- Empty, [939](#)
- IsValid, [939](#)
- Print, [939](#)
- Region, [938](#)
- gdcmm::Rescaler, [940](#)
  - ~Rescaler, [942](#)
  - ComputeInterceptSlopePixelType, [942](#)
  - ComputePixelTypeFromMinMax, [942](#)
  - GetIntercept, [942](#)
  - GetSlope, [942](#)
  - InverseRescale, [943](#)
  - InverseRescaleFunctionIntoBestFit, [943](#)
  - Rescale, [943](#)
  - RescaleFunctionIntoBestFit, [943](#)
  - Rescaler, [942](#)
  - SetIntercept, [944](#)
  - SetMinMaxForPixelType, [944](#)
  - SetPixelFormat, [944](#)
  - SetSlope, [944](#)
  - SetTargetPixelType, [945](#)
  - SetUseTargetPixelType, [945](#)
- gdcmm::RLECodec, [945](#)
  - ~RLECodec, [947](#)
  - AppendFrameEncode, [948](#)
  - AppendRowEncode, [948](#)
  - CanCode, [948](#)
  - CanDecode, [948](#)
  - Clone, [949](#)
  - Code, [949](#)
  - Decode, [949](#)
  - DecodeByStreams, [949](#)
  - DecodeExtent, [950](#)
  - GetBufferLength, [950](#)
  - GetHeaderInfo, [950](#)
  - ImageRegionReader, [951](#)
  - IsFrameEncoder, [950](#)
  - IsRowEncoder, [950](#)
  - RLECodec, [947](#)
  - SetBufferLength, [951](#)
  - SetLength, [951](#)
  - StartEncode, [951](#)
  - StopEncode, [951](#)
- gdcmm::Scanner, [954](#)
  - ~Scanner, [957](#)
  - AddPrivateTag, [957](#)
  - AddSkipTag, [958](#)
  - AddTag, [958](#)
  - Begin, [958](#)
  - ClearSkipTags, [958](#)
  - ClearTags, [958](#)
  - ConstIterator, [956](#)
  - End, [958](#)
  - GetAllFilenamesFromTagToValue, [959](#)
  - GetFilenameFromTagToValue, [959](#)
  - GetFilenames, [959](#)
  - GetKeys, [959](#)
  - GetMapping, [959](#)
  - GetMappingFromTagToValue, [960](#)
  - GetMappings, [960](#)
  - GetOrderedValues, [960](#)
  - GetValue, [960](#)
  - GetValues, [960](#), [961](#)
  - IsKey, [961](#)
  - MappingType, [956](#)
  - New, [961](#)
  - operator<<, [962](#)
  - Print, [961](#)
  - PrintTable, [962](#)
  - ProcessPublicTag, [962](#)
  - Scan, [962](#)
  - Scanner, [957](#)
  - TagToValue, [957](#)
  - TagToValueValueType, [957](#)
  - ValuesType, [957](#)
- gdcmm::Scanner2, [963](#)
  - ~Scanner2, [968](#)
  - AddPrivateTag, [968](#)
  - AddPublicTag, [968](#)
  - AddSkipTag, [968](#)
  - Begin, [968](#)
  - ClearPrivateTags, [969](#)
  - ClearPublicTags, [969](#)
  - ClearSkipTags, [969](#)
  - End, [969](#)
  - GetAllFilenamesFromPrivateTagToValue, [969](#)
  - GetAllFilenamesFromPublicTagToValue, [969](#)
  - GetFilenameFromPrivateTagToValue, [969](#)
  - GetFilenameFromPublicTagToValue, [970](#)
  - GetFilenames, [970](#)
  - GetKeys, [970](#)
  - GetMappingFromPrivateTagToValue, [970](#)
  - GetMappingFromPublicTagToValue, [970](#)
  - GetPrivateMapping, [970](#)
  - GetPrivateMappings, [971](#)
  - GetPrivateOrderedValues, [971](#)
  - GetPrivateValue, [971](#)
  - GetPrivateValues, [971](#)
  - GetPublicMapping, [971](#)
  - GetPublicMappings, [971](#)
  - GetPublicOrderedValues, [972](#)
  - GetPublicValue, [972](#)
  - GetPublicValues, [972](#)
  - GetValues, [972](#)
  - IsKey, [972](#)
  - New, [973](#)

- operator<<, [974](#)
- Print, [973](#)
- PrintTable, [973](#)
- PrivateBegin, [973](#)
- PrivateConstIterator, [966](#)
- PrivateEnd, [973](#)
- PrivateMappingType, [966](#)
- PrivateTagToValue, [966](#)
- PrivateTagToValueValueType, [967](#)
- ProcessPrivateTag, [974](#)
- ProcessPublicTag, [974](#)
- PublicConstIterator, [967](#)
- PublicMappingType, [967](#)
- PublicTagToValue, [967](#)
- PublicTagToValueValueType, [967](#)
- Scan, [974](#)
- Scanner2, [968](#)
- ValuesType, [967](#)
- gdcmm::Scanner2::ltstr, [686](#)
  - operator(), [686](#)
- gdcmm::Scanner::ltstr, [687](#)
  - operator(), [687](#)
- gdcmm::Segment, [975](#)
  - ~Segment, [978](#)
  - AddSurface, [978](#)
  - ALGOType, [977](#)
  - ALGOType\_END, [978](#)
  - AnatomicRegion, [983](#)
  - AnatomicRegionModifiers, [983](#)
  - AUTOMATIC, [978](#)
  - BasicCodedEntryVector, [977](#)
  - GetALGOType, [978](#)
  - GetALGOTypeString, [978](#)
  - GetAnatomicRegion, [979](#)
  - GetAnatomicRegionModifiers, [979](#)
  - GetPropertyCategory, [979](#)
  - GetPropertyType, [979, 980](#)
  - GetPropertyTypeModifiers, [980](#)
  - GetSegmentAlgorithmName, [980](#)
  - GetSegmentAlgorithmType, [980](#)
  - GetSegmentDescription, [980](#)
  - GetSegmentLabel, [980](#)
  - GetSegmentNumber, [981](#)
  - GetSurface, [981](#)
  - GetSurfaceCount, [981](#)
  - GetSurfaces, [981](#)
  - MANUAL, [978](#)
  - PropertyCategory, [984](#)
  - PropertyType, [984](#)
  - PropertyTypeModifiers, [984](#)
  - Segment, [978](#)
  - SegmentAlgorithmName, [984](#)
  - SegmentAlgorithmType, [984](#)
  - SegmentDescription, [984](#)
  - SegmentLabel, [984](#)
  - SegmentNumber, [985](#)
  - SEMIAUTOMATIC, [978](#)
  - SetAnatomicRegion, [981](#)
  - SetAnatomicRegionModifiers, [981](#)
  - SetPropertyCategory, [982](#)
  - SetPropertyType, [982](#)
  - SetPropertyTypeModifiers, [982](#)
  - SetSegmentAlgorithmName, [982](#)
  - SetSegmentAlgorithmType, [982](#)
  - SetSegmentDescription, [983](#)
  - SetSegmentLabel, [983](#)
  - SetSegmentNumber, [983](#)
  - SetSurfaceCount, [983](#)
  - SurfaceCount, [985](#)
  - Surfaces, [985](#)
  - SurfaceVector, [977](#)
- gdcmm::SegmentedPaletteColorLookupTable, [985](#)
  - ~SegmentedPaletteColorLookupTable, [986](#)
  - Print, [987](#)
  - SegmentedPaletteColorLookupTable, [986](#)
  - SetLUT, [987](#)
- gdcmm::SegmentHelper, [84](#)
- gdcmm::SegmentHelper::BasicCodedEntry, [192](#)
  - BasicCodedEntry, [193](#)
  - CM, [194](#)
  - CSD, [194](#)
  - CSV, [194](#)
  - CV, [195](#)
  - IsEmpty, [194](#)
- gdcmm::SegmentReader, [988](#)
  - ~SegmentReader, [990](#)
  - GetSegments, [990](#)
  - Read, [990](#)
  - ReadSegment, [991](#)
  - ReadSegments, [991](#)
  - SegmentMap, [989](#)
  - SegmentReader, [990](#)
  - Segments, [991](#)
  - SegmentVector, [990](#)
- gdcmm::SegmentWriter, [992](#)
  - ~SegmentWriter, [993](#)
  - AddSegment, [994](#)
  - GetNumberOfSegments, [994](#)
  - GetSegment, [994](#)
  - GetSegments, [994](#)
  - PrepareWrite, [994](#)
  - Segments, [995](#)
  - SegmentVector, [993](#)
  - SegmentWriter, [993](#)
  - SetNumberOfSegments, [994](#)
  - SetSegments, [995](#)
  - Write, [995](#)
- gdcmm::SequenceOfFragments, [996](#)

- AddFragment, 998
- Begin, 999
- Clear, 999
- ComputeByteLength, 999
- ComputeLength, 999
- ConstIterator, 998
- End, 999, 1000
- FragmentVector, 998
- GetBuffer, 1000
- GetFragBuffer, 1000
- GetFragment, 1000
- GetLength, 1000
- GetNumberOfFragments, 1001
- GetTable, 1001
- Iterator, 998
- New, 1001
- operator==, 1001
- Print, 1002
- Read, 1002
- ReadPreValue, 1002
- ReadValue, 1002
- SequenceOfFragments, 998
- SetLength, 1002
- SizeType, 998
- Write, 1003
- WriteBuffer, 1003
- gdcmm::SequenceOfItems, 1004
  - AddItem, 1007
  - AddNewUndefinedLengthItem, 1007
  - Begin, 1008
  - Clear, 1008
  - ComputeLength, 1008
  - ConstIterator, 1006
  - End, 1008
  - FindDataElement, 1009
  - GetItem, 1009
  - GetLength, 1009
  - GetNumberOfItems, 1009
  - IsEmpty, 1010
  - IsUndefinedLength, 1010
  - Items, 1012
  - ItemVector, 1006
  - Iterator, 1007
  - New, 1010
  - operator=, 1010
  - operator==, 1010
  - Print, 1011
  - Read, 1011
  - RemoveItemByIndex, 1011
  - SequenceLengthField, 1012
  - SequenceOfItems, 1007
  - SetLength, 1011
  - SetLengthToUndefined, 1011
  - SetNumberOfItems, 1012
  - SizeType, 1007
  - Write, 1012
- gdcmm::SerieHelper, 1013
  - ~SerieHelper, 1015
  - AddFile, 1015
  - AddFileName, 1015
  - AddRestriction, 1015, 1016
  - Clear, 1016
  - CreateDefaultUniqueSeriesIdentifier, 1016
  - CreateUniqueSeriesIdentifier, 1016
  - elem, 1018
  - FileNameOrdering, 1016
  - GetFirstSingleSerieUIDFileSet, 1017
  - GetNextSingleSerieUIDFileSet, 1017
  - ImageNumberOrdering, 1017
  - ImagePositionPatientOrdering, 1017
  - ItFileSetHt, 1018
  - op, 1018
  - OrderFileList, 1017
  - Rule, 1014
  - SerieHelper, 1015
  - SerieRestrictions, 1014
  - SetDirectory, 1017
  - SetLoadMode, 1018
  - SetUseSeriesDetails, 1018
  - SingleSerieUIDFileSetHT, 1019
  - SingleSerieUIDFileSetmap, 1015
  - UserOrdering, 1018
  - value, 1019
- gdcmm::Series, 1019
  - Series, 1019
- gdcmm::ServiceClassUser, 1022
  - ~ServiceClassUser, 1024
  - GetAETitle, 1025
  - GetCalledAETitle, 1025
  - GetTimeout, 1025
  - InitializeConnection, 1025
  - IsPresentationContextAccepted, 1025
  - New, 1025
  - operator=, 1026
  - SendEcho, 1026
  - SendFind, 1026
  - SendMove, 1026, 1027
  - SendStore, 1027
  - ServiceClassUser, 1024
  - SetAETitle, 1027
  - SetCalledAETitle, 1028
  - SetHostname, 1028
  - SetPort, 1028
  - SetPortSCP, 1028
  - SetPresentationContexts, 1029
  - SetTimeout, 1029
  - StartAssociation, 1029
  - StopAssociation, 1029

gdcmm::SHA1, 1030  
    ~SHA1, 1031  
    Compute, 1031  
    ComputeFile, 1031  
    operator=, 1031  
    SHA1, 1031  
gdcmm::SimpleMemberCommand< T >, 1032  
    ~SimpleMemberCommand, 1035  
    Execute, 1035  
    m\_MemberFunction, 1036  
    m\_This, 1036  
    New, 1035  
    operator=, 1036  
    Self, 1034  
    SetCallbackFunction, 1036  
    SimpleMemberCommand, 1034  
    TMemberFunctionPointer, 1034  
gdcmm::SimpleSubjectWatcher, 1037  
    ~SimpleSubjectWatcher, 1038  
    EndFilter, 1038  
    operator=, 1038  
    ShowAbort, 1038  
    ShowAnonymization, 1039  
    ShowData, 1039  
    ShowDataSet, 1039  
    ShowFileName, 1039  
    ShowIteration, 1039  
    ShowProgress, 1040  
    SimpleSubjectWatcher, 1038  
    StartFilter, 1040  
    TestAbortOff, 1040  
    TestAbortOn, 1040  
gdcmm::SmartPointer< ObjectType >, 1043  
    ~SmartPointer, 1045  
    GetPointer, 1045  
    operator ObjectType \*, 1046  
    operator\*, 1046  
    operator->, 1046  
    operator=, 1046, 1047  
    SmartPointer, 1044, 1045  
gdcmm::SOPClassUIDToIOD, 1049  
    const, 1050  
    GetIOD, 1050  
    GetIODFromSOPClassUID, 1050  
    GetNumberOfSOPClassUIDToIOD, 1050  
    GetSOPClassUIDFromIOD, 1050  
    GetSOPClassUIDToIOD, 1051  
    GetSOPClassUIDToIODs, 1051  
gdcmm::Sorter, 1051  
    ~Sorter, 1054  
    AddSelect, 1054  
    FileNames, 1056  
    GetFileNames, 1054  
    operator<=, 1055  
    Print, 1054  
    Selection, 1056  
    SelectionMap, 1053  
    SetSortFunction, 1054  
    SetTagsToRead, 1055  
    Sort, 1055  
    Sorter, 1053  
    SortFunc, 1056  
    SortFunction, 1053  
    StableSort, 1055  
    TagsToRead, 1056  
gdcmm::Spacing, 1056  
    ~Spacing, 1059  
    CALIBRATED, 1058  
    ComputePixelAspectRatioFromPixelSpacing, 1059  
    DETECTOR, 1058  
    MAGNIFIED, 1058  
    Spacing, 1058  
    SpacingType, 1058  
    UNKNOWN, 1058  
gdcmm::Spectroscopy, 1059  
    Spectroscopy, 1059  
gdcmm::SplitMosaicFilter, 1060  
    ~SplitMosaicFilter, 1061  
    ComputeMOSAICDimensions, 1061  
    ComputeMOSAICSliceNormal, 1061  
    ComputeMOSAICSlicePosition, 1062  
    GetAcquisitionSize, 1062  
    GetFile, 1062  
    GetImage, 1062  
    GetNumberOfImagesInMosaic, 1063  
    SetFile, 1063  
    SetImage, 1063  
    Split, 1063  
    SplitMosaicFilter, 1061  
gdcmm::StartEvent, 1064  
gdcmm::static\_assert\_test< x >, 1065  
gdcmm::STATIC\_ASSERTION\_FAILURE< true >, 1065  
    value, 1065  
gdcmm::STATIC\_ASSERTION\_FAILURE< x >, 1065  
gdcmm::StreamImageReader, 1066  
    ~StreamImageReader, 1067  
    CanReadImage, 1067  
    DefinePixelExtent, 1067  
    DefineProperBufferLength, 1067  
    GetDimensionsValueForResolution, 1068  
    GetFile, 1068  
    Read, 1068  
    ReadImageInformation, 1068  
    SetFileName, 1069  
    SetStream, 1069  
    StreamImageReader, 1066  
gdcmm::StreamImageWriter, 1070  
    ~StreamImageWriter, 1072



CanWriteFile, [1072](#)  
 DefinePixelExtent, [1072](#)  
 DefineProperBufferLength, [1072](#)  
 mElementOffsets, [1075](#)  
 mElementOffsets1, [1075](#)  
 mspFile, [1075](#)  
 mWriter, [1075](#)  
 mXMax, [1075](#)  
 mXMin, [1076](#)  
 mYMax, [1076](#)  
 mYMin, [1076](#)  
 mZMax, [1076](#)  
 mZMin, [1076](#)  
 SetFile, [1073](#)  
 SetFileName, [1073](#)  
 SetStream, [1073](#)  
 StreamImageWriter, [1071](#)  
 Write, [1073](#)  
 WriteImageInformation, [1074](#)  
 WriteImageSubregionRAW, [1074](#)  
 WriteRawHeader, [1074](#)  
 gdcm::StrictScanner, [1077](#)  
   ~StrictScanner, [1080](#)  
   AddPrivateTag, [1080](#)  
   AddSkipTag, [1081](#)  
   AddTag, [1081](#)  
   Begin, [1081](#)  
   ClearSkipTags, [1081](#)  
   ClearTags, [1081](#)  
   ConstIterator, [1079](#)  
   End, [1081](#)  
   GetAllFilenamesFromTagToValue, [1082](#)  
   GetFilenameFromTagToValue, [1082](#)  
   GetFilenames, [1082](#)  
   GetKeys, [1082](#)  
   GetMapping, [1082](#)  
   GetMappingFromTagToValue, [1082](#)  
   GetMappings, [1083](#)  
   GetOrderedValues, [1083](#)  
   GetValue, [1083](#)  
   GetValues, [1083](#)  
   IsKey, [1084](#)  
   MappingType, [1079](#)  
   New, [1084](#)  
   operator<<, [1085](#)  
   Print, [1084](#)  
   PrintTable, [1084](#)  
   ProcessPublicTag, [1085](#)  
   Scan, [1085](#)  
   StrictScanner, [1080](#)  
   TagToValue, [1080](#)  
   TagToValueValueType, [1080](#)  
   ValueType, [1080](#)  
 gdcm::StrictScanner2, [1086](#)  
   ~StrictScanner2, [1090](#)  
   AddPrivateTag, [1090](#)  
   AddPublicTag, [1090](#)  
   AddSkipTag, [1091](#)  
   Begin, [1091](#)  
   ClearPrivateTags, [1091](#)  
   ClearPublicTags, [1091](#)  
   ClearSkipTags, [1091](#)  
   End, [1091](#)  
   GetAllFilenamesFromPrivateTagToValue, [1092](#)  
   GetAllFilenamesFromPublicTagToValue, [1092](#)  
   GetFilenameFromPrivateTagToValue, [1092](#)  
   GetFilenameFromPublicTagToValue, [1092](#)  
   GetFilenames, [1092](#)  
   GetKeys, [1092](#)  
   GetMappingFromPrivateTagToValue, [1093](#)  
   GetMappingFromPublicTagToValue, [1093](#)  
   GetPrivateMapping, [1093](#)  
   GetPrivateMappings, [1093](#)  
   GetPrivateOrderedValues, [1093](#)  
   GetPrivateValue, [1093](#)  
   GetPrivateValues, [1094](#)  
   GetPublicMapping, [1094](#)  
   GetPublicMappings, [1094](#)  
   GetPublicOrderedValues, [1094](#)  
   GetPublicValue, [1094](#)  
   GetPublicValues, [1094](#)  
   GetValues, [1095](#)  
   IsKey, [1095](#)  
   New, [1095](#)  
   operator<<, [1097](#)  
   Print, [1095](#)  
   PrintTable, [1095](#)  
   PrivateBegin, [1096](#)  
   PrivateConstIterator, [1089](#)  
   PrivateEnd, [1096](#)  
   PrivateMappingType, [1089](#)  
   PrivateTagToValue, [1089](#)  
   PrivateTagToValueValueType, [1089](#)  
   ProcessPrivateTag, [1096](#)  
   ProcessPublicTag, [1096](#)  
   PublicConstIterator, [1089](#)  
   PublicMappingType, [1089](#)  
   PublicTagToValue, [1089](#)  
   PublicTagToValueValueType, [1090](#)  
   Scan, [1096](#)  
   StrictScanner2, [1090](#)  
   ValueType, [1090](#)  
 gdcm::StrictScanner2::ltstr, [687](#)  
   operator(), [687](#)  
 gdcm::StrictScanner::ltstr, [688](#)  
   operator(), [688](#)  
 gdcm::String< TDelimiter, TMaxLength, TPadChar >, [1097](#)



- const\_iterator, 1099
- const\_reference, 1099
- const\_reverse\_iterator, 1099
- difference\_type, 1099
- IsValid, 1102
- iterator, 1100
- operator const char \*, 1102
- pointer, 1100
- reference, 1100
- reverse\_iterator, 1100
- size\_type, 1100
- String, 1101
- Trim, 1102
- Truncate, 1102
- value\_type, 1100
- gdcmm::StringFilter, 1103
  - ~StringFilter, 1104
  - ExecuteQuery, 1104
  - FromString, 1104
  - GetFile, 1105
  - SetDicts, 1105
  - SetFile, 1105
  - StringFilter, 1104
  - ToString, 1105, 1106
  - ToStringPair, 1106, 1107
  - UseDictAlways, 1107
- gdcmm::Study, 1107
  - Study, 1107
- gdcmm::Subject, 1108
  - ~Subject, 1110
  - AddObserver, 1110
  - GetCommand, 1110
  - HasObserver, 1110
  - InvokeEvent, 1111
  - RemoveAllObservers, 1111
  - RemoveObserver, 1111
  - Subject, 1109
- gdcmm::Surface, 1112
  - ~Surface, 1115
  - GetAlgorithmFamily, 1116
  - GetAlgorithmName, 1116
  - GetAlgorithmVersion, 1116
  - GetAxisOfRotation, 1116
  - GetCenterOfRotation, 1116
  - GetFiniteVolume, 1117
  - GetManifold, 1117
  - GetMaximumPointDistance, 1117
  - GetMeanPointDistance, 1117
  - GetMeshPrimitive, 1117
  - GetNumberOfSurfacePoints, 1118
  - GetNumberOfVectors, 1118
  - GetPointCoordinatesData, 1118
  - GetPointPositionAccuracy, 1118
  - GetPointsBoundingBoxCoordinates, 1118
  - GetProcessingAlgorithm, 1119
  - GetRecommendedDisplayCIELabValue, 1119
  - GetRecommendedDisplayGrayscaleValue, 1119
  - GetRecommendedPresentationOpacity, 1119
  - GetRecommendedPresentationType, 1120
  - GetSTATES, 1120
  - GetSTATESString, 1120
  - GetSurfaceComments, 1120
  - GetSurfaceNumber, 1120
  - GetSurfaceProcessing, 1120
  - GetSurfaceProcessingDescription, 1120
  - GetSurfaceProcessingRatio, 1121
  - GetVectorAccuracy, 1121
  - GetVectorCoordinateData, 1121
  - GetVectorDimensionality, 1121
  - GetVIEWType, 1121
  - GetVIEWTypeString, 1121
  - NO, 1115
  - POINTS, 1115
  - SetAlgorithmFamily, 1122
  - SetAlgorithmName, 1122
  - SetAlgorithmVersion, 1122
  - SetAxisOfRotation, 1122
  - SetCenterOfRotation, 1122
  - SetFiniteVolume, 1122
  - SetManifold, 1123
  - SetMaximumPointDistance, 1123
  - SetMeanPointDistance, 1123
  - SetMeshPrimitive, 1123
  - SetNumberOfSurfacePoints, 1123
  - SetNumberOfVectors, 1123
  - SetPointCoordinatesData, 1124
  - SetPointPositionAccuracy, 1124
  - SetPointsBoundingBoxCoordinates, 1124
  - SetProcessingAlgorithm, 1124
  - SetRecommendedDisplayCIELabValue, 1124, 1125
  - SetRecommendedDisplayGrayscaleValue, 1125
  - SetRecommendedPresentationOpacity, 1125
  - SetRecommendedPresentationType, 1125
  - SetSurfaceComments, 1125
  - SetSurfaceNumber, 1125
  - SetSurfaceProcessing, 1126
  - SetSurfaceProcessingDescription, 1126
  - SetSurfaceProcessingRatio, 1126
  - SetVectorAccuracy, 1126
  - SetVectorCoordinateData, 1126
  - SetVectorDimensionality, 1126
  - STATES, 1114
  - STATES\_END, 1115
  - SURFACE, 1115
  - Surface, 1115
  - UNKNOWN, 1115
  - VIEWType, 1115
  - VIEWType\_END, 1115

- WIREFRAME, 1115
- YES, 1115
- gdcmm::SurfaceHelper, 1127
  - ColorArray, 1128
  - RecommendedDisplayCIELabToRGB, 1128
  - RGBToRecommendedDisplayCIELab, 1129
  - RGBToRecommendedDisplayGrayscale, 1129
- gdcmm::SurfaceReader, 1130
  - ~SurfaceReader, 1132
  - GetNumberOfSurfaces, 1132
  - Read, 1133
  - ReadPointMacro, 1133
  - ReadSurface, 1133
  - ReadSurfaces, 1133
  - SurfaceReader, 1132
- gdcmm::SurfaceWriter, 1134
  - ~SurfaceWriter, 1135
  - ComputeNumberOfSurfaces, 1135
  - GetNumberOfSurfaces, 1135
  - NumberOfSurfaces, 1136
  - PrepareWrite, 1136
  - PrepareWritePointMacro, 1136
  - SetNumberOfSurfaces, 1136
  - SurfaceWriter, 1135
  - Write, 1136
- gdcmm::SwapCode, 1137
  - BadBigEndian, 1138
  - BadLittleEndian, 1138
  - BigEndian, 1138
  - GetIndex, 1138
  - GetSwapCodeString, 1138
  - LittleEndian, 1138
  - operator SwapCode::SwapCodeType, 1139
  - operator<<, 1139
  - SwapCode, 1138
  - SwapCodeType, 1138
  - Unknown, 1138
- gdcmm::SwapperDoOp, 1139
  - Swap, 1139
  - SwapArray, 1140
- gdcmm::SwapperNoOp, 1140
  - Swap, 1140
  - SwapArray, 1141
- gdcmm::System, 1141
  - ConvertToUNC, 1142
  - DeleteDirectory, 1143
  - EncodeBytes, 1143
  - FileExists, 1143
  - FileIsDirectory, 1143
  - FileIsSymlink, 1143
  - FileSize, 1144
  - FileTime, 1144
  - FormatDateTime, 1144
  - GetCurrentDateTime, 1144
  - GetCurrentModuleFileName, 1145
  - GetCurrentProcessFileName, 1145
  - GetCurrentResourcesDirectory, 1145
  - GetCWD, 1145
  - GetHostName, 1145
  - GetLastSystemError, 1145
  - GetLocaleCharset, 1146
  - GetPermissions, 1146
  - GetTimezoneOffsetFromUTC, 1146
  - MakeDirectory, 1146
  - ParseDateTime, 1146, 1147
  - RemoveFile, 1147
  - SetPermissions, 1147
  - StrCaseCmp, 1147
  - StrNCaseCmp, 1148
  - StrSep, 1148
  - StrTokR, 1148
- gdcmm::Table, 1149
  - ~Table, 1150
  - GetTableEntry, 1150
  - InsertEntry, 1151
  - MapTableEntry, 1150
  - operator<<, 1151
  - operator=, 1151
  - Table, 1150
  - TableInternal, 1151
- gdcmm::TableEntry, 1152
  - ~TableEntry, 1152
  - TableEntry, 1152
- gdcmm::TableReader, 1153
  - ~TableReader, 1154
  - CharacterDataHandler, 1154
  - EndElement, 1154
  - GetDefs, 1154
  - GetFilename, 1155
  - HandleIOD, 1155
  - HandleIODEntry, 1155
  - HandleMacro, 1155
  - HandleMacroEntry, 1155
  - HandleMacroEntryDescription, 1155
  - HandleModule, 1155
  - HandleModuleEntry, 1156
  - HandleModuleEntryDescription, 1156
  - HandleModuleInclude, 1156
  - Read, 1156
  - SetFilename, 1156
  - StartElement, 1156
  - TableReader, 1154
- gdcmm::Tag, 1158
  - bytes, 1169
  - GetElement, 1161
  - GetElementTag, 1161
  - GetGroup, 1162
  - GetLength, 1162

- GetPrivateCreator, 1162
- IsGroupLength, 1162
- IsGroupXX, 1163
- IsIllegal, 1163
- IsPrivate, 1163
- IsPrivateCreator, 1163
- IsPublic, 1164
- operator!=, 1164
- operator<, 1164
- operator<<, 1168
- operator<=, 1164
- operator>>, 1168
- operator=, 1164
- operator==, 1165
- operator[], 1165
- PrintAsContinuousString, 1165
- PrintAsContinuousUpperCaseString, 1165
- PrintAsPipeSeparatedString, 1166
- Read, 1166
- ReadFromCommaSeparatedString, 1166
- ReadFromContinuousString, 1166
- ReadFromPipeSeparatedString, 1166
- SetElement, 1167
- SetElementTag, 1167
- SetGroup, 1167
- SetPrivateCreator, 1168
- Tag, 1160, 1161
- tag, 1169
- tags, 1169
- Write, 1168
- gdcmm::TagPath, 1169
  - ~TagPath, 1170
  - ConstructFromString, 1170
  - ConstructFromTagList, 1171
  - IsValid, 1171
  - Print, 1171
  - Push, 1171
  - TagPath, 1170
- gdcmm::terminal, 84
  - Attribute, 85
  - black, 86
  - blink, 86
  - blue, 86
  - bright, 86
  - Color, 86
  - CONSOLE, 86
  - cyan, 86
  - dim, 86
  - green, 86
  - hidden, 86
  - magenta, 86
  - Mode, 86
  - red, 86
  - reset, 86
  - reverse, 86
  - setattr, 86
  - setbgcolor, 87
  - setfgcolor, 87
  - setmode, 87
  - underline, 86
  - VT100, 86
  - white, 86
  - yellow, 86
- gdcmm::Testing, 1172
  - ~Testing, 1174
  - ComputeFileMD5, 1174
  - ComputeMD5, 1174
  - GetDataExtraRoot, 1174
  - GetDataRoot, 1175
  - GetFileName, 1175
  - GetFileNames, 1175
  - GetLossyFlagFromFile, 1175
  - GetMD5DataImage, 1176
  - GetMD5DataImages, 1176
  - GetMD5FromBrokenFile, 1176
  - GetMD5FromFile, 1176
  - GetMediaStorageDataFile, 1176
  - GetMediaStorageDataFiles, 1176
  - GetMediaStorageFromFile, 1177
  - GetNumberOfFileNames, 1177
  - GetNumberOfMD5DataImages, 1177
  - GetNumberOfMediaStorageDataFiles, 1177
  - GetPixelSpacingDataRoot, 1177
  - GetSelectedPrivateGroupOffsetFromFile, 1177
  - GetSelectedTagsOffsetFromFile, 1178
  - GetSourceDirectory, 1178
  - GetStreamOffsetFromFile, 1178
  - GetTempDirectory, 1178
  - GetTempDirectoryW, 1178
  - GetTempFilename, 1179
  - GetTempFilenameW, 1179
  - MD5DataImagesType, 1173
  - MediaStorageDataFilesType, 1173
  - Print, 1179
  - Testing, 1174
- gdcmm::Trace, 1180
  - ~Trace, 1181
  - DebugOff, 1181
  - DebugOn, 1181
  - ErrorOff, 1182
  - ErrorOn, 1182
  - GetDebugFlag, 1182
  - GetDebugStream, 1182
  - GetErrorFlag, 1182
  - GetErrorStream, 1182
  - GetStream, 1183
  - GetWarningFlag, 1183
  - GetWarningStream, 1183

- SetDebug, [1183](#)
- SetDebugStream, [1183](#)
- SetError, [1183](#)
- SetErrorStream, [1184](#)
- SetStream, [1184](#)
- SetStreamToFile, [1184](#)
- SetWarning, [1184](#)
- SetWarningStream, [1184](#)
- Trace, [1181](#)
- WarningOff, [1185](#)
- WarningOn, [1185](#)
- gdcmm::TransferSyntax, [1185](#)
  - CanStoreLossy, [1189](#)
  - CT\_private\_ELE, [1188](#)
  - DeflatedExplicitVRLittleEndian, [1188](#)
  - Explicit, [1187](#)
  - ExplicitVRBigEndian, [1188](#)
  - ExplicitVRLittleEndian, [1188](#)
  - GetNegociatedType, [1189](#)
  - GetString, [1189](#)
  - GetSwapCode, [1189](#)
  - GetTSString, [1189](#)
  - GetTSType, [1190](#)
  - Implicit, [1187](#)
  - ImplicitVRBigEndianACRNEMA, [1188](#)
  - ImplicitVRBigEndianPrivateGE, [1188](#)
  - ImplicitVRLittleEndian, [1188](#)
  - IsEncapsulated, [1190](#)
  - IsEncoded, [1190](#)
  - IsExplicit, [1190](#)
  - IsImplicit, [1190](#)
  - IsLossless, [1191](#)
  - IsLossy, [1191](#)
  - IsValid, [1191](#)
  - JPEG2000, [1188](#)
  - JPEG2000Lossless, [1188](#)
  - JPEG2000Part2, [1188](#)
  - JPEG2000Part2Lossless, [1188](#)
  - JPEGBaselineProcess1, [1188](#)
  - JPEGExtendedProcess2\_4, [1188](#)
  - JPEGExtendedProcess3\_5, [1188](#)
  - JPEGFullProgressionProcess10\_12, [1188](#)
  - JPEGLosslessProcess14, [1188](#)
  - JPEGLosslessProcess14\_1, [1188](#)
  - JPEGLSLossless, [1188](#)
  - JPEGLSNearLossless, [1188](#)
  - JPEGSpectralSelectionProcess6\_8, [1188](#)
  - JPIPRReferenced, [1188](#)
  - MPEG2MainProfile, [1188](#)
  - MPEG2MainProfileHighLevel, [1188](#)
  - MPEG4AVCH264BDcompatibleHighProfileLevel4\_1, [1188](#)
  - MPEG4AVCH264HighProfileLevel4\_1, [1188](#)
  - NegociatedType, [1187](#)
  - operator TSType, [1191](#)
  - operator<<, [1191](#)
  - RLELossless, [1188](#)
  - TransferSyntax, [1188](#)
  - TS\_END, [1188](#)
  - TSType, [1188](#)
  - Unknown, [1187](#)
  - WeirdPapryus, [1188](#)
- gdcmm::Type, [1196](#)
  - GetTypeString, [1198](#)
  - GetTypeType, [1198](#)
  - operator TypeType, [1198](#)
  - operator<<, [1198](#)
  - T1, [1197](#)
  - T1C, [1197](#)
  - T2, [1197](#)
  - T2C, [1197](#)
  - T3, [1197](#)
  - Type, [1198](#)
  - TypeType, [1197](#)
  - UNKNOWN, [1197](#)
- gdcmm::UI, [1199](#)
  - Internal, [1199](#)
  - operator<<, [1199](#)
- gdcmm::UIDGenerator, [1200](#)
  - Generate, [1201](#)
  - GenerateUUID, [1201](#)
  - GetGDCMUID, [1201](#)
  - GetRoot, [1201](#)
  - IsValid, [1202](#)
  - SetRoot, [1202](#)
  - UIDGenerator, [1200](#)
- gdcmm::UIDs, [1202](#)
  - AbstractMultiDimensionalImageModel, [1228](#)
  - AcquisitionContextSRStorage, [1227](#)
  - AdultMouseAnatomyOntology, [1225](#)
  - AdvancedBlendingPresentationStateStorage, [1226](#)
  - AmbulatoryECGWaveformStorage, [1222](#)
  - ArterialPulseWaveformStorage, [1226](#)
  - AudioSRStorageTrialRetired, [1223](#)
  - AutorefractionMeasurementsStorage, [1226](#)
  - BasicAnnotationBoxSOPClass, [1221](#)
  - BasicColorImageBoxSOPClass, [1221](#)
  - BasicColorPrintManagementMetaSOPClass, [1221](#)
  - BasicFilmBoxSOPClass, [1221](#)
  - BasicFilmSessionSOPClass, [1221](#)
  - BasicGrayscaleImageBoxSOPClass, [1221](#)
  - BasicGrayscalePrintManagementMetaSOPClass, [1221](#)
  - BasicPrintImageOverlayBoxSOPClassRetired, [1221](#)
  - BasicStructuredDisplayStorage, [1227](#)
  - BasicStudyContentNotificationSOPClassRetired, [1220](#)
  - BasicTextSRStorage, [1223](#)

- BasicVoiceAudioWaveformStorage, [1222](#)
- BlendingSoftcopyPresentationStateStorageSOP-Class, [1222](#)
- BreastImagingRelevantPatientInformationQuery, [1224](#)
- BreastProjectionXRayImageStorageForPresentation, [1226](#)
- BreastProjectionXRayImageStorageForProcessing, [1226](#)
- BreastTomosynthesisImageStorage, [1225](#)
- CardiacElectrophysiologyWaveformStorage, [1222](#)
- CardiacRelevantPatientInformationQuery, [1224](#)
- ChestCADSRStorage, [1223](#)
- ColonCADSRStorage, [1227](#)
- ColorPaletteQueryRetrieveInformationModelFIND, [1228](#)
- ColorPaletteQueryRetrieveInformationModelGET, [1228](#)
- ColorPaletteQueryRetrieveInformationModelMOVE, [1228](#)
- ColorPaletteStorage, [1228](#)
- ColorSoftcopyPresentationStateStorageSOPClass, [1222](#)
- CompositeInstanceRetrieveWithoutBulkDataGET, [1227](#)
- CompositeInstanceRootRetrieveGET, [1227](#)
- CompositeInstanceRootRetrieveMOVE, [1227](#)
- CompositingPlanarMPRVolumetricPresentation-StateStorage, [1226](#)
- Comprehensive3DSRStorage, [1227](#)
- ComprehensiveSRStorage, [1223](#)
- ComprehensiveSRStorageTrialRetired, [1223](#)
- ComputedRadiographyImageStorage, [1221](#)
- ContentAssessmentResultsStorage, [1227](#)
- CornealTopographyMapStorage, [1227](#)
- CTDefinedProcedureProtocolStorage, [1227](#)
- CTImageStorage, [1221](#)
- CTPerformedProcedureProtocolStorage, [1227](#)
- DefinedProcedureProtocolInformationModelFIND, [1227](#)
- DefinedProcedureProtocolInformationModelGET, [1227](#)
- DefinedProcedureProtocolInformationModelMOVE, [1227](#)
- DeflatedExplicitVRLittleEndian, [1219](#)
- DeformableSpatialRegistrationStorage, [1222](#)
- DetachedInterpretationManagementSOPClassRetired, [1221](#)
- DetachedPatientManagementMetaSOPClassRetired, [1220](#)
- DetachedPatientManagementSOPClassRetired, [1220](#)
- DetachedResultsManagementMetaSOPClassRetired, [1220](#)
- DetachedResultsManagementSOPClassRetired, [1220](#)
- DetachedStudyManagementMetaSOPClassRetired, [1220](#)
- DetachedStudyManagementSOPClassRetired, [1220](#)
- DetachedVisitManagementSOPClassRetired, [1220](#)
- DetailSRStorageTrialRetired, [1223](#)
- dicomAETitle, [1224](#)
- dicomApplicationCluster, [1224](#)
- DICOMApplicationContextName, [1220](#)
- dicomAssociationAcceptor, [1224](#)
- dicomAssociationInitiator, [1224](#)
- dicomAuthorizedNodeCertificateReference, [1224](#)
- dicomConfigurationRoot, [1225](#)
- DICOMContentMappingResource, [1228](#)
- DICOMControlledTerminology, [1220](#)
- dicomDescription, [1224](#)
- dicomDevice, [1225](#)
- dicomDeviceName, [1224](#)
- dicomDeviceSerialNumber, [1225](#)
- dicomDevicesRoot, [1225](#)
- dicomHostname, [1224](#)
- dicomInstalled, [1224](#)
- dicomInstitutionAddress, [1225](#)
- dicomInstitutionDepartmentName, [1225](#)
- dicomInstitutionName, [1225](#)
- dicomIssuerOfPatientID, [1225](#)
- dicomManufacturer, [1224](#)
- dicomManufacturerModelName, [1224](#)
- dicomNetworkAE, [1225](#)
- dicomNetworkConnection, [1225](#)
- dicomNetworkConnectionReference, [1224](#)
- dicomPort, [1224](#)
- dicomPreferredCalledAETitle, [1224](#)
- dicomPreferredCallingAETitle, [1225](#)
- dicomPrimaryDeviceType, [1224](#)
- dicomRelatedDeviceReference, [1224](#)
- dicomSoftwareVersion, [1224](#)
- dicomSOPClass, [1224](#)
- dicomStationName, [1225](#)
- dicomSupportedCharacterSet, [1225](#)
- dicomThisNodeCertificateReference, [1224](#)
- dicomTLSCyphersuite, [1224](#)
- dicomTransferCapability, [1225](#)
- dicomTransferRole, [1224](#)
- dicomTransferSyntax, [1224](#)
- DICOMUIDRegistry, [1220](#)
- dicomUniqueAETitle, [1225](#)
- dicomUniqueAETitlesRegistryRoot, [1225](#)
- dicomVendorData, [1224](#)
- DICOS2DAITStorage, [1227](#)
- DICOS3DAITStorage, [1227](#)
- DICOSCTImageStorage, [1227](#)

- DICOSDigitalXRayImageStorageForPresentation, [1227](#)
- DICOSDigitalXRayImageStorageForProcessing, [1227](#)
- DICOSQuadrupoleResonanceQRStorage, [1227](#)
- DICOSThreatDetectionReportStorage, [1227](#)
- DigitalIntraoralXRayImageStorageForPresentation, [1221](#)
- DigitalIntraoralXRayImageStorageForProcessing, [1221](#)
- DigitalMammographyXRayImageStorageForPresentation, [1221](#)
- DigitalMammographyXRayImageStorageForProcessing, [1221](#)
- DigitalXRayImageStorageForPresentation, [1221](#)
- DigitalXRayImageStorageForProcessing, [1221](#)
- DisplaySystemSOPClass, [1226](#)
- DisplaySystemSOPInstance, [1226](#)
- ECG12leadWaveformStorage, [1222](#)
- EddyCurrentImageStorage, [1227](#)
- EddyCurrentMultiframeImageStorage, [1227](#)
- EncapsulatedCDASStorage, [1223](#)
- EncapsulatedPDFStorage, [1223](#)
- EncapsulatedSTLStorage, [1227](#)
- EnhancedCTImageStorage, [1221](#)
- EnhancedMRCOLORImageStorage, [1228](#)
- EnhancedMRIImageStorage, [1221](#)
- EnhancedPETImageStorage, [1227](#)
- EnhancedSRStorage, [1223](#)
- EnhancedUSVolumeStorage, [1225](#)
- EnhancedXAImageStorage, [1222](#)
- EnhancedXRFImageStorage, [1222](#)
- ExplicitVRBigEndian, [1219](#)
- ExplicitVRLittleEndian, [1219](#)
- ExtensibleSRStorage, [1227](#)
- FallColorPaletteSOPInstance, [1225](#)
- GeneralAudioWaveformStorage, [1226](#)
- GeneralECGWaveformStorage, [1222](#)
- GeneralPurposePerformedProcedureStepSOPClass, [1224](#)
- GeneralPurposeScheduledProcedureStepSOPClass, [1224](#)
- GeneralPurposeWorklistInformationModelFIND, [1223](#)
- GeneralPurposeWorklistManagementMetaSOPClass, [1224](#)
- GeneralRelevantPatientInformationQuery, [1224](#)
- GenericImplantTemplateInformationModelFIND, [1228](#)
- GenericImplantTemplateInformationModelGET, [1228](#)
- GenericImplantTemplateInformationModelMOVE, [1228](#)
- GenericImplantTemplateStorage, [1228](#)
- GetName, [1238](#)
- GetNumberOfTransferSyntaxStrings, [1238](#)
- GetString, [1238](#)
- GetTransferSyntaxString, [1238](#)
- GetTransferSyntaxStrings, [1238](#)
- GetUIDName, [1239](#)
- GetUIDString, [1239](#)
- GrayscalePlanarMPRVolumetricPresentationStateStorage, [1226](#)
- GrayscaleSoftcopyPresentationStateStorageSOPClass, [1222](#)
- HangingProtocolInformationModelFIND, [1224](#)
- HangingProtocolInformationModelGET, [1228](#)
- HangingProtocolInformationModelMOVE, [1224](#)
- HangingProtocolStorage, [1224](#)
- HardcopyColorImageStorageSOPClassRetired, [1221](#)
- HardcopyGrayscaleImageStorageSOPClassRetired, [1221](#)
- HemodynamicWaveformStorage, [1222](#)
- HEVCH\_265Main10ProfileLevel5\_1, [1226](#)
- HEVCH\_265MainProfileLevel5\_1, [1226](#)
- HotIronColorPaletteSOPInstance, [1226](#)
- HotMetalBlueColorPaletteSOPInstance, [1225](#)
- ICBM452T1FrameofReference, [1220](#)
- ICBMSingleSubjectMRIFrameofReference, [1220](#)
- ICD11, [1225](#)
- ImageBiomarkerStandardisationInitiative, [1225](#)
- ImageOverlayBoxSOPClassRetired, [1221](#)
- ImplantAssemblyTemplateInformationModelFIND, [1228](#)
- ImplantAssemblyTemplateInformationModelGET, [1228](#)
- ImplantAssemblyTemplateInformationModelMOVE, [1228](#)
- ImplantAssemblyTemplateStorage, [1228](#)
- ImplantationPlanSRStorage, [1227](#)
- ImplantTemplateGroupInformationModelFIND, [1228](#)
- ImplantTemplateGroupInformationModelGET, [1228](#)
- ImplantTemplateGroupInformationModelMOVE, [1228](#)
- ImplantTemplateGroupStorage, [1228](#)
- ImplicitVRLittleEndianDefaultTransferSyntaxforDICOM, [1219](#)
- InstanceAvailabilityNotificationSOPClass, [1224](#)
- IntegratedTaxonomicInformationSystemITISTaxonomicSerialNumberTSN, [1225](#)
- IntraocularLensCalculationsStorage, [1226](#)
- IntravascularOpticalCoherenceTomographyImageStorageForPresentation, [1226](#)
- IntravascularOpticalCoherenceTomographyImageStorageForProcessing, [1226](#)
- JPEG2000ImageCompression, [1219](#)
- JPEG2000ImageCompressionLosslessOnly, [1219](#)
- JPEG2000Part2MulticomponentImageCompression, [1219](#)



- JPEG2000Part2MulticomponentImageCompressionLosslessOnlyClass, [1220](#)
- [1219](#)
- JPEGBaselineProcess1DefaultTransferSyntaxforLossyJPEG8BitImages, [1220](#)
- [1219](#)
- JPEGExtendedHierarchicalProcess1618Retired, [1219](#)
- JPEGExtendedHierarchicalProcess1719Retired, [1219](#)
- JPEGExtendedProcess24DefaultTransferSyntaxforLossyJPEG8BitImages, [1220](#)
- [1219](#)
- JPEGExtendedProcess35Retired, [1219](#)
- JPEGFullProgressionHierarchicalProcess2426Retired, [1219](#)
- JPEGFullProgressionHierarchicalProcess2527Retired, [1219](#)
- JPEGFullProgressionNonHierarchicalProcess1012Retired, [1219](#)
- JPEGFullProgressionNonHierarchicalProcess1113Retired, [1219](#)
- JPEGLosslessHierarchicalProcess28Retired, [1219](#)
- JPEGLosslessHierarchicalProcess29Retired, [1219](#)
- JPEGLosslessNonHierarchicalFirstOrderPrediction-  
Process14SelectionValue1DefaultTransferSyntaxforLossyJPEG8BitImages, [1220](#)
- [1219](#)
- JPEGLosslessNonHierarchicalProcess14, [1219](#)
- JPEGLosslessNonHierarchicalProcess15Retired, [1219](#)
- JPEGLSLosslessImageCompression, [1219](#)
- JPEGLSLossyNearLosslessImageCompression, [1219](#)
- JPEGSpectralSelectionHierarchicalProcess2022Retired, [1219](#)
- JPEGSpectralSelectionHierarchicalProcess2123Retired, [1219](#)
- JPEGSpectralSelectionNonHierarchicalProcess68Retired, [1219](#)
- JPEGSpectralSelectionNonHierarchicalProcess79Retired, [1219](#)
- JPIPReferenced, [1219](#)
- JPIPReferencedDeflate, [1219](#)
- KeratometryMeasurementsStorage, [1226](#)
- KeyObjectSelectionDocumentStorage, [1223](#)
- LegacyConvertedEnhancedCTImageStorage, [1225](#)
- LegacyConvertedEnhancedMRImageStorage, [1225](#)
- LegacyConvertedEnhancedPETImageStorage, [1225](#)
- LensometryMeasurementsStorage, [1226](#)
- MacularGridThicknessandVolumeReportStorage, [1226](#)
- MammographyCADSRStorage, [1223](#)
- MayoClinicNonradiologicalImagesSBSSAnatomical-  
SurfaceRegionGuide, [1225](#)
- MediaCreationManagementSOPClassUID, [1221](#)
- MediaStorageDirectoryStorage, [1220](#)
- ModalityPerformedProcedureStepNotificationSOP-  
Class, [1220](#)
- ModalityPerformedProcedureStepRetrieveSOP-  
Class, [1220](#)
- ModalityPerformedProcedureStepSOPClass, [1220](#)
- ModalityWorklistInformationModelFIND, [1223](#)
- MouseGenomeInitiativeMGI, [1225](#)
- MPEG2MainProfileHighLevel, [1225](#)
- MPEG2MainProfileMainLevel, [1219](#)
- MPEG2MainProfileLowLevel, [1219](#)
- MPEG2MainProfileLowLevelHighProfileLevel4\_1, [1225](#)
- MPEG4AVCH\_264HighProfileLevel4\_1, [1225](#)
- MPEG4AVCH\_264HighProfileLevel4\_2For2DVideo, [1226](#)
- MPEG4AVCH\_264HighProfileLevel4\_2For3DVideo, [1226](#)
- MPEG4AVCH\_264StereoHighProfileLevel4\_2, [1226](#)
- MRImageStorage, [1221](#)
- MRSpectroscopyStorage, [1221](#)
- MultiframeGrayscaleByteSecondaryCaptureIm-  
ageStorage, [1222](#)
- MultiframeGrayscaleWordSecondaryCaptureIm-  
ageStorage, [1222](#)
- MultiframeTrueColorSecondaryCaptureImageStorage, [1222](#)
- MultiframeTrueColorSecondaryCaptureImageStorage, [1222](#)
- MultipleVolumeRenderingVolumetricPresentation-  
StateStorage, [1226](#)
- NativeDICOMModel, [1228](#)
- NewYorkUniversityMelanomaClinicalCooperative-  
Group, [1225](#)
- NuclearMedicineImageStorage, [1222](#)
- NuclearMedicineImageStorageRetired, [1222](#)
- Null0, [1226](#)
- Null1, [1226](#)
- operator TSType, [1239](#)
- OphthalmicAxialMeasurementsStorage, [1226](#)
- OphthalmicOpticalCoherenceTomographyBscanVol-  
umeAnalysisStorage, [1226](#)
- OphthalmicOpticalCoherenceTomographyEnFaceIm-  
ageStorage, [1226](#)
- OphthalmicPhotography16BitImageStorage, [1223](#)
- OphthalmicPhotography8BitImageStorage, [1223](#)
- OphthalmicThicknessMapStorage, [1226](#)
- OphthalmicTomographyImageStorage, [1223](#)
- OphthalmicVisualFieldStaticPerimetryMeasure-  
mentsStorage, [1226](#)
- Papyrus3ImplicitVRLittleEndian, [1225](#)
- ParametricMapStorage, [1226](#)
- PatientRadiationDoseSRStorage, [1227](#)
- PatientRootQueryRetrieveInformationModelFIND, [1223](#)
- PatientRootQueryRetrieveInformationModelGET, [1223](#)

- PatientRootQueryRetrieveInformationModelMOVE, 1223
- PatientStudyOnlyQueryRetrieveInformationModelFINDRetired, 1223
- PatientStudyOnlyQueryRetrieveInformationModelGETRetired, 1223
- PatientStudyOnlyQueryRetrieveInformationModelMOVERetired, 1223
- PerformedImagingAgentAdministrationSRStorage, 1227
- PET20StepColorPaletteSOPInstance, 1225
- PETColorPaletteSOPInstance, 1225
- PlannedImagingAgentAdministrationSRStorage, 1227
- PositronEmissionTomographyImageStorage, 1223
- PresentationLUTSOPClass, 1221
- PrinterConfigurationRetrievalSOPClass, 1221
- PrinterConfigurationRetrievalSOPInstance, 1221
- PrinterSOPClass, 1221
- PrinterSOPInstance, 1221
- PrintJobSOPClass, 1221
- PrintQueueManagementSOPClassRetired, 1221
- PrintQueueSOPInstanceRetired, 1221
- ProceduralEventLoggingSOPClass, 1220
- ProceduralEventLoggingSOPInstance, 1220
- ProcedureLogStorage, 1223
- ProductCharacteristicsQuerySOPClass, 1224
- ProtocolApprovalInformationModelFIND, 1227
- ProtocolApprovalInformationModelGET, 1227
- ProtocolApprovalInformationModelMOVE, 1227
- ProtocolApprovalStorage, 1227
- PseudoColorSoftcopyPresentationStateStorage-SOPClass, 1222
- PubChemCompoundCID, 1225
- PullPrintRequestSOPClassRetired, 1221
- PullStoredPrintManagementMetaSOPClassRetired, 1221
- RadiomicsOntology, 1225
- RadiopharmaceuticalRadiationDoseSRStorage, 1227
- RawDataStorage, 1222
- RealWorldValueMappingStorage, 1222
- ReferencedColorPrintManagementMetaSOPClassRetired, 1221
- ReferencedGrayscalePrintManagementMetaSOP-ClassRetired, 1221
- ReferencedImageBoxSOPClassRetired, 1221
- RespiratoryWaveformStorage, 1226
- RFC2557MIMEencapsulation, 1219
- RLELossless, 1219
- RTBeamsDeliveryInstructionStorage, 1228
- RTBeamsDeliveryInstructionStorageSupplement74FrozenDraft, 1224
- RTBeamsTreatmentRecordStorage, 1223
- RTBrachyApplicationSetupDeliveryInstructionStorage, 1228
- RTBrachyTreatmentRecordStorage, 1223
- RTConventionalMachineVerification, 1228
- RTConventionalMachineVerificationSupplement74FrozenDraft, 1224
- RTDoseStorage, 1223
- RTImageStorage, 1223
- RTIonBeamsTreatmentRecordStorage, 1223
- RTIonMachineVerification, 1228
- RTIonMachineVerificationSupplement74FrozenDraft, 1224
- RTIonPlanStorage, 1223
- RTPhysicianIntentStorage, 1227
- RTPlanStorage, 1223
- RTSegmentAnnotationStorage, 1227
- RTStructureSetStorage, 1223
- RTTreatmentSummaryRecordStorage, 1223
- SecondaryCaptureImageStorage, 1222
- SegmentationStorage, 1222
- SegmentedVolumeRenderingVolumetricPresentationStateStorage, 1226
- SetFromUID, 1239
- SimplifiedAdultEchoSRStorage, 1227
- SpatialFiducialsStorage, 1222
- SpatialRegistrationStorage, 1222
- SpectaclePrescriptionReportStorage, 1226
- SPM2AVG152PDFFrameofReference, 1220
- SPM2AVG152T1FrameofReference, 1220
- SPM2AVG152T2FrameofReference, 1220
- SPM2AVG305T1FrameofReference, 1220
- SPM2BRAINMASKFrameofReference, 1220
- SPM2CSFFFrameofReference, 1220
- SPM2EPIFrameofReference, 1220
- SPM2FILT1FrameofReference, 1220
- SPM2GRAYFrameofReference, 1220
- SPM2PDFFrameofReference, 1220
- SPM2PETFrameofReference, 1220
- SPM2SINGLESUBJT1FrameofReference, 1220
- SPM2SPECTFrameofReference, 1220
- SPM2T1FrameofReference, 1220
- SPM2T2FrameofReference, 1220
- SPM2TRANSMFrameofReference, 1220
- SPM2WHITEFrameofReference, 1220
- SpringColorPaletteSOPInstance, 1225
- StandaloneCurveStorageRetired, 1222
- StandaloneModalityLUTStorageRetired, 1222
- StandaloneOverlayStorageRetired, 1222
- StandalonePETCurveStorageRetired, 1223
- StandaloneVOILUTStorageRetired, 1222
- StereometricRelationshipStorage, 1223
- StorageCommitmentPullModelSOPClassRetired, 1220



- StorageCommitmentPullModelSOPInstanceRetired, [1220](#)
- StorageCommitmentPushModelSOPClass, [1220](#)
- StorageCommitmentPushModelSOPInstance, [1220](#)
- StorageServiceClass, [1221](#)
- StoredPrintStorageSOPClassRetired, [1221](#)
- StudyComponentManagementSOPClassRetired, [1220](#)
- StudyRootQueryRetrieveInformationModelIFIND, [1223](#)
- StudyRootQueryRetrieveInformationModelGET, [1223](#)
- StudyRootQueryRetrieveInformationModelMOVE, [1223](#)
- SubjectiveRefractionMeasurementsStorage, [1226](#)
- SubstanceAdministrationLoggingSOPClass, [1220](#)
- SubstanceAdministrationLoggingSOPInstance, [1220](#)
- SubstanceApprovalQuerySOPClass, [1224](#)
- SummerColorPaletteSOPInstance, [1225](#)
- SurfaceScanMeshStorage, [1226](#)
- SurfaceScanPointCloudStorage, [1226](#)
- SurfaceSegmentationStorage, [1225](#)
- TalairachBrainAtlasFrameofReference, [1220](#)
- TextSRStorageTrialRetired, [1223](#)
- TractographyResultsStorage, [1226](#)
- TransferSyntaxStringsType, [1218](#)
- TSTName, [1219](#)
- TSType, [1228](#)
- UberonOntology, [1225](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_1, [1233](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_10, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_11, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_12, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_13, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_14, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_15, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_16, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_17, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_18, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_19, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_2, [1233](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_20, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_21, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_22, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_23, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_24, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_25, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_26, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_27, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_28, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_29, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_3, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_30, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_31, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_4, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_5, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_6, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_7, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_8, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_3\_9, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_4\_1, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_4\_2, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_4\_3, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_4\_4, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_4\_5, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_4\_6, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_4\_7, [1234](#)
- uid\_1\_2\_840\_10008\_15\_0\_4\_8, [1234](#)
- uid\_1\_2\_840\_10008\_15\_1\_1, [1237](#)
- uid\_1\_2\_840\_10008\_1\_1, [1228](#)
- uid\_1\_2\_840\_10008\_1\_2, [1228](#)
- uid\_1\_2\_840\_10008\_1\_20, [1235](#)
- uid\_1\_2\_840\_10008\_1\_20\_1, [1230](#)
- uid\_1\_2\_840\_10008\_1\_20\_1\_1, [1230](#)
- uid\_1\_2\_840\_10008\_1\_20\_2, [1230](#)
- uid\_1\_2\_840\_10008\_1\_20\_2\_1, [1230](#)
- uid\_1\_2\_840\_10008\_1\_2\_1, [1228](#)
- uid\_1\_2\_840\_10008\_1\_2\_1\_99, [1228](#)
- uid\_1\_2\_840\_10008\_1\_2\_2, [1228](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_100, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_101, [1234](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_102, [1234](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_103, [1235](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_104, [1235](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_105, [1235](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_106, [1235](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_107, [1235](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_108, [1235](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_50, [1228](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_51, [1228](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_52, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_53, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_54, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_55, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_56, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_57, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_58, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_59, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_60, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_61, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_62, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_63, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_64, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_65, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_66, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_70, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_80, [1229](#)
- uid\_1\_2\_840\_10008\_1\_2\_4\_81, [1229](#)

uid\_1\_2\_840\_10008\_1\_2\_4\_90, 1229  
uid\_1\_2\_840\_10008\_1\_2\_4\_91, 1229  
uid\_1\_2\_840\_10008\_1\_2\_4\_92, 1229  
uid\_1\_2\_840\_10008\_1\_2\_4\_93, 1229  
uid\_1\_2\_840\_10008\_1\_2\_4\_94, 1229  
uid\_1\_2\_840\_10008\_1\_2\_4\_95, 1229  
uid\_1\_2\_840\_10008\_1\_2\_5, 1229  
uid\_1\_2\_840\_10008\_1\_2\_6\_1, 1229  
uid\_1\_2\_840\_10008\_1\_2\_6\_2, 1229  
uid\_1\_2\_840\_10008\_1\_3\_10, 1229  
uid\_1\_2\_840\_10008\_1\_40, 1230  
uid\_1\_2\_840\_10008\_1\_40\_1, 1230  
uid\_1\_2\_840\_10008\_1\_42, 1230  
uid\_1\_2\_840\_10008\_1\_42\_1, 1230  
uid\_1\_2\_840\_10008\_1\_4\_1\_1, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_10, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_11, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_12, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_13, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_14, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_15, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_16, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_17, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_18, 1230  
uid\_1\_2\_840\_10008\_1\_4\_1\_2, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_3, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_4, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_5, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_6, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_7, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_8, 1229  
uid\_1\_2\_840\_10008\_1\_4\_1\_9, 1229  
uid\_1\_2\_840\_10008\_1\_4\_2\_1, 1230  
uid\_1\_2\_840\_10008\_1\_4\_2\_2, 1230  
uid\_1\_2\_840\_10008\_1\_5\_1, 1235  
uid\_1\_2\_840\_10008\_1\_5\_2, 1235  
uid\_1\_2\_840\_10008\_1\_5\_3, 1235  
uid\_1\_2\_840\_10008\_1\_5\_4, 1235  
uid\_1\_2\_840\_10008\_1\_5\_5, 1235  
uid\_1\_2\_840\_10008\_1\_5\_6, 1235  
uid\_1\_2\_840\_10008\_1\_5\_7, 1235  
uid\_1\_2\_840\_10008\_1\_5\_8, 1235  
uid\_1\_2\_840\_10008\_1\_9, 1230  
uid\_1\_2\_840\_10008\_2\_16\_10, 1235  
uid\_1\_2\_840\_10008\_2\_16\_11, 1235  
uid\_1\_2\_840\_10008\_2\_16\_12, 1235  
uid\_1\_2\_840\_10008\_2\_16\_13, 1235  
uid\_1\_2\_840\_10008\_2\_16\_14, 1235  
uid\_1\_2\_840\_10008\_2\_16\_4, 1230  
uid\_1\_2\_840\_10008\_2\_16\_5, 1235  
uid\_1\_2\_840\_10008\_2\_16\_6, 1235  
uid\_1\_2\_840\_10008\_2\_16\_7, 1235  
uid\_1\_2\_840\_10008\_2\_16\_8, 1235  
uid\_1\_2\_840\_10008\_2\_16\_9, 1235  
uid\_1\_2\_840\_10008\_2\_6\_1, 1230  
uid\_1\_2\_840\_10008\_3\_1\_1\_1, 1230  
uid\_1\_2\_840\_10008\_3\_1\_2\_1\_1, 1230  
uid\_1\_2\_840\_10008\_3\_1\_2\_1\_4, 1230  
uid\_1\_2\_840\_10008\_3\_1\_2\_2\_1, 1230  
uid\_1\_2\_840\_10008\_3\_1\_2\_3\_1, 1230  
uid\_1\_2\_840\_10008\_3\_1\_2\_3\_2, 1230  
uid\_1\_2\_840\_10008\_3\_1\_2\_3\_3, 1230  
uid\_1\_2\_840\_10008\_3\_1\_2\_3\_4, 1230  
uid\_1\_2\_840\_10008\_3\_1\_2\_3\_5, 1230  
uid\_1\_2\_840\_10008\_3\_1\_2\_5\_1, 1230  
uid\_1\_2\_840\_10008\_3\_1\_2\_5\_4, 1230  
uid\_1\_2\_840\_10008\_3\_1\_2\_5\_5, 1230  
uid\_1\_2\_840\_10008\_3\_1\_2\_6\_1, 1230  
uid\_1\_2\_840\_10008\_4\_2, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_1, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_14, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_15, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_16, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_16\_376, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_17, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_17\_376, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_18, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_18\_1, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_2, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_22, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_23, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_24, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_24\_1, 1231  
uid\_1\_2\_840\_10008\_5\_1\_1\_25, 1231  
uid\_1\_2\_840\_10008\_5\_1\_1\_26, 1231  
uid\_1\_2\_840\_10008\_5\_1\_1\_27, 1231  
uid\_1\_2\_840\_10008\_5\_1\_1\_29, 1231  
uid\_1\_2\_840\_10008\_5\_1\_1\_30, 1231  
uid\_1\_2\_840\_10008\_5\_1\_1\_31, 1231  
uid\_1\_2\_840\_10008\_5\_1\_1\_32, 1231  
uid\_1\_2\_840\_10008\_5\_1\_1\_33, 1231  
uid\_1\_2\_840\_10008\_5\_1\_1\_4, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_40, 1235  
uid\_1\_2\_840\_10008\_5\_1\_1\_40\_1, 1235  
uid\_1\_2\_840\_10008\_5\_1\_1\_4\_1, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_4\_2, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_9, 1230  
uid\_1\_2\_840\_10008\_5\_1\_1\_9\_1, 1230  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_1, 1231  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_10, 1231  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_104\_1, 1232  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_104\_2, 1233  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_104\_3, 1236  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11, 1231  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_1, 1231  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_10, 1235  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_11, 1235  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_2, 1231

uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_3, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_4, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_5, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_6, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_7, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_8, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_9, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_128, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_128\_1, [1234](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_129, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_1, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_1\_1, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_2, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_2\_1, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_3, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_77, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_130, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_131, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_13\_1\_1, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_13\_1\_2, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_13\_1\_3, [1234](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_13\_1\_4, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_13\_1\_5, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_14\_1, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_14\_2, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_1\_1, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_1\_1\_1, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_1\_2, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_1\_2\_1, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_1\_3, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_1\_3\_1, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_2, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_20, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_200\_1, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_200\_2, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_200\_3, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_200\_4, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_200\_5, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_200\_6, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_2\_1, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_2\_2, [1234](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_3, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_30, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_3\_1, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_4, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_40, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_1, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_10, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_11, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_2, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_3, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_4, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_5, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_6, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_7, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_8, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_9, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_4\_1, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_4\_2, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_4\_3, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_4\_4, [1234](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_5, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_501\_1, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_501\_2\_1, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_501\_2\_2, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_501\_3, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_501\_4, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_501\_5, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_501\_6, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_6, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_601\_1, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_601\_2, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_1, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_2, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_3, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_4, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_5, [1234](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_6, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_67, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_68\_1, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_68\_2, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_6\_1, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_6\_2, [1234](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_7, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_1, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_1\_1, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_2, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_2\_1, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_3, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_4, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_4\_1, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_1, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_2, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_3, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_4, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_5, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_6, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_7, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_8, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_6, [1234](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_2, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_78\_1, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_78\_2, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_78\_3, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_78\_4, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_78\_5, [1236](#)

uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_3\_3, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_4\_2, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_4\_3, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_5\_3, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_20\_1, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_20\_2, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_20\_3, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_31, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_32, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_32\_1, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_32\_2, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_32\_3, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_33, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_1, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_10, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_2, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_3, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_4, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_4\_1, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_4\_2, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_4\_3, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_4\_4, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_5, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_5\_1, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_6, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_6\_1, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_6\_2, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_6\_3, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_6\_4, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_7, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_8, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_9, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_37\_1, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_37\_2, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_37\_3, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_38\_1, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_38\_2, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_38\_3, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_38\_4, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_39\_1, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_39\_2, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_39\_3, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_39\_4, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_41, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_42, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_43\_1, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_43\_2, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_43\_3, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_43\_4, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_44\_1, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_44\_2, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_44\_3, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_44\_4, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_45\_1, [1237](#)

- uid\_1\_2\_840\_10008\_5\_1\_4\_45\_2, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_45\_3, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_45\_4, [1237](#)
- uid\_1\_2\_840\_10008\_7\_1\_1, [1237](#)
- uid\_1\_2\_840\_10008\_7\_1\_2, [1237](#)
- uid\_1\_2\_840\_10008\_8\_1\_1, [1237](#)
- UltrasoundImageStorage, [1222](#)
- UltrasoundImageStorageRetired, [1222](#)
- UltrasoundMultiframeImageStorage, [1221](#)
- UltrasoundMultiframeImageStorageRetired, [1221](#)
- UnifiedProcedureStepEventSOPClass, [1224](#)
- UnifiedProcedureStepEventSOPClass1, [1228](#)
- UnifiedProcedureStepPullSOPClass, [1224](#)
- UnifiedProcedureStepPullSOPClass1, [1227](#)
- UnifiedProcedureStepPushSOPClass, [1224](#)
- UnifiedProcedureStepPushSOPClass1, [1227](#)
- UnifiedProcedureStepWatchSOPClass, [1224](#)
- UnifiedProcedureStepWatchSOPClass1, [1227](#)
- UnifiedWorklistandProcedureStepServiceClass, [1224](#)
- UnifiedWorklistandProcedureStepServiceClass1, [1227](#)
- UnifiedWorklistandProcedureStepSOPInstance, [1224](#)
- UniversalCoordinatedTime, [1228](#)
- UPSFilteredGlobalSubscriptionSOPInstance, [1227](#)
- VerificationSOPClass, [1219](#)
- VideoEndoscopicImageStorage, [1222](#)
- VideoMicroscopicImageStorage, [1222](#)
- VideoPhotographicImageStorage, [1223](#)
- VisualAcuityMeasurementsStorage, [1226](#)
- VLEndoscopicImageStorage, [1222](#)
- VLImageStorageTrialRetired, [1222](#)
- VLMicroscopicImageStorage, [1222](#)
- VLMultiframeImageStorageTrialRetired, [1222](#)
- VLPotographicImageStorage, [1223](#)
- VLSlideCoordinatesMicroscopicImageStorage, [1223](#)
- VLWholeSlideMicroscopyImageStorage, [1225](#)
- VOILUTBoxSOPClass, [1221](#)
- VolumeRenderingVolumetricPresentationStateStorage, [1226](#)
- WaveformStorageTrialRetired, [1222](#)
- WideFieldOphthalmicPhotography3DCoordinatesImageStorage, [1226](#)
- WideFieldOphthalmicPhotographyStereographicProjectionImageStorage, [1226](#)
- WinterColorPaletteSOPInstance, [1225](#)
- XAXRFGayscaleSoftcopyPresentationStateStorage, [1226](#)
- XMLEncoding, [1219](#)
- XRay3DAngiographicImageStorage, [1222](#)
- XRay3DCraniofacialImageStorage, [1222](#)
- XRayAngiographicBiPlanarImageStorageRetired, [1222](#)
- XRayAngiographicImageStorage, [1222](#)
- XRayRadiationDoseSRStorage, [1223](#)
- XRayRadiofluoroscopicImageStorage, [1222](#)
- gdcm::UNExplicitDataElement, [1307](#)
  - GetLength, [1308](#)
  - Read, [1309](#)
  - ReadPreValue, [1309](#)
  - ReadValue, [1309](#)
  - ReadWithLength, [1309](#)
- gdcm::UNExplicitImplicitDataElement, [1310](#)
  - GetLength, [1311](#)
  - Read, [1311](#)
  - ReadPreValue, [1311](#)
  - ReadValue, [1311](#)
- gdcm::Unpacker12Bits, [1312](#)
  - Pack, [1312](#)
  - Unpack, [1313](#)
- gdcm::Usage, [1313](#)
  - Conditional, [1314](#)
  - GetUsageString, [1315](#)
  - GetUsageType, [1315](#)
  - Invalid, [1314](#)
  - Mandatory, [1314](#)
  - operator UsageType, [1315](#)
  - operator <=, [1315](#)
  - Usage, [1315](#)
  - UsageType, [1314](#)
  - UserOption, [1314](#)
- gdcm::UserEvent, [1316](#)
- gdcm::UUIDGenerator, [1319](#)
  - Generate, [1320](#)
  - IsValid, [1320](#)
- gdcm::Validate, [1320](#)
  - ~Validate, [1321](#)
  - F, [1322](#)
  - GetValidatedFile, [1321](#)
  - SetFile, [1321](#)
  - V, [1322](#)
  - Validate, [1321](#)
  - Validation, [1322](#)
- gdcm::Value, [1323](#)
  - ~Value, [1324](#)
  - Clear, [1324](#)
  - DataElement, [1325](#)
  - GetLength, [1324](#)
  - operator==, [1325](#)
  - SetLength, [1325](#)
  - SetLengthOnly, [1325](#)
  - Value, [1324](#)
- gdcm::ValueIO< TDE, TSwap, TType >, [1326](#)
  - Read, [1326](#)
  - Write, [1326](#)
- gdcm::Version, [1327](#)
  - ~Version, [1328](#)

- GetBuildVersion, [1328](#)
- GetMajorVersion, [1329](#)
- GetMinorVersion, [1329](#)
- GetVersion, [1329](#)
- operator<<, [1329](#)
- Print, [1329](#)
- Version, [1328](#)
- gdcmm::VL, [1330](#)
  - GetLength, [1331](#)
  - GetVL16Max, [1331](#)
  - GetVL32Max, [1332](#)
  - IsOdd, [1332](#)
  - IsUndefined, [1332](#)
  - operator uint32\_t, [1332](#)
  - operator<<, [1334](#)
  - operator++, [1332](#)
  - operator+=", [1332](#)
  - Read, [1333](#)
  - Read16, [1333](#)
  - SetToUndefined, [1333](#)
  - Type, [1331](#)
  - VL, [1331](#)
  - Write, [1333](#)
  - Write16, [1333](#)
- gdcmm::VM, [1334](#)
  - Compatible, [1337](#)
  - GetIndex, [1337](#)
  - GetLength, [1337](#)
  - GetNumberOfElementsFromArray, [1337](#)
  - GetVMString, [1337](#)
  - GetVMType, [1338](#)
  - GetVMTypeFromLength, [1338](#)
  - IsValid, [1338](#)
  - operator VMType, [1338](#)
  - operator<<, [1338](#)
  - VM, [1337](#)
  - VM0, [1336](#)
  - VM1, [1336](#)
  - VM10, [1336](#)
  - VM12, [1336](#)
  - VM16, [1336](#)
  - VM18, [1336](#)
  - VM1\_2, [1336](#)
  - VM1\_3, [1336](#)
  - VM1\_32, [1336](#)
  - VM1\_4, [1336](#)
  - VM1\_5, [1336](#)
  - VM1\_8, [1336](#)
  - VM1\_99, [1336](#)
  - VM1\_n, [1336](#)
  - VM2, [1336](#)
  - VM24, [1336](#)
  - VM256, [1336](#)
  - VM28, [1336](#)
  - VM2\_2n, [1336](#)
  - VM2\_n, [1336](#)
  - VM3, [1336](#)
  - VM30\_30n, [1336](#)
  - VM32, [1336](#)
  - VM35, [1336](#)
  - VM3\_3n, [1336](#)
  - VM3\_4, [1336](#)
  - VM3\_n, [1336](#)
  - VM4, [1336](#)
  - VM47\_47n, [1336](#)
  - VM4\_4n, [1336](#)
  - VM5, [1336](#)
  - VM6, [1336](#)
  - VM6\_6n, [1336](#)
  - VM6\_n, [1336](#)
  - VM7\_7n, [1336](#)
  - VM8, [1336](#)
  - VM9, [1336](#)
  - VM99, [1336](#)
  - VM\_END, [1336](#)
  - VMType, [1336](#)
- gdcmm::VMToLength< T >, [1339](#)
- gdcmm::VR, [1339](#)
  - AE, [1341](#)
  - AS, [1341](#)
  - AT, [1341](#)
  - CanDisplay, [1342](#)
  - Compatible, [1343](#)
  - CS, [1341](#)
  - DA, [1341](#)
  - DS, [1341](#)
  - DT, [1341](#)
  - FD, [1341](#)
  - FL, [1341](#)
  - GetLength, [1343](#)
  - GetSize, [1343](#)
  - GetSizeof, [1343](#)
  - GetVRString, [1344](#)
  - GetVRStringFromFile, [1344](#)
  - GetVRType, [1344](#)
  - GetVRTypeFromFile, [1344](#)
  - INVALID, [1341](#)
  - IS, [1341](#)
  - IsASCII, [1344](#)
  - IsASCII2, [1344](#)
  - IsBinary, [1345](#)
  - IsBinary2, [1345](#)
  - IsDual, [1345](#)
  - IsSwap, [1345](#)
  - IsValid, [1345](#)
  - IsVRFile, [1346](#)
  - LO, [1341](#)
  - LT, [1341](#)

- OB, [1341](#)
- OB\_OW, [1342](#)
- OD, [1341](#)
- OF, [1341](#)
- OL, [1341](#)
- operator VRType, [1346](#)
- operator<<, [1346](#)
- OV, [1341](#)
- OW, [1341](#)
- PN, [1341](#)
- Read, [1346](#)
- SH, [1341](#)
- SL, [1342](#)
- SQ, [1342](#)
- SS, [1342](#)
- ST, [1342](#)
- SV, [1342](#)
- TM, [1342](#)
- UC, [1342](#)
- UI, [1342](#)
- UL, [1342](#)
- UN, [1342](#)
- UR, [1342](#)
- US, [1342](#)
- US\_OW, [1342](#)
- US\_SS, [1342](#)
- US\_SS\_OW, [1342](#)
- UT, [1342](#)
- UV, [1342](#)
- VL16, [1342](#)
- VL32, [1342](#)
- VR, [1342](#)
- VR\_END, [1342](#)
- VR\_VM1, [1342](#)
- VRALL, [1342](#)
- VRASCII, [1342](#)
- VRBINARY, [1342](#)
- VRType, [1341](#)
- Write, [1346](#)
- gdcm::VR16ExplicitDataElement, [1347](#)
  - GetLength, [1348](#)
  - Read, [1349](#)
  - ReadPreValue, [1349](#)
  - ReadValue, [1349](#)
  - ReadWithLength, [1349](#)
- gdcm::VRToEncoding< T >, [1350](#)
- gdcm::VRToType< T >, [1350](#)
- gdcm::VRVLSIZE< 0 >, [1351](#)
  - Read, [1351](#)
  - Write, [1351](#)
- gdcm::VRVLSIZE< 1 >, [1351](#)
  - Read, [1351](#)
  - Write, [1352](#)
- gdcm::VRVLSIZE< T >, [1350](#)
- gdcm::Waveform, [1468](#)
  - Waveform, [1469](#)
- gdcm::WLMFindQuery, [1469](#)
  - GetAbstractSyntaxUID, [1471](#)
  - GetTagListByLevel, [1471](#)
  - GetValidDataSet, [1471](#)
  - InitializeDataSet, [1471](#)
  - QueryFactory, [1472](#)
  - ValidateQuery, [1471](#)
  - WLMFindQuery, [1470](#)
- gdcm::Writer, [1472](#)
  - ~Writer, [1475](#)
  - CheckFileMetaInformationOff, [1475](#)
  - CheckFileMetaInformationOn, [1475](#)
  - GetCheckFileMetaInformation, [1476](#)
  - GetFile, [1476](#)
  - GetStreamPtr, [1476](#)
  - Ofstream, [1478](#)
  - SetCheckFileMetaInformation, [1476](#)
  - SetFile, [1476](#)
  - SetFileName, [1477](#)
  - SetStream, [1477](#)
  - SetWriteDataSetOnly, [1477](#)
  - Stream, [1478](#)
  - StreamImageWriter, [1478](#)
  - Write, [1478](#)
  - Writer, [1475](#)
- gdcm::XMLDictReader, [1479](#)
  - ~XMLDictReader, [1480](#)
  - CharacterDataHandler, [1480](#)
  - EndElement, [1481](#)
  - GetDict, [1481](#)
  - HandleDescription, [1481](#)
  - HandleEntry, [1481](#)
  - StartElement, [1481](#)
  - XMLDictReader, [1480](#)
- gdcm::XMLPrinter, [1482](#)
  - ~XMLPrinter, [1483](#)
  - F, [1485](#)
  - GetPrintStyle, [1483](#)
  - HandleBulkData, [1483](#)
  - LOADBULKDATA, [1483](#)
  - OnlyUUID, [1483](#)
  - Print, [1484](#)
  - PrintDataElement, [1484](#)
  - PrintDataSet, [1484](#)
  - PrintSQ, [1484](#)
  - PrintStyle, [1485](#)
  - PrintStyles, [1483](#)
  - SetFile, [1484](#)
  - SetStyle, [1485](#)
  - XMLPrinter, [1483](#)
- gdcm::XMLPrivateDictReader, [1486](#)
  - ~XMLPrivateDictReader, [1487](#)



- CharacterDataHandler, [1487](#)
- EndElement, [1487](#)
- GetPrivateDict, [1488](#)
- HandleDescription, [1488](#)
- HandleEntry, [1488](#)
- StartElement, [1488](#)
- XMLPrivateDictReader, [1487](#)
- GDCM\_DIFFERENT
  - gdcM, [61](#)
- GDCM\_DO\_JOIN
  - gdcMStaticAssert.h, [1541](#)
- GDCM\_DO\_JOIN2
  - gdcMStaticAssert.h, [1541](#)
- GDCM\_EQUAL
  - gdcM, [61](#)
- GDCM\_EXPORT
  - gdcMWin32.h, [1568](#)
- GDCM\_FUNCTION
  - gdcMTrace.h, [1560](#)
- GDCM\_GREATER
  - gdcM, [61](#)
- GDCM\_GREATEROREQUAL
  - gdcM, [61](#)
- GDCM\_JOIN
  - gdcMStaticAssert.h, [1542](#)
- GDCM\_LEGACY
  - gdcMLegacyMacro.h, [1521](#)
- GDCM\_LEGACY\_BODY
  - gdcMLegacyMacro.h, [1521](#)
- GDCM\_LEGACY\_REPLACED\_BODY
  - gdcMLegacyMacro.h, [1521](#)
- GDCM\_LESS
  - gdcM, [61](#)
- GDCM\_LESOREQUAL
  - gdcM, [61](#)
- GDCM\_NOOP\_STATEMENT
  - gdcMLegacyMacro.h, [1522](#)
- GDCM\_STATIC\_ASSERT
  - gdcM::Attribute< Group, Element, TVR, TVM >, [141](#)
  - gdcM::Attribute< Group, Element, TVR, VM::VM1 >, [150](#)
  - gdcM::Attribute< Group, Element, TVR, VM::VM1\_n >, [159](#)
  - gdcMStaticAssert.h, [1542](#)
- gdcMAAbortPDU.h, [1986](#), [1987](#)
- gdcMAAssociateACPDU.h, [1987](#), [1988](#)
- gdcMAAssociateRJPDU.h, [1990](#)
- gdcMAAssociateRQPDU.h, [1991](#), [1992](#)
- gdcMAbstractSyntax.h, [1994](#), [1995](#)
- gdcMAnonymizeEvent.h, [1794](#), [1796](#)
- gdcMAnonymizer.h, [1796](#), [1797](#)
- gdcMApplicationContext.h, [1996](#), [1997](#)
- gdcMApplicationEntity.h, [1798](#), [1799](#)
- gdcMReleaseRPPDU.h, [1997](#), [1998](#)
- gdcMReleaseRQPDU.h, [1999](#), [2000](#)
- gdcMARTIMTimer.h, [2000](#), [2001](#)
- gdcMASN1.h, [1489](#), [1490](#)
- gdcMAssertAlwaysMacro
  - gdcMTrace.h, [1560](#)
- gdcMAssertMacro
  - gdcMTrace.h, [1560](#)
- gdcMAsynchronousOperationsWindowSub.h, [2002](#)
- gdcMAttribute.h, [1607](#), [1608](#)
- gdcMAudioCodec.h, [1800](#), [1801](#)
- gdcMBase64.h, [1491](#)
- gdcMBaseCompositeMessage.h, [2003](#), [2004](#)
- gdcMBaseNormalizedMessage.h, [2005](#), [2006](#)
- gdcMBasePDU.h, [2006](#), [2007](#)
- gdcMBaseQuery.h, [2008](#), [2009](#)
- gdcMBaseRootQuery.h, [2010](#), [2011](#)
- gdcMBasicOffsetTable.h, [1621](#), [1622](#)
- gdcMBitmap.h, [1801](#), [1802](#)
- gdcMBitmapToBitmapFilter.h, [1805](#)
- gdcMBoxRegion.h, [1492](#), [1493](#)
- gdcMByteBuffer.h, [1624](#), [1625](#)
- gdcMByteSwap.h, [1493](#), [1494](#)
- gdcMByteSwapFilter.h, [1626](#), [1627](#)
- gdcMByteValue.h, [1627](#), [1628](#)
- gdcMCAPICryptoFactory.h, [1495](#), [1496](#)
- gdcMCAPICryptographicMessageSyntax.h, [1496](#), [1497](#)
- gdcMCEchoMessages.h, [2012](#), [2013](#)
- gdcMCFindMessages.h, [2013](#), [2014](#)
- gdcMCleaner.h, [1806](#), [1807](#)
- gdcMCMoveMessages.h, [2015](#), [2016](#)
- gdcMCodec.h, [1808](#), [1809](#)
- gdcMCoder.h, [1809](#), [1810](#)
- gdcMCodeString.h, [1632](#)
- gdcMCommand.h, [1498](#), [1499](#)
- gdcMCommandDataSet.h, [2017](#)
- gdcMCompositeMessageFactory.h, [2018](#), [2019](#)
- gdcMCompositeNetworkFunctions.h, [2020](#)
- gdcMConstCharWrapper.h, [1811](#)
- gdcMCP246ExplicitDataElement.h, [1634](#)
- gdcMCryptoFactory.h, [1501](#), [1502](#)
- gdcMCryptographicMessageSyntax.h, [1503](#), [1504](#)
- gdcMCSAElement.h, [1635](#), [1636](#)
- gdcMCSAHeader.h, [1638](#), [1639](#)
- gdcMCSAHeaderDict.h, [1570](#), [1571](#)
- gdcMCSAHeaderDictEntry.h, [1573](#), [1574](#)
- gdcMCTestMessages.h, [2021](#), [2022](#)
- gdcMCurve.h, [1812](#), [1813](#)
- gdcMDataElement.h, [1641](#), [1642](#)
- gdcMDataEvent.h, [1505](#), [1506](#)
- gdcMDataSet.h, [1644](#), [1646](#)
- gdcMDataSetEvent.h, [1649](#), [1650](#)
- gdcMDataSetHelper.h, [1814](#)
- gdcMDebugMacro
  - gdcMTrace.h, [1560](#)



- gdcmDecoder.h, 1815, 1816
- gdcmDefinedTerms.h, 1747
- gdcmDeflateStream.h, 1507
- gdcmDefs.h, 1748, 1749
- gdcmDeltaEncodingCodec.h, 1817
- gdcmDICOMDIR.h, 1818, 1819
- gdcmDICOMDIRGenerator.h, 1819, 1820
- gdcmDict.h, 1576, 1577
- gdcmDictConverter.h, 1581, 1582
- gdcmDictEntry.h, 1583, 1584
- gdcmDictPrinter.h, 1821, 1822
- gdcmDicts.h, 1586, 1587
- gdcmDIMSE.h, 2023
- gdcmDirectionCosines.h, 1822, 1823
- gdcmDirectory.h, 1507, 1508
- gdcmDirectoryHelper.h, 1824
- gdcmDPath.h, 1825, 1826
- gdcmDummyValueGenerator.h, 1510
- gdcmDumper.h, 1827, 1828
- gdcmElement.h, 1651, 1652
- gdcmEmptyMaskGenerator.h, 1829
- gdcmEncapsulatedDocument.h, 1830, 1831
- gdcmEnumeratedValues.h, 1751
- gdcmEquipmentManufacturer.h, 1831, 1832
- gdcmErrorMacro
  - gdcmTrace.h, 1561
- gdcmEvent.h, 1511, 1513
  - gdcmEventMacro, 1512
- gdcmEventMacro
  - gdcmEvent.h, 1512
- gdcmException.h, 1514, 1515
- gdcmExplicitDataElement.h, 1663, 1664
- gdcmExplicitImplicitDataElement.h, 1665, 1666
- gdcmFiducials.h, 1833
- gdcmFile.h, 1666, 1667
- gdcmFileAnonymizer.h, 1834, 1835
- gdcmFileChangeTransferSyntax.h, 1835, 1836
- gdcmFileDecompressLookupTable.h, 1837, 1838
- gdcmFileDerivation.h, 1839
- gdcmFileExplicitFilter.h, 1840, 1841
- gdcmFileMetaInformation.h, 1668, 1669
- gdcmFilename.h, 1516, 1517
- gdcmFileNameEvent.h, 1517, 1518
- gdcmFilenameGenerator.h, 1519, 1520
- gdcmFileSet.h, 1671, 1673
- gdcmFileStreamer.h, 1842
- gdcmFindPatientRootQuery.h, 2025, 2026
- gdcmFindStudyRootQuery.h, 2027
- gdcmFragment.h, 1673, 1675
- gdcmGlobal.h, 1588, 1589
- gdcmGroupDict.h, 1590, 1591
- gdcmIconImage.h, 1843, 1844
- gdcmIconImageFilter.h, 1845, 1846
- gdcmIconImageGenerator.h, 1847, 1848
- gdcmImage.h, 1848, 1850
- gdcmImageApplyLookupTable.h, 1851
- gdcmImageChangePhotometricInterpretation.h, 1852, 1853
- gdcmImageChangePlanarConfiguration.h, 1855
- gdcmImageChangeTransferSyntax.h, 1856, 1857
- gdcmImageCodec.h, 1858, 1859
- gdcmImageConverter.h, 1861, 1862
- gdcmImageFragmentSplitter.h, 1863
- gdcmImageHelper.h, 1864, 1865
- gdcmImageReader.h, 1866, 1867
- gdcmImageRegionReader.h, 1868, 1869
- gdcmImageToImageFilter.h, 1870
- gdcmImageWriter.h, 1871, 1872
- gdcmImplementationClassUIDSub.h, 2028, 2029
- gdcmImplementationUIDSub.h, 2030
- gdcmImplementationVersionNameSub.h, 2031, 2032
- gdcmImplicitDataElement.h, 1678
- gdcmIOD.h, 1752, 1753
- gdcmIODEntry.h, 1754, 1756
- gdcmIODs.h, 1757, 1758
- gdcmIPPSorter.h, 1872, 1873
- gdcmItem.h, 1679, 1680
- gdcmJPEG12Codec.h, 1874, 1875
- gdcmJPEG16Codec.h, 1876
- gdcmJPEG2000Codec.h, 1877, 1878
- gdcmJPEG8Codec.h, 1879
- gdcmJPEGCodec.h, 1880, 1881
- gdcmJPEGLSCodec.h, 1883
- gdcmJSON.h, 1884, 1885
- gdcmKAKADUCodec.h, 1886, 1887
- gdcmLegacyMacro.h, 1520, 1522
  - GDCM\_LEGACY, 1521
  - GDCM\_LEGACY\_BODY, 1521
  - GDCM\_LEGACY\_REPLACED\_BODY, 1521
  - GDCM\_NOOP\_STATEMENT, 1522
- gdcmLO.h, 1685
- gdcmLookupTable.h, 1887, 1888
- gdcmMacro.h, 1759, 1761
- gdcmMacroEntry.h, 1762, 1764
  - GDCMMACROENTRY\_H, 1763
- GDCMMACROENTRY\_H
  - gdcmMacroEntry.h, 1763
- gdcmMacros.h, 1765, 1766
- gdcmMaximumLengthSub.h, 2033, 2034
- gdcmMD5.h, 1523, 1524
- gdcmMEC\_MR3.h, 1890
- gdcmMediaStorage.h, 1686, 1687
- gdcmMeshPrimitive.h, 1891, 1892
- gdcmModalityPerformedProcedureStepCreateQuery.h, 2035
- gdcmModalityPerformedProcedureStepSetQuery.h, 2036, 2037
- gdcmModule.h, 1767, 1769

gdcmModuleEntry.h, 1770, 1772  
gdcmModules.h, 1773, 1774  
gdcmMovePatientRootQuery.h, 2037, 2038  
gdcmMoveStudyRootQuery.h, 2039  
gdcmMrProtocol.h, 1690, 1691  
gdcmNActionMessages.h, 2040, 2041  
gdcmNCreateMessages.h, 2041, 2042  
gdcmNDeleteMessages.h, 2043  
gdcmNestedModuleEntries.h, 1775, 1776  
gdcmNetworkEvents.h, 2044, 2045  
gdcmNetworkStateID.h, 2046, 2047  
gdcmNEventReportMessages.h, 2048, 2049  
gdcmNGetMessages.h, 2049, 2050  
gdcmNormalizedMessageFactory.h, 2050, 2051  
gdcmNormalizedNetworkFunctions.h, 2052, 2053  
gdcmNSetMessages.h, 2054  
gdcmObject.h, 1524, 1525  
gdcmOpenSSLCryptoFactory.h, 1527  
gdcmOpenSSLCryptographicMessageSyntax.h, 1528, 1529  
gdcmOpenSSLPT7CryptoFactory.h, 1530, 1531  
gdcmOpenSSLPT7CryptographicMessageSyntax.h, 1531, 1533  
gdcmOrientation.h, 1894  
gdcmOverlay.h, 1895, 1896  
gdcmParseException.h, 1692, 1693  
gdcmParser.h, 1694, 1695  
gdcmPatient.h, 1777  
gdcmPDataTFPDU.h, 2055, 2056  
gdcmPDBelement.h, 1697, 1698  
gdcmPDBHeader.h, 1699  
gdcmPDFCodec.h, 1898  
gdcmPDUFactory.h, 2057  
gdcmPersonName.h, 1899, 1900  
gdcmPGXCodec.h, 1901  
gdcmPhotometricInterpretation.h, 1902, 1903  
gdcmPixelFormat.h, 1904, 1906  
gdcmPixmap.h, 1908, 1909  
gdcmPixmapReader.h, 1910, 1912  
gdcmPixmapToPixmapFilter.h, 1913  
gdcmPixmapWriter.h, 1914, 1915  
gdcmPNMCodec.h, 1916, 1917  
gdcmPreamble.h, 1700, 1702  
gdcmPresentationContext.h, 2058, 2059  
gdcmPresentationContextAC.h, 2060, 2062  
gdcmPresentationContextGenerator.h, 2062, 2063  
gdcmPresentationContextRQ.h, 2064, 2065  
gdcmPresentationDataValue.h, 2066, 2067  
gdcmPrinter.h, 1917, 1919  
gdcmPrivateTag.h, 1703, 1704  
gdcmProgressEvent.h, 1533, 1534  
gdcmPVRGCodec.h, 1920, 1921  
gdcmPythonFilter.h, 2161, 2162  
gdcmQueryBase.h, 2068, 2070  
gdcmQueryFactory.h, 2071, 2072  
gdcmQueryImage.h, 2072, 2073  
gdcmQueryPatient.h, 2074, 2075  
gdcmQuerySeries.h, 2076  
gdcmQueryStudy.h, 2077, 2078  
gdcmRAWCodec.h, 1921, 1922  
gdcmReader.h, 1705, 1706  
gdcmRegion.h, 1535, 1536  
gdcmRescaler.h, 1923  
gdcmRLECodec.h, 1925  
gdcmRoleSelectionSub.h, 2079  
gdcmScanner.h, 1926, 1927  
gdcmScanner2.h, 1929, 1930  
gdcmSegment.h, 1932, 1934  
gdcmSegmentedPaletteColorLookupTable.h, 1936  
gdcmSegmentHelper.h, 1937, 1938  
gdcmSegmentReader.h, 1939, 1941  
gdcmSegmentWriter.h, 1941, 1943  
gdcmSequenceOfFragments.h, 1707, 1708  
gdcmSequenceOfItems.h, 1712, 1713  
gdcmSerieHelper.h, 1943, 1945  
gdcmSeries.h, 1778, 1779  
gdcmServiceClassApplicationInformation.h, 2080, 2081  
gdcmServiceClassUser.h, 2082, 2083  
gdcmSHA1.h, 1537, 1538  
gdcmSimpleSubjectWatcher.h, 1946, 1947  
gdcmSmartPointer.h, 1539  
gdcmSOPClassExtendedNegociationSub.h, 2084, 2085  
gdcmSOPClassUIDToIOD.h, 1592  
gdcmSorter.h, 1948, 1950  
gdcmSpacing.h, 1951  
gdcmSpectroscopy.h, 1952, 1953  
gdcmSplitMosaicFilter.h, 1953, 1954  
gdcmStaticAssert.h, 1541, 1542  
    GDCM\_DO\_JOIN, 1541  
    GDCM\_DO\_JOIN2, 1541  
    GDCM\_JOIN, 1542  
    GDCM\_STATIC\_ASSERT, 1542  
gdcmStreamImageReader.h, 1955, 1956  
gdcmStreamImageWriter.h, 1957, 1958  
gdcmStrictScanner.h, 1959, 1960  
gdcmStrictScanner2.h, 1961, 1962  
gdcmString.h, 1543, 1544  
gdcmStringFilter.h, 1964, 1965  
gdcmStudy.h, 1780, 1781  
gdcmSubject.h, 1546  
gdcmSurface.h, 1966, 1967  
gdcmSurfaceHelper.h, 1970, 1971  
gdcmSurfaceReader.h, 1973, 1974  
gdcmSurfaceWriter.h, 1975, 1976  
gdcmSwapCode.h, 1547, 1548  
gdcmSwapper.h, 1549, 1550  
gdcmSystem.h, 1552  
gdcmTable.h, 1781, 1782

gdcmTableEntry.h, 1783, 1784  
gdcmTableReader.h, 1785, 1786  
gdcmTag.h, 1716, 1717  
gdcmTagPath.h, 1976, 1977  
gdcmTagToVR.h, 1721  
gdcmTerminal.h, 1554, 1555  
gdcmTestDriver.h, 1556  
gdcmTesting.h, 1557  
gdcmTrace.h, 1558, 1562  
    GDCM\_FUNCTION, 1560  
    gdcmAssertAlwaysMacro, 1560  
    gdcmAssertMacro, 1560  
    gdcmDebugMacro, 1560  
    gdcmErrorMacro, 1561  
    gdcmWarningMacro, 1561  
gdcmTransferSyntax.h, 1722, 1723  
gdcmTransferSyntaxSub.h, 2085, 2087  
gdcmType.h, 1787, 1788  
gdcmTypes.h, 1564, 1565  
gdcmUIDGenerator.h, 1978, 1979  
gdcmUIDs.h, 1593, 1594  
gdcmULAction.h, 2087, 2088  
gdcmULActionAA.h, 2089, 2090  
gdcmULActionAE.h, 2091, 2092  
gdcmULActionAR.h, 2093, 2094  
gdcmULActionDT.h, 2096  
gdcmULBasicCallback.h, 2097, 2098  
gdcmULConnection.h, 2098, 2099  
gdcmULConnectionCallback.h, 2101, 2102  
gdcmULConnectionInfo.h, 2102, 2104  
gdcmULConnectionManager.h, 2104, 2105  
gdcmULEvent.h, 2107, 2108  
gdcmULTransitionTable.h, 2109, 2110  
gdcmULWritingCallback.h, 2112  
gdcmUNExplicitDataElement.h, 1724, 1725  
gdcmUNExplicitImplicitDataElement.h, 1726, 1727  
gdcmUnpacker12Bits.h, 1566  
gdcmUsage.h, 1789, 1791  
gdcmUserInformation.h, 2113, 2114  
gdcmUUIDGenerator.h, 1980  
gdcmValidate.h, 1981, 1982  
gdcmValue.h, 1727, 1728  
gdcmValueIO.h, 1729, 1730  
gdcmVersion.h, 1567, 1568  
gdcmVL.h, 1730, 1731  
gdcmVM.h, 1733, 1734  
    TYPETOLENGTH, 1734  
gdcmVR.h, 1736, 1738  
    TYPETOENCODING, 1738  
    VRTypeTemplateCase, 1738  
gdcmVR16ExplicitDataElement.h, 1743, 1744  
gdcmWarningMacro  
    gdcmTrace.h, 1561  
gdcmWaveform.h, 1982, 1983  
gdcmWin32.h, 1568, 1569  
    GDCM\_EXPORT, 1568  
gdcmWLMFindQuery.h, 2115, 2116  
gdcmWriter.h, 1745, 1746  
gdcmXMLDictReader.h, 1792  
gdcmXMLPrinter.h, 1983, 1984  
gdcmXMLPrivateDictReader.h, 1793, 1794  
GEMS  
    gdcm::Dicts, 392  
    gdcm::EquipmentManufacturer, 451  
GeneralAudioWaveformStorage  
    gdcm::UIDs, 1226  
GeneralECGWaveformStorage  
    gdcm::MediaStorage, 702  
    gdcm::UIDs, 1222  
GeneralElectricMagneticResonanceImageStorage  
    gdcm::MediaStorage, 703  
GeneralPurposePerformedProcedureStepSOPClass  
    gdcm::UIDs, 1224  
GeneralPurposeScheduledProcedureStepSOPClass  
    gdcm::UIDs, 1224  
GeneralPurposeWorklistInformationModelFIND  
    gdcm::UIDs, 1223  
GeneralPurposeWorklistManagementMetaSOPClass  
    gdcm::UIDs, 1224  
GeneralRelevantPatientInformationQuery  
    gdcm::UIDs, 1224  
Generate  
    gdcm::DICOMDIRGenerator, 372  
    gdcm::DummyValueGenerator, 410  
    gdcm::FilenameGenerator, 508  
    gdcm::IconImageGenerator, 541  
    gdcm::UIDGenerator, 1201  
    gdcm::UUIDGenerator, 1320  
GenerateFromFilenames  
    gdcm::PresentationContextGenerator, 877  
GenerateFromUID  
    gdcm::PresentationContextGenerator, 878  
GenerateUUID  
    gdcm::UIDGenerator, 1201  
GenericImplantTemplateInformationModelFIND  
    gdcm::UIDs, 1228  
GenericImplantTemplateInformationModelGET  
    gdcm::UIDs, 1228  
GenericImplantTemplateInformationModelMOVE  
    gdcm::UIDs, 1228  
GenericImplantTemplateStorage  
    gdcm::UIDs, 1228  
GEPrivate3DModelStorage  
    gdcm::MediaStorage, 703  
Get  
    gdcm::ByteBuffer, 222  
GetAbbreviation  
    gdcm::GroupDict, 535

- GetAbstractSyntax
  - gdcm::network::PresentationContextRQ, [881](#)
  - gdcm::PresentationContext, [871](#)
- GetAbstractSyntaxUID
  - gdcm::BaseQuery, [184](#)
  - gdcm::FindPatientRootQuery, [521](#)
  - gdcm::FindStudyRootQuery, [524](#)
  - gdcm::ModalityPerformedProcedureStepCreateQuery, [722](#)
  - gdcm::ModalityPerformedProcedureStepSetQuery, [725](#)
  - gdcm::MovePatientRootQuery, [739](#)
  - gdcm::MoveStudyRootQuery, [742](#)
  - gdcm::WLMFindQuery, [1471](#)
- GetAcceptedPresentationContexts
  - gdcm::network::ULConnection, [1284](#), [1285](#)
- GetAcquisitionSize
  - gdcm::SplitMosaicFilter, [1062](#)
- GetAETitle
  - gdcm::ServiceClassUser, [1025](#)
- GetAlgorithmFamily
  - gdcm::Surface, [1116](#)
- GetAlgorithmName
  - gdcm::Surface, [1116](#)
- GetAlgorithmVersion
  - gdcm::Surface, [1116](#)
- GetALGOType
  - gdcm::Segment, [978](#)
- GetALGOTypeString
  - gdcm::Segment, [978](#)
- GetAllFilenamesFromPrivateTagToValue
  - gdcm::Scanner2, [969](#)
  - gdcm::StrictScanner2, [1092](#)
- GetAllFilenamesFromPublicTagToValue
  - gdcm::Scanner2, [969](#)
  - gdcm::StrictScanner2, [1092](#)
- GetAllFilenamesFromTagToValue
  - gdcm::Scanner, [959](#)
  - gdcm::StrictScanner, [1082](#)
- GetAllRequiredTags
  - gdcm::QueryBase, [910](#)
- GetAllTags
  - gdcm::QueryBase, [910](#)
- GetAnatomicRegion
  - gdcm::Segment, [979](#)
- GetAnatomicRegionModifiers
  - gdcm::Segment, [979](#)
- GetAsDataElement
  - gdcm::Attribute< Group, Element, TVR, TVM >, [141](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM1\_n >, [150](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM1\_n >, [159](#)
  - gdcm::Element< TVR, TVM >, [415](#)
  - gdcm::Element< TVR, VM::VM1\_n >, [423](#)
  - gdcm::network::AbstractSyntax, [107](#)
  - gdcm::PrivateTag, [897](#)
- GetAsPoints
  - gdcm::Curve, [319](#)
- GetAsString
  - gdcm::CodeString, [266](#)
- GetAxisOfRotation
  - gdcm::Surface, [1116](#)
- GetBasicApplicationLevelConfidentialityProfileAttributes
  - gdcm::Anonymizer, [118](#)
- GetBitPosition
  - gdcm::Overlay, [793](#)
- GetBitsAllocated
  - gdcm::Overlay, [793](#)
  - gdcm::PixelFormat, [837](#)
- GetBitSample
  - gdcm::LookupTable, [682](#)
- GetBitsStored
  - gdcm::PixelFormat, [837](#)
- GetBlob
  - gdcm::network::PresentationDataValue, [884](#)
- GetBuffer
  - gdcm::Bitmap, [202](#)
  - gdcm::ByteValue, [230](#)
  - gdcm::Parser, [805](#)
  - gdcm::SequenceOfFragments, [1000](#)
- GetBuffer2
  - gdcm::Bitmap, [202](#)
- GetBufferAsRGBA
  - gdcm::LookupTable, [682](#)
- GetBufferLength
  - gdcm::Bitmap, [202](#)
  - gdcm::JPEGLSCodec, [666](#)
  - gdcm::PNMCodec, [863](#)
  - gdcm::RLECodec, [950](#)
- GetBuildVersion
  - gdcm::Version, [1328](#)
- GetByteValue
  - gdcm::CSAElement, [294](#)
  - gdcm::DataElement, [327](#)
- GetCalledAETitle
  - gdcm::network::AAssociateRQPDU, [101](#)
  - gdcm::network::ULConnectionInfo, [1292](#)
  - gdcm::ServiceClassUser, [1025](#)
- GetCalledComputerName
  - gdcm::network::ULConnectionInfo, [1292](#)
- GetCalledIPAddress
  - gdcm::network::ULConnectionInfo, [1292](#)
- GetCalledIPPort
  - gdcm::network::ULConnectionInfo, [1292](#)
- GetCallingAETitle
  - gdcm::network::AAssociateRQPDU, [101](#)
  - gdcm::network::ULConnectionInfo, [1292](#)

- GetCanonMECMR3Tag
  - gdcm::MEC\_MR3, [697](#)
- GetCenterOfRotation
  - gdcm::Surface, [1116](#)
- GetCharacterFromCurrentLocale
  - gdcm::QueryFactory, [913](#)
- GetCheckFileMetaInformation
  - gdcm::Writer, [1476](#)
- GetCipherType
  - gdcm::CAPICryptographicMessageSyntax, [239](#)
  - gdcm::CryptographicMessageSyntax, [290](#)
  - gdcm::OpenSSLCryptographicMessageSyntax, [780](#)
  - gdcm::OpenSSL7CryptographicMessageSyntax, [785](#)
- GetCodec
  - gdcm::FileChangeTransferSyntax, [476](#)
- GetColorLevel
  - vtkImageColorViewer, [1424](#)
- GetColorWindow
  - vtkImageColorViewer, [1425](#)
- GetColumns
  - gdcm::Bitmap, [202](#)
  - gdcm::Overlay, [794](#)
- GetCommand
  - gdcm::Subject, [1110](#)
- GetConnectionInfo
  - gdcm::network::ULConnection, [1285](#)
- GetConstructorString
  - gdcm::Dicts, [393](#)
- GetContourReferencedFrameOfReferenceClassUID
  - vtkRTStructSetProperties, [1461](#)
- GetContourReferencedFrameOfReferenceInstanceUID
  - vtkRTStructSetProperties, [1461](#)
- GetCryptographicMessageSyntax
  - gdcm::Anonymizer, [118](#)
- GetCSADataInfo
  - gdcm::CSAHeader, [302](#)
- GetCSAEEnd
  - gdcm::CSAHeader, [303](#)
- GetCSAElementByName
  - gdcm::CSAHeader, [303](#)
- GetCSAHeaderDict
  - gdcm::Dicts, [393](#)
- GetCSAHeaderDictEntry
  - gdcm::CSAHeaderDict, [308](#)
- GetCSAImageHeaderInfoTag
  - gdcm::CSAHeader, [303](#)
- GetCSASeriesHeaderInfoTag
  - gdcm::CSAHeader, [303](#)
- GetCTImageSeriesUIDs
  - gdcm::DirectoryHelper, [405](#)
- GetCurrentByteIndex
  - gdcm::Parser, [805](#)
- GetCurrentDateTime
  - gdcm::System, [1144](#)
- GetCurrentModuleFileName
  - gdcm::System, [1145](#)
- GetCurrentProcessFileName
  - gdcm::System, [1145](#)
- GetCurrentResourcesDirectory
  - gdcm::System, [1145](#)
- GetCurve
  - gdcm::Pixmap, [845](#), [846](#)
- GetCurveDataDescriptor
  - gdcm::Curve, [319](#)
- GetCWD
  - gdcm::System, [1145](#)
- GetData
  - gdcm::DataEvent, [340](#)
- GetDataElement
  - gdcm::Bitmap, [202](#), [203](#)
  - gdcm::DataSet, [347](#)
  - gdcm::Item, [632](#)
- GetDataExtraRoot
  - gdcm::Testing, [1174](#)
- GetDataLength
  - gdcm::DataEvent, [340](#)
- GetDataRoot
  - gdcm::Testing, [1175](#)
- GetDataSet
  - gdcm::CSAHeader, [304](#)
  - gdcm::DataSetEvent, [357](#)
  - gdcm::File, [468](#)
- GetDataSetPos
  - gdcm::network::ULEvent, [1302](#)
- GetDataSets
  - gdcm::network::ULBasicCallback, [1281](#)
- GetDataSetTransferSyntax
  - gdcm::FileMetaInformation, [493](#)
- GetDataValueRepresentation
  - gdcm::Curve, [319](#)
- GetDebugFlag
  - gdcm::Trace, [1182](#)
- GetDebugStream
  - gdcm::Trace, [1182](#)
- GetDecodeLength
  - gdcm::Base64, [174](#)
- GetDEEnd
  - gdcm::DataSet, [347](#)
- GetDefaultTransferSyntax
  - gdcm::PresentationContextGenerator, [878](#)
- GetDefs
  - gdcm::Global, [531](#)
  - gdcm::TableReader, [1154](#)
- GetDES
  - gdcm::DataSet, [348](#)
- GetDescription
  - gdcm::CSAHeaderDictEntry, [310](#)

- gdcmm::Exception, [457](#)
- gdcmm::ModuleEntry, [733](#)
- gdcmm::Overlay, [794](#)
- GetDescriptiveName
  - vtkGDCMImageReader, [1356](#)
  - vtkGDCMImageReader2, [1370](#)
  - vtkGDCMImageWriter, [1384](#)
- GetDict
  - gdcmm::XMLDictReader, [1481](#)
- GetDictEntry
  - gdcmm::Dict, [376](#)
  - gdcmm::Dicts, [393](#)
  - gdcmm::PrivateDict, [894](#)
- GetDictEntryByKeyword
  - gdcmm::Dict, [376](#)
- GetDictEntryByName
  - gdcmm::Dict, [376](#)
- GetDictName
  - gdcmm::DictConverter, [381](#)
- GetDicts
  - gdcmm::Global, [531](#), [532](#)
- GetDictVM
  - gdcmm::Attribute< Group, Element, TVR, TVM >, [141](#)
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, [151](#)
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >, [160](#)
- GetDictVR
  - gdcmm::Attribute< Group, Element, TVR, TVM >, [142](#)
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, [151](#)
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >, [160](#)
- GetDimension
  - gdcmm::Bitmap, [203](#)
- GetDimensions
  - gdcmm::Bitmap, [203](#)
  - gdcmm::Curve, [319](#)
  - gdcmm::ImageCodec, [574](#)
- GetDimensionsValue
  - gdcmm::ImageHelper, [588](#)
- GetDimensionsValueForResolution
  - gdcmm::StreamImageReader, [1068](#)
- GetDirectionCosines
  - gdcmm::Image, [547](#)
- GetDirectionCosinesFromDataSet
  - gdcmm::ImageHelper, [588](#)
- GetDirectionCosinesTolerance
  - gdcmm::IPPSorter, [627](#)
- GetDirectionCosinesValue
  - gdcmm::ImageHelper, [588](#)
- GetDirectories
  - gdcmm::Directory, [403](#)
- GetElapsedTime
  - gdcmm::network::ARTIMTimer, [133](#)
- GetElement
  - gdcmm::Tag, [1161](#)
- GetElementTag
  - gdcmm::Tag, [1161](#)
- GetEncodeLength
  - gdcmm::Base64, [174](#)
- GetErrorCode
  - gdcmm::Parser, [805](#)
- GetErrorFlag
  - gdcmm::Trace, [1182](#)
- GetErrorStream
  - gdcmm::Trace, [1182](#)
- GetErrorString
  - gdcmm::Parser, [806](#)
- GetEvent
  - gdcmm::network::ULEvent, [1302](#)
- GetEventName
  - gdcmm::AnonymizeEvent, [111](#)
  - gdcmm::DataEvent, [340](#)
  - gdcmm::DataSetEvent, [357](#)
  - gdcmm::Event, [454](#)
  - gdcmm::FileNameEvent, [505](#)
  - gdcmm::ProgressEvent, [902](#)
- GetExtension
  - gdcmm::Filename, [500](#)
- GetFactoryInstance
  - gdcmm::CryptoFactory, [287](#)
- GetFile
  - gdcmm::Anonymizer, [118](#)
  - gdcmm::Cleaner, [252](#)
  - gdcmm::DICOMDIRGenerator, [372](#)
  - gdcmm::FileDecompressLookupTable, [480](#)
  - gdcmm::FileDerivation, [483](#), [484](#)
  - gdcmm::FileExplicitFilter, [487](#)
  - gdcmm::IconImageFilter, [538](#)
  - gdcmm::PythonFilter, [908](#)
  - gdcmm::Reader, [931](#)
  - gdcmm::SplitMosaicFilter, [1062](#)
  - gdcmm::StreamImageReader, [1068](#)
  - gdcmm::StringFilter, [1105](#)
  - gdcmm::Writer, [1476](#)
  - vtkGDCMMedicalImageProperties, [1393](#)
- GetFileExtensions
  - vtkGDCMImageReader, [1356](#)
  - vtkGDCMImageReader2, [1370](#)
  - vtkGDCMImageWriter, [1385](#)
- GetFileMetaInformationVersion
  - gdcmm::FileMetaInformation, [493](#)
- GetFileName
  - gdcmm::Filename, [500](#)
  - gdcmm::FileNameEvent, [505](#)
  - gdcmm::Testing, [1175](#)
  - vtkGDCMImageWriter, [1385](#)



- vtkGDCMThreadedImageReader2, [1414](#)
- GetFilename
  - gdcm::FilenameGenerator, [508](#)
  - gdcm::TableReader, [1155](#)
- GetFilenameFromPrivateTagToValue
  - gdcm::Scanner2, [969](#)
  - gdcm::StrictScanner2, [1092](#)
- GetFilenameFromPublicTagToValue
  - gdcm::Scanner2, [970](#)
  - gdcm::StrictScanner2, [1092](#)
- GetFilenameFromTagToValue
  - gdcm::Scanner, [959](#)
  - gdcm::StrictScanner, [1082](#)
- GetFileNames
  - gdcm::Testing, [1175](#)
- GetFileNames
  - gdcm::Directory, [403](#)
  - gdcm::FilenameGenerator, [508](#)
  - gdcm::Scanner, [959](#)
  - gdcm::Scanner2, [970](#)
  - gdcm::Sorter, [1054](#)
  - gdcm::StrictScanner, [1082](#)
  - gdcm::StrictScanner2, [1092](#)
- GetFileNamesFromSeriesUIDs
  - gdcm::DirectoryHelper, [405](#)
- GetFiles
  - gdcm::FileSet, [511](#)
- GetFiniteVolume
  - gdcm::Surface, [1117](#)
- GetFirstSingleSerieUIDFileSet
  - gdcm::SerieHelper, [1017](#)
- GetForcePixelSpacing
  - gdcm::ImageHelper, [589](#)
- GetForceRescaleInterceptSlope
  - gdcm::ImageHelper, [589](#)
- GetFormat
  - gdcm::CSAHeader, [304](#)
- GetFragBuffer
  - gdcm::SequenceOfFragments, [1000](#)
- GetFragment
  - gdcm::SequenceOfFragments, [1000](#)
- GetFragmentSizeMax
  - gdcm::ImageFragmentSplitter, [585](#)
- GetFrameOfReference
  - gdcm::DirectoryHelper, [406](#)
- GetFullLength
  - gdcm::FileMetaInformation, [493](#)
- GetGDCMDataRoot
  - vtkGDCMTesting, [1406](#)
- GetGDCMImplementationClassUID
  - gdcm::FileMetaInformation, [493](#)
- GetGDCMImplementationVersionName
  - gdcm::FileMetaInformation, [493](#)
- GetGDCMSourceApplicationEntityTitle
  - gdcm::FileMetaInformation, [493](#)
- GetGDCMUID
  - gdcm::UIDGenerator, [1201](#)
- GetGroup
  - gdcm::Curve, [319](#)
  - gdcm::Overlay, [794](#)
  - gdcm::Tag, [1162](#)
- GetHasExpired
  - gdcm::network::ARTIMTimer, [134](#)
- GetHeader
  - gdcm::File, [468](#), [469](#)
- GetHeaderInfo
  - gdcm::ImageCodec, [574](#)
  - gdcm::JPEG12Codec, [638](#)
  - gdcm::JPEG16Codec, [641](#)
  - gdcm::JPEG2000Codec, [646](#)
  - gdcm::JPEG8Codec, [652](#)
  - gdcm::JPEGCodec, [658](#)
  - gdcm::JPEGLSCodec, [666](#)
  - gdcm::PGXCodec, [828](#)
  - gdcm::PNMCodec, [863](#)
  - gdcm::RAWCodec, [927](#)
  - gdcm::RLECodec, [950](#)
- GetHierarchicalSearchTags
  - gdcm::QueryBase, [911](#)
  - gdcm::QueryImage, [915](#)
  - gdcm::QueryPatient, [917](#)
  - gdcm::QuerySeries, [920](#)
  - gdcm::QueryStudy, [922](#)
- GetHighBit
  - gdcm::PixelFormat, [837](#)
- GetHostName
  - gdcm::System, [1145](#)
- GetIconImage
  - gdcm::IconImageFilter, [538](#)
  - gdcm::IconImageGenerator, [541](#)
  - gdcm::Pixmap, [846](#)
  - vtkGDCMImageReader, [1356](#)
  - vtkGDCMImageReader2, [1371](#)
- GetIconImagePort
  - vtkGDCMImageReader2, [1371](#)
- GetIE
  - gdcm::IODEntry, [620](#)
- GetImage
  - gdcm::ImageReader, [595](#)
  - gdcm::ImageWriter, [607](#)
  - gdcm::PixmapWriter, [859](#)
  - gdcm::SplitMosaicFilter, [1062](#)
- GetImplementationClassUID
  - gdcm::FileMetaInformation, [494](#)
- GetImplementationVersionName
  - gdcm::FileMetaInformation, [494](#)
- GetIndex
  - gdcm::SwapCode, [1138](#)

- gdcmm::VM, [1337](#)
- GetInitialized
  - gdcmm::CAPICryptographicMessageSyntax, [239](#)
- GetInput
  - gdcmm::ImageToImageFilter, [603](#)
  - gdcmm::PixmapToPixmapFilter, [855](#)
  - vtkImageColorViewer, [1425](#)
- GetInputFilename
  - gdcmm::DictConverter, [381](#)
- GetInstance
  - gdcmm::Global, [532](#)
- GetIntercept
  - gdcmm::Image, [547](#)
  - gdcmm::Rescaler, [942](#)
- GetInterfile
  - gdcmm::CSAHeader, [304](#)
- GetInternal
  - gdcmm::Preamble, [866](#)
- GetIOD
  - gdcmm::IODs, [624](#)
  - gdcmm::SOPClassUIDToIOD, [1050](#)
- GetIODEntry
  - gdcmm::IOD, [617](#)
- GetIODFromFile
  - gdcmm::Defs, [363](#)
- GetIODFromSOPClassUID
  - gdcmm::SOPClassUIDToIOD, [1050](#)
- GetIODNameFromMediaStorage
  - gdcmm::Defs, [363](#)
- GetIODs
  - gdcmm::Defs, [363](#)
- GetIsCommand
  - gdcmm::network::PresentationDataValue, [885](#)
- GetIsLastFragment
  - gdcmm::network::PresentationDataValue, [885](#)
- GetStream
  - gdcmm::network::ULEvent, [1302](#)
- GetItem
  - gdcmm::SequenceOfItems, [1009](#)
- GetKey
  - gdcmm::CSAElement, [294](#)
- GetKeys
  - gdcmm::Scanner, [959](#)
  - gdcmm::Scanner2, [970](#)
  - gdcmm::StrictScanner, [1082](#)
  - gdcmm::StrictScanner2, [1092](#)
- GetKeyword
  - gdcmm::DictEntry, [384](#)
- GetKeywordFromTag
  - gdcmm::Dict, [377](#)
- GetLabel
  - gdcmm::Orientation, [788](#)
- GetLastElement
  - gdcmm::ParseException, [801](#)
- GetLastSystemError
  - gdcmm::System, [1145](#)
- GetLength
  - gdcmm::ByteValue, [230](#)
  - gdcmm::CP246ExplicitDataElement, [283](#)
  - gdcmm::DataElement, [327](#)
  - gdcmm::DataSet, [348](#)
  - gdcmm::Element< TVR, TVM >, [415](#)
  - gdcmm::Element< TVR, VM::VM1\_n >, [423](#)
  - gdcmm::Element< VR::AS, VM::VM5 >, [436](#)
  - gdcmm::ExplicitDataElement, [461](#)
  - gdcmm::ExplicitImplicitDataElement, [464](#)
  - gdcmm::Fragment, [528](#)
  - gdcmm::ImplicitDataElement, [613](#)
  - gdcmm::Item, [632](#)
  - gdcmm::Preamble, [866](#)
  - gdcmm::SequenceOfFragments, [1000](#)
  - gdcmm::SequenceOfItems, [1009](#)
  - gdcmm::Tag, [1162](#)
  - gdcmm::UNExplicitDataElement, [1308](#)
  - gdcmm::UNExplicitImplicitDataElement, [1311](#)
  - gdcmm::Value, [1324](#)
  - gdcmm::VL, [1331](#)
  - gdcmm::VM, [1337](#)
  - gdcmm::VR, [1343](#)
  - gdcmm::VR16ExplicitDataElement, [1348](#)
- GetLocaleCharset
  - gdcmm::System, [1146](#)
- GetLossless
  - gdcmm::JPEGCodec, [658](#)
  - gdcmm::JPEGLSCCodec, [667](#)
- GetLossyFlag
  - gdcmm::ImageCodec, [574](#)
- GetLossyFlagFromFile
  - gdcmm::Testing, [1175](#)
- GetLUT
  - gdcmm::Bitmap, [203](#)
  - gdcmm::ImageCodec, [574](#)
  - gdcmm::ImageHelper, [589](#)
  - gdcmm::LookupTable, [682](#)
- GetLUTDescriptor
  - gdcmm::LookupTable, [682](#)
- GetLUTLength
  - gdcmm::LookupTable, [682](#)
- GetMacro
  - gdcmm::Macros, [693](#)
- GetMacroEntry
  - gdcmm::Macro, [690](#)
- GetMacros
  - gdcmm::Defs, [364](#)
- GetMajorAxisFromPatientRelativeDirectionCosine
  - gdcmm::Orientation, [788](#)
- GetMajorVersion
  - gdcmm::Version, [1329](#)



- GetManifold
  - gdcm::Surface, [1117](#)
- GetMapping
  - gdcm::Scanner, [959](#)
  - gdcm::StrictScanner, [1082](#)
- GetMappingFromPrivateTagToValue
  - gdcm::Scanner2, [970](#)
  - gdcm::StrictScanner2, [1093](#)
- GetMappingFromPublicTagToValue
  - gdcm::Scanner2, [970](#)
  - gdcm::StrictScanner2, [1093](#)
- GetMappingFromTagToValue
  - gdcm::Scanner, [960](#)
  - gdcm::StrictScanner, [1082](#)
- GetMappings
  - gdcm::Scanner, [960](#)
  - gdcm::StrictScanner, [1083](#)
- GetMax
  - gdcm::PixelFormat, [837](#)
- GetMaximumLength
  - gdcm::network::MaximumLengthSub, [694](#)
- GetMaximumLengthSub
  - gdcm::network::UserInformation, [1318](#)
- GetMaximumPointDistance
  - gdcm::Surface, [1117](#)
- GetMaxLength
  - gdcm::PersonName, [824](#)
- GetMaxPDULength
  - gdcm::network::ULConnectionInfo, [1292](#)
- GetMaxPDUSize
  - gdcm::network::ULConnection, [1285](#)
- GetMD5DataImage
  - gdcm::Testing, [1176](#)
- GetMD5DataImages
  - gdcm::Testing, [1176](#)
- GetMD5FromBrokenFile
  - gdcm::Testing, [1176](#)
- GetMD5FromFile
  - gdcm::Testing, [1176](#)
- GetMD5MetaImage
  - vtkGDCMTesting, [1406](#)
- GetMeanPointDistance
  - gdcm::Surface, [1117](#)
- GetMediaStorage
  - gdcm::DataSet, [348](#)
  - gdcm::FileMetaInformation, [494](#)
- GetMediaStorageAsString
  - gdcm::FileMetaInformation, [494](#)
- GetMediaStorageDataFile
  - gdcm::Testing, [1176](#)
- GetMediaStorageDataFiles
  - gdcm::Testing, [1176](#)
- GetMediaStorageFromFile
  - gdcm::Testing, [1177](#)
- GetMeshPrimitive
  - gdcm::Surface, [1117](#)
- GetMessageHeader
  - gdcm::network::PresentationDataValue, [885](#)
- GetMetaInformationTS
  - gdcm::FileMetaInformation, [494](#)
- GetMHDMD5FromFile
  - vtkGDCMTesting, [1406](#)
- GetMin
  - gdcm::PixelFormat, [838](#)
- GetMinorVersion
  - gdcm::Version, [1329](#)
- GetModality
  - gdcm::MediaStorage, [704](#)
- GetModalityDimension
  - gdcm::MediaStorage, [704](#)
- GetModule
  - gdcm::Modules, [736](#)
- GetModuleEntry
  - gdcm::NestedModuleEntries, [757](#)
- GetModuleEntryInMacros
  - gdcm::Module, [729](#)
- GetModules
  - gdcm::Defs, [364](#)
- GetMPTType
  - gdcm::MeshPrimitive, [717](#)
- GetMPTTypeString
  - gdcm::MeshPrimitive, [717](#)
- GetMRImageSeriesUIDs
  - gdcm::DirectoryHelper, [406](#)
- GetMrProtocol
  - gdcm::CSAHeader, [304](#)
- GetMrProtocolByName
  - gdcm::MrProtocol, [744](#)
- GetMSString
  - gdcm::MediaStorage, [705](#)
- GetMSType
  - gdcm::MediaStorage, [705](#)
- GetMTime
  - vtkImageMapToColors16, [1438](#)
- GetName
  - gdcm::CSAElement, [295](#)
  - gdcm::CSAHeaderDictEntry, [310](#)
  - gdcm::DictEntry, [385](#)
  - gdcm::Filename, [500](#)
  - gdcm::GroupDict, [535](#)
  - gdcm::IODEntry, [620](#)
  - gdcm::Macro, [690](#)
  - gdcm::Module, [729](#)
  - gdcm::ModuleEntry, [733](#)
  - gdcm::network::AbstractSyntax, [107](#)
  - gdcm::network::ApplicationContext, [124](#)
  - gdcm::network::TransferSyntaxSub, [1192](#)
  - gdcm::PDBelement, [812](#)

- gdcmm::QueryBase, 911
- gdcmm::QueryImage, 915
- gdcmm::QueryPatient, 917
- gdcmm::QuerySeries, 920
- gdcmm::QueryStudy, 922
- gdcmm::UIDs, 1238
- GetNeedByteSwap
  - gdcmm::Bitmap, 204
  - gdcmm::ImageCodec, 574
- GetNegotiatedType
  - gdcmm::TransferSyntax, 1189
- GetNestedDataSet
  - gdcmm::Item, 632, 633
- GetNextSingleSerieUIDFileSet
  - gdcmm::SerieHelper, 1017
- GetNoOfItems
  - gdcmm::CSAElement, 295
- GetNumberOfComponents
  - gdcmm::PersonName, 824
- GetNumberOfContourReferencedFrameOfReferences
  - vtkRTStructSetProperties, 1461
- GetNumberOfCurves
  - gdcmm::Curve, 319
  - gdcmm::Pixmap, 846
- GetNumberOfDimensions
  - gdcmm::Bitmap, 204
  - gdcmm::ImageCodec, 575
- GetNumberOfElementsFromArray
  - gdcmm::VM, 1337
- GetNumberOfFileNames
  - gdcmm::Testing, 1177
- GetNumberOfFilenames
  - gdcmm::FilenameGenerator, 508
- GetNumberOfFragments
  - gdcmm::SequenceOfFragments, 1001
- GetNumberOfIconImages
  - gdcmm::IconImageFilter, 539
- GetNumberOfImagesInMosaic
  - gdcmm::SplitMosaicFilter, 1063
- GetNumberOfIODs
  - gdcmm::IOD, 617
- GetNumberOfItems
  - gdcmm::SequenceOfItems, 1009
- GetNumberOfMD5DataImages
  - gdcmm::Testing, 1177
- GetNumberOfMD5MetalImages
  - vtkGDCMTesting, 1406
- GetNumberOfMediaStorageDataFiles
  - gdcmm::Testing, 1177
- GetNumberOfModality
  - gdcmm::MediaStorage, 705
- GetNumberOfModuleEntries
  - gdcmm::NestedModuleEntries, 757
- GetNumberOfMSSString
  - gdcmm::MediaStorage, 705
- GetNumberOfMSType
  - gdcmm::MediaStorage, 705
- GetNumberOfOverlays
  - gdcmm::Pixmap, 846
- GetNumberOfPoints
  - gdcmm::Curve, 319
- GetNumberOfPresentationContext
  - gdcmm::network::AAssociateRQPDU, 102
- GetNumberOfPresentationContextAC
  - gdcmm::network::AAssociateACPDU, 94
- GetNumberOfPresentationDataValues
  - gdcmm::network::PDataTFPDU, 809
- GetNumberOfPrimitivesData
  - gdcmm::MeshPrimitive, 718
- GetNumberOfReferencedFrameOfReferences
  - vtkRTStructSetProperties, 1461
- GetNumberOfSegments
  - gdcmm::SegmentWriter, 994
- GetNumberOfSOPClassToIOD
  - gdcmm::SOPClassUIDToIOD, 1050
- GetNumberOfStructureSetROIs
  - vtkRTStructSetProperties, 1461
- GetNumberOfSurfacePoints
  - gdcmm::Surface, 1118
- GetNumberOfSurfaces
  - gdcmm::SurfaceReader, 1132
  - gdcmm::SurfaceWriter, 1135
- GetNumberOfTransferSyntaxes
  - gdcmm::network::PresentationContextRQ, 881
  - gdcmm::PresentationContext, 871
- GetNumberOfTransferSyntaxStrings
  - gdcmm::UIDs, 1238
- GetNumberOfValues
  - gdcmm::Attribute< Group, Element, TVR, TVM >, 142
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, 151
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >, 160
- GetNumberOfVectors
  - gdcmm::Surface, 1118
- GetObliquityThresholdCosineValue
  - gdcmm::Orientation, 788
- GetOffScreenRendering
  - vtkImageColorViewer, 1425
- GetOptionalTags
  - gdcmm::QueryBase, 911
  - gdcmm::QueryImage, 915
  - gdcmm::QueryPatient, 918
  - gdcmm::QuerySeries, 920
  - gdcmm::QueryStudy, 923
- GetOrderedValues
  - gdcmm::Scanner, 960
  - gdcmm::StrictScanner, 1083

GetOrigin  
    gdcm::Image, [547](#)  
    gdcm::Overlay, [794](#)  
GetOriginValue  
    gdcm::ImageHelper, [589](#)  
GetOuput  
    gdcm::ImageConverter, [582](#)  
GetOutput  
    gdcm::BitmapToBitmapFilter, [215](#)  
    gdcm::ImageToImageFilter, [603](#)  
    gdcm::PixmapToPixmapFilter, [855](#)  
GetOutputAsBitmap  
    gdcm::BitmapToBitmapFilter, [215](#)  
GetOutputAsPixmap  
    gdcm::PixmapToPixmapFilter, [855](#)  
GetOutputFilename  
    gdcm::DictConverter, [381](#)  
GetOutputType  
    gdcm::DictConverter, [381](#)  
GetOverlay  
    gdcm::Pixmap, [846](#), [847](#)  
    vtkGDCMImageReader, [1356](#)  
    vtkGDCMImageReader2, [1371](#)  
GetOverlayData  
    gdcm::Overlay, [794](#)  
GetOverlayPort  
    vtkGDCMImageReader2, [1371](#)  
GetOverlayTypeAsString  
    gdcm::Overlay, [794](#)  
GetOverlayTypeFromString  
    gdcm::Overlay, [795](#)  
GetOverlayVisibility  
    vtkImageColorViewer, [1425](#)  
GetOwner  
    gdcm::PrivateTag, [897](#)  
GetPath  
    gdcm::Filename, [500](#)  
GetPattern  
    gdcm::FilenameGenerator, [509](#)  
GetPDBEEnd  
    gdcm::PDBHeader, [816](#)  
GetPDBElementByName  
    gdcm::PDBHeader, [816](#)  
GetPDBInfoTag  
    gdcm::PDBHeader, [816](#)  
GetPDUs  
    gdcm::network::ULEvent, [1302](#)  
GetPDVs  
    gdcm::network::PDUFactory, [823](#)  
GetPermissions  
    gdcm::System, [1146](#)  
GetPhotometricInterpretation  
    gdcm::Bitmap, [204](#)  
    gdcm::ImageChangePhotometricInterpretation, [557](#)  
    gdcm::ImageCodec, [575](#)  
GetPhotometricInterpretationValue  
    gdcm::ImageHelper, [589](#)  
GetPIString  
    gdcm::PhotometricInterpretation, [831](#)  
GetPIType  
    gdcm::PhotometricInterpretation, [832](#)  
GetPixelFormat  
    gdcm::Bitmap, [204](#), [205](#)  
    gdcm::ImageCodec, [575](#)  
GetPixelFormatValue  
    gdcm::ImageHelper, [589](#)  
GetPixelRepresentation  
    gdcm::PixelFormat, [838](#)  
GetPixelSize  
    gdcm::PixelFormat, [838](#)  
GetPixelSpacingDataRoot  
    gdcm::Testing, [1177](#)  
GetPixmap  
    gdcm::FileDecompressLookupTable, [480](#)  
    gdcm::IconImageGenerator, [542](#)  
    gdcm::PixmapReader, [851](#), [852](#)  
    gdcm::PixmapWriter, [859](#)  
GetPlanarConfiguration  
    gdcm::Bitmap, [205](#)  
    gdcm::ImageChangePlanarConfiguration, [560](#)  
    gdcm::ImageCodec, [575](#)  
GetPlanarConfigurationValue  
    gdcm::ImageHelper, [590](#)  
GetPMSRescaleInterceptSlope  
    gdcm::ImageHelper, [590](#)  
GetPMTFInformationDataTag  
    gdcm::MEC\_MR3, [697](#)  
GetPointCoordinatesData  
    gdcm::Surface, [1118](#)  
GetPointer  
    gdcm::ByteValue, [231](#)  
    gdcm::LookupTable, [683](#)  
    gdcm::SmartPointer< Object>, [1045](#)  
    vtkLookupTable16, [1455](#)  
GetPointerFromElement  
    gdcm::ImageHelper, [590](#)  
GetPointPositionAccuracy  
    gdcm::Surface, [1118](#)  
GetPointsBoundingBoxCoordinates  
    gdcm::Surface, [1118](#)  
GetPosition  
    vtkImageColorViewer, [1425](#)  
GetPreamble  
    gdcm::FileMetaInformation, [494](#)  
GetPrefix  
    gdcm::FilenameGenerator, [509](#)  
GetPresentationContext  
    gdcm::network::AAssociateRQPDU, [102](#)

- GetPresentationContextAC
  - gdcm::network::AAssociateACPDU, 94
- GetPresentationContextACByID
  - gdcm::network::ULConnection, 1285
- GetPresentationContextByAbstractSyntax
  - gdcm::network::AAssociateRQPDU, 102
- GetPresentationContextByID
  - gdcm::network::AAssociateRQPDU, 102
- GetPresentationContextID
  - gdcm::network::PresentationContextAC, 874
  - gdcm::network::PresentationContextRQ, 881
  - gdcm::network::PresentationDataValue, 885
  - gdcm::PresentationContext, 871
- GetPresentationContextIDFromPresentationContext
  - gdcm::network::ULConnection, 1285
- GetPresentationContextRQByID
  - gdcm::network::ULConnection, 1285
- GetPresentationContexts
  - gdcm::network::AAssociateRQPDU, 102
  - gdcm::network::ULConnection, 1286
  - gdcm::PresentationContextGenerator, 878
- GetPresentationDataValue
  - gdcm::network::PDataTFPDU, 810
- GetPrettyPrint
  - gdcm::JSON, 670
- GetPrimitiveData
  - gdcm::MeshPrimitive, 718
- GetPrimitivesData
  - gdcm::MeshPrimitive, 718
- GetPrimitiveType
  - gdcm::MeshPrimitive, 719
- GetPrintStyle
  - gdcm::Printer, 890
  - gdcm::XMLPrinter, 1483
- GetPrivateCreator
  - gdcm::DataSet, 348
  - gdcm::Tag, 1162
- GetPrivateDict
  - gdcm::Dicts, 393, 394
  - gdcm::XMLPrivateDictReader, 1488
- GetPrivateMapping
  - gdcm::Scanner2, 970
  - gdcm::StrictScanner2, 1093
- GetPrivateMappings
  - gdcm::Scanner2, 971
  - gdcm::StrictScanner2, 1093
- GetPrivateOrderedValues
  - gdcm::Scanner2, 971
  - gdcm::StrictScanner2, 1093
- GetPrivateTag
  - gdcm::DataSet, 348
- GetPrivateValue
  - gdcm::Scanner2, 971
  - gdcm::StrictScanner2, 1093
- GetPrivateValues
  - gdcm::Scanner2, 971
  - gdcm::StrictScanner2, 1094
- GetProcessingAlgorithm
  - gdcm::Surface, 1119
- GetProgress
  - gdcm::ProgressEvent, 902
- GetPropertyCategory
  - gdcm::Segment, 979
- GetPropertyType
  - gdcm::Segment, 979, 980
- GetPropertyTypeModifiers
  - gdcm::Segment, 980
- GetProtocol
  - gdcm::network::ULConnection, 1286
- GetPublicDict
  - gdcm::Dicts, 394
- GetPublicMapping
  - gdcm::Scanner2, 971
  - gdcm::StrictScanner2, 1094
- GetPublicMappings
  - gdcm::Scanner2, 971
  - gdcm::StrictScanner2, 1094
- GetPublicOrderedValues
  - gdcm::Scanner2, 972
  - gdcm::StrictScanner2, 1094
- GetPublicValue
  - gdcm::Scanner2, 972
  - gdcm::StrictScanner2, 1094
- GetPublicValues
  - gdcm::Scanner2, 972
  - gdcm::StrictScanner2, 1094
- GetQuality
  - gdcm::JPEG2000Codec, 646
  - gdcm::JPEGCodec, 658
- GetQueryDataSet
  - gdcm::BaseQuery, 184
- GetQueryLevel
  - gdcm::QueryBase, 911
  - gdcm::QueryImage, 915
  - gdcm::QueryPatient, 918
  - gdcm::QuerySeries, 920
  - gdcm::QueryStudy, 923
- GetQueryLevelFromQueryRoot
  - gdcm::BaseRootQuery, 189
- GetQueryLevelFromString
  - gdcm::BaseRootQuery, 189
- GetQueryLevelString
  - gdcm::BaseRootQuery, 189
- GetRate
  - gdcm::JPEG2000Codec, 647
- GetRAWMD5FromFile
  - vtkGDCMTesting, 1407
- GetRealWorldValueMappingContent

- gdcmm::ImageHelper, 590
- GetReason
  - gdcmm::network::PresentationContextAC, 874
- GetRecommendedDisplayCIELabValue
  - gdcmm::Surface, 1119
- GetRecommendedDisplayGrayscaleValue
  - gdcmm::Surface, 1119
- GetRecommendedPresentationOpacity
  - gdcmm::Surface, 1119
- GetRecommendedPresentationType
  - gdcmm::Surface, 1120
- GetRef
  - gdcmm::IODEntry, 620
- GetReferencedFrameOfReferenceClassUID
  - vtkRTStructSetProperties, 1462
- GetReferencedFrameOfReferenceInstanceUID
  - vtkRTStructSetProperties, 1462
- GetRegion
  - gdcmm::ImageRegionReader, 600
- GetRequiredDataSet
  - gdcmm::ModalityPerformedProcedureStepCreateQuery, 722
  - gdcmm::ModalityPerformedProcedureStepSetQuery, 725
- GetRequiredTags
  - gdcmm::QueryBase, 911
  - gdcmm::QueryImage, 916
  - gdcmm::QueryPatient, 918
  - gdcmm::QuerySeries, 920
  - gdcmm::QueryStudy, 923
- GetRescaleInterceptSlopeValue
  - gdcmm::ImageHelper, 590
- GetReserved43\_74
  - gdcmm::network::AAssociateRQPDU, 102
- GetResponses
  - gdcmm::network::ULBasicCallback, 1281
- GetRetired
  - gdcmm::DictEntry, 385
- GetRoot
  - gdcmm::UIDGenerator, 1201
- GetRows
  - gdcmm::Bitmap, 205
  - gdcmm::Overlay, 795
- GetRTStructSeriesUIDs
  - gdcmm::DirectoryHelper, 406
- GetSamplesPerPixel
  - gdcmm::PhotometricInterpretation, 832
  - gdcmm::PixelFormat, 838
- GetScalarType
  - gdcmm::PixelFormat, 839
- GetScalarTypeAsString
  - gdcmm::PixelFormat, 839
- GetScanner
  - gdcmm::DICOMDIRGenerator, 372
- GetSegment
  - gdcmm::SegmentWriter, 994
- GetSegmentAlgorithmName
  - gdcmm::Segment, 980
- GetSegmentAlgorithmType
  - gdcmm::Segment, 980
- GetSegmentDescription
  - gdcmm::Segment, 980
- GetSegmentLabel
  - gdcmm::Segment, 980
- GetSegmentNumber
  - gdcmm::Segment, 981
- GetSegments
  - gdcmm::SegmentReader, 990
  - gdcmm::SegmentWriter, 994
- GetSelectedPrivateGroupOffsetFromFile
  - gdcmm::Testing, 1177
- GetSelectedTagsOffsetFromFile
  - gdcmm::Testing, 1178
- GetSequenceOfFragments
  - gdcmm::DataElement, 327
- GetSeriesUIDsBySOPClassUID
  - gdcmm::DirectoryHelper, 406
- GetSize
  - gdcmm::VR, 1343
  - vtkImageColorViewer, 1425
- GetSizetof
  - gdcmm::VR, 1343
- GetSliceArray
  - gdcmm::MrProtocol, 744
- GetSliceMax
  - vtkImageColorViewer, 1425
- GetSliceMin
  - vtkImageColorViewer, 1426
- GetSliceRange
  - vtkImageColorViewer, 1426
- GetSlope
  - gdcmm::Image, 548
  - gdcmm::Rescaler, 942
- GetSOPClassUID
  - gdcmm::DirectoryHelper, 406
- GetSOPClassUIDFromIOD
  - gdcmm::SOPClassUIDToIOD, 1050
- GetSOPClassUIDToIOD
  - gdcmm::SOPClassUIDToIOD, 1051
- GetSOPClassUIDToIODs
  - gdcmm::SOPClassUIDToIOD, 1051
- GetSOPInstanceUID
  - gdcmm::BaseQuery, 184
- GetSourceApplicationEntityTitle
  - gdcmm::FileMetaInformation, 495
- GetSourceDirectory
  - gdcmm::Testing, 1178
- GetSpacing

- gdcmm::Image, 548
- GetSpacingTagFromMediaStorage
  - gdcmm::ImageHelper, 590
- GetSpacingValue
  - gdcmm::ImageHelper, 591
- GetStart
  - gdcmm::ByteBuffer, 222
- GetState
  - gdcmm::network::ULConnection, 1286
- GetStateIndex
  - gdcmm::network, 83
- GetSTATES
  - gdcmm::Surface, 1120
- GetSTATESString
  - gdcmm::Surface, 1120
- GetStream
  - gdcmm::Trace, 1183
- GetStreamCurrentPosition
  - gdcmm::Reader, 932
- GetStreamOffsetFromFile
  - gdcmm::Testing, 1178
- GetStreamPtr
  - gdcmm::Reader, 932
  - gdcmm::Writer, 1476
- GetString
  - gdcmm::MediaStorage, 706
  - gdcmm::PhotometricInterpretation, 832
  - gdcmm::TransferSyntax, 1189
  - gdcmm::UIDs, 1238
- GetStringValueFromTag
  - gdcmm::DirectoryHelper, 406
- GetStructureSetObservationNumber
  - vtkRTStructSetProperties, 1462
- GetStructureSetROIDescription
  - vtkRTStructSetProperties, 1462
- GetStructureSetROIGenerationAlgorithm
  - vtkRTStructSetProperties, 1462
- GetStructureSetROIName
  - vtkRTStructSetProperties, 1462
- GetStructureSetROINumber
  - vtkRTStructSetProperties, 1463
- GetStructureSetROIObservationLabel
  - vtkRTStructSetProperties, 1463
- GetStructureSetROIRefFrameRefUID
  - vtkRTStructSetProperties, 1463
- GetStructureSetRTROIInterpretedType
  - vtkRTStructSetProperties, 1463
- GetSurface
  - gdcmm::Segment, 981
- GetSurfaceComments
  - gdcmm::Surface, 1120
- GetSurfaceCount
  - gdcmm::Segment, 981
- GetSurfaceNumber
  - gdcmm::Surface, 1120
- GetSurfaceProcessing
  - gdcmm::Surface, 1120
- GetSurfaceProcessingDescription
  - gdcmm::Surface, 1120
- GetSurfaceProcessingRatio
  - gdcmm::Surface, 1121
- GetSurfaces
  - gdcmm::Segment, 981
- GetSwapCode
  - gdcmm::TransferSyntax, 1189
- GetSwapCodeString
  - gdcmm::SwapCode, 1138
- GetSyngoDT
  - gdcmm::CSAElement, 295
- GetTable
  - gdcmm::SequenceOfFragments, 1001
- GetTableEntry
  - gdcmm::Table, 1150
- GetTag
  - gdcmm::AnonymizeEvent, 111
  - gdcmm::Attribute< Group, Element, TVR, TVM >, 142
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, 151
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >, 160
  - gdcmm::DataElement, 328
- GetTagListByLevel
  - gdcmm::BaseRootQuery, 190
  - gdcmm::FindPatientRootQuery, 521
  - gdcmm::FindStudyRootQuery, 524
  - gdcmm::MovePatientRootQuery, 739
  - gdcmm::MoveStudyRootQuery, 742
  - gdcmm::WLMFindQuery, 1471
- GetTempDirectory
  - gdcmm::Testing, 1178
- GetTempDirectoryW
  - gdcmm::Testing, 1178
- GetTempFilename
  - gdcmm::Testing, 1179
- GetTempFilenameW
  - gdcmm::Testing, 1179
- GetTimeout
  - gdcmm::network::ARTIMTimer, 134
  - gdcmm::ServiceClassUser, 1025
- GetTimer
  - gdcmm::network::ULConnection, 1286
- GetTimezoneOffsetFromUTC
  - gdcmm::System, 1146
- GetToplevel
  - gdcmm::Directory, 403
- GetToshibaMECMR3Tag
  - gdcmm::MEC\_MR3, 697
- GetTransferSyntax



- gdcm::Bitmap, 205
- gdcm::ImageChangeTransferSyntax, 565
- gdcm::network::PresentationContextAC, 874
- gdcm::network::PresentationContextRQ, 881
- gdcm::PresentationContext, 871
- GetTransferSyntaxes
  - gdcm::network::PresentationContextRQ, 882
- GetTransferSyntaxString
  - gdcm::UIDs, 1238
- GetTransferSyntaxStrings
  - gdcm::UIDs, 1238
- GetTSString
  - gdcm::TransferSyntax, 1189
- GetTSType
  - gdcm::TransferSyntax, 1190
- GetType
  - gdcm::ModuleEntry, 733
  - gdcm::Orientation, 788
  - gdcm::Overlay, 795
  - gdcm::PhotometricInterpretation, 832
- GetTypeAsEnum
  - gdcm::Overlay, 795
- GetTypeFromTag
  - gdcm::Defs, 364
  - gdcm::IOD, 618
- GetTypeOfData
  - gdcm::Curve, 320
- GetTypeOfDataDescription
  - gdcm::Curve, 320
- GetTypeString
  - gdcm::Type, 1198
- GetTypeType
  - gdcm::Type, 1198
- GetUIDName
  - gdcm::UIDs, 1239
- GetUIDString
  - gdcm::UIDs, 1239
- GetUniqueTags
  - gdcm::QueryBase, 912
  - gdcm::QueryImage, 916
  - gdcm::QueryPatient, 918
  - gdcm::QuerySeries, 921
  - gdcm::QueryStudy, 923
- GetUnpackBuffer
  - gdcm::Overlay, 795
- GetUnpackBufferLength
  - gdcm::Overlay, 795
- GetUsage
  - gdcm::IODEntry, 620
- GetUsageString
  - gdcm::Usage, 1315
- GetUsageType
  - gdcm::IODEntry, 620
  - gdcm::Usage, 1315
- GetUserData
  - gdcm::Parser, 806
- GetUserInformation
  - gdcm::network::AAssociateACPDU, 94
  - gdcm::network::AAssociateRQPDU, 103
- GetValidatedFile
  - gdcm::Validate, 1321
- GetValidDataSet
  - gdcm::WLMFindQuery, 1471
- GetValue
  - gdcm::Attribute< Group, Element, TVR, TVM >, 142, 143
  - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, 151
  - gdcm::Attribute< Group, Element, TVR, VM::VM1\_n >, 160
  - gdcm::CSAElement, 295
  - gdcm::DataElement, 328
  - gdcm::Element< TVR, TVM >, 416
  - gdcm::Element< TVR, VM::VM1\_n >, 423
  - gdcm::PDBelement, 813
  - gdcm::Scanner, 960
  - gdcm::StrictScanner, 1083
- GetValueAsSQ
  - gdcm::DataElement, 329
- GetValues
  - gdcm::Attribute< Group, Element, TVR, TVM >, 143
  - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, 152
  - gdcm::Attribute< Group, Element, TVR, VM::VM1\_n >, 161
  - gdcm::Element< TVR, TVM >, 416
  - gdcm::Scanner, 960, 961
  - gdcm::Scanner2, 972
  - gdcm::StrictScanner, 1083
  - gdcm::StrictScanner2, 1095
- GetVectorAccuracy
  - gdcm::Surface, 1121
- GetVectorCoordinateData
  - gdcm::Surface, 1121
- GetVectorDimensionality
  - gdcm::Surface, 1121
- GetVersion
  - gdcm::MrProtocol, 745
  - gdcm::Version, 1329
- GetVIEWType
  - gdcm::Surface, 1121
- GetVIEWTypeString
  - gdcm::Surface, 1121
- GetVL
  - gdcm::DataElement, 329
- GetVL16Max
  - gdcm::VL, 1331
- GetVL32Max

- gdcm::VL, [1332](#)
- GetVM
  - gdcm::Attribute< Group, Element, TVR, TVM >, [143](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, [152](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM1\_3 >, [155](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM1\_8 >, [157](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM1\_n >, [161](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM2\_2n >, [165](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM2\_n >, [166](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM3\_3n >, [168](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM3\_n >, [169](#)
  - gdcm::CSAElement, [296](#)
  - gdcm::CSAHeaderDictEntry, [311](#)
  - gdcm::DictEntry, [385](#)
  - gdcm::Element< TVR, TVM >, [416](#)
  - gdcm::Element< TVR, VM::VM1\_n >, [423](#)
- GetVMString
  - gdcm::VM, [1337](#)
- GetVMType
  - gdcm::VM, [1338](#)
- GetVMTypeFromLength
  - gdcm::VM, [1338](#)
- GetVoidPointer
  - gdcm::ByteValue, [231](#)
- GetVR
  - gdcm::Attribute< Group, Element, TVR, TVM >, [143](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, [152](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM1\_n >, [161](#)
  - gdcm::CSAElement, [296](#)
  - gdcm::CSAHeaderDictEntry, [311](#)
  - gdcm::DataElement, [330](#)
  - gdcm::DictEntry, [385](#)
  - gdcm::Element< TVR, TVM >, [416](#)
  - gdcm::Element< TVR, VM::VM1\_n >, [423](#)
- GetVRFromTag
  - gdcm, [65](#)
- GetVRString
  - gdcm::VR, [1344](#)
- GetVRStringFromFile
  - gdcm::VR, [1344](#)
- GetVRType
  - gdcm::VR, [1344](#)
- GetVRTypeFromFile
  - gdcm::VR, [1344](#)
- GetVTKDataRoot
  - vtkGDCMTesting, [1407](#)
- GetWarningFlag
  - gdcm::Trace, [1183](#)
- GetWarningStream
  - gdcm::Trace, [1183](#)
- GetWindowName
  - vtkImageColorViewer, [1426](#)
- GetXMax
  - gdcm::BoxRegion, [219](#)
- GetXMin
  - gdcm::BoxRegion, [219](#)
- GetYMax
  - gdcm::BoxRegion, [220](#)
- GetYMin
  - gdcm::BoxRegion, [220](#)
- GetZMax
  - gdcm::BoxRegion, [220](#)
- GetZMin
  - gdcm::BoxRegion, [220](#)
- GetZSpacing
  - gdcm::IPPSorter, [627](#)
- GetZSpacingTagFromMediaStorage
  - gdcm::ImageHelper, [591](#)
- GetZSpacingTolerance
  - gdcm::IPPSorter, [627](#)
- Global
  - gdcm::Defs, [366](#)
  - gdcm::Dicts, [394](#)
  - gdcm::Global, [530](#), [531](#)
- GlobalInstance
  - gdcm, [77](#)
- GrabOverlayFromPixelData
  - gdcm::Overlay, [796](#)
- Graphics
  - gdcm::Overlay, [792](#)
- GRAY
  - gdcm::LookupTable, [680](#)
- GrayscalePlanarMPRVolumetricPresentationStateStorage
  - gdcm::UIDs, [1226](#)
- GrayscaleSoftcopyPresentationStateStorageSOPClass
  - gdcm::MediaStorage, [702](#)
  - gdcm::UIDs, [1222](#)
- GREEN
  - gdcm::LookupTable, [680](#)
- green
  - gdcm::terminal, [86](#)
- GroupDict
  - gdcm::GroupDict, [534](#)
- GroupStringVector
  - gdcm::GroupDict, [534](#)
- GuessFromModality
  - gdcm::MediaStorage, [706](#)



- HandleBulkData
  - gdcm::XMLPrinter, [1483](#)
- HandleDataSet
  - gdcm::network::ULBasicCallback, [1282](#)
  - gdcm::network::ULConnectionCallback, [1290](#)
  - gdcm::network::ULWritingCallback, [1306](#)
- HandleDescription
  - gdcm::XMLDictReader, [1481](#)
  - gdcm::XMLPrivateDictReader, [1488](#)
- HandleEntry
  - gdcm::XMLDictReader, [1481](#)
  - gdcm::XMLPrivateDictReader, [1488](#)
- HandleEvent
  - gdcm::network::ULTransitionTable, [1304](#)
- HandleIOD
  - gdcm::TableReader, [1155](#)
- HandleIODEntry
  - gdcm::TableReader, [1155](#)
- HandleMacro
  - gdcm::TableReader, [1155](#)
- HandleMacroEntry
  - gdcm::TableReader, [1155](#)
- HandleMacroEntryDescription
  - gdcm::TableReader, [1155](#)
- HandleModule
  - gdcm::TableReader, [1155](#)
- HandleModuleEntry
  - gdcm::TableReader, [1156](#)
- HandleModuleEntryDescription
  - gdcm::TableReader, [1156](#)
- HandleModuleInclude
  - gdcm::TableReader, [1156](#)
- HandleResponse
  - gdcm::network::ULBasicCallback, [1282](#)
  - gdcm::network::ULConnectionCallback, [1290](#)
  - gdcm::network::ULWritingCallback, [1306](#)
- HangingProtocolInformationModelFIND
  - gdcm::UIDs, [1224](#)
- HangingProtocolInformationModelGET
  - gdcm::UIDs, [1228](#)
- HangingProtocolInformationModelMOVE
  - gdcm::UIDs, [1224](#)
- HangingProtocolStorage
  - gdcm::MediaStorage, [703](#)
  - gdcm::UIDs, [1224](#)
- HardcopyColorImageStorage
  - gdcm::MediaStorage, [703](#)
- HardcopyColorImageStorageSOPClassRetired
  - gdcm::UIDs, [1221](#)
- HardcopyGrayscaleImageStorage
  - gdcm::MediaStorage, [702](#)
- HardcopyGrayscaleImageStorageSOPClassRetired
  - gdcm::UIDs, [1221](#)
- HasObserver
  - gdcm::Subject, [1110](#)
- HemodynamicWaveformStorage
  - gdcm::MediaStorage, [702](#)
  - gdcm::UIDs, [1222](#)
- HEVCH\_265Main10ProfileLevel5\_1
  - gdcm::UIDs, [1226](#)
- HEVCH\_265MainProfileLevel5\_1
  - gdcm::UIDs, [1226](#)
- hidden
  - gdcm::terminal, [86](#)
- HITACHI
  - gdcm::EquipmentManufacturer, [451](#)
- HotIronColorPaletteSOPInstance
  - gdcm::UIDs, [1226](#)
- HotMetalBlueColorPaletteSOPInstance
  - gdcm::UIDs, [1225](#)
- HSV
  - gdcm::PhotometricInterpretation, [831](#)
- ICBM452T1FrameofReference
  - gdcm::UIDs, [1220](#)
- ICBMSingleSubjectMRIFrameofReference
  - gdcm::UIDs, [1220](#)
- ICD11
  - gdcm::UIDs, [1225](#)
- Icon
  - gdcm::Pixmap, [848](#)
- IconDataScalarType
  - vtkGDCMImageReader, [1365](#)
  - vtkGDCMImageReader2, [1379](#)
- IconImage
  - gdcm, [59](#)
- IconImageDataExtent
  - vtkGDCMImageReader, [1365](#)
  - vtkGDCMImageReader2, [1379](#)
- IconImageFilter
  - gdcm::IconImageFilter, [537](#)
- IconImageGenerator
  - gdcm::IconImageGenerator, [540](#)
- IconNumberOfScalarComponents
  - vtkGDCMImageReader, [1365](#)
  - vtkGDCMImageReader2, [1380](#)
- ID
  - gdcm::PresentationContext, [872](#)
- ignore\_char
  - gdcm::ignore\_char, [543](#)
- Image
  - gdcm::Image, [546](#)
- ImageActor
  - vtkImageColorViewer, [1434](#)
- ImageApplyLookupTable
  - gdcm::ImageApplyLookupTable, [553](#)
- ImageBiomarkerStandardisationInitiative
  - gdcm::UIDs, [1225](#)

ImageChangePhotometricInterpretation  
     gdcmm::ImageChangePhotometricInterpretation, 556  
     gdcmm::ImageCodec, 579  
 ImageChangePlanarConfiguration  
     gdcmm::ImageChangePlanarConfiguration, 560  
 ImageChangeTransferSyntax  
     gdcmm::Bitmap, 211  
     gdcmm::ImageChangeTransferSyntax, 564  
 ImageCodec  
     gdcmm::ImageCodec, 570  
 ImageConverter  
     gdcmm::ImageConverter, 581  
 ImageFormat  
     vtkGDCMImageReader, 1365  
     vtkGDCMImageReader2, 1380  
 ImageFragmentSplitter  
     gdcmm::ImageFragmentSplitter, 585  
 ImageNumberOrdering  
     gdcmm::SerieHelper, 1017  
 ImageOrientationPatient  
     vtkGDCMImageReader, 1365  
     vtkGDCMImageReader2, 1380  
 ImageOverlayBoxSOPClassRetired  
     gdcmm::UIDs, 1221  
 ImagePositionPatient  
     vtkGDCMImageReader, 1365  
     vtkGDCMImageReader2, 1380  
 ImagePositionPatientOrdering  
     gdcmm::SerieHelper, 1017  
 ImageReader  
     gdcmm::ImageReader, 595  
 ImageRegionReader  
     gdcmm::ImageRegionReader, 599  
     gdcmm::JPEG2000Codec, 649  
     gdcmm::JPEGCodec, 661  
     gdcmm::JPEGLSCCodec, 668  
     gdcmm::RLECodec, 951  
 ImageToImageFilter  
     gdcmm::ImageToImageFilter, 603  
 ImageWriter  
     gdcmm::ImageWriter, 606  
 ImplantAssemblyTemplateInformationModelFIND  
     gdcmm::UIDs, 1228  
 ImplantAssemblyTemplateInformationModelGET  
     gdcmm::UIDs, 1228  
 ImplantAssemblyTemplateInformationModelMOVE  
     gdcmm::UIDs, 1228  
 ImplantAssemblyTemplateStorage  
     gdcmm::UIDs, 1228  
 ImplantationPlanSRStorage  
     gdcmm::UIDs, 1227  
 ImplantTemplateGroupInformationModelFIND  
     gdcmm::UIDs, 1228  
 ImplantTemplateGroupInformationModelGET  
     gdcmm::UIDs, 1228  
 ImplantTemplateGroupInformationModelMOVE  
     gdcmm::UIDs, 1228  
 ImplantTemplateGroupStorage  
     gdcmm::UIDs, 1228  
 ImplementationClassUIDSub  
     gdcmm::network::ImplementationClassUIDSub, 608  
 ImplementationUIDSub  
     gdcmm::network::ImplementationUIDSub, 609  
 ImplementationVersionNameSub  
     gdcmm::network::ImplementationVersionNameSub, 610  
 Implicit  
     gdcmm::TransferSyntax, 1187  
 ImplicitVRBigEndianACRNEMA  
     gdcmm::TransferSyntax, 1188  
 ImplicitVRBigEndianPrivateGE  
     gdcmm::TransferSyntax, 1188  
 ImplicitVRLittleEndian  
     gdcmm::TransferSyntax, 1188  
 ImplicitVRLittleEndianDefaultTransferSyntaxforDICOM  
     gdcmm::UIDs, 1219  
 IncompleteLUT  
     gdcmm::LookupTable, 686  
 InitFromRQ  
     gdcmm::network::AAssociateACPDU, 94  
 Initialize  
     gdcmm::network::ULConnectionInfo, 1292  
 InitializeBlueLUT  
     gdcmm::LookupTable, 683  
 InitializeConnection  
     gdcmm::network::ULConnection, 1286  
     gdcmm::ServiceClassUser, 1025  
 Initialized  
     gdcmm::LookupTable, 683  
 InitializeDataSet  
     gdcmm::BaseRootQuery, 190  
     gdcmm::FindPatientRootQuery, 521  
     gdcmm::FindStudyRootQuery, 524  
     gdcmm::MovePatientRootQuery, 739  
     gdcmm::MoveStudyRootQuery, 742  
     gdcmm::WLMFindQuery, 1471  
 InitializeGreenLUT  
     gdcmm::LookupTable, 683  
 InitializeIncomingConnection  
     gdcmm::network::ULConnection, 1286  
 InitializeLUT  
     gdcmm::LookupTable, 683  
 InitializeRedLUT  
     gdcmm::LookupTable, 684  
 InitializeRTStructSet  
     vtkGDCMPolyDataWriter, 1401  
 InitOpenSSL  
     gdcmm::OpenSSLCryptoFactory, 777

- Input
  - gdcm::BitmapToBitmapFilter, [216](#)
- Insert
  - gdcm::CommandDataSet, [272](#)
  - gdcm::DataSet, [349](#)
  - gdcm::FileMetaInformation, [495](#)
  - gdcm::GroupDict, [535](#)
- InsertDataElement
  - gdcm::DataSet, [349](#)
  - gdcm::Item, [633](#)
- InsertEntry
  - gdcm::Table, [1151](#)
- InstallPipeline
  - vtkImageColorViewer, [1426](#)
- InstanceAvailabilityNotificationSOPClass
  - gdcm::UIDs, [1224](#)
- INT12
  - gdcm::PixelFormat, [836](#)
- INT16
  - gdcm::PixelFormat, [836](#)
- INT32
  - gdcm::PixelFormat, [836](#)
- INT64
  - gdcm::PixelFormat, [836](#)
- INT8
  - gdcm::PixelFormat, [836](#)
- IntegratedTaxonomicInformationSystemITISTaxonomicSerialNumberITIS
  - gdcm::UIDs, [1225](#)
- Interactor
  - vtkImageColorViewer, [1434](#)
- InteractorStyle
  - vtkImageColorViewer, [1434](#)
- INTERFILE
  - gdcm::CSAHeader, [302](#)
- Internal
  - gdcm::ApplicationEntity, [127](#)
  - gdcm::Attribute< Group, Element, TVR, TVM >, [147](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, [154](#)
  - gdcm::Element< TVR, TVM >, [419](#)
  - gdcm::Element< VR::AS, VM::VM5 >, [436](#)
  - gdcm::LookupTable, [686](#)
  - gdcm::UI, [1199](#)
- InternalCode
  - gdcm::Coder, [262](#)
  - gdcm::JPEG12Codec, [638](#)
  - gdcm::JPEG16Codec, [641](#)
  - gdcm::JPEG8Codec, [652](#)
- Internals
  - vtkRTStructSetProperties, [1467](#)
- IntraocularLensCalculationsStorage
  - gdcm::UIDs, [1226](#)
- IntravascularOpticalCoherenceTomographyImageStorageForProcessing
  - gdcm::UIDs, [1226](#)
- INVALID
  - gdcm::VR, [1341](#)
- Invalid
  - gdcm::Overlay, [792](#)
  - gdcm::Usage, [1314](#)
- InverseRescale
  - gdcm::Rescaler, [943](#)
- InverseRescaleFunctionIntoBestFit
  - gdcm::Rescaler, [943](#)
- InvokeEvent
  - gdcm::Subject, [1111](#)
- IOD
  - gdcm::IOD, [617](#)
- IODEntry
  - gdcm::IODEntry, [619](#)
- IODMapType
  - gdcm::IODs, [622](#)
- IODMapTypeConstIterator
  - gdcm::IODs, [622](#)
- IODName
  - gdcm::IODs, [623](#)
- IODs
  - gdcm::IODs, [623](#)
- IPPSorter
  - gdcm::IPPSorter, [626](#)
- IS
  - gdcm::VR, [1341](#)
- IsAETitleValid
  - gdcm::network::AAssociateRQPDU, [103](#)
- IsASCII
  - gdcm::VR, [1344](#)
- IsASCII2
  - gdcm::VR, [1344](#)
- IsBinary
  - gdcm::VR, [1345](#)
- IsBinary2
  - gdcm::VR, [1345](#)
- IsCompatible
  - gdcm::PixelFormat, [839](#)
- IsDual
  - gdcm::VR, [1345](#)
- IsEmpty
  - gdcm::Bitmap, [205](#)
  - gdcm::ByteValue, [232](#)
  - gdcm::CSAElement, [296](#)
  - gdcm::CSAHeaderDict, [308](#)
  - gdcm::Curve, [320](#)
  - gdcm::DataElement, [330](#)
  - gdcm::DataSet, [349](#)
  - gdcm::Defs, [365](#)
  - gdcm::GroupDict, [377](#)
  - gdcm::Dicts, [394](#)

- gdcM::Filename, 500
- gdcM::Macros, 693
- gdcM::Modules, 736
- gdcM::Overlay, 796
- gdcM::Preamble, 867
- gdcM::PrivateDict, 894
- gdcM::SegmentHelper::BasicCodedEntry, 194
- gdcM::SequenceOfItems, 1010
- IsEncapsulated
  - gdcM::TransferSyntax, 1190
- IsEncoded
  - gdcM::TransferSyntax, 1190
- IsExplicit
  - gdcM::TransferSyntax, 1190
- IsFrameEncoder
  - gdcM::ImageCodec, 575
  - gdcM::JPEG2000Codec, 647
  - gdcM::JPEGCodec, 659
  - gdcM::JPEGLSCodec, 667
  - gdcM::RLECodec, 950
- IsGroupLength
  - gdcM::Tag, 1162
- IsGroupXX
  - gdcM::Tag, 1163
- IsIdentical
  - gdcM::Filename, 501
- IsIllegal
  - gdcM::Tag, 1163
- IsImage
  - gdcM::MediaStorage, 706
- IsImplicit
  - gdcM::TransferSyntax, 1190
- IsInPixelData
  - gdcM::Overlay, 796
- IsKey
  - gdcM::Scanner, 961
  - gdcM::Scanner2, 972
  - gdcM::StrictScanner, 1084
  - gdcM::StrictScanner2, 1095
- IsLastFragment
  - gdcM::network::AAAbortPDU, 90
  - gdcM::network::AAAssociateACPDU, 94
  - gdcM::network::AAAssociateRJPDU, 97
  - gdcM::network::AAAssociateRQPDU, 103
  - gdcM::network::AReleaseRPPDU, 129
  - gdcM::network::AReleaseRQPDU, 131
  - gdcM::network::BasePDU, 180
  - gdcM::network::PDataTFPDU, 810
- IsLossless
  - gdcM::PhotometricInterpretation, 832
  - gdcM::TransferSyntax, 1191
- IsLossy
  - gdcM::Bitmap, 206
  - gdcM::ImageCodec, 576
  - gdcM::PhotometricInterpretation, 832
  - gdcM::TransferSyntax, 1191
- IsOdd
  - gdcM::VL, 1332
- IsPresentationContextAccepted
  - gdcM::ServiceClassUser, 1025
- IsPrintable
  - gdcM::ByteValue, 232
- IsPrivate
  - gdcM::Tag, 1163
- IsPrivateCreator
  - gdcM::Tag, 1163
- IsPublic
  - gdcM::Tag, 1164
- IsRetired
  - gdcM::PhotometricInterpretation, 832
- IsRGB8
  - gdcM::LookupTable, 684
- IsRowEncoder
  - gdcM::ImageCodec, 576
  - gdcM::JPEG2000Codec, 647
  - gdcM::JPEGCodec, 659
  - gdcM::JPEGLSCodec, 667
  - gdcM::RLECodec, 950
- IsSameColorSpace
  - gdcM::PhotometricInterpretation, 833
- IsStateSuspension
  - gdcM::JPEG12Codec, 638
  - gdcM::JPEG16Codec, 641
  - gdcM::JPEG8Codec, 652
  - gdcM::JPEGCodec, 659
- IsSwap
  - gdcM::VR, 1345
- IsTransferSyntaxCompatible
  - gdcM::Bitmap, 206
- IsUndefined
  - gdcM::MediaStorage, 706
  - gdcM::VL, 1332
- IsUndefinedLength
  - gdcM::DataElement, 330
  - gdcM::SequenceOfItems, 1010
- IsUnique
  - gdcM::DictEntry, 386
- IsValid
  - gdcM::ApplicationEntity, 126
  - gdcM::BoxRegion, 220
  - gdcM::CodeString, 266
  - gdcM::DirectionCosines, 399
  - gdcM::DPath, 409
  - gdcM::FileMetaInformation, 495
  - gdcM::ImageCodec, 576
  - gdcM::JPEGCodec, 659
  - gdcM::LO, 677
  - gdcM::PixelFormat, 839

- gdcm::Preamble, [867](#)
- gdcm::Region, [939](#)
- gdcm::String< TDelimiter, TMaxLength, TPadChar  
>, [1102](#)
- gdcm::TagPath, [1171](#)
- gdcm::TransferSyntax, [1191](#)
- gdcm::UIDGenerator, [1202](#)
- gdcm::UUIDGenerator, [1320](#)
- gdcm::VM, [1338](#)
- gdcm::VR, [1345](#)
- IsVRFile
  - gdcm::VR, [1346](#)
- IsZero
  - gdcm::Overlay, [796](#)
- Item
  - gdcm::Item, [631](#), [632](#)
- Items
  - gdcm::SequenceOfItems, [1012](#)
- ItemVector
  - gdcm::SequenceOfItems, [1006](#)
- Iterator
  - gdcm::CSAHeaderDict, [306](#)
  - gdcm::DataSet, [344](#)
  - gdcm::Dict, [375](#)
  - gdcm::SequenceOfFragments, [998](#)
  - gdcm::SequenceOfItems, [1007](#)
- iterator
  - gdcm::CodeString, [264](#)
  - gdcm::LO, [675](#)
  - gdcm::String< TDelimiter, TMaxLength, TPadChar  
>, [1100](#)
- ItFileSetHt
  - gdcm::SerieHelper, [1018](#)
- IVOCTForPresentation
  - gdcm::MediaStorage, [703](#)
- IVOCTForProcessing
  - gdcm::MediaStorage, [703](#)
- Join
  - gdcm::Filename, [501](#)
- JPEG12Codec
  - gdcm::JPEG12Codec, [637](#)
- JPEG16Codec
  - gdcm::JPEG16Codec, [640](#)
- JPEG2000
  - gdcm::TransferSyntax, [1188](#)
- JPEG2000\_COMPRESSION
  - vtkGDCMImageWriter, [1384](#)
- JPEG2000Codec
  - gdcm::JPEG2000Codec, [644](#)
- JPEG2000ImageCompression
  - gdcm::UIDs, [1219](#)
- JPEG2000ImageCompressionLosslessOnly
  - gdcm::UIDs, [1219](#)
- JPEG2000Lossless
  - gdcm::TransferSyntax, [1188](#)
- JPEG2000Part2
  - gdcm::TransferSyntax, [1188](#)
- JPEG2000Part2Lossless
  - gdcm::TransferSyntax, [1188](#)
- JPEG2000Part2MulticomponentImageCompression
  - gdcm::UIDs, [1219](#)
- JPEG2000Part2MulticomponentImageCompressionLosslessOnly
  - gdcm::UIDs, [1219](#)
- JPEG8Codec
  - gdcm::JPEG8Codec, [651](#)
- JPEG\_COMPRESSION
  - vtkGDCMImageWriter, [1384](#)
- JPEGBaselineProcess1
  - gdcm::TransferSyntax, [1188](#)
- JPEGBaselineProcess1DefaultTransferSyntaxforLossyJPEG8BitImageComp
  - gdcm::UIDs, [1219](#)
- JPEGCodec
  - gdcm::JPEGCodec, [655](#)
- JPEGExtendedHierarchicalProcess1618Retired
  - gdcm::UIDs, [1219](#)
- JPEGExtendedHierarchicalProcess1719Retired
  - gdcm::UIDs, [1219](#)
- JPEGExtendedProcess24DefaultTransferSyntaxforLossyJPEG12BitImageC
  - gdcm::UIDs, [1219](#)
- JPEGExtendedProcess2\_4
  - gdcm::TransferSyntax, [1188](#)
- JPEGExtendedProcess35Retired
  - gdcm::UIDs, [1219](#)
- JPEGExtendedProcess3\_5
  - gdcm::TransferSyntax, [1188](#)
- JPEGFullProgressionHierarchicalProcess2426Retired
  - gdcm::UIDs, [1219](#)
- JPEGFullProgressionHierarchicalProcess2527Retired
  - gdcm::UIDs, [1219](#)
- JPEGFullProgressionNonHierarchicalProcess1012Retired
  - gdcm::UIDs, [1219](#)
- JPEGFullProgressionNonHierarchicalProcess1113Retired
  - gdcm::UIDs, [1219](#)
- JPEGFullProgressionProcess10\_12
  - gdcm::TransferSyntax, [1188](#)
- JPEGLosslessHierarchicalProcess28Retired
  - gdcm::UIDs, [1219](#)
- JPEGLosslessHierarchicalProcess29Retired
  - gdcm::UIDs, [1219](#)
- JPEGLosslessNonHierarchicalFirstOrderPredictionProcess14SelectionValue
  - gdcm::UIDs, [1219](#)
- JPEGLosslessNonHierarchicalProcess14
  - gdcm::UIDs, [1219](#)
- JPEGLosslessNonHierarchicalProcess15Retired
  - gdcm::UIDs, [1219](#)
- JPEGLosslessProcess14
  - gdcm::TransferSyntax, [1188](#)

- JPEGLosslessProcess14\_1
  - gdcm::TransferSyntax, [1188](#)
- JPEGLS\_COMPRESSION
  - vtkGDCMImageWriter, [1384](#)
- JPEGLSCodec
  - gdcm::JPEGLSCodec, [664](#)
- JPEGLSLossless
  - gdcm::TransferSyntax, [1188](#)
- JPEGLSLosslessImageCompression
  - gdcm::UIDs, [1219](#)
- JPEGLSLossyNearLosslessImageCompression
  - gdcm::UIDs, [1219](#)
- JPEGLSNearLossless
  - gdcm::TransferSyntax, [1188](#)
- JPEGSpectralSelectionHierarchicalProcess2022Retired
  - gdcm::UIDs, [1219](#)
- JPEGSpectralSelectionHierarchicalProcess2123Retired
  - gdcm::UIDs, [1219](#)
- JPEGSpectralSelectionNonHierarchicalProcess68Retired
  - gdcm::UIDs, [1219](#)
- JPEGSpectralSelectionNonHierarchicalProcess79Retired
  - gdcm::UIDs, [1219](#)
- JPEGSpectralSelectionProcess6\_8
  - gdcm::TransferSyntax, [1188](#)
- JPIPReferenced
  - gdcm::TransferSyntax, [1188](#)
  - gdcm::UIDs, [1219](#)
- JPIPReferencedDeflate
  - gdcm::UIDs, [1219](#)
- JSON
  - gdcm::JSON, [669](#)
- JunkAfterDocElementError
  - gdcm::Parser, [805](#)
- KAKADUCodec
  - gdcm::KAKADUCodec, [672](#)
- KeratometryMeasurementsStorage
  - gdcm::UIDs, [1226](#)
- KeyField
  - gdcm::CSAElement, [299](#)
- KeyObjectSelectionDocument
  - gdcm::MediaStorage, [703](#)
- KeyObjectSelectionDocumentStorage
  - gdcm::UIDs, [1223](#)
- KeyValuePairArrayType
  - gdcm::CompositeNetworkFunctions, [276](#)
- KeyValuePairType
  - gdcm::CompositeNetworkFunctions, [276](#)
- KODAK
  - gdcm::EquipmentManufacturer, [451](#)
- LD\_ALL
  - gdcm, [63](#)
- LD\_NOSEQ
  - gdcm, [63](#)
- LD\_NOSHADOW
  - gdcm, [63](#)
- LD\_NOSHADOWSEQ
  - gdcm, [63](#)
- LeadECGWaveformStorage
  - gdcm::MediaStorage, [702](#)
- LegacyConvertedEnhancedCTImageStorage
  - gdcm::MediaStorage, [703](#)
  - gdcm::UIDs, [1225](#)
- LegacyConvertedEnhancedMRImageStorage
  - gdcm::MediaStorage, [703](#)
  - gdcm::UIDs, [1225](#)
- LegacyConvertedEnhancedPETImageStorage
  - gdcm::MediaStorage, [703](#)
  - gdcm::UIDs, [1225](#)
- LensometryMeasurementsStorage
  - gdcm::UIDs, [1226](#)
- Level
  - vtkImageMapToWindowLevelColors2, [1445](#)
- LINE
  - gdcm::MeshPrimitive, [717](#)
- ListCharSets
  - gdcm::QueryFactory, [913](#)
- LittleEndian
  - gdcm::SwapCode, [1138](#)
- LO
  - gdcm::LO, [677](#)
  - gdcm::VR, [1341](#)
- Load
  - gdcm::Directory, [403](#)
  - gdcm::MrProtocol, [745](#)
- LOADBULKDATA
  - gdcm::XMLPrinter, [1483](#)
- LoadDefault
  - gdcm::CSAHeaderDict, [308](#)
  - gdcm::Dict, [377](#)
  - gdcm::PrivateDict, [894](#)
- LoadDefaults
  - gdcm::Defs, [365](#)
  - gdcm::Dicts, [394](#)
- LoadFromDataElement
  - gdcm::CSAHeader, [304](#)
  - gdcm::PDBHeader, [816](#)
- LoadFromFile
  - gdcm::Defs, [365](#)
- LoadIconImage
  - vtkGDCMImageReader, [1366](#)
  - vtkGDCMImageReader2, [1380](#)
- LoadImageFromFiles
  - gdcm::DirectoryHelper, [407](#)
- LoadOverlays
  - vtkGDCMImageReader, [1366](#)
  - vtkGDCMImageReader2, [1380](#)
- LoadResourcesFiles

- gdcmm::Global, 532
- LoadSingleFile
  - vtkGDCMImageReader, 1356
  - vtkGDCMImageReader2, 1371
- Locate
  - gdcmm::Global, 532
- LOComp
  - gdcmm, 59
- LodModeType
  - gdcmm, 63
- LookupTable
  - gdcmm::LookupTable, 680
  - vtkImageMapToColors16, 1441
- LookupTableType
  - gdcmm::LookupTable, 680
- LossyFlag
  - gdcmm::Bitmap, 212
  - gdcmm::ImageCodec, 579
  - vtkGDCMImageReader, 1366
  - vtkGDCMImageReader2, 1380
- LT
  - gdcmm::VR, 1341
- LTComp
  - gdcmm, 59
- LUT
  - gdcmm::Bitmap, 212
  - gdcmm::ImageCodec, 579
- LUTPtr
  - gdcmm::Bitmap, 201
  - gdcmm::ImageCodec, 570
- m\_char
  - gdcmm::ignore\_char, 544
- m\_ConstMemberFunction
  - gdcmm::MemberCommand< T >, 713
- m\_DataSet
  - gdcmm::DataSetEvent, 357
- m\_MemberFunction
  - gdcmm::MemberCommand< T >, 713
  - gdcmm::SimpleMemberCommand< T >, 1036
- m\_This
  - gdcmm::MemberCommand< T >, 714
  - gdcmm::SimpleMemberCommand< T >, 1036
- Macro
  - gdcmm::Macro, 689
- MacroEntry
  - gdcmm, 60
- Macros
  - gdcmm::Macros, 692
- mAction
  - gdcmm::network::Transition, 1196
- MacularGridThicknessandVolumeReportStorage
  - gdcmm::UIDs, 1226
- magenta
  - gdcmm::terminal, 86
- MAGNIFIED
  - gdcmm::Spacing, 1058
- MakeDirectory
  - gdcmm::System, 1146
- MakeNew
  - gdcmm::network::Transition, 1195
- MakeObject
  - gdcmm::AnonymizeEvent, 112
  - gdcmm::DataEvent, 340
  - gdcmm::DataSetEvent, 357
  - gdcmm::Event, 455
  - gdcmm::FileNameEvent, 505
  - gdcmm::ProgressEvent, 903
- MammographyCADSR
  - gdcmm::MediaStorage, 703
- MammographyCADSRStorage
  - gdcmm::UIDs, 1223
- Mandatory
  - gdcmm::Usage, 1314
- MANUAL
  - gdcmm::Segment, 978
- MapCSAHeaderDictEntry
  - gdcmm::CSAHeaderDict, 307
- MapDictEntry
  - gdcmm::Dict, 375
- MapIODEntry
  - gdcmm::IOD, 616
- MapModuleEntry
  - gdcmm::Macro, 689
  - gdcmm::Module, 728
- MappingType
  - gdcmm::Scanner, 956
  - gdcmm::StrictScanner, 1079
- MapScalarsThroughTable2
  - vtkLookupTable16, 1455
- MapTableEntry
  - gdcmm::Table, 1150
- MARCONI
  - gdcmm::EquipmentManufacturer, 451
- Match
  - gdcmm::DPath, 409
- MaximumLengthSub
  - gdcmm::network::MaximumLengthSub, 694
- MaxLength
  - gdcmm::ApplicationEntity, 127
  - gdcmm::PersonName, 825
- MaxNumberOfComponents
  - gdcmm::ApplicationEntity, 127
  - gdcmm::PersonName, 825
- MaxPrintLength
  - gdcmm::Printer, 892
- MayoClinicNonradiologicalImagesSBSAnatomicalSurfaceRegionGuide
  - gdcmm::UIDs, 1225



- mConnection
  - gdcm::network::ULConnectionManager, [1300](#)
- MD5DataImagesType
  - gdcm::Testing, [1173](#)
- MD5MetaImagesType
  - vtkGDCMTesting, [1405](#)
- mDataSet
  - gdcm::BaseQuery, [186](#)
- MediaCreationManagementSOPClassUID
  - gdcm::UIDs, [1221](#)
- MediaStorage
  - gdcm::MediaStorage, [704](#)
- MediaStorageDataFileType
  - gdcm::Testing, [1173](#)
- MediaStorageDirectoryStorage
  - gdcm::MediaStorage, [701](#)
  - gdcm::UIDs, [1220](#)
- MedicalImageProperties
  - vtkGDCMImageReader, [1366](#)
  - vtkGDCMPolyDataReader, [1399](#)
  - vtkGDCMPolyDataWriter, [1403](#)
- mElementOffsets
  - gdcm::StreamImageWriter, [1075](#)
- mElementOffsets1
  - gdcm::StreamImageWriter, [1075](#)
- MemberCommand
  - gdcm::MemberCommand< T >, [711](#)
- mEnd
  - gdcm::network::Transition, [1196](#)
- MeshPrimitive
  - gdcm::MeshPrimitive, [717](#)
- MessageID
  - gdcm::network::CEchoRQ, [242](#)
- MetaInformationTS
  - gdcm::FileMetaInformation, [498](#)
- mHelpDescription
  - gdcm::BaseRootQuery, [191](#)
- mImage
  - gdcm::BaseRootQuery, [191](#)
- mImplicit
  - gdcm::network::ULConnectionCallback, [1291](#)
- ModalityPerformedProcedureStepCreateQuery
  - gdcm::ModalityPerformedProcedureStepCreateQuery, [722](#)
- ModalityPerformedProcedureStepNotificationSOPClass
  - gdcm::UIDs, [1220](#)
- ModalityPerformedProcedureStepRetrieveSOPClass
  - gdcm::UIDs, [1220](#)
- ModalityPerformedProcedureStepSetQuery
  - gdcm::ModalityPerformedProcedureStepSetQuery, [725](#)
- ModalityPerformedProcedureStepSOPClass
  - gdcm::MediaStorage, [703](#)
  - gdcm::UIDs, [1220](#)
- ModalityWorklistInformationModelFIND
  - gdcm::UIDs, [1223](#)
- Mode
  - gdcm::terminal, [86](#)
- Module
  - gdcm::Module, [728](#)
- ModuleEntry
  - gdcm::ModuleEntry, [732](#)
- ModuleMapType
  - gdcm::Macros, [692](#)
  - gdcm::Modules, [735](#)
- Modules
  - gdcm::Modules, [735](#)
- MONOCHROME1
  - gdcm::PhotometricInterpretation, [831](#)
- MONOCHROME2
  - gdcm::PhotometricInterpretation, [831](#)
- MouseGenomeInitiativeMGI
  - gdcm::UIDs, [1225](#)
- MovePatientRootQuery
  - gdcm::MovePatientRootQuery, [738](#)
- MoveStudyRootQuery
  - gdcm::MoveStudyRootQuery, [741](#)
- mPatient
  - gdcm::BaseRootQuery, [191](#)
- MPEG2MainProfile
  - gdcm::TransferSyntax, [1188](#)
- MPEG2MainProfileHighLevel
  - gdcm::TransferSyntax, [1188](#)
  - gdcm::UIDs, [1225](#)
- MPEG2MainProfileMainLevel
  - gdcm::UIDs, [1219](#)
- MPEG4AVCH264BDcompatibleHighProfileLevel4\_1
  - gdcm::TransferSyntax, [1188](#)
- MPEG4AVCH264HighProfileLevel4\_1
  - gdcm::TransferSyntax, [1188](#)
- MPEG4AVCH\_264BDcompatibleHighProfileLevel4\_1
  - gdcm::UIDs, [1225](#)
- MPEG4AVCH\_264HighProfileLevel4\_1
  - gdcm::UIDs, [1225](#)
- MPEG4AVCH\_264HighProfileLevel4\_2For2DVideo
  - gdcm::UIDs, [1226](#)
- MPEG4AVCH\_264HighProfileLevel4\_2For3DVideo
  - gdcm::UIDs, [1226](#)
- MPEG4AVCH\_264StereoHighProfileLevel4\_2
  - gdcm::UIDs, [1226](#)
- MPTType
  - gdcm::MeshPrimitive, [716](#)
- MPTType\_END
  - gdcm::MeshPrimitive, [717](#)
- MRImageStorage
  - gdcm::MediaStorage, [701](#)
  - gdcm::UIDs, [1221](#)
- mRootType



- gdcmm::BaseRootQuery, 191
- MrProtocol
  - gdcmm::MrProtocol, 744
- MRSpectroscopyStorage
  - gdcmm::MediaStorage, 702
  - gdcmm::UIDs, 1221
- MS\_END
  - gdcmm::MediaStorage, 703
- mSecondaryConnection
  - gdcmm::network::ULConnectionManager, 1300
- mSeries
  - gdcmm::BaseRootQuery, 191
- mSopInstanceUID
  - gdcmm::BaseQuery, 186
- mSPFile
  - gdcmm::StreamImageWriter, 1075
- mStudy
  - gdcmm::BaseRootQuery, 191
- MSType
  - gdcmm::MediaStorage, 701
- mTransitions
  - gdcmm::network::ULConnectionManager, 1300
- MultiframeGrayscaleByteSecondaryCaptureImageStorage
  - gdcmm::MediaStorage, 702
  - gdcmm::UIDs, 1222
- MultiframeGrayscaleWordSecondaryCaptureImageStorage
  - gdcmm::MediaStorage, 702
  - gdcmm::UIDs, 1222
- MultiframeSingleBitSecondaryCaptureImageStorage
  - gdcmm::MediaStorage, 702
  - gdcmm::UIDs, 1222
- MultiframeTrueColorSecondaryCaptureImageStorage
  - gdcmm::MediaStorage, 702
  - gdcmm::UIDs, 1222
- MultipleVolumeRenderingVolumetricPresentationStateStorage
  - gdcmm::UIDs, 1226
- mWriter
  - gdcmm::StreamImageWriter, 1075
- mXMax
  - gdcmm::StreamImageWriter, 1075
- mXMin
  - gdcmm::StreamImageWriter, 1076
- mYMax
  - gdcmm::StreamImageWriter, 1076
- mYMin
  - gdcmm::StreamImageWriter, 1076
- mZMax
  - gdcmm::StreamImageWriter, 1076
- mZMin
  - gdcmm::StreamImageWriter, 1076
- N\_ACTION\_RQ
  - gdcmm::network::DIMSE, 396
- N\_ACTION\_RSP
  - gdcmm::network::DIMSE, 396
- N\_CREATE\_RQ
  - gdcmm::network::DIMSE, 396
- N\_CREATE\_RSP
  - gdcmm::network::DIMSE, 396
- N\_DELETE\_RQ
  - gdcmm::network::DIMSE, 396
- N\_DELETE\_RSP
  - gdcmm::network::DIMSE, 396
- N\_EVENT\_REPORT\_RQ
  - gdcmm::network::DIMSE, 396
- N\_EVENT\_REPORT\_RSP
  - gdcmm::network::DIMSE, 396
- N\_GET\_RQ
  - gdcmm::network::DIMSE, 396
- N\_GET\_RSP
  - gdcmm::network::DIMSE, 396
- N\_SET\_RQ
  - gdcmm::network::DIMSE, 396
- N\_SET\_RSP
  - gdcmm::network::DIMSE, 396
- NAction
  - gdcmm::NormalizedNetworkFunctions, 767
- Name
  - gdcmm::ModuleEntry, 734
- NameField
  - gdcmm::CSAElement, 299
  - gdcmm::PDBelement, 814
- NativeDICOMModel
  - gdcmm::UIDs, 1228
- NCreate
  - gdcmm::NormalizedNetworkFunctions, 768
- NDelete
  - gdcmm::NormalizedNetworkFunctions, 768
- NeedByteSwap
  - gdcmm::Bitmap, 212
  - gdcmm::ImageCodec, 579
- NeedOverlayCleanup
  - gdcmm::ImageCodec, 580
- NegotiatedType
  - gdcmm::TransferSyntax, 1187
- NestedMacroEntries
  - gdcmm, 60
- NestedModuleEntries
  - gdcmm::NestedModuleEntries, 756
- NEventReport
  - gdcmm::NormalizedNetworkFunctions, 768
- New
  - gdcmm::Anonymizer, 118
  - gdcmm::Cleaner, 252
  - gdcmm::FileChangeTransferSyntax, 477
  - gdcmm::FileStreamer, 515
  - gdcmm::MemberCommand< T >, 712
  - gdcmm::Scanner, 961

- gdcm::Scanner2, 973
- gdcm::SequenceOfFragments, 1001
- gdcm::SequenceOfItems, 1010
- gdcm::ServiceClassUser, 1025
- gdcm::SimpleMemberCommand< T >, 1035
- gdcm::StrictScanner, 1084
- gdcm::StrictScanner2, 1095
- vtkGDCMImageReader, 1357
- vtkGDCMImageReader2, 1371
- vtkGDCMImageWriter, 1385
- vtkGDCMMedicalImageProperties, 1393
- vtkGDCMPolyDataReader, 1396
- vtkGDCMPolyDataWriter, 1401
- vtkGDCMTesting, 1407
- vtkGDCMThreadedImageReader, 1410
- vtkGDCMThreadedImageReader2, 1414
- vtkImageColorViewer, 1426
- vtkImageMapToColors16, 1438
- vtkImageMapToWindowLevelColors2, 1444
- vtkImagePlanarComponentsToComponents, 1447
- vtkImageRGBToYBR, 1450
- vtkImageYBRToRGB, 1452
- vtkLookupTable16, 1455
- vtkRTStructSetProperties, 1463
- NewYorkUniversityMelanomaClinicalCooperativeGroup
  - gdcm::UIDs, 1225
- NGet
  - gdcm::NormalizedNetworkFunctions, 768
- NO
  - gdcm::Surface, 1115
- NO\_COMPRESSION
  - vtkGDCMImageWriter, 1384
- NoElementsError
  - gdcm::Parser, 805
- NoError
  - gdcm::Parser, 805
- NOMAGIC
  - gdcm::CSAHeader, 302
- NoMemoryError
  - gdcm::Parser, 805
- NoObject
  - gdcm::MediaStorage, 704
- NoOfItemsField
  - gdcm::CSAElement, 299
- Normal
  - gdcm::MrProtocol::Slice, 1041
- Normalize
  - gdcm::DirectionCosines, 399
- NSet
  - gdcm::NormalizedNetworkFunctions, 769
- NuclearMedicineImageStorage
  - gdcm::MediaStorage, 702
  - gdcm::UIDs, 1222
- NuclearMedicineImageStorageRetired
  - gdcm::MediaStorage, 702
  - gdcm::UIDs, 1222
- Null0
  - gdcm::UIDs, 1226
- Null1
  - gdcm::UIDs, 1226
- NumberOfDimensions
  - gdcm::Bitmap, 212
  - gdcm::ImageCodec, 580
- NumberOfIconImages
  - vtkGDCMImageReader, 1366
  - vtkGDCMImageReader2, 1381
- NumberOfOverlays
  - vtkGDCMImageReader, 1366
  - vtkGDCMImageReader2, 1381
- NumberOfSurfaces
  - gdcm::SurfaceWriter, 1136
- OB
  - gdcm::VR, 1341
- OB\_OW
  - gdcm::VR, 1342
- Object
  - gdcm::Object, 774
- ObjectEnd
  - gdcm::MediaStorage, 704
- ObjectType
  - gdcm::MediaStorage, 704
- OBLIQUE
  - gdcm::Orientation, 787
- OD
  - gdcm::VR, 1341
- OF
  - gdcm::VR, 1341
- Ofstream
  - gdcm::Writer, 1478
- OL
  - gdcm::VR, 1341
- OnlyUUID
  - gdcm::XMLPrinter, 1483
- op
  - gdcm::SerieHelper, 1018
- OPENSSL
  - gdcm::CryptoFactory, 286
- OpenSSLCryptoFactory
  - gdcm::OpenSSLCryptoFactory, 777
- OpenSSLCryptographicMessageSyntax
  - gdcm::OpenSSLCryptographicMessageSyntax, 779
- OPENSSL7
  - gdcm::CryptoFactory, 286
- OpenSSL7CryptoFactory
  - gdcm::OpenSSL7CryptoFactory, 782
- OpenSSL7CryptographicMessageSyntax

- gdcmm::OpenSSLP7CryptographicMessageSyntax, 784
- operator const char \*
  - gdcmm::ConstCharWrapper, 282
  - gdcmm::Filename, 501
  - gdcmm::String< TDelimiter, TMaxLength, TPadChar >, 1102
- operator const double \*
  - gdcmm::DirectionCosines, 400
- operator const std::vector< char > &
  - gdcmm::ByteValue, 232
- operator MStype
  - gdcmm::MediaStorage, 707
- operator ObjectType \*
  - gdcmm::SmartPointer< ObjectType >, 1046
- operator PType
  - gdcmm::PhotometricInterpretation, 833
- operator ScalarType
  - gdcmm::PixelFormat, 840
- operator SwapCode::SwapCodeType
  - gdcmm::SwapCode, 1139
- operator TStype
  - gdcmm::TransferSyntax, 1191
  - gdcmm::UIDs, 1239
- operator TypeType
  - gdcmm::Type, 1198
- operator uint32\_t
  - gdcmm::VL, 1332
- operator UsageType
  - gdcmm::Usage, 1315
- operator VMType
  - gdcmm::VM, 1338
- operator VRType
  - gdcmm::VR, 1346
- operator!=
  - gdcmm, 65
  - gdcmm::Attribute< Group, Element, TVR, TVM >, 144
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, 152
  - gdcmm::CodeString, 267
  - gdcmm::PixelFormat, 840
  - gdcmm::PrivateTag, 897, 898
  - gdcmm::Tag, 1164
- operator<
  - gdcmm::Attribute< Group, Element, TVR, TVM >, 144
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, 152
  - gdcmm::CSAElement, 296
  - gdcmm::CSAHeaderDictEntry, 311
  - gdcmm::DataElement, 331
  - gdcmm::DPath, 409
  - gdcmm::PrivateTag, 898
  - gdcmm::Tag, 1164
- operator<<
  - gdcmm, 65–75
  - gdcmm::BasicOffsetTable, 197
  - gdcmm::CodeString, 267
  - gdcmm::CommandDataSet, 273
  - gdcmm::CSAElement, 298
  - gdcmm::CSAHeader, 305
  - gdcmm::CSAHeaderDict, 308
  - gdcmm::CSAHeaderDictEntry, 312
  - gdcmm::DataElement, 335
  - gdcmm::DataSet, 354
  - gdcmm::Dict, 378
  - gdcmm::DictEntry, 387
  - gdcmm::Dicts, 395
  - gdcmm::Directory, 404
  - gdcmm::DPath, 410
  - gdcmm::File, 470
  - gdcmm::FileMetaInformation, 497
  - gdcmm::FileSet, 512
  - gdcmm::Fragment, 529
  - gdcmm::Global, 533
  - gdcmm::GroupDict, 536
  - gdcmm::IOD, 618
  - gdcmm::IODEntry, 621
  - gdcmm::IODs, 624
  - gdcmm::Item, 634
  - gdcmm::Macro, 691
  - gdcmm::Macros, 693
  - gdcmm::MediaStorage, 708
  - gdcmm::Module, 730
  - gdcmm::ModuleEntry, 734
  - gdcmm::Modules, 736
  - gdcmm::MrProtocol, 745
  - gdcmm::NestedModuleEntries, 757
  - gdcmm::Object, 775
  - gdcmm::Orientation, 789
  - gdcmm::PDBElement, 813
  - gdcmm::PDBHeader, 817
  - gdcmm::PhotometricInterpretation, 833
  - gdcmm::PixelFormat, 842
  - gdcmm::Preamble, 868
  - gdcmm::PrivateDict, 895
  - gdcmm::PrivateTag, 899
  - gdcmm::Scanner, 962
  - gdcmm::Scanner2, 974
  - gdcmm::Sorter, 1055
  - gdcmm::StrictScanner, 1085
  - gdcmm::StrictScanner2, 1097
  - gdcmm::SwapCode, 1139
  - gdcmm::Table, 1151
  - gdcmm::Tag, 1168
  - gdcmm::TransferSyntax, 1191
  - gdcmm::Type, 1198
  - gdcmm::UI, 1199
  - gdcmm::Usage, 1315

- gdcM::Version, 1329
- gdcM::VL, 1334
- gdcM::VM, 1338
- gdcM::VR, 1346
- operator<=
  - gdcM::Tag, 1164
- operator>>
  - gdcM, 76
  - gdcM::Tag, 1168
- operator\*
  - gdcM::SmartPointer< ObjectType >, 1046
- operator()
  - gdcM::DataSet, 349
  - gdcM::Scanner2::Itstr, 686
  - gdcM::Scanner::Itstr, 687
  - gdcM::StrictScanner2::Itstr, 687
  - gdcM::StrictScanner::Itstr, 688
- operator++
  - gdcM::VL, 1332
- operator+=
  - gdcM::VL, 1332
- operator->
  - gdcM::SmartPointer< ObjectType >, 1046
- operator=
  - gdcM::AnonymizeEvent, 112
  - gdcM::ASN1, 136
  - gdcM::Base64, 174
  - gdcM::BoxRegion, 220
  - gdcM::ByteSwapFilter, 226
  - gdcM::ByteValue, 232
  - gdcM::Command, 270
  - gdcM::CryptographicMessageSyntax, 290
  - gdcM::CSAElement, 296
  - gdcM::CSAHeaderDict, 308
  - gdcM::DataElement, 331
  - gdcM::DataEvent, 341
  - gdcM::DataSet, 350
  - gdcM::DataSetEvent, 357
  - gdcM::Defs, 365
  - gdcM::Dict, 377
  - gdcM::Dicts, 394
  - gdcM::Element< TVR, VM::VM1\_n >, 424
  - gdcM::Event, 455
  - gdcM::FileMetaInformation, 495
  - gdcM::FileNameEvent, 505
  - gdcM::Global, 533
  - gdcM::MemberCommand< T >, 712
  - gdcM::network::ULAction, 1242
  - gdcM::network::ULConnection, 1287
  - gdcM::network::UserInformation, 1318
  - gdcM::Object, 775
  - gdcM::Overlay, 796
  - gdcM::ParseException, 801
  - gdcM::Preamble, 867
  - gdcM::PrivateTag, 898
  - gdcM::ProgressEvent, 903
  - gdcM::SequenceOfItems, 1010
  - gdcM::ServiceClassUser, 1026
  - gdcM::SHA1, 1031
  - gdcM::SimpleMemberCommand< T >, 1036
  - gdcM::SimpleSubjectWatcher, 1038
  - gdcM::SmartPointer< ObjectType >, 1046, 1047
  - gdcM::Table, 1151
  - gdcM::Tag, 1164
- operator==
  - gdcM, 76
  - gdcM::Attribute< Group, Element, TVR, TVM >, 144
  - gdcM::Attribute< Group, Element, TVR, VM::VM1 >, 152
  - gdcM::ByteValue, 232, 233
  - gdcM::CodeString, 267
  - gdcM::CSAElement, 297
  - gdcM::DataElement, 331
  - gdcM::network::AbstractSyntax, 107
  - gdcM::network::PresentationContextRQ, 882
  - gdcM::network::TransferSyntaxSub, 1193
  - gdcM::PDBelement, 813
  - gdcM::PixelFormat, 840
  - gdcM::PresentationContext, 871
  - gdcM::PrivateTag, 898
  - gdcM::SequenceOfFragments, 1001
  - gdcM::SequenceOfItems, 1010
  - gdcM::Tag, 1165
  - gdcM::Value, 1325
- operator[]
  - gdcM::Attribute< Group, Element, TVR, TVM >, 144
  - gdcM::Attribute< Group, Element, TVR, VM::VM1\_n >, 161
  - gdcM::DataSet, 350
  - gdcM::Element< TVR, TVM >, 417
  - gdcM::Element< TVR, VM::VM1\_n >, 424
  - gdcM::Tag, 1165
- OphthalmicAxialMeasurementsStorage
  - gdcM::UIDs, 1226
- OphthalmicOpticalCoherenceTomographyBscanVolumeAnalysisStorage
  - gdcM::UIDs, 1226
- OphthalmicOpticalCoherenceTomographyEnFaceImageStorage
  - gdcM::UIDs, 1226
- OphthalmicPhotography16BitImageStorage
  - gdcM::MediaStorage, 703
  - gdcM::UIDs, 1223
- OphthalmicPhotography8BitImageStorage
  - gdcM::MediaStorage, 703
  - gdcM::UIDs, 1223
- OphthalmicThicknessMapStorage
  - gdcM::UIDs, 1226
- OphthalmicTomographyImageStorage
  - gdcM::MediaStorage, 703

- gdcmm::UIDs, [1223](#)
- OphthalmicVisualFieldStaticPerimetryMeasurementsStorage
  - gdcmm::UIDs, [1226](#)
- OrderFileList
  - gdcmm::SerieHelper, [1017](#)
- Orientation
  - gdcmm::Orientation, [787](#)
- OrientationType
  - gdcmm::Orientation, [787](#)
- Output
  - gdcmm::BitmapToBitmapFilter, [216](#)
- OutputFormat
  - vtkImageMapToColors16, [1441](#)
- OutputTypes
  - gdcmm::DictConverter, [379](#)
- OV
  - gdcmm::VR, [1341](#)
- Overlay
  - gdcmm::Overlay, [793](#)
- OverlayImageActor
  - vtkImageColorViewer, [1434](#)
- Overlays
  - gdcmm::Pixmap, [848](#)
- OverlayType
  - gdcmm::Overlay, [792](#)
- OW
  - gdcmm::VR, [1341](#)
- Pack
  - gdcmm::Unpacker12Bits, [1312](#)
- Padding
  - gdcmm::ApplicationEntity, [127](#)
  - gdcmm::PersonName, [826](#)
- PALETTE\_COLOR
  - gdcmm::PhotometricInterpretation, [831](#)
- Papyrus3ImplicitVRLittleEndian
  - gdcmm::UIDs, [1225](#)
- ParametricMapStorage
  - gdcmm::UIDs, [1226](#)
- Parent
  - gdcmm::Element< TVR, VM::VM1\_2 >, [420](#)
  - gdcmm::Element< TVR, VM::VM2\_2n >, [427](#)
  - gdcmm::Element< TVR, VM::VM2\_n >, [429](#)
  - gdcmm::Element< TVR, VM::VM3\_3n >, [431](#)
  - gdcmm::Element< TVR, VM::VM3\_4 >, [433](#)
  - gdcmm::Element< TVR, VM::VM3\_n >, [435](#)
- Parse
  - gdcmm::Parser, [806](#)
- ParseBuffer
  - gdcmm::Parser, [806](#)
- ParseCertificateFile
  - gdcmm::CAPICryptographicMessageSyntax, [240](#)
  - gdcmm::CryptographicMessageSyntax, [290](#)
  - gdcmm::OpenSSLCryptographicMessageSyntax, [780](#)
  - gdcmm::OpenSSLP7CryptographicMessageSyntax, [785](#)
- ParseDateTime
  - gdcmm::System, [1146](#), [1147](#)
- ParseDump
  - gdcmm::ASN1, [136](#)
- ParseDumpFile
  - gdcmm::ASN1, [136](#)
- ParseException
  - gdcmm::ParseException, [801](#)
- ParseKeyFile
  - gdcmm::CAPICryptographicMessageSyntax, [240](#)
  - gdcmm::CryptographicMessageSyntax, [291](#)
  - gdcmm::OpenSSLCryptographicMessageSyntax, [780](#)
  - gdcmm::OpenSSLP7CryptographicMessageSyntax, [785](#)
- Parser
  - gdcmm::Parser, [805](#)
- PassAlphaToOutput
  - vtkImageMapToColors16, [1442](#)
- Patient
  - gdcmm::Patient, [807](#)
- PatientRadiationDoseSRStorage
  - gdcmm::UIDs, [1227](#)
- PatientRootQueryRetrieveInformationModelFIND
  - gdcmm::UIDs, [1223](#)
- PatientRootQueryRetrieveInformationModelGET
  - gdcmm::UIDs, [1223](#)
- PatientRootQueryRetrieveInformationModelMOVE
  - gdcmm::UIDs, [1223](#)
- PatientStudyOnlyQueryRetrieveInformationModelFINDRetired
  - gdcmm::UIDs, [1223](#)
- PatientStudyOnlyQueryRetrieveInformationModelGETRetired
  - gdcmm::UIDs, [1223](#)
- PatientStudyOnlyQueryRetrieveInformationModelMOVERetired
  - gdcmm::UIDs, [1223](#)
- PDataTFPDU
  - gdcmm::network::PDataTFPDU, [809](#)
- PDBElement
  - gdcmm::PDBElement, [812](#)
- PDBHeader
  - gdcmm::PDBHeader, [815](#)
- PDF
  - gdcmm::MediaStorage, [704](#)
- PDFCodec
  - gdcmm::PDFCodec, [819](#)
- PerformAction
  - gdcmm::network::ULAction, [1242](#)
  - gdcmm::network::ULActionAA1, [1243](#)
  - gdcmm::network::ULActionAA2, [1245](#)
  - gdcmm::network::ULActionAA3, [1246](#)
  - gdcmm::network::ULActionAA4, [1247](#)
  - gdcmm::network::ULActionAA5, [1249](#)
  - gdcmm::network::ULActionAA6, [1250](#)

- gdcm::network::ULActionAA7, [1251](#)
- gdcm::network::ULActionAA8, [1253](#)
- gdcm::network::ULActionAE1, [1254](#)
- gdcm::network::ULActionAE2, [1255](#)
- gdcm::network::ULActionAE3, [1257](#)
- gdcm::network::ULActionAE4, [1258](#)
- gdcm::network::ULActionAE5, [1259](#)
- gdcm::network::ULActionAE6, [1261](#)
- gdcm::network::ULActionAE7, [1262](#)
- gdcm::network::ULActionAE8, [1263](#)
- gdcm::network::ULActionAR1, [1265](#)
- gdcm::network::ULActionAR10, [1266](#)
- gdcm::network::ULActionAR2, [1267](#)
- gdcm::network::ULActionAR3, [1269](#)
- gdcm::network::ULActionAR4, [1270](#)
- gdcm::network::ULActionAR5, [1271](#)
- gdcm::network::ULActionAR6, [1273](#)
- gdcm::network::ULActionAR7, [1274](#)
- gdcm::network::ULActionAR8, [1275](#)
- gdcm::network::ULActionAR9, [1277](#)
- gdcm::network::ULActionDT1, [1278](#)
- gdcm::network::ULActionDT2, [1279](#)
- PerformedImagingAgentAdministrationSRStorage
  - gdcm::UIDs, [1227](#)
- PET20StepColorPaletteSOPInstance
  - gdcm::UIDs, [1225](#)
- PETColorPaletteSOPInstance
  - gdcm::UIDs, [1225](#)
- PETImageStorage
  - gdcm::MediaStorage, [702](#)
- PF
  - gdcm::Bitmap, [212](#)
  - gdcm::ImageCodec, [580](#)
- PGXCodec
  - gdcm::PGXCodec, [827](#)
- PHILIPS
  - gdcm::Dicts, [392](#)
- Philips3D
  - gdcm::MediaStorage, [702](#)
- PhilipsPrivateMRSyntheticImageStorage
  - gdcm::MediaStorage, [703](#)
- PhotometricInterpretation
  - gdcm::PhotometricInterpretation, [831](#)
- PI
  - gdcm::Bitmap, [212](#)
  - gdcm::ImageCodec, [580](#)
- PI\_END
  - gdcm::PhotometricInterpretation, [831](#)
- PIType
  - gdcm::PhotometricInterpretation, [830](#)
- PixelData
  - gdcm::Bitmap, [213](#)
  - gdcm::PixmapReader, [853](#)
  - gdcm::PixmapWriter, [860](#)
- PixelFormat
  - gdcm::PixelFormat, [836](#)
- Pixmap
  - gdcm::Pixmap, [845](#)
- PixmapReader
  - gdcm::Bitmap, [211](#)
  - gdcm::PixmapReader, [851](#)
- PixmapToPixmapFilter
  - gdcm::PixmapToPixmapFilter, [855](#)
- PixmapWriter
  - gdcm::PixmapWriter, [858](#)
- PlanarConfiguration
  - gdcm::Bitmap, [213](#)
  - gdcm::ImageCodec, [580](#)
  - vtkGDCMImageReader, [1366](#)
  - vtkGDCMImageReader2, [1381](#)
- PlannedImagingAgentAdministrationSRStorage
  - gdcm::UIDs, [1227](#)
- PMS
  - gdcm::EquipmentManufacturer, [451](#)
- PN
  - gdcm::VR, [1341](#)
- PNComp
  - gdcm, [60](#)
- PNMCodec
  - gdcm::PNMCodec, [862](#)
- pointer
  - gdcm::CodeString, [265](#)
  - gdcm::LO, [676](#)
  - gdcm::String< TDelimiter, TMaxLength, TPadChar >, [1100](#)
- POINTS
  - gdcm::Surface, [1115](#)
- Position
  - gdcm::MrProtocol::Slice, [1041](#)
- PositronEmissionTomographyImageStorage
  - gdcm::UIDs, [1223](#)
- Preamble
  - gdcm::Preamble, [865](#), [866](#)
- PrepareWrite
  - gdcm::PixmapWriter, [859](#)
  - gdcm::SegmentWriter, [994](#)
  - gdcm::SurfaceWriter, [1136](#)
- PrepareWritePointMacro
  - gdcm::SurfaceWriter, [1136](#)
- Prepend
  - gdcm::Global, [533](#)
- PresentationContext
  - gdcm::PresentationContext, [870](#)
- PresentationContextAC
  - gdcm::network::PresentationContextAC, [873](#)
- PresentationContextArrayType
  - gdcm::network::AAssociateRQPDU, [100](#)
  - gdcm::PresentationContextGenerator, [877](#)



PresentationContextGenerator  
    gdcmm::PresentationContextGenerator, 877

PresentationContextRQ  
    gdcmm::network::PresentationContextRQ, 880

PresentationDataValue  
    gdcmm::network::PresentationDataValue, 884

PresentationLUTSOPClass  
    gdcmm::UIDs, 1221

Preserve  
    gdcmm::Cleaner, 252

PrettyPrintOff  
    gdcmm::JSON, 670

PrettyPrintOn  
    gdcmm::JSON, 670

PrimitiveData  
    gdcmm::MeshPrimitive, 719

PrimitivesData  
    gdcmm::MeshPrimitive, 716

PrimitiveType  
    gdcmm::MeshPrimitive, 720

Print  
    gdcmm::ApplicationEntity, 126  
    gdcmm::Attribute< Group, Element, TVR, TVM >, 145  
    gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, 153  
    gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >, 161  
    gdcmm::BaseQuery, 184  
    gdcmm::Bitmap, 206  
    gdcmm::BoxRegion, 221  
    gdcmm::ByteValue, 233  
    gdcmm::CSAHeader, 305  
    gdcmm::Curve, 320  
    gdcmm::DataSet, 350  
    gdcmm::DictPrinter, 390  
    gdcmm::DirectionCosines, 400  
    gdcmm::Directory, 404  
    gdcmm::DPath, 409  
    gdcmm::Element< TVR, TVM >, 417  
    gdcmm::Element< TVR, VM::VM1\_n >, 424  
    gdcmm::Element< VR::AS, VM::VM5 >, 436  
    gdcmm::Event, 455  
    gdcmm::Image, 548  
    gdcmm::LookupTable, 684  
    gdcmm::MEC\_MR3, 697  
    gdcmm::MrProtocol, 745  
    gdcmm::network::AAabortPDU, 90  
    gdcmm::network::AAAssociateACPDU, 95  
    gdcmm::network::AAAssociateRJPDU, 98  
    gdcmm::network::AAAssociateRQPDU, 103  
    gdcmm::network::AbstractSyntax, 107  
    gdcmm::network::ApplicationContext, 124  
    gdcmm::network::AReleaseRPPDU, 129  
    gdcmm::network::AReleaseRQPDU, 132  
    gdcmm::network::AsynchronousOperationsWindowSub, 137  
    gdcmm::network::BasePDU, 180  
    gdcmm::network::ImplementationClassUIDSub, 608  
    gdcmm::network::ImplementationVersionNameSub, 611  
    gdcmm::network::MaximumLengthSub, 694  
    gdcmm::network::PDataTFPDU, 810  
    gdcmm::network::PresentationContextAC, 874  
    gdcmm::network::PresentationContextRQ, 882  
    gdcmm::network::PresentationDataValue, 885  
    gdcmm::network::RoleSelectionSub, 952  
    gdcmm::network::ServiceClassApplicationInformation, 1020  
    gdcmm::network::SOPClassExtendedNegotiationSub, 1048  
    gdcmm::network::TransferSyntaxSub, 1193  
    gdcmm::network::UserInformation, 1318  
    gdcmm::Object, 775  
    gdcmm::Orientation, 788  
    gdcmm::Overlay, 797  
    gdcmm::PDBHeader, 817  
    gdcmm::PersonName, 824  
    gdcmm::PixelFormat, 840  
    gdcmm::Pixmap, 847  
    gdcmm::Preamble, 867  
    gdcmm::PresentationContext, 872  
    gdcmm::Printer, 890  
    gdcmm::Region, 939  
    gdcmm::Scanner, 961  
    gdcmm::Scanner2, 973  
    gdcmm::SegmentedPaletteColorLookupTable, 987  
    gdcmm::SequenceOfFragments, 1002  
    gdcmm::SequenceOfItems, 1011  
    gdcmm::Sorter, 1054  
    gdcmm::StrictScanner, 1084  
    gdcmm::StrictScanner2, 1095  
    gdcmm::TagPath, 1171  
    gdcmm::Testing, 1179  
    gdcmm::Version, 1329  
    gdcmm::XMLPrinter, 1484

PrintASCII  
    gdcmm::ByteValue, 233

PrintASCIIXML  
    gdcmm::ByteValue, 233

PrintAsContinuousString  
    gdcmm::Tag, 1165

PrintAsContinuousUpperCaseString  
    gdcmm::Tag, 1165

PrintAsPipeSeparatedString  
    gdcmm::Tag, 1166

PrintDataElement  
    gdcmm::Printer, 890  
    gdcmm::XMLPrinter, 1484

PrintDataElement2  
     gdcm::DictPrinter, 390  
 PrintDataSet  
     gdcm::Printer, 890  
     gdcm::XMLPrinter, 1484  
 PrintDataSet2  
     gdcm::DictPrinter, 390  
 Printer  
     gdcm::Printer, 889  
 PrinterConfigurationRetrievalSOPClass  
     gdcm::UIDs, 1221  
 PrinterConfigurationRetrievalSOPInstance  
     gdcm::UIDs, 1221  
 PrinterSOPClass  
     gdcm::UIDs, 1221  
 PrinterSOPInstance  
     gdcm::UIDs, 1221  
 PrintGroupLength  
     gdcm::ByteValue, 233  
 PrintHex  
     gdcm::ByteValue, 233  
 PrintHexXML  
     gdcm::ByteValue, 234  
 PrintJobSOPClass  
     gdcm::UIDs, 1221  
 PrintPNXML  
     gdcm::ByteValue, 234  
 PrintQueueManagementSOPClassRetired  
     gdcm::UIDs, 1221  
 PrintQueueSOPInstanceRetired  
     gdcm::UIDs, 1221  
 PrintSelf  
     vtkGDCMImageReader, 1357  
     vtkGDCMImageReader2, 1372  
     vtkGDCMImageWriter, 1385  
     vtkGDCMMedicalImageProperties, 1393  
     vtkGDCMPolyDataReader, 1396  
     vtkGDCMPolyDataWriter, 1402  
     vtkGDCMTesting, 1407  
     vtkGDCMThreadedImageReader, 1410  
     vtkGDCMThreadedImageReader2, 1414  
     vtkImageColorViewer, 1427  
     vtkImageMapToColors16, 1438  
     vtkImageMapToWindowLevelColors2, 1444  
     vtkImagePlanarComponentsToComponents, 1447  
     vtkImageRGBToYBR, 1450  
     vtkImageYBRToRGB, 1452  
     vtkLookupTable16, 1456  
     vtkRTStructSetProperties, 1463  
 PrintSQ  
     gdcm::Printer, 891  
     gdcm::XMLPrinter, 1484  
 PrintStyle  
     gdcm::Printer, 892  
     gdcm::XMLPrinter, 1485  
 PrintStyles  
     gdcm::Printer, 889  
     gdcm::XMLPrinter, 1483  
 PrintTable  
     gdcm::network::ULTransitionTable, 1304  
     gdcm::Scanner, 962  
     gdcm::Scanner2, 973  
     gdcm::StrictScanner, 1084  
     gdcm::StrictScanner2, 1095  
 PrintXML  
     gdcm::PrivateDict, 894  
 PrivateBegin  
     gdcm::Scanner2, 973  
     gdcm::StrictScanner2, 1096  
 PrivateConstIterator  
     gdcm::Scanner2, 966  
     gdcm::StrictScanner2, 1089  
 PrivateDict  
     gdcm::PrivateDict, 893  
 PrivateEnd  
     gdcm::Scanner2, 973  
     gdcm::StrictScanner2, 1096  
 PrivateMappingType  
     gdcm::Scanner2, 966  
     gdcm::StrictScanner2, 1089  
 PrivateTag  
     gdcm::PrivateTag, 897  
 PrivateTagToValue  
     gdcm::Scanner2, 966  
     gdcm::StrictScanner2, 1089  
 PrivateTagToValueValueType  
     gdcm::Scanner2, 967  
     gdcm::StrictScanner2, 1089  
 ProceduralEventLoggingSOPClass  
     gdcm::UIDs, 1220  
 ProceduralEventLoggingSOPInstance  
     gdcm::UIDs, 1220  
 ProcedureLogStorage  
     gdcm::UIDs, 1223  
 Process  
     gdcm::Parser, 806  
 ProcessDataSet  
     gdcm::FileExplicitFilter, 487  
 ProcessPrivateTag  
     gdcm::Scanner2, 974  
     gdcm::StrictScanner2, 1096  
 ProcessPublicTag  
     gdcm::Scanner, 962  
     gdcm::Scanner2, 974  
     gdcm::StrictScanner, 1085  
     gdcm::StrictScanner2, 1096  
 ProcessRequest  
     vtkGDCMImageReader2, 1372



- ProduceCharacterSetDataElement
  - gdcm::QueryFactory, [913](#)
- ProduceQuery
  - gdcm::QueryFactory, [913](#)
- ProductCharacteristicsQuerySOPClass
  - gdcm::UIDs, [1224](#)
- ProgressEvent
  - gdcm::ProgressEvent, [901](#), [902](#)
- PropertyCategory
  - gdcm::Segment, [984](#)
- PropertyType
  - gdcm::Segment, [984](#)
- PropertyTypeModifiers
  - gdcm::Segment, [984](#)
- ProtocolApprovalInformationModelFIND
  - gdcm::UIDs, [1227](#)
- ProtocolApprovalInformationModelGET
  - gdcm::UIDs, [1227](#)
- ProtocolApprovalInformationModelMOVE
  - gdcm::UIDs, [1227](#)
- ProtocolApprovalStorage
  - gdcm::UIDs, [1227](#)
- PseudoColorSoftcopyPresentationStateStorageSOPClass
  - gdcm::UIDs, [1222](#)
- PubChemCompoundCID
  - gdcm::UIDs, [1225](#)
- PublicConstIterator
  - gdcm::Scanner2, [967](#)
  - gdcm::StrictScanner2, [1089](#)
- PublicMappingType
  - gdcm::Scanner2, [967](#)
  - gdcm::StrictScanner2, [1089](#)
- PublicTagToValue
  - gdcm::Scanner2, [967](#)
  - gdcm::StrictScanner2, [1089](#)
- PublicTagToValueValueType
  - gdcm::Scanner2, [967](#)
  - gdcm::StrictScanner2, [1090](#)
- PullPrintRequestSOPClassRetired
  - gdcm::UIDs, [1221](#)
- PullStoredPrintManagementMetaSOPClassRetired
  - gdcm::UIDs, [1221](#)
- Push
  - gdcm::TagPath, [1171](#)
- PushBackFile
  - vtkGDCMMedicalImageProperties, [1393](#)
- PVRGCodec
  - gdcm::PVRGCodec, [905](#)
- PythonFilter
  - gdcm::PythonFilter, [908](#)
- Quality
  - gdcm::JPEGCodec, [661](#)
- QueryFactory
  - gdcm::BaseQuery, [186](#)
  - gdcm::BaseRootQuery, [191](#)
  - gdcm::FindPatientRootQuery, [522](#)
  - gdcm::FindStudyRootQuery, [525](#)
  - gdcm::ModalityPerformedProcedureStepCreateQuery, [722](#)
  - gdcm::ModalityPerformedProcedureStepSetQuery, [725](#)
  - gdcm::MovePatientRootQuery, [740](#)
  - gdcm::MoveStudyRootQuery, [743](#)
  - gdcm::WLMFindQuery, [1472](#)
- RadiomicsOntology
  - gdcm::UIDs, [1225](#)
- RadiopharmaceuticalRadiationDoseSRStorage
  - gdcm::UIDs, [1227](#)
- RAWCodec
  - gdcm::RAWCodec, [925](#)
- RawDataStorage
  - gdcm::MediaStorage, [702](#)
  - gdcm::UIDs, [1222](#)
- Read
  - gdcm::BasicOffsetTable, [197](#)
  - gdcm::ByteValue, [234](#)
  - gdcm::CommandDataSet, [273](#)
  - gdcm::CP246ExplicitDataElement, [284](#)
  - gdcm::DataElement, [331](#)
  - gdcm::DataSet, [350](#)
  - gdcm::Element< TVR, TVM >, [417](#)
  - gdcm::Element< TVR, VM::VM1\_n >, [424](#)
  - gdcm::EncodingImplementation< VR::VRASCII >, [446](#)
  - gdcm::EncodingImplementation< VR::VRBINARY >, [448](#)
  - gdcm::ExplicitDataElement, [461](#)
  - gdcm::ExplicitImplicitDataElement, [464](#)
  - gdcm::File, [469](#)
  - gdcm::FileMetaInformation, [495](#)
  - gdcm::Fragment, [528](#)
  - gdcm::ImageReader, [596](#)
  - gdcm::ImageRegionReader, [600](#)
  - gdcm::ImplicitDataElement, [613](#)
  - gdcm::Item, [633](#)
  - gdcm::network::AAAbortPDU, [90](#)
  - gdcm::network::AAssociateACPDU, [95](#)
  - gdcm::network::AAssociateRJPDU, [98](#)
  - gdcm::network::AAssociateRQPDU, [103](#)
  - gdcm::network::AbstractSyntax, [107](#)
  - gdcm::network::ApplicationContext, [124](#)
  - gdcm::network::AReleaseRPPDU, [129](#)
  - gdcm::network::AReleaseRQPDU, [132](#)
  - gdcm::network::AsynchronousOperationsWindowSub, [137](#)
  - gdcm::network::BasePDU, [180](#)

- gdcm::network::ImplementationClassUIDSub, 608
- gdcm::network::ImplementationVersionNameSub, 611
- gdcm::network::MaximumLengthSub, 694
- gdcm::network::PDataTFPDU, 810
- gdcm::network::PresentationContextAC, 874
- gdcm::network::PresentationContextRQ, 882
- gdcm::network::PresentationDataValue, 885
- gdcm::network::RoleSelectionSub, 953
- gdcm::network::ServiceClassApplicationInformation, 1021
- gdcm::network::SOPClassExtendedNegociationSub, 1048
- gdcm::network::TransferSyntaxSub, 1193
- gdcm::network::UserInformation, 1319
- gdcm::PGXCodec, 828
- gdcm::PixmapReader, 852
- gdcm::PNMCodec, 863
- gdcm::Preamble, 867
- gdcm::Reader, 932
- gdcm::SegmentReader, 990
- gdcm::SequenceOfFragments, 1002
- gdcm::SequenceOfItems, 1011
- gdcm::StreamImageReader, 1068
- gdcm::SurfaceReader, 1133
- gdcm::TableReader, 1156
- gdcm::Tag, 1166
- gdcm::UNExplicitDataElement, 1309
- gdcm::UNExplicitImplicitDataElement, 1311
- gdcm::ValueIO< TDE, TSwap, TType >, 1326
- gdcm::VL, 1333
- gdcm::VR, 1346
- gdcm::VR16ExplicitDataElement, 1349
- gdcm::VRVLSIZE< 0 >, 1351
- gdcm::VRVLSIZE< 1 >, 1351
- Read16
  - gdcm::VL, 1333
- ReadACRNEMAIImage
  - gdcm::ImageReader, 596
  - gdcm::PixmapReader, 852
- ReadBacktrack
  - gdcm::Fragment, 528
- ReadCompat
  - gdcm::FileMetaInformation, 495
- ReadCompatInternal
  - gdcm::FileMetaInformation, 496
- ReadComputeLength
  - gdcm::EncodingImplementation< VR::VRASCII >, 446
  - gdcm::EncodingImplementation< VR::VRBINARY >, 448
- ReadDataSet
  - gdcm::Reader, 933
- Reader
  - gdcm::Reader, 931
- ReadFiles
  - vtkGDCMThreadedImageReader, 1410
- ReadFromCommaSeparatedString
  - gdcm::PrivateTag, 899
  - gdcm::Tag, 1166
- ReadFromContinuousString
  - gdcm::Tag, 1166
- ReadFromPipeSeparatedString
  - gdcm::Tag, 1166
- ReadImage
  - gdcm::ImageReader, 596
  - gdcm::PixmapReader, 852
- ReadImageInformation
  - gdcm::StreamImageReader, 1068
- ReadImageInternal
  - gdcm::PixmapReader, 853
- ReadInformation
  - gdcm::ImageRegionReader, 600
- ReadInto
  - gdcm::network::PDataTFPDU, 810
  - gdcm::network::PresentationDataValue, 885
- ReadIntoBuffer
  - gdcm::ImageRegionReader, 600
- README.txt, 1489
- ReadMetaInformation
  - gdcm::Reader, 933
- ReadNested
  - gdcm::DataSet, 350
- ReadNoSwap
  - gdcm::EncodingImplementation< VR::VRASCII >, 446
  - gdcm::EncodingImplementation< VR::VRBINARY >, 448
- ReadOrSkip
  - gdcm::DataElement, 331
- ReadPointMacro
  - gdcm::SurfaceReader, 1133
- ReadPreamble
  - gdcm::Reader, 933
- ReadPreValue
  - gdcm::CP246ExplicitDataElement, 284
  - gdcm::DataElement, 332
  - gdcm::ExplicitDataElement, 461
  - gdcm::ExplicitImplicitDataElement, 464
  - gdcm::Fragment, 528
  - gdcm::ImplicitDataElement, 613
  - gdcm::SequenceOfFragments, 1002
  - gdcm::UNExplicitDataElement, 1309
  - gdcm::UNExplicitImplicitDataElement, 1311
  - gdcm::VR16ExplicitDataElement, 1349
- ReadSegment
  - gdcm::SegmentReader, 991
- ReadSegments

- gdcmm::SegmentReader, 991
- ReadSelectedPrivateTags
  - gdcmm::DataSet, 351
  - gdcmm::Reader, 933
- ReadSelectedPrivateTagsWithLength
  - gdcmm::DataSet, 351
- ReadSelectedTags
  - gdcmm::DataSet, 351
  - gdcmm::Reader, 934
- ReadSelectedTagsWithLength
  - gdcmm::DataSet, 351
- ReadSurface
  - gdcmm::SurfaceReader, 1133
- ReadSurfaces
  - gdcmm::SurfaceReader, 1133
- Readuint16
  - gdcmm::DictConverter, 381
- ReadUpToTag
  - gdcmm::DataSet, 351
  - gdcmm::Reader, 934
- ReadUpToTagWithLength
  - gdcmm::DataSet, 352
- ReadValue
  - gdcmm::CP246ExplicitDataElement, 284
  - gdcmm::DataElement, 332
  - gdcmm::ExplicitDataElement, 461
  - gdcmm::ExplicitImplicitDataElement, 464
  - gdcmm::Fragment, 528
  - gdcmm::ImplicitDataElement, 614
  - gdcmm::SequenceOfFragments, 1002
  - gdcmm::UNExplicitDataElement, 1309
  - gdcmm::UNExplicitImplicitDataElement, 1311
  - gdcmm::VR16ExplicitDataElement, 1349
- ReadValueWithLength
  - gdcmm::DataElement, 332
  - gdcmm::ImplicitDataElement, 614
- ReadVM
  - gdcmm::DictConverter, 381
- ReadVR
  - gdcmm::DictConverter, 382
- ReadWithLength
  - gdcmm::CP246ExplicitDataElement, 284
  - gdcmm::DataElement, 332
  - gdcmm::DataSet, 352
  - gdcmm::ExplicitDataElement, 461
  - gdcmm::ExplicitImplicitDataElement, 464
  - gdcmm::ImplicitDataElement, 614
  - gdcmm::UNExplicitDataElement, 1309
  - gdcmm::VR16ExplicitDataElement, 1349
- RealWorldValueIntercept
  - gdcmm::RealWorldValueMappingContent, 937
- RealWorldValueMappingStorage
  - gdcmm::UIDs, 1222
- RealWorldValueSlope
  - gdcmm::RealWorldValueMappingContent, 937
- RecommendedDisplayCIELabToRGB
  - gdcmm::SurfaceHelper, 1128
- RecurseDataSet
  - gdcmm::Anonymizer, 119
- RED
  - gdcmm::LookupTable, 680
- red
  - gdcmm::terminal, 86
- reference
  - gdcmm::CodeString, 265
  - gdcmm::LO, 676
  - gdcmm::String< TDelimiter, TMaxLength, TPadChar >, 1100
- ReferencedColorPrintManagementMetaSOPClassRetired
  - gdcmm::UIDs, 1221
- ReferencedGrayscalePrintManagementMetaSOPClassRetired
  - gdcmm::UIDs, 1221
- ReferencedImageBoxSOPClassRetired
  - gdcmm::UIDs, 1221
- ReferenceFrameOfReferenceUID
  - vtkRTStructSetProperties, 1467
- ReferenceSeriesInstanceUID
  - vtkRTStructSetProperties, 1467
- Region
  - gdcmm::Region, 938
- Register
  - gdcmm::Object, 775
- Remove
  - gdcmm::Anonymizer, 119
  - gdcmm::Cleaner, 253
  - gdcmm::DataSet, 352
  - gdcmm::FileAnonymizer, 472
  - gdcmm::Preamble, 867
- RemoveAllGroupLength
  - gdcmm::Cleaner, 253
- RemoveAllIllegal
  - gdcmm::Cleaner, 254
- RemoveAllMissingPrivateCreator
  - gdcmm::Cleaner, 254
- RemoveAllObservers
  - gdcmm::Subject, 1111
- RemoveDictEntry
  - gdcmm::PrivateDict, 894
- RemoveFile
  - gdcmm::System, 1147
- RemoveGroupLength
  - gdcmm::Anonymizer, 119
- RemoveItemByIndex
  - gdcmm::SequenceOfItems, 1011
- RemoveMissingPrivateCreator
  - gdcmm::Cleaner, 254
- RemoveObserver
  - gdcmm::Subject, 1111

- RemoveOverlay
  - gdcm::Pixmap, [847](#)
- RemovePrivateTags
  - gdcm::Anonymizer, [119](#)
- RemoveRetired
  - gdcm::Anonymizer, [120](#)
- Render
  - vtkImageColorViewer, [1427](#)
- Renderer
  - vtkImageColorViewer, [1434](#)
- RenderWindow
  - vtkImageColorViewer, [1435](#)
- Replace
  - gdcm::Anonymizer, [120](#)
  - gdcm::CommandDataSet, [273](#)
  - gdcm::DataSet, [352](#)
  - gdcm::FileAnonymizer, [473](#)
  - gdcm::FileMetaInformation, [496](#)
- ReplaceEmpty
  - gdcm::DataSet, [353](#)
- RequestData
  - vtkGDCMImageReader2, [1372](#)
  - vtkGDCMPolyDataReader, [1397](#)
  - vtkImageMapToColors16, [1438](#)
  - vtkImageMapToWindowLevelColors2, [1444](#)
  - vtkImagePlanarComponentsToComponents, [1448](#)
- RequestData\_HemodynamicWaveformStorage
  - vtkGDCMPolyDataReader, [1397](#)
- RequestData\_RTStructureSetStorage
  - vtkGDCMPolyDataReader, [1397](#)
- RequestDataCompat
  - vtkGDCMImageReader, [1357](#)
  - vtkGDCMImageReader2, [1372](#)
  - vtkGDCMThreadedImageReader, [1411](#)
- RequestInformation
  - vtkGDCMImageReader2, [1372](#)
  - vtkGDCMPolyDataReader, [1397](#)
  - vtkGDCMThreadedImageReader2, [1415](#)
  - vtkImageMapToColors16, [1438](#)
  - vtkImageMapToWindowLevelColors2, [1444](#)
- RequestInformation\_HemodynamicWaveformStorage
  - vtkGDCMPolyDataReader, [1397](#)
- RequestInformation\_RTStructureSetStorage
  - vtkGDCMPolyDataReader, [1397](#)
- RequestInformationCompat
  - vtkGDCMImageReader, [1357](#)
  - vtkGDCMImageReader2, [1373](#)
- RequestPaddedCompositePixelCode
  - gdcm::ImageCodec, [580](#)
- RequestPlanarConfiguration
  - gdcm::ImageCodec, [580](#)
- Rescale
  - gdcm::Rescaler, [943](#)
- RescaleFunctionIntoBestFit
  - gdcm::Rescaler, [943](#)
- Rescaler
  - gdcm::Rescaler, [942](#)
- ReserveDataElement
  - gdcm::FileStreamer, [516](#)
- ReserveGroupDataElement
  - gdcm::FileStreamer, [516](#)
- reset
  - gdcm::terminal, [86](#)
- ResetHandledDataSet
  - gdcm::network::ULConnectionCallback, [1290](#)
- RespiratoryWaveformStorage
  - gdcm::UIDs, [1226](#)
- RetrieveSOPInstanceUIDFromIndex
  - gdcm::DirectoryHelper, [407](#)
- RetrieveSOPInstanceUIDFromZPosition
  - gdcm::DirectoryHelper, [407](#)
- reverse
  - gdcm::terminal, [86](#)
- reverse\_iterator
  - gdcm::CodeString, [265](#)
  - gdcm::LO, [676](#)
  - gdcm::String< TDelimiter, TMaxLength, TPadChar >, [1100](#)
- RFC2557MIMEencapsulation
  - gdcm::UIDs, [1219](#)
- RGB
  - gdcm::PhotometricInterpretation, [831](#)
- RGB2YBR
  - gdcm::ImageChangePhotometricInterpretation, [557](#)
- RGBPixelsToRGBPlanes
  - gdcm::ImageChangePlanarConfiguration, [561](#)
- RGBPlanesToRGBPixels
  - gdcm::ImageChangePlanarConfiguration, [561](#)
- RGBToRecommendedDisplayCIELab
  - gdcm::SurfaceHelper, [1129](#)
- RGBToRecommendedDisplayGrayscale
  - gdcm::SurfaceHelper, [1129](#)
- RLE\_COMPRESSION
  - vtkGDCMImageWriter, [1384](#)
- RLECodec
  - gdcm::RLECodec, [947](#)
- RLELossless
  - gdcm::TransferSyntax, [1188](#)
  - gdcm::UIDs, [1219](#)
- ROI
  - gdcm::Overlay, [792](#)
- RoleSelectionSub
  - gdcm::network::RoleSelectionSub, [952](#)
- Round
  - gdcm, [76](#)
- roundat
  - gdcm, [77](#)
- RTBeamsDeliveryInstructionStorage

- gdcmm::UIDs, [1228](#)
- RTBeamsDeliveryInstructionStorageSupplement74FrozenDraft
  - gdcmm::UIDs, [1224](#)
- RTBeamsTreatmentRecordStorage
  - gdcmm::UIDs, [1223](#)
- RTBrachyApplicationSetupDeliveryInstructionStorage
  - gdcmm::UIDs, [1228](#)
- RTBrachyTreatmentRecordStorage
  - gdcmm::UIDs, [1223](#)
- RTConventionalMachineVerification
  - gdcmm::UIDs, [1228](#)
- RTConventionalMachineVerificationSupplement74FrozenDraft
  - gdcmm::UIDs, [1224](#)
- RTDoseStorage
  - gdcmm::MediaStorage, [702](#)
  - gdcmm::UIDs, [1223](#)
- RTImageStorage
  - gdcmm::MediaStorage, [702](#)
  - gdcmm::UIDs, [1223](#)
- RTIonBeamsTreatmentRecordStorage
  - gdcmm::MediaStorage, [703](#)
  - gdcmm::UIDs, [1223](#)
- RTIonMachineVerification
  - gdcmm::UIDs, [1228](#)
- RTIonMachineVerificationSupplement74FrozenDraft
  - gdcmm::UIDs, [1224](#)
- RTIonPlanStorage
  - gdcmm::MediaStorage, [703](#)
  - gdcmm::UIDs, [1223](#)
- RTPhysicianIntentStorage
  - gdcmm::UIDs, [1227](#)
- RTPlanStorage
  - gdcmm::MediaStorage, [702](#)
  - gdcmm::UIDs, [1223](#)
- RTSegmentAnnotationStorage
  - gdcmm::UIDs, [1227](#)
- RTStructSetProperties
  - vtkGDCMPolyDataReader, [1399](#)
  - vtkGDCMPolyDataWriter, [1404](#)
- RTStructureSetStorage
  - gdcmm::MediaStorage, [702](#)
  - gdcmm::UIDs, [1223](#)
- RTTreatmentSummaryRecordStorage
  - gdcmm::MediaStorage, [703](#)
  - gdcmm::UIDs, [1223](#)
- Rule
  - gdcmm::SerieHelper, [1014](#)
- RunEventLoop
  - gdcmm::network::ULConnectionManager, [1296](#)
- RunMoveEventLoop
  - gdcmm::network::ULConnectionManager, [1297](#)
- SAGITTAL
  - gdcmm::Orientation, [787](#)
- ScalarType
  - gdcmm::PixelFormat, [835](#)
- Scale
  - vtkGDCMImageReader, [1367](#)
  - vtkGDCMImageReader2, [1381](#)
- Scan
  - gdcmm::Scanner, [962](#)
  - gdcmm::Scanner2, [974](#)
  - gdcmm::StrictScanner, [1085](#)
  - gdcmm::StrictScanner2, [1096](#)
- Scanner
  - gdcmm::Scanner, [957](#)
- Scanner2
  - gdcmm::Scanner2, [968](#)
- Scrub
  - gdcmm::Cleaner, [254](#), [255](#)
- SecondaryCaptureImageStorage
  - gdcmm::MediaStorage, [702](#)
  - gdcmm::UIDs, [1222](#)
- Segment
  - gdcmm::Segment, [978](#)
- SegmentAlgorithmName
  - gdcmm::Segment, [984](#)
- SegmentAlgorithmType
  - gdcmm::Segment, [984](#)
- Segmentation
  - gdcmm::MediaStorage, [704](#)
- SegmentationStorage
  - gdcmm::MediaStorage, [703](#)
  - gdcmm::UIDs, [1222](#)
- SegmentDescription
  - gdcmm::Segment, [984](#)
- SegmentedPaletteColorLookupTable
  - gdcmm::SegmentedPaletteColorLookupTable, [986](#)
- SegmentedVolumeRenderingVolumetricPresentationStateStorage
  - gdcmm::UIDs, [1226](#)
- SegmentLabel
  - gdcmm::Segment, [984](#)
- SegmentMap
  - gdcmm::SegmentReader, [989](#)
- SegmentNumber
  - gdcmm::Segment, [985](#)
- SegmentReader
  - gdcmm::SegmentReader, [990](#)
- Segments
  - gdcmm::SegmentReader, [991](#)
  - gdcmm::SegmentWriter, [995](#)
- SegmentVector
  - gdcmm::SegmentReader, [990](#)
  - gdcmm::SegmentWriter, [993](#)
- SegmentWriter
  - gdcmm::SegmentWriter, [993](#)
- Selection
  - gdcmm::Sorter, [1056](#)

- SelectionMap
  - gdcm::Sorter, [1053](#)
- Self
  - gdcm::AnonymizeEvent, [110](#)
  - gdcm::DataEvent, [339](#)
  - gdcm::DataSetEvent, [356](#)
  - gdcm::FileNameEvent, [504](#)
  - gdcm::MemberCommand< T >, [710](#)
  - gdcm::ProgressEvent, [901](#)
  - gdcm::SimpleMemberCommand< T >, [1034](#)
- SEMIAUTOMATIC
  - gdcm::Segment, [978](#)
- SendEcho
  - gdcm::network::ULConnectionManager, [1297](#)
  - gdcm::ServiceClassUser, [1026](#)
- SendFind
  - gdcm::network::ULConnectionManager, [1297](#)
  - gdcm::ServiceClassUser, [1026](#)
- SendMove
  - gdcm::network::ULConnectionManager, [1297](#)
  - gdcm::ServiceClassUser, [1026](#), [1027](#)
- SendNAction
  - gdcm::network::ULConnectionManager, [1298](#)
- SendNCreate
  - gdcm::network::ULConnectionManager, [1298](#)
- SendNDelete
  - gdcm::network::ULConnectionManager, [1298](#)
- SendNEventReport
  - gdcm::network::ULConnectionManager, [1299](#)
- SendNGet
  - gdcm::network::ULConnectionManager, [1299](#)
- SendNSet
  - gdcm::network::ULConnectionManager, [1299](#)
- SendStore
  - gdcm::network::ULConnectionManager, [1300](#)
  - gdcm::ServiceClassUser, [1027](#)
- Separator
  - gdcm::ApplicationEntity, [127](#)
  - gdcm::PersonName, [826](#)
- SequenceLengthField
  - gdcm::SequenceOfItems, [1012](#)
- SequenceOfFragments
  - gdcm::SequenceOfFragments, [998](#)
- SequenceOfItems
  - gdcm::SequenceOfItems, [1007](#)
- SerieHelper
  - gdcm::SerieHelper, [1015](#)
- SerieRestrictions
  - gdcm::SerieHelper, [1014](#)
- Series
  - gdcm::Series, [1019](#)
- SeriesInstanceUID
  - vtkRTStructSetProperties, [1467](#)
- ServiceClassApplicationInformation
  - gdcm::network::ServiceClassApplicationInformation, [1020](#)
- ServiceClassUser
  - gdcm::ServiceClassUser, [1024](#)
- Set
  - gdcm::Attribute< Group, Element, TVR, TVM >, [145](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, [153](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM1\_n >, [162](#)
  - gdcm::Element< TVR, TVM >, [417](#)
  - gdcm::Element< TVR, VM::VM1\_n >, [424](#)
- SetAbstractSyntax
  - gdcm::network::PresentationContextRQ, [882](#)
  - gdcm::PresentationContext, [872](#)
- SetAETitle
  - gdcm::ServiceClassUser, [1027](#)
- SetAlgorithmFamily
  - gdcm::Surface, [1122](#)
- SetAlgorithmName
  - gdcm::Surface, [1122](#)
- SetAlgorithmVersion
  - gdcm::Surface, [1122](#)
- SetAnatomicRegion
  - gdcm::Segment, [981](#)
- SetAnatomicRegionModifiers
  - gdcm::Segment, [981](#)
- SetAppendDerivationHistory
  - gdcm::FileDerivation, [484](#)
- SetArray
  - gdcm::Element< TVR, VM::VM1\_n >, [424](#)
- setAttribute
  - gdcm::terminal, [86](#)
- SetAxisOfRotation
  - gdcm::Surface, [1122](#)
- setbgcolor
  - gdcm::terminal, [87](#)
- SetBitPosition
  - gdcm::Overlay, [797](#)
- SetBitsAllocated
  - gdcm::Overlay, [797](#)
  - gdcm::PixelFormat, [841](#)
- SetBitSample
  - gdcm::JPEGCodec, [659](#)
- SetBitsStored
  - gdcm::PixelFormat, [841](#)
- SetBlob
  - gdcm::ApplicationEntity, [126](#)
  - gdcm::network::PresentationDataValue, [886](#)
  - gdcm::PersonName, [825](#)
- SetBlueLUT
  - gdcm::LookupTable, [684](#)
- SetBufferLength
  - gdcm::JPEGLSCodec, [667](#)



- gdcmm::PNMCodec, [864](#)
- gdcmm::RLECodec, [951](#)
- SetByteSwapTag
  - gdcmm::ByteSwapFilter, [226](#)
- SetByteValue
  - gdcmm::Attribute< Group, Element, TVR, TVM >, [145](#)
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, [153](#)
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >, [162](#)
  - gdcmm::CSAElement, [297](#)
  - gdcmm::DataElement, [332](#)
- SetByteValueNoSwap
  - gdcmm::Attribute< Group, Element, TVR, TVM >, [145](#)
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, [153](#)
- SetCallbackFunction
  - gdcmm::MemberCommand< T >, [713](#)
  - gdcmm::SimpleMemberCommand< T >, [1036](#)
- SetCalledAETitle
  - gdcmm::network::AAssociateACPDU, [95](#)
  - gdcmm::network::AAssociateRQPDU, [104](#)
  - gdcmm::ServiceClassUser, [1028](#)
- SetCallingAETitle
  - gdcmm::network::AAssociateACPDU, [95](#)
  - gdcmm::network::AAssociateRQPDU, [104](#)
- SetCenterOfRotation
  - gdcmm::Surface, [1122](#)
- SetChangePrivateTags
  - gdcmm::FileExplicitFilter, [487](#)
- SetCheckFileMetaInformation
  - gdcmm::Writer, [1476](#)
- SetCipherType
  - gdcmm::CAPICryptographicMessageSyntax, [240](#)
  - gdcmm::CryptographicMessageSyntax, [291](#)
  - gdcmm::OpenSSLCryptographicMessageSyntax, [780](#)
  - gdcmm::OpenSSL7CryptographicMessageSyntax, [785](#)
- SetColor
  - gdcmm::Printer, [891](#)
- SetColorLevel
  - vtkImageColorViewer, [1427](#)
- SetColorWindow
  - vtkImageColorViewer, [1427](#)
- SetColumns
  - gdcmm::Bitmap, [206](#)
  - gdcmm::Overlay, [797](#)
- SetCommand
  - gdcmm::network::PresentationDataValue, [886](#)
- SetComponents
  - gdcmm::PersonName, [825](#)
- SetCompressIconImage
  - gdcmm::ImageChangeTransferSyntax, [565](#)
- SetComputeZSpacing
  - gdcmm::IPPSorter, [627](#)
- SetCoordinateStartValue
  - gdcmm::Curve, [320](#)
- SetCoordinateStepValue
  - gdcmm::Curve, [320](#)
- SetCryptographicMessageSyntax
  - gdcmm::Anonymizer, [121](#)
- SetCurve
  - gdcmm::Curve, [321](#)
  - vtkGDCMImageReader, [1357](#)
  - vtkGDCMImageReader2, [1373](#)
- SetCurveDataDescriptor
  - gdcmm::Curve, [321](#)
- SetCurveDescription
  - gdcmm::Curve, [321](#)
- SetData
  - gdcmm::DataEvent, [341](#)
- SetDataElement
  - gdcmm::Bitmap, [206](#)
- SetDataSet
  - gdcmm::File, [469](#)
  - gdcmm::network::PresentationDataValue, [886](#)
- SetDataSetTransferSyntax
  - gdcmm::FileMetaInformation, [496](#)
- SetDataValueRepresentation
  - gdcmm::Curve, [321](#)
- SetDebug
  - gdcmm::Trace, [1183](#)
- SetDebugStream
  - gdcmm::Trace, [1183](#)
- SetDefaultTransferSyntax
  - gdcmm::PresentationContextGenerator, [878](#)
- SetDerivationCodeSequenceCodeValue
  - gdcmm::FileDerivation, [484](#)
- SetDerivationDescription
  - gdcmm::FileDerivation, [484](#)
- SetDescription
  - gdcmm::CSAHeaderDictEntry, [311](#)
  - gdcmm::ModuleEntry, [733](#)
  - gdcmm::Overlay, [797](#)
- SetDescriptor
  - gdcmm::DICOMDIRGenerator, [372](#)
- SetDictName
  - gdcmm::DictConverter, [382](#)
- SetDicts
  - gdcmm::PythonFilter, [908](#)
  - gdcmm::StringFilter, [1105](#)
- SetDimension
  - gdcmm::Bitmap, [207](#)
- SetDimensions
  - gdcmm::Bitmap, [207](#)
  - gdcmm::Curve, [321](#)
  - gdcmm::ImageCodec, [576](#)
- SetDimensionsValue

- gdcmm::ImageHelper, 591
- SetDirectionCosines
  - gdcmm::Image, 548, 549
  - vtkGDCMImageWriter, 1385
- SetDirectionCosinesFromImageOrientationPatient
  - vtkGDCMImageWriter, 1385
- SetDirectionCosinesTolerance
  - gdcmm::IPPSorter, 627
- SetDirectionCosinesValue
  - gdcmm::ImageHelper, 591
- SetDirectory
  - gdcmm::network::ULWritingCallback, 1306
  - gdcmm::SerieHelper, 1017
- SetDisplayId
  - vtkImageColorViewer, 1427
- SetDomain
  - gdcmm::BoxRegion, 221
- SetDropDuplicatePositions
  - gdcmm::IPPSorter, 628
- SetElement
  - gdcmm::Tag, 1167
- SetElementHandler
  - gdcmm::Parser, 806
- SetElementTag
  - gdcmm::Tag, 1167
- SetElementXX
  - gdcmm::DictEntry, 386
- SetError
  - gdcmm::Trace, 1183
- SetErrorStream
  - gdcmm::Trace, 1184
- SetEvent
  - gdcmm::network::ULEvent, 1303
- setfgcolor
  - gdcmm::terminal, 87
- SetFile
  - gdcmm::Anonymizer, 121
  - gdcmm::Cleaner, 255
  - gdcmm::DICOMDIRGenerator, 373
  - gdcmm::FileDecompressLookupTable, 480
  - gdcmm::FileDerivation, 484
  - gdcmm::FileExplicitFilter, 487
  - gdcmm::IconImageFilter, 539
  - gdcmm::Printer, 891
  - gdcmm::PythonFilter, 908
  - gdcmm::Reader, 934
  - gdcmm::SplitMosaicFilter, 1063
  - gdcmm::StreamImageWriter, 1073
  - gdcmm::StringFilter, 1105
  - gdcmm::Validate, 1321
  - gdcmm::Writer, 1476
  - gdcmm::XMLPrinter, 1484
- SetFileName
  - gdcmm::FileNameEvent, 505
- gdcmm::Reader, 934
- gdcmm::StreamImageReader, 1069
- gdcmm::StreamImageWriter, 1073
- gdcmm::Writer, 1477
- vtkGDCMThreadedImageReader2, 1415
- SetFilename
  - gdcmm::TableReader, 1156
- SetFileNames
  - vtkGDCMImageReader, 1358
  - vtkGDCMImageWriter, 1386
  - vtkGDCMThreadedImageReader2, 1415
- SetFilenames
  - gdcmm::DICOMDIRGenerator, 373
- SetFilePattern
  - vtkGDCMImageReader, 1358
  - vtkGDCMImageReader2, 1373
- SetFilePrefix
  - vtkGDCMImageReader, 1358
  - vtkGDCMImageReader2, 1373
- SetFiles
  - gdcmm::FileSet, 512
- SetFiniteVolume
  - gdcmm::Surface, 1122
- SetForce
  - gdcmm::ImageChangeTransferSyntax, 565
  - gdcmm::ImageFragmentSplitter, 585
- SetForcePixelSpacing
  - gdcmm::ImageHelper, 591
- SetForceRescaleInterceptSlope
  - gdcmm::ImageHelper, 592
- SetFragmentSizeMax
  - gdcmm::ImageFragmentSplitter, 585
- SetFrameOrigin
  - gdcmm::Overlay, 798
- SetFromDataElement
  - gdcmm::Attribute< Group, Element, TVR, TVM >, 146
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, 153
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >, 162
  - gdcmm::Element< TVR, TVM >, 417
  - gdcmm::Element< TVR, VM::VM1\_n >, 425
- SetFromDataSet
  - gdcmm::Attribute< Group, Element, TVR, TVM >, 146
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, 154
  - gdcmm::Attribute< Group, Element, TVR, VM::VM1\_n >, 162
  - gdcmm::MediaStorage, 707
- SetFromFile
  - gdcmm::MediaStorage, 707
- SetFromHeader
  - gdcmm::MediaStorage, 707
- SetFromModality



- gdcM::MediaStorage, [707](#)
- SetFromSourceImageSequence
  - gdcM::MediaStorage, [708](#)
- SetFromString
  - gdcM::DirectionCosines, [400](#)
- SetFromUID
  - gdcM::UIDs, [1239](#)
- SetGreenLUT
  - gdcM::LookupTable, [685](#)
- SetGroup
  - gdcM::Curve, [321](#)
  - gdcM::Overlay, [798](#)
  - gdcM::Tag, [1167](#)
- SetGroupXX
  - gdcM::DictEntry, [386](#)
- SetHeader
  - gdcM::File, [469](#)
- SetHighBit
  - gdcM::PixelFormat, [841](#)
- SetHostname
  - gdcM::ServiceClassUser, [1028](#)
- SetIconImage
  - gdcM::Pixmap, [847](#)
- SetIE
  - gdcM::IODEntry, [620](#)
- SetImage
  - gdcM::PixmapWriter, [859](#)
  - gdcM::SplitMosaicFilter, [1063](#)
- SetImplementationClassUID
  - gdcM::FileMetaInformation, [496](#)
- SetImplementationVersionName
  - gdcM::FileMetaInformation, [497](#)
- SetImplicitFlag
  - gdcM::network::ULConnectionCallback, [1290](#)
- SetInput
  - gdcM::BitmapToBitmapFilter, [215](#)
  - gdcM::ImageConverter, [582](#)
  - vtkImageColorViewer, [1428](#)
- SetInputConnection
  - vtkImageColorViewer, [1428](#)
- SetInputDirectory
  - gdcM::EmptyMaskGenerator, [443](#)
- SetInputFileName
  - gdcM::DictConverter, [382](#)
  - gdcM::FileAnonymizer, [473](#)
  - gdcM::FileChangeTransferSyntax, [477](#)
- SetIntercept
  - gdcM::Image, [549](#)
  - gdcM::Rescaler, [944](#)
- SetKey
  - gdcM::CSAElement, [297](#)
- SetKeyword
  - gdcM::DictEntry, [386](#)
- SetLastElement
  - gdcM::ParseException, [802](#)
- SetLastFragment
  - gdcM::network::PresentationDataValue, [886](#)
- SetLength
  - gdcM::ByteValue, [234](#)
  - gdcM::Element< TVR, VM::VM1\_2 >, [420](#)
  - gdcM::Element< TVR, VM::VM1\_n >, [425](#)
  - gdcM::Element< TVR, VM::VM2\_2n >, [427](#)
  - gdcM::Element< TVR, VM::VM2\_n >, [429](#)
  - gdcM::Element< TVR, VM::VM3\_3n >, [431](#)
  - gdcM::Element< TVR, VM::VM3\_4 >, [433](#)
  - gdcM::Element< TVR, VM::VM3\_n >, [435](#)
  - gdcM::RLECodec, [951](#)
  - gdcM::SequenceOfFragments, [1002](#)
  - gdcM::SequenceOfItems, [1011](#)
  - gdcM::Value, [1325](#)
- SetLengthOnly
  - gdcM::ByteValue, [234](#)
  - gdcM::Value, [1325](#)
- SetLengthToUndefined
  - gdcM::SequenceOfItems, [1011](#)
- SetLoadMode
  - gdcM::SerieHelper, [1018](#)
- SetLookupTable
  - vtkImageMapToColors16, [1438](#)
- SetLossless
  - gdcM::JPEGCodec, [659](#)
  - gdcM::JPEGLSCodec, [667](#)
- SetLossyError
  - gdcM::JPEGLSCodec, [667](#)
- SetLossyFlag
  - gdcM::Bitmap, [207](#)
  - gdcM::ImageCodec, [576](#)
  - gdcM::PVRGCodec, [907](#)
- SetLUT
  - gdcM::Bitmap, [207](#)
  - gdcM::ImageCodec, [577](#)
  - gdcM::LookupTable, [685](#)
  - gdcM::SegmentedPaletteColorLookupTable, [987](#)
- SetManifold
  - gdcM::Surface, [1123](#)
- SetMaximumLength
  - gdcM::network::MaximumLengthSub, [695](#)
- SetMaximumPointDistance
  - gdcM::Surface, [1123](#)
- SetMaxPDULength
  - gdcM::network::ULConnectionInfo, [1293](#)
- SetMaxPDUSize
  - gdcM::network::ULConnection, [1287](#)
- SetMCT
  - gdcM::JPEG2000Codec, [647](#)
- SetMeanPointDistance
  - gdcM::Surface, [1123](#)
- SetMedicalImageProperties

- vtkGDCMImageReader, [1358](#)
  - vtkGDCMImageReader2, [1373](#)
  - vtkGDCMImageWriter, [1386](#)
  - vtkGDCMPolyDataWriter, [1402](#)
- SetMergeModeToAbstractSyntax
  - gdcm::PresentationContextGenerator, [878](#)
- SetMergeModeToTransferSyntax
  - gdcm::PresentationContextGenerator, [879](#)
- SetMeshPrimitive
  - gdcm::Surface, [1123](#)
- SetMessageHeader
  - gdcm::network::PresentationDataValue, [886](#)
- SetMinMaxForPixelType
  - gdcm::Rescaler, [944](#)
- setmode
  - gdcm::terminal, [87](#)
- SetName
  - gdcm::CSAElement, [297](#)
  - gdcm::CSAHeaderDictEntry, [311](#)
  - gdcm::DictEntry, [386](#)
  - gdcm::IODEntry, [620](#)
  - gdcm::Macro, [690](#)
  - gdcm::Module, [729](#)
  - gdcm::ModuleEntry, [733](#)
  - gdcm::network::AbstractSyntax, [108](#)
  - gdcm::network::ApplicationContext, [124](#)
  - gdcm::network::TransferSyntaxSub, [1193](#)
  - gdcm::PDBElement, [813](#)
- SetNameFromUID
  - gdcm::network::AbstractSyntax, [108](#)
  - gdcm::network::TransferSyntaxSub, [1193](#)
- SetNeedByteSwap
  - gdcm::Bitmap, [208](#)
  - gdcm::ImageCodec, [577](#)
- SetNeedOverlayCleanup
  - gdcm::ImageCodec, [577](#)
- SetNestedDataSet
  - gdcm::Item, [633](#)
- SetNoOfItems
  - gdcm::CSAElement, [297](#)
- SetNoSwap
  - gdcm::Element< TVR, TVM >, [418](#)
  - gdcm::Element< TVR, VM::VM1\_n >, [425](#)
- SetNumberOfCurves
  - gdcm::Pixmap, [847](#)
- SetNumberOfDimensions
  - gdcm::Bitmap, [208](#)
  - gdcm::ImageCodec, [577](#)
- SetNumberOfFilenames
  - gdcm::FilenameGenerator, [509](#)
- SetNumberOfFrames
  - gdcm::Overlay, [798](#)
- SetNumberOfInputPorts
  - vtkGDCMPolyDataWriter, [1402](#)
- SetNumberOfItems
  - gdcm::SequenceOfItems, [1012](#)
- SetNumberOfOverlays
  - gdcm::Pixmap, [847](#)
- SetNumberOfPoints
  - gdcm::Curve, [322](#)
- SetNumberOfResolutions
  - gdcm::JPEG2000Codec, [647](#)
- SetNumberOfSegments
  - gdcm::SegmentWriter, [994](#)
- SetNumberOfSurfacePoints
  - gdcm::Surface, [1123](#)
- SetNumberOfSurfaces
  - gdcm::SurfaceWriter, [1136](#)
- SetNumberOfTableValues
  - vtkLookupTable16, [1456](#)
- SetNumberOfThreadsForDecompression
  - gdcm::JPEG2000Codec, [647](#)
- SetNumberOfValues
  - gdcm::Attribute< Group, Element, TVR, VM::VM1\_n >, [162](#)
- SetNumberOfVectors
  - gdcm::Surface, [1123](#)
- SetObliquityThresholdCosineValue
  - gdcm::Orientation, [789](#)
- SetOffScreenRendering
  - vtkImageColorViewer, [1428](#)
- SetOrigin
  - gdcm::Image, [549](#), [550](#)
  - gdcm::Overlay, [798](#)
- SetOriginValue
  - gdcm::ImageHelper, [592](#)
- SetOutputDimensions
  - gdcm::IconImageGenerator, [542](#)
- SetOutputDirectory
  - gdcm::EmptyMaskGenerator, [444](#)
- SetOutputFileName
  - gdcm::DictConverter, [382](#)
  - gdcm::FileAnonymizer, [473](#)
  - gdcm::FileChangeTransferSyntax, [477](#)
  - gdcm::FileStreamer, [516](#)
- SetOutputFormatToLuminance
  - vtkImageMapToColors16, [1439](#)
- SetOutputFormatToLuminanceAlpha
  - vtkImageMapToColors16, [1439](#)
- SetOutputFormatToRGB
  - vtkImageMapToColors16, [1439](#)
- SetOutputFormatToRGBA
  - vtkImageMapToColors16, [1439](#)
- SetOutputType
  - gdcm::DictConverter, [382](#)
- SetOutsideValuePixel
  - gdcm::IconImageGenerator, [542](#)
- SetOverlay

- gdcm::Overlay, 798
- SetOverlayVisibility
  - vtkImageColorViewer, 1428
- SetOwner
  - gdcm::PrivateTag, 899
- SetParentId
  - vtkImageColorViewer, 1428
- SetPassword
  - gdcm::CAPICryptographicMessageSyntax, 240
  - gdcm::CryptographicMessageSyntax, 291
  - gdcm::OpenSSLCryptographicMessageSyntax, 780
  - gdcm::OpenSSL7CryptographicMessageSyntax, 785
- SetPattern
  - gdcm::FilenameGenerator, 509
- SetPDU
  - gdcm::network::ULEvent, 1303
- SetPermissions
  - gdcm::System, 1147
- SetPhotometricInterpretation
  - gdcm::Bitmap, 208
  - gdcm::ImageChangePhotometricInterpretation, 557
  - gdcm::ImageCodec, 577
- SetPixelFormat
  - gdcm::Bitmap, 208
  - gdcm::ImageCodec, 578
  - gdcm::JPEGCodec, 660
  - gdcm::Rescaler, 944
- SetPixelMinMax
  - gdcm::IconImageGenerator, 542
- SetPixelRepresentation
  - gdcm::PixelFormat, 841
- SetPixmap
  - gdcm::FileDecompressLookupTable, 481
  - gdcm::IconImageGenerator, 543
  - gdcm::PixmapWriter, 860
- SetPlanarConfiguration
  - gdcm::Bitmap, 209
  - gdcm::ImageChangePlanarConfiguration, 561
  - gdcm::ImageCodec, 578
- SetPMSRescaleInterceptSlope
  - gdcm::ImageHelper, 592
- SetPointCoordinatesData
  - gdcm::Surface, 1124
- SetPointPositionAccuracy
  - gdcm::Surface, 1124
- SetPointsBoundingBoxCoordinates
  - gdcm::Surface, 1124
- SetPort
  - gdcm::ServiceClassUser, 1028
- SetPortSCP
  - gdcm::ServiceClassUser, 1028
- SetPosition
  - vtkImageColorViewer, 1428, 1429
- SetPreamble
  - gdcm::FileMetaInformation, 497
- SetPrefix
  - gdcm::FilenameGenerator, 509
- SetPresentationContextID
  - gdcm::network::PresentationContextAC, 874
  - gdcm::network::PresentationContextRQ, 882
  - gdcm::network::PresentationDataValue, 887
  - gdcm::PresentationContext, 872
- SetPresentationContexts
  - gdcm::network::ULConnection, 1287
  - gdcm::ServiceClassUser, 1029
- SetPrettyPrint
  - gdcm::JSON, 670
- SetPrimitiveData
  - gdcm::MeshPrimitive, 719
- SetPrimitivesData
  - gdcm::MeshPrimitive, 719
- SetPrimitiveType
  - gdcm::MeshPrimitive, 719
- SetPrivateCreator
  - gdcm::Tag, 1168
- SetProcessingAlgorithm
  - gdcm::Surface, 1124
- SetProgress
  - gdcm::ProgressEvent, 903
- SetPropertyCategory
  - gdcm::Segment, 982
- SetPropertyType
  - gdcm::Segment, 982
- SetPropertyTypeModifiers
  - gdcm::Segment, 982
- SetPurposeOfReferenceCodeSequenceCodeValue
  - gdcm::FileDerivation, 485
- SetQuality
  - gdcm::JPEG2000Codec, 648
  - gdcm::JPEGCodec, 660
- SetRate
  - gdcm::JPEG2000Codec, 648
- SetReason
  - gdcm::network::AAAbortPDU, 91
  - gdcm::network::PresentationContextAC, 875
- SetRecommendedDisplayCIELabValue
  - gdcm::Surface, 1124, 1125
- SetRecommendedDisplayGrayscaleValue
  - gdcm::Surface, 1125
- SetRecommendedPresentationOpacity
  - gdcm::Surface, 1125
- SetRecommendedPresentationType
  - gdcm::Surface, 1125
- SetRecomputeItemLength
  - gdcm::FileExplicitFilter, 488
- SetRecomputeSequenceLength
  - gdcm::FileExplicitFilter, 488

SetRedLUT  
     gdcm::LookupTable, 685  
 SetRef  
     gdcm::IODEntry, 621  
 SetRegion  
     gdcm::ImageRegionReader, 601  
 SetRenderer  
     vtkImageColorViewer, 1429  
 SetRenderWindow  
     vtkImageColorViewer, 1429  
 SetRescaleInterceptSlopeValue  
     gdcm::ImageHelper, 592  
 SetRetired  
     gdcm::DictEntry, 387  
 SetReversible  
     gdcm::JPEG2000Codec, 648  
 SetRGB8  
     gdcm::ImageApplyLookupTable, 553  
 SetRoot  
     gdcm::UIDGenerator, 1202  
 SetRootDirectory  
     gdcm::DICOMDIRGenerator, 373  
 SetRows  
     gdcm::Bitmap, 209  
     gdcm::Overlay, 799  
 SetRTStructSetProperties  
     vtkGDCMPolyDataWriter, 1402  
 SetSamplesPerPixel  
     gdcm::PixelFormat, 841  
 SetScalarType  
     gdcm::PixelFormat, 842  
 SetSearchParameter  
     gdcm::BaseQuery, 184, 185  
 SetSegmentAlgorithmName  
     gdcm::Segment, 982  
 SetSegmentAlgorithmType  
     gdcm::Segment, 982  
 SetSegmentDescription  
     gdcm::Segment, 983  
 SetSegmentLabel  
     gdcm::Segment, 983  
 SetSegmentNumber  
     gdcm::Segment, 983  
 SetSegments  
     gdcm::SegmentWriter, 995  
 SetSize  
     vtkImageColorViewer, 1429  
 SetSlice  
     vtkImageColorViewer, 1430  
 SetSliceOrientation  
     vtkImageColorViewer, 1430  
 SetSliceOrientationToXY  
     vtkImageColorViewer, 1430  
 SetSliceOrientationToXZ  
     vtkImageColorViewer, 1430  
 SetSliceOrientationToYZ  
     vtkImageColorViewer, 1430  
 SetSlope  
     gdcm::Image, 550  
     gdcm::Rescaler, 944  
 SetSOPClassUIDMode  
     gdcm::EmptyMaskGenerator, 444  
 SetSOPInstanceUID  
     gdcm::BaseQuery, 185  
 SetSortFunction  
     gdcm::Sorter, 1054  
 SetSource  
     gdcm::network::AAbortPDU, 91  
 SetSourceApplicationEntityTitle  
     gdcm::FileMetaInformation, 497  
 SetSpacing  
     gdcm::Image, 550  
 SetSpacingValue  
     gdcm::ImageHelper, 592  
 SetState  
     gdcm::network::ULConnection, 1287  
 SetStream  
     gdcm::Reader, 935  
     gdcm::StreamImageReader, 1069  
     gdcm::StreamImageWriter, 1073  
     gdcm::Trace, 1184  
     gdcm::Writer, 1477  
 SetStreamToFile  
     gdcm::Trace, 1184  
 SetStyle  
     gdcm::Printer, 891  
     gdcm::XMLPrinter, 1485  
 SetSurfaceComments  
     gdcm::Surface, 1125  
 SetSurfaceCount  
     gdcm::Segment, 983  
 SetSurfaceNumber  
     gdcm::Surface, 1125  
 SetSurfaceProcessing  
     gdcm::Surface, 1126  
 SetSurfaceProcessingDescription  
     gdcm::Surface, 1126  
 SetSurfaceProcessingRatio  
     gdcm::Surface, 1126  
 SetSyngoDT  
     gdcm::CSAElement, 297  
 SetTag  
     gdcm::AnonymizeEvent, 112  
     gdcm::DataElement, 333  
 SetTagsToRead  
     gdcm::Sorter, 1055  
 SetTargetPixelType  
     gdcm::Rescaler, 945

- SetTemplateFileName
  - gdcm::FileStreamer, 516
- SetTileSize
  - gdcm::JPEG2000Codec, 648
- SetTimeout
  - gdcm::network::ARTIMTimer, 134
  - gdcm::ServiceClassUser, 1029
- SetToUndefined
  - gdcm::VL, 1333
- SetTransferSyntax
  - gdcm::Bitmap, 209
  - gdcm::FileChangeTransferSyntax, 477
  - gdcm::ImageChangeTransferSyntax, 565
  - gdcm::network::PresentationContextAC, 875
- SetTuple
  - gdcm::network::RoleSelectionSub, 953
  - gdcm::network::ServiceClassApplicationInformation, 1021
  - gdcm::network::SOPClassExtendedNegociationSub, 1048
- SetType
  - gdcm::ModuleEntry, 733
  - gdcm::Overlay, 799
- SetTypeOfData
  - gdcm::Curve, 322
- SetupInteractor
  - vtkImageColorViewer, 1430
- SetUsage
  - gdcm::IODEntry, 621
- SetUserCodec
  - gdcm::ImageChangeTransferSyntax, 566
- SetUserData
  - gdcm::Parser, 807
- SetUserInformation
  - gdcm::network::AAssociateRQPDU, 104
- SetUseSeriesDetails
  - gdcm::SerieHelper, 1018
- SetUseTargetPixelType
  - gdcm::Rescaler, 945
- SetUseVRUN
  - gdcm::FileExplicitFilter, 488
- SetValue
  - gdcm::Attribute< Group, Element, TVR, TVM >, 146
  - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, 154
  - gdcm::Attribute< Group, Element, TVR, VM::VM1\_n >, 163
  - gdcm::CSAElement, 298
  - gdcm::DataElement, 333
  - gdcm::Element< TVR, TVM >, 418
  - gdcm::Element< TVR, VM::VM1\_n >, 425
  - gdcm::PDBelement, 813
- SetValueFieldLength
  - gdcm::DataElement, 334
- SetValues
  - gdcm::Attribute< Group, Element, TVR, TVM >, 147
  - gdcm::Attribute< Group, Element, TVR, VM::VM1\_n >, 163
- SetVectorAccuracy
  - gdcm::Surface, 1126
- SetVectorCoordinateData
  - gdcm::Surface, 1126
- SetVectorDimensionality
  - gdcm::Surface, 1126
- SetVL
  - gdcm::DataElement, 334
- SetVLToUndefined
  - gdcm::DataElement, 334
- SetVM
  - gdcm::CSAElement, 298
  - gdcm::CSAHeaderDictEntry, 312
  - gdcm::DictEntry, 387
- SetVR
  - gdcm::CSAElement, 298
  - gdcm::CSAHeaderDictEntry, 312
  - gdcm::DataElement, 334
  - gdcm::DictEntry, 387
- SetWarning
  - gdcm::Trace, 1184
- SetWarningStream
  - gdcm::Trace, 1184
- SetWindowId
  - vtkImageColorViewer, 1431
- SetWriteDataSetOnly
  - gdcm::Writer, 1477
- SetZSpacingTolerance
  - gdcm::IPPSorter, 628
- SH
  - gdcm::VR, 1341
- SHA1
  - gdcm::SHA1, 1031
- SHComp
  - gdcm, 60
- Shift
  - vtkGDCMImageReader, 1367
  - vtkGDCMImageReader2, 1381
- ShiftEnd
  - gdcm::ByteBuffer, 222
- ShowAbort
  - gdcm::SimpleSubjectWatcher, 1038
- ShowAnonymization
  - gdcm::SimpleSubjectWatcher, 1039
- ShowData
  - gdcm::SimpleSubjectWatcher, 1039
- ShowDataSet
  - gdcm::SimpleSubjectWatcher, 1039
- ShowFileName
  - gdcm::SimpleSubjectWatcher, 1039

- ShowIteration
  - gdcm::SimpleSubjectWatcher, [1039](#)
- ShowProgress
  - gdcm::SimpleSubjectWatcher, [1040](#)
- SIEMENS
  - gdcm::Dicts, [392](#)
  - gdcm::EquipmentManufacturer, [451](#)
- SimpleMemberCommand
  - gdcm::SimpleMemberCommand< T >, [1034](#)
- SimpleSubjectWatcher
  - gdcm::SimpleSubjectWatcher, [1038](#)
- SimplifiedAdultEchoSRStorage
  - gdcm::UIDs, [1227](#)
- SINGLEBIT
  - gdcm::PixelFormat, [836](#)
- SingleSerieUIDFileSetHT
  - gdcm::SerieHelper, [1019](#)
- SingleSerieUIDFileSetmap
  - gdcm::SerieHelper, [1015](#)
- Size
  - gdcm::CodeString, [267](#)
  - gdcm::DataSet, [353](#)
  - gdcm::GroupDict, [535](#)
  - gdcm::network::AAabortPDU, [91](#)
  - gdcm::network::AAssociateACPDU, [95](#)
  - gdcm::network::AAssociateRJPDU, [98](#)
  - gdcm::network::AAssociateRQPDU, [104](#)
  - gdcm::network::AbstractSyntax, [108](#)
  - gdcm::network::ApplicationContext, [124](#)
  - gdcm::network::AReleaseRPPDU, [130](#)
  - gdcm::network::AReleaseRQPDU, [132](#)
  - gdcm::network::AsynchronousOperationsWindowSub, [137](#)
  - gdcm::network::BasePDU, [181](#)
  - gdcm::network::ImplementationClassUIDSub, [609](#)
  - gdcm::network::ImplementationVersionNameSub, [611](#)
  - gdcm::network::MaximumLengthSub, [695](#)
  - gdcm::network::PDataTFPDU, [810](#)
  - gdcm::network::PresentationContextAC, [875](#)
  - gdcm::network::PresentationContextRQ, [883](#)
  - gdcm::network::PresentationDataValue, [887](#)
  - gdcm::network::RoleSelectionSub, [953](#)
  - gdcm::network::ServiceClassApplicationInformation, [1021](#)
  - gdcm::network::SOPClassExtendedNegociationSub, [1048](#)
  - gdcm::network::TransferSyntaxSub, [1193](#)
  - gdcm::network::UserInformation, [1319](#)
- size\_type
  - gdcm::CodeString, [265](#)
  - gdcm::LO, [676](#)
  - gdcm::String< TDelimiter, TMaxLength, TPadChar >, [1100](#)
- SizeType
  - gdcm::DataSet, [344](#)
  - gdcm::FilenameGenerator, [507](#)
  - gdcm::IOD, [617](#)
  - gdcm::NestedModuleEntries, [756](#)
  - gdcm::network::AAssociateACPDU, [93](#)
  - gdcm::network::AAssociateRQPDU, [101](#)
  - gdcm::network::PDataTFPDU, [809](#)
  - gdcm::network::PresentationContextRQ, [880](#)
  - gdcm::PresentationContext, [870](#)
  - gdcm::PresentationContextGenerator, [877](#)
  - gdcm::SequenceOfFragments, [998](#)
  - gdcm::SequenceOfItems, [1007](#)
- SL
  - gdcm::VR, [1342](#)
- Slice
  - vtkImageColorViewer, [1435](#)
- SLICE\_ORIENTATION\_XY
  - vtkImageColorViewer, [1424](#)
- SLICE\_ORIENTATION\_XZ
  - vtkImageColorViewer, [1424](#)
- SLICE\_ORIENTATION\_YZ
  - vtkImageColorViewer, [1424](#)
- SliceOrientation
  - vtkImageColorViewer, [1435](#)
- Slices
  - gdcm::MrProtocol::SliceArray, [1042](#)
- SmartPointer
  - gdcm::Object, [776](#)
  - gdcm::SmartPointer< ObjectType >, [1044](#), [1045](#)
- SOPClassExtendedNegociationSub
  - gdcm::network::SOPClassExtendedNegociationSub, [1048](#)
- SOPClassUIDMode
  - gdcm::EmptyMaskGenerator, [443](#)
- SOPInstanceUID
  - vtkRTStructSetProperties, [1467](#)
- Sort
  - gdcm::IPPSorter, [628](#)
  - gdcm::Sorter, [1055](#)
- Sorter
  - gdcm::Sorter, [1053](#)
- SortFunc
  - gdcm::Sorter, [1056](#)
- SortFunction
  - gdcm::Sorter, [1053](#)
- SpacialFiducialsStorage
  - gdcm::MediaStorage, [702](#)
- SpacialRegistrationStorage
  - gdcm::MediaStorage, [702](#)
- Spacing
  - gdcm::Spacing, [1058](#)
- SpacingType
  - gdcm::Spacing, [1058](#)



SpatialFiducialsStorage  
     gdcm::UIDs, [1222](#)  
 SpatialRegistrationStorage  
     gdcm::UIDs, [1222](#)  
 SpectaclePrescriptionReportStorage  
     gdcm::UIDs, [1226](#)  
 Spectroscopy  
     gdcm::Spectroscopy, [1059](#)  
 Split  
     gdcm::ImageFragmentSplitter, [586](#)  
     gdcm::SplitMosaicFilter, [1063](#)  
 SplitExtent  
     vtkGDCMThreadedImageReader2, [1415](#)  
 SplitMosaicFilter  
     gdcm::SplitMosaicFilter, [1061](#)  
 SPM2AVG152PDFrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2AVG152T1FrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2AVG152T2FrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2AVG305T1FrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2BRAINMASKFrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2CSFFrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2EPIFrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2FILT1FrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2GRAYFrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2PDFrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2PETFrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2SINGLESUBJT1FrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2SPECTFrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2T1FrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2T2FrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2TRANSMFrameofReference  
     gdcm::UIDs, [1220](#)  
 SPM2WHITEFrameofReference  
     gdcm::UIDs, [1220](#)  
 SpringColorPaletteSOPInstance  
     gdcm::UIDs, [1225](#)  
 SQ  
     gdcm::VR, [1342](#)  
 Squeeze  
     gdcm::ApplicationEntity, [127](#)  
 SS  
     gdcm::VR, [1342](#)  
 ST  
     gdcm::VR, [1342](#)  
 StableSort  
     gdcm::Sorter, [1055](#)  
 StandaloneCurveStorage  
     gdcm::MediaStorage, [702](#)  
 StandaloneCurveStorageRetired  
     gdcm::UIDs, [1222](#)  
 StandaloneModalityLUTStorage  
     gdcm::MediaStorage, [702](#)  
 StandaloneModalityLUTStorageRetired  
     gdcm::UIDs, [1222](#)  
 StandaloneOverlayStorage  
     gdcm::MediaStorage, [702](#)  
 StandaloneOverlayStorageRetired  
     gdcm::UIDs, [1222](#)  
 StandalonePETCurveStorageRetired  
     gdcm::UIDs, [1223](#)  
 StandaloneVOILUTStorage  
     gdcm::MediaStorage, [702](#)  
 StandaloneVOILUTStorageRetired  
     gdcm::UIDs, [1222](#)  
 Start  
     gdcm::network::ARTIMTimer, [134](#)  
 StartAssociation  
     gdcm::ServiceClassUser, [1029](#)  
 StartDataElement  
     gdcm::FileStreamer, [516](#)  
 StartElement  
     gdcm::TableReader, [1156](#)  
     gdcm::XMLDictReader, [1481](#)  
     gdcm::XMLPrivateDictReader, [1488](#)  
 StartElementHandler  
     gdcm::Parser, [803](#)  
 StartEncode  
     gdcm::ImageCodec, [578](#)  
     gdcm::JPEG2000Codec, [648](#)  
     gdcm::JPEGCodec, [660](#)  
     gdcm::JPEGLSCodec, [668](#)  
     gdcm::RLECodec, [951](#)  
 StartFilter  
     gdcm::SimpleSubjectWatcher, [1040](#)  
 StartGroupDataElement  
     gdcm::FileStreamer, [517](#)  
 STATES  
     gdcm::Surface, [1114](#)  
 STATES\_END  
     gdcm::Surface, [1115](#)  
 STComp  
     gdcm, [60](#)  
 StereometricRelationshipStorage

- gdcM::UIDs, [1223](#)
- Stop
  - gdcM::network::ARTIMTimer, [134](#)
- StopAssociation
  - gdcM::ServiceClassUser, [1029](#)
- StopDataElement
  - gdcM::FileStreamer, [517](#)
- StopEncode
  - gdcM::ImageCodec, [578](#)
  - gdcM::JPEG2000Codec, [648](#)
  - gdcM::JPEGCodec, [660](#)
  - gdcM::JPEGLSCodec, [668](#)
  - gdcM::RLECodec, [951](#)
- StopGroupDataElement
  - gdcM::FileStreamer, [517](#)
- StopProtocol
  - gdcM::network::ULConnection, [1287](#)
- StorageCommitmentPullModelSOPClassRetired
  - gdcM::UIDs, [1220](#)
- StorageCommitmentPullModelSOPInstanceRetired
  - gdcM::UIDs, [1220](#)
- StorageCommitmentPushModelSOPClass
  - gdcM::UIDs, [1220](#)
- StorageCommitmentPushModelSOPInstance
  - gdcM::UIDs, [1220](#)
- StorageServiceClass
  - gdcM::UIDs, [1221](#)
- StoredPrintStorageSOPClassRetired
  - gdcM::UIDs, [1221](#)
- StrCaseCmp
  - gdcM::System, [1147](#)
- Stream
  - gdcM::Writer, [1478](#)
- StreamImageReader
  - gdcM::Reader, [935](#)
  - gdcM::StreamImageReader, [1066](#)
- StreamImageWriter
  - gdcM::StreamImageWriter, [1071](#)
  - gdcM::Writer, [1478](#)
- StrictScanner
  - gdcM::StrictScanner, [1080](#)
- StrictScanner2
  - gdcM::StrictScanner2, [1090](#)
- String
  - gdcM::String< TDelimiter, TMaxLength, TPadChar >, [1101](#)
- StringFilter
  - gdcM::StringFilter, [1104](#)
- StrNCaseCmp
  - gdcM::System, [1148](#)
- StrSep
  - gdcM::System, [1148](#)
- StrTokR
  - gdcM::System, [1148](#)
- StructureSetDate
  - vtkRTStructSetProperties, [1468](#)
- StructureSetLabel
  - vtkRTStructSetProperties, [1468](#)
- StructureSetName
  - vtkRTStructSetProperties, [1468](#)
- StructureSetTime
  - vtkRTStructSetProperties, [1468](#)
- Study
  - gdcM::Study, [1107](#)
- StudyComponentManagementSOPClass
  - gdcM::MediaStorage, [702](#)
- StudyComponentManagementSOPClassRetired
  - gdcM::UIDs, [1220](#)
- StudyInstanceUID
  - vtkRTStructSetProperties, [1468](#)
- StudyRootQueryRetrieveInformationModelFIND
  - gdcM::UIDs, [1223](#)
- StudyRootQueryRetrieveInformationModelGET
  - gdcM::UIDs, [1223](#)
- StudyRootQueryRetrieveInformationModelMOVE
  - gdcM::UIDs, [1223](#)
- Subject
  - gdcM::Subject, [1109](#)
- SubjectiveRefractionMeasurementsStorage
  - gdcM::UIDs, [1226](#)
- SubstanceAdministrationLoggingSOPClass
  - gdcM::UIDs, [1220](#)
- SubstanceAdministrationLoggingSOPInstance
  - gdcM::UIDs, [1220](#)
- SubstanceApprovalQuerySOPClass
  - gdcM::UIDs, [1224](#)
- SummerColorPaletteSOPInstance
  - gdcM::UIDs, [1225](#)
- Superclass
  - gdcM::AnonymizeEvent, [110](#)
  - gdcM::DataEvent, [339](#)
  - gdcM::DataSetEvent, [356](#)
  - gdcM::FileNameEvent, [504](#)
  - gdcM::LO, [676](#)
  - gdcM::ProgressEvent, [901](#)
- SURFACE
  - gdcM::Surface, [1115](#)
- Surface
  - gdcM::Surface, [1115](#)
- SurfaceCount
  - gdcM::Segment, [985](#)
- SurfaceReader
  - gdcM::SurfaceReader, [1132](#)
- Surfaces
  - gdcM::Segment, [985](#)
- SurfaceScanMeshStorage
  - gdcM::UIDs, [1226](#)
- SurfaceScanPointCloudStorage



- gdcm::UIDs, [1226](#)
- SurfaceSegmentationStorage
  - gdcm::MediaStorage, [703](#)
  - gdcm::UIDs, [1225](#)
- SurfaceVector
  - gdcm::Segment, [977](#)
- SurfaceWriter
  - gdcm::SurfaceWriter, [1135](#)
- SV
  - gdcm::VR, [1342](#)
- SV10
  - gdcm::CSAHeader, [302](#)
- Swap
  - gdcm::ByteSwap< T >, [224](#)
  - gdcm::SwapperDoOp, [1139](#)
  - gdcm::SwapperNoOp, [1140](#)
- SwapArray
  - gdcm::SwapperDoOp, [1140](#)
  - gdcm::SwapperNoOp, [1141](#)
- SwapCode
  - gdcm::SwapCode, [1138](#)
- SwapCodeType
  - gdcm::SwapCode, [1138](#)
- SwapFromSwapCodeIntoSystem
  - gdcm::ByteSwap< T >, [224](#)
- SwapRange
  - gdcm::ByteSwap< T >, [224](#)
- SwapRangeFromSwapCodeIntoSystem
  - gdcm::ByteSwap< T >, [224](#)
- SyngoDTField
  - gdcm::CSAElement, [299](#)
- SyntaxError
  - gdcm::Parser, [805](#)
- SystemIsBigEndian
  - gdcm::ByteSwap< T >, [224](#)
- SystemIsLittleEndian
  - gdcm::ByteSwap< T >, [225](#)
- T1
  - gdcm::Type, [1197](#)
- T1C
  - gdcm::Type, [1197](#)
- T2
  - gdcm::Type, [1197](#)
- T2C
  - gdcm::Type, [1197](#)
- T3
  - gdcm::Type, [1197](#)
- Table
  - gdcm::Table, [1150](#)
- Table16
  - vtkLookupTable16, [1456](#)
- TableEntry
  - gdcm::TableEntry, [1152](#)
- TableInternal
  - gdcm::Table, [1151](#)
- TableReader
  - gdcm::TableReader, [1154](#)
- TableRow
  - gdcm::network::TableRow, [1158](#)
- Tag
  - gdcm::Tag, [1160](#), [1161](#)
- tag
  - gdcm::Tag, [1169](#)
- TagField
  - gdcm::DataElement, [335](#)
- TagMismatchError
  - gdcm::Parser, [805](#)
- TagPath
  - gdcm::TagPath, [1170](#)
- tags
  - gdcm::Tag, [1169](#)
- TagsToRead
  - gdcm::Sorter, [1056](#)
- TagToValue
  - gdcm::Scanner, [957](#)
  - gdcm::StrictScanner, [1080](#)
- TagToValueValueType
  - gdcm::Scanner, [957](#)
  - gdcm::StrictScanner, [1080](#)
- TalairachBrainAtlasFrameofReference
  - gdcm::UIDs, [1220](#)
- TConstMemberFunctionPointer
  - gdcm::MemberCommand< T >, [711](#)
- TestAbortOff
  - gdcm::SimpleSubjectWatcher, [1040](#)
- TestAbortOn
  - gdcm::SimpleSubjectWatcher, [1040](#)
- Testing
  - gdcm::Testing, [1174](#)
- TestPBKDF2
  - gdcm::ASN1, [136](#)
- TestsList.txt, [1489](#)
- TextSRStorageTrialRetired
  - gdcm::UIDs, [1223](#)
- ThreadedExecute
  - vtkImageRGBToYBR, [1450](#)
  - vtkImageYBRToRGB, [1452](#)
- ThreadedRequestData
  - vtkGDCMThreadedImageReader2, [1415](#)
  - vtkImageMapToColors16, [1439](#)
  - vtkImageMapToWindowLevelColors2, [1444](#)
- TM
  - gdcm::VR, [1342](#)
- TMComp
  - gdcm, [60](#)
- TMemberFunctionPointer
  - gdcm::MemberCommand< T >, [711](#)

- gdcm::SimpleMemberCommand< T >, 1034
- ToPyObject
  - gdcm::PythonFilter, 908
- TOSHIBA
  - gdcm::EquipmentManufacturer, 451
- ToshibaPrivateDataStorage
  - gdcm::MediaStorage, 703
- ToString
  - gdcm::StringFilter, 1105, 1106
- ToStringPair
  - gdcm::StringFilter, 1106, 1107
- ToUnixSlashes
  - gdcm::Filename, 501
- ToWindowsSlashes
  - gdcm::Filename, 501
- Trace
  - gdcm::Trace, 1181
- TractographyResultsStorage
  - gdcm::UIDs, 1226
- TransferSyntax
  - gdcm::TransferSyntax, 1188
- TransferSyntaxArrayType
  - gdcm::PresentationContext, 870
- TransferSyntaxes
  - gdcm::PresentationContext, 872
- TransferSyntaxStringsType
  - gdcm::UIDs, 1218
- TransferSyntaxSub
  - gdcm::network::TransferSyntaxSub, 1192
- Transition
  - gdcm::network::Transition, 1195
- transitions
  - gdcm::network::TableRow, 1158
- TRIANGLE
  - gdcm::MeshPrimitive, 717
- TRIANGLE\_FAN
  - gdcm::MeshPrimitive, 717
- TRIANGLE\_STRIP
  - gdcm::MeshPrimitive, 717
- Trim
  - gdcm::String< TDelimiter, TMaxLength, TPadChar >, 1102
- TrimInternal
  - gdcm::CodeString, 267
- Truncate
  - gdcm::String< TDelimiter, TMaxLength, TPadChar >, 1102
- TryJPEG2000Codec
  - gdcm::Bitmap, 209
  - gdcm::ImageChangeTransferSyntax, 566
- TryJPEG2000Codec2
  - gdcm::Bitmap, 210
- TryJPEGCodec
  - gdcm::Bitmap, 210
- gdcm::ImageChangeTransferSyntax, 566
- TryJPEGCodec2
  - gdcm::Bitmap, 210
- TryJPEGLSCodec
  - gdcm::Bitmap, 210
  - gdcm::ImageChangeTransferSyntax, 566
- TryKAKADUCodec
  - gdcm::Bitmap, 210
- TryPVRGCodec
  - gdcm::Bitmap, 210
- TryRAWCodec
  - gdcm::Bitmap, 211
  - gdcm::ImageChangeTransferSyntax, 567
- TryRLECodec
  - gdcm::Bitmap, 211
  - gdcm::ImageChangeTransferSyntax, 567
- TS
  - gdcm::Bitmap, 213
- TS\_END
  - gdcm::TransferSyntax, 1188
- TSName
  - gdcm::UIDs, 1219
- TSType
  - gdcm::TransferSyntax, 1188
  - gdcm::UIDs, 1228
- Type
  - gdcm::Element< TVR, TVM >, 415
  - gdcm::Element< TVR, VM::VM1\_n >, 422
  - gdcm::EquipmentManufacturer, 451
  - gdcm::Type, 1198
  - gdcm::VL, 1331
- TYPETOENCODING
  - gdcm, 77
  - gdcmVR.h, 1738
- TYPETOLENGTH
  - gdcmVM.h, 1734
- TypeToString
  - gdcm::EquipmentManufacturer, 452
- TypeType
  - gdcm::Type, 1197
- UberonOntology
  - gdcm::UIDs, 1225
- UC
  - gdcm::VR, 1342
- UCComp
  - gdcm, 60
- UI
  - gdcm::VR, 1342
- UIComp
  - gdcm, 61
- uid\_1\_2\_840\_10008\_15\_0\_3\_1
  - gdcm::UIDs, 1233
- uid\_1\_2\_840\_10008\_15\_0\_3\_10

gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_11  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_12  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_13  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_14  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_15  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_16  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_17  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_18  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_19  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_2  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_20  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_21  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_22  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_23  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_24  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_25  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_26  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_27  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_28  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_29  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_3  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_30  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_31  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_4  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_5  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_6  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_7

gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_8  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_3\_9  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_4\_1  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_4\_2  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_4\_3  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_4\_4  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_4\_5  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_4\_6  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_4\_7  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_0\_4\_8  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_15\_1\_1  
gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_1\_1  
gdcmm::UIDs, [1228](#)  
uid\_1\_2\_840\_10008\_1\_2  
gdcmm::UIDs, [1228](#)  
uid\_1\_2\_840\_10008\_1\_20  
gdcmm::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_20\_1  
gdcmm::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_1\_20\_1\_1  
gdcmm::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_1\_20\_2  
gdcmm::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_1\_20\_2\_1  
gdcmm::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_1\_2\_1  
gdcmm::UIDs, [1228](#)  
uid\_1\_2\_840\_10008\_1\_2\_1\_99  
gdcmm::UIDs, [1228](#)  
uid\_1\_2\_840\_10008\_1\_2\_2  
gdcmm::UIDs, [1228](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_100  
gdcmm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_101  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_102  
gdcmm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_103  
gdcmm::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_104  
gdcmm::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_105

gdcm::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_106  
gdcm::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_107  
gdcm::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_108  
gdcm::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_50  
gdcm::UIDs, [1228](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_51  
gdcm::UIDs, [1228](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_52  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_53  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_54  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_55  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_56  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_57  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_58  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_59  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_60  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_61  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_62  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_63  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_64  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_65  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_66  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_70  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_80  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_81  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_90  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_91  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_92  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_93

gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_94  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_4\_95  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_5  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_6\_1  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_2\_6\_2  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_3\_10  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_40  
gdcm::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_1\_40\_1  
gdcm::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_1\_42  
gdcm::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_1\_42\_1  
gdcm::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_1  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_10  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_11  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_12  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_13  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_14  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_15  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_16  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_17  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_18  
gdcm::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_2  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_3  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_4  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_5  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_6  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_7  
gdcm::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_8

gdcn::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_1\_9  
gdcn::UIDs, [1229](#)  
uid\_1\_2\_840\_10008\_1\_4\_2\_1  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_1\_4\_2\_2  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_1\_5\_1  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_5\_2  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_5\_3  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_5\_4  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_5\_5  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_5\_6  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_5\_7  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_5\_8  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_1\_9  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_2\_16\_10  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_2\_16\_11  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_2\_16\_12  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_2\_16\_13  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_2\_16\_14  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_2\_16\_4  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_2\_16\_5  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_2\_16\_6  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_2\_16\_7  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_2\_16\_8  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_2\_16\_9  
gdcn::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_2\_6\_1  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_3\_1\_1\_1  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_3\_1\_2\_1\_1  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_3\_1\_2\_1\_4

gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_3\_1\_2\_2\_1  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_3\_1\_2\_3\_1  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_3\_1\_2\_3\_2  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_3\_1\_2\_3\_3  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_3\_1\_2\_3\_4  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_3\_1\_2\_3\_5  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_3\_1\_2\_5\_1  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_3\_1\_2\_5\_4  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_3\_1\_2\_5\_5  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_3\_1\_2\_6\_1  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_4\_2  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_1  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_14  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_15  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_16  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_16\_376  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_17  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_17\_376  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_18  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_18\_1  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_2  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_22  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_23  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_24  
gdcn::UIDs, [1230](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_24\_1  
gdcn::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_25  
gdcn::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_1\_26

gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_1\_27  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_1\_29  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_1\_30  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_1\_31  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_1\_32  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_1\_33  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_1\_4  
 gdcmm::UIDs, [1230](#)  
 uid\_1\_2\_840\_10008\_5\_1\_1\_40  
 gdcmm::UIDs, [1235](#)  
 uid\_1\_2\_840\_10008\_5\_1\_1\_40\_1  
 gdcmm::UIDs, [1235](#)  
 uid\_1\_2\_840\_10008\_5\_1\_1\_4\_1  
 gdcmm::UIDs, [1230](#)  
 uid\_1\_2\_840\_10008\_5\_1\_1\_4\_2  
 gdcmm::UIDs, [1230](#)  
 uid\_1\_2\_840\_10008\_5\_1\_1\_9  
 gdcmm::UIDs, [1230](#)  
 uid\_1\_2\_840\_10008\_5\_1\_1\_9\_1  
 gdcmm::UIDs, [1230](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_1  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_10  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_104\_1  
 gdcmm::UIDs, [1232](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_104\_2  
 gdcmm::UIDs, [1233](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_104\_3  
 gdcmm::UIDs, [1236](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_1  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_10  
 gdcmm::UIDs, [1235](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_11  
 gdcmm::UIDs, [1235](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_2  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_3  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_4  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_5  
 gdcmm::UIDs, [1235](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_6

gdcmm::UIDs, [1235](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_7  
 gdcmm::UIDs, [1235](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_8  
 gdcmm::UIDs, [1235](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_11\_9  
 gdcmm::UIDs, [1235](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_128  
 gdcmm::UIDs, [1233](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_128\_1  
 gdcmm::UIDs, [1234](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_129  
 gdcmm::UIDs, [1233](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_1  
 gdcmm::UIDs, [1232](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_1\_1  
 gdcmm::UIDs, [1232](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_2  
 gdcmm::UIDs, [1232](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_2\_1  
 gdcmm::UIDs, [1232](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_3  
 gdcmm::UIDs, [1232](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_12\_77  
 gdcmm::UIDs, [1235](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_130  
 gdcmm::UIDs, [1236](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_131  
 gdcmm::UIDs, [1236](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_13\_1\_1  
 gdcmm::UIDs, [1232](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_13\_1\_2  
 gdcmm::UIDs, [1232](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_13\_1\_3  
 gdcmm::UIDs, [1234](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_13\_1\_4  
 gdcmm::UIDs, [1235](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_13\_1\_5  
 gdcmm::UIDs, [1235](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_14\_1  
 gdcmm::UIDs, [1235](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_14\_2  
 gdcmm::UIDs, [1235](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_1\_1  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_1\_1\_1  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_1\_2  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_1\_2\_1  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_1\_3  
 gdcmm::UIDs, [1231](#)  
 uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_1\_3\_1

gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_2  
gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_20  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_200\_1  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_200\_2  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_200\_3  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_200\_4  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_200\_5  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_200\_6  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_2\_1  
gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_2\_2  
gdcm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_3  
gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_30  
gdcm::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_3\_1  
gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_4  
gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_40  
gdcm::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_1  
gdcm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_10  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_11  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_2  
gdcm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_3  
gdcm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_4  
gdcm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_5  
gdcm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_6  
gdcm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_7  
gdcm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_8  
gdcm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_481\_9  
gdcm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_4\_1

gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_4\_2  
gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_4\_3  
gdcm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_4\_4  
gdcm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_5  
gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_501\_1  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_501\_2\_1  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_501\_2\_2  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_501\_3  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_501\_4  
gdcm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_501\_5  
gdcm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_501\_6  
gdcm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_6  
gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_601\_1  
gdcm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_601\_2  
gdcm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_1  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_2  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_3  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_4  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_5  
gdcm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_66\_6  
gdcm::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_67  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_68\_1  
gdcm::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_68\_2  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_6\_1  
gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_6\_2  
gdcm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_7

gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_1  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_1\_1  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_2  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_2\_1  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_3  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_4  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_4\_1  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_1  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_2  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_3  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_4  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_5  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_6  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_7  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_5\_8  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_1\_6  
gdcm::UIDs, [1234](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_77\_2  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_78\_1  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_78\_2  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_78\_3  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_78\_4  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_78\_5  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_78\_6  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_78\_7  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_78\_8  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_79\_1

gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_7\_1  
gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_7\_2  
gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_7\_3  
gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_7\_4  
gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_8  
gdcm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_80\_1  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_81\_1  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_82\_1  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_1  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_11  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_2  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_22  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_3  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_33  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_34  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_35  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_4  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_40  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_50  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_59  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_65  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_67  
gdcm::UIDs, [1232](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_68  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_69  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_70  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_71  
gdcm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_72



gdcmm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_73  
gdcmm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_74  
gdcmm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_88\_75  
gdcmm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9  
gdcmm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_90\_1  
gdcmm::UIDs, [1236](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_1  
gdcmm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_1\_1  
gdcmm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_1\_2  
gdcmm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_1\_3  
gdcmm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_2\_1  
gdcmm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_3\_1  
gdcmm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_4\_1  
gdcmm::UIDs, [1231](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_4\_2  
gdcmm::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_5\_1  
gdcmm::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_1\_9\_6\_1  
gdcmm::UIDs, [1235](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_1\_1  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_1\_2  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_1\_3  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_2\_1  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_2\_2  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_2\_3  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_3\_1  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_3\_2  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_3\_3  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_4\_2  
gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_4\_3  
gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_1\_2\_5\_3

gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_20\_1  
gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_20\_2  
gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_20\_3  
gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_31  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_32  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_32\_1  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_32\_2  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_32\_3  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_33  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_1  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_10  
gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_2  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_3  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_4  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_4\_1  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_4\_2  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_4\_3  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_4\_4  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_5  
gdcmm::UIDs, [1233](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_5\_1  
gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_6  
gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_6\_1  
gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_6\_2  
gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_6\_3  
gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_6\_4  
gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_7  
gdcmm::UIDs, [1237](#)  
uid\_1\_2\_840\_10008\_5\_1\_4\_34\_8

- gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_34\_9
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_37\_1
  - gdcm::UIDs, [1233](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_37\_2
  - gdcm::UIDs, [1233](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_37\_3
  - gdcm::UIDs, [1233](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_38\_1
  - gdcm::UIDs, [1233](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_38\_2
  - gdcm::UIDs, [1233](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_38\_3
  - gdcm::UIDs, [1233](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_38\_4
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_39\_1
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_39\_2
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_39\_3
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_39\_4
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_41
  - gdcm::UIDs, [1233](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_42
  - gdcm::UIDs, [1233](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_43\_1
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_43\_2
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_43\_3
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_43\_4
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_44\_1
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_44\_2
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_44\_3
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_44\_4
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_45\_1
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_45\_2
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_45\_3
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_5\_1\_4\_45\_4
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_7\_1\_1

- gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_7\_1\_2
  - gdcm::UIDs, [1237](#)
- uid\_1\_2\_840\_10008\_8\_1\_1
  - gdcm::UIDs, [1237](#)
- UIDGenerator
  - gdcm::UIDGenerator, [1200](#)
- UINT12
  - gdcm::PixelFormat, [836](#)
- UINT16
  - gdcm::PixelFormat, [836](#)
- UINT32
  - gdcm::PixelFormat, [836](#)
- UINT64
  - gdcm::PixelFormat, [836](#)
- UINT8
  - gdcm::PixelFormat, [836](#)
- UL
  - gdcm::VR, [1342](#)
- ULAction
  - gdcm::network::ULAction, [1241](#), [1242](#)
- ULActionAE6
  - gdcm::network::ULConnection, [1288](#)
- ULBasicCallback
  - gdcm::network::ULBasicCallback, [1281](#)
- ULConnection
  - gdcm::network::ULConnection, [1284](#)
- ULConnectionCallback
  - gdcm::network::ULConnectionCallback, [1289](#)
- ULConnectionInfo
  - gdcm::network::ULConnectionInfo, [1291](#)
- ULConnectionManager
  - gdcm::network::ULConnection, [1288](#)
  - gdcm::network::ULConnectionManager, [1295](#)
- ULEvent
  - gdcm::network::ULEvent, [1301](#), [1302](#)
- ULTransitionTable
  - gdcm::network::ULTransitionTable, [1304](#)
- UltrasoundImageStorage
  - gdcm::MediaStorage, [701](#)
  - gdcm::UIDs, [1222](#)
- UltrasoundImageStorageRetired
  - gdcm::MediaStorage, [701](#)
  - gdcm::UIDs, [1222](#)
- UltrasoundMultiFrameImageStorage
  - gdcm::MediaStorage, [701](#)
- UltrasoundMultiframeImageStorage
  - gdcm::UIDs, [1221](#)
- UltrasoundMultiFrameImageStorageRetired
  - gdcm::MediaStorage, [701](#)
- UltrasoundMultiframeImageStorageRetired
  - gdcm::UIDs, [1221](#)
- ULWritingCallback
  - gdcm::network::ULWritingCallback, [1306](#)

- UN
  - gdcm::VR, [1342](#)
- UndefinedEntityError
  - gdcm::Parser, [805](#)
- underline
  - gdcm::terminal, [86](#)
- UnexpectedStateError
  - gdcm::Parser, [805](#)
- UnifiedProcedureStepEventSOPClass
  - gdcm::UIDs, [1224](#)
- UnifiedProcedureStepEventSOPClass1
  - gdcm::UIDs, [1228](#)
- UnifiedProcedureStepPullSOPClass
  - gdcm::UIDs, [1224](#)
- UnifiedProcedureStepPullSOPClass1
  - gdcm::UIDs, [1227](#)
- UnifiedProcedureStepPushSOPClass
  - gdcm::UIDs, [1224](#)
- UnifiedProcedureStepPushSOPClass1
  - gdcm::UIDs, [1227](#)
- UnifiedProcedureStepWatchSOPClass
  - gdcm::UIDs, [1224](#)
- UnifiedProcedureStepWatchSOPClass1
  - gdcm::UIDs, [1227](#)
- UnifiedWorklistandProcedureStepServiceClass
  - gdcm::UIDs, [1224](#)
- UnifiedWorklistandProcedureStepServiceClass1
  - gdcm::UIDs, [1227](#)
- UnifiedWorklistandProcedureStepSOPInstance
  - gdcm::UIDs, [1224](#)
- UnInstallPipeline
  - vtkImageColorViewer, [1431](#)
- UniversalCoordinatedTime
  - gdcm::UIDs, [1228](#)
- UNKNOWN
  - gdcm::CSAHeader, [302](#)
  - gdcm::EquipmentManufacturer, [451](#)
  - gdcm::LookupTable, [680](#)
  - gdcm::Orientation, [787](#)
  - gdcm::PhotometricInterpretation, [831](#)
  - gdcm::PixelFormat, [836](#)
  - gdcm::Spacing, [1058](#)
  - gdcm::Surface, [1115](#)
  - gdcm::Type, [1197](#)
- Unknown
  - gdcm::SwapCode, [1138](#)
  - gdcm::TransferSyntax, [1187](#)
- Unpack
  - gdcm::Unpacker12Bits, [1313](#)
- UnRegister
  - gdcm::Object, [775](#)
- UnusedBitsPresentInPixelData
  - gdcm::Bitmap, [211](#)
  - gdcm::Pixmap, [848](#)
- Update
  - gdcm::Curve, [322](#)
  - gdcm::Overlay, [799](#)
- UpdateDisplayExtent
  - vtkImageColorViewer, [1431](#)
- UpdateOrientation
  - vtkImageColorViewer, [1431](#)
- UpdatePosition
  - gdcm::ByteBuffer, [223](#)
- UPSFilteredGlobalSubscriptionSOPInstance
  - gdcm::UIDs, [1227](#)
- UR
  - gdcm::VR, [1342](#)
- URComp
  - gdcm, [61](#)
- URI
  - gdcm::MediaStorage, [704](#)
- US
  - gdcm::VR, [1342](#)
- US\_OW
  - gdcm::VR, [1342](#)
- US\_SS
  - gdcm::VR, [1342](#)
- US\_SS\_OW
  - gdcm::VR, [1342](#)
- Usage
  - gdcm::Usage, [1315](#)
- UsageType
  - gdcm::Usage, [1314](#)
- UseDictAlways
  - gdcm::PythonFilter, [909](#)
  - gdcm::StringFilter, [1107](#)
- UseGrayscaleSecondaryImageStorage
  - gdcm::EmptyMaskGenerator, [443](#)
- UseOriginalSOPClassUID
  - gdcm::EmptyMaskGenerator, [443](#)
- UserInfoation
  - gdcm::network::UserInfoation, [1317](#)
- UserOption
  - gdcm::Usage, [1314](#)
- UserOrdering
  - gdcm::SerieHelper, [1018](#)
- UT
  - gdcm::VR, [1342](#)
- UTComp
  - gdcm, [61](#)
- UV
  - gdcm::VR, [1342](#)
- V
  - gdcm::Validate, [1322](#)
- Valid
  - gdcm::Preamble, [868](#)
- Validate

- gdcmm::PixelFormat, [842](#)
- gdcmm::Validate, [1321](#)
- ValidateQuery
  - gdcmm::BaseQuery, [185](#)
  - gdcmm::BaseRootQuery, [190](#)
  - gdcmm::FindPatientRootQuery, [522](#)
  - gdcmm::FindStudyRootQuery, [525](#)
  - gdcmm::ModalityPerformedProcedureStepCreateQuery, [722](#)
  - gdcmm::ModalityPerformedProcedureStepSetQuery, [725](#)
  - gdcmm::MovePatientRootQuery, [739](#)
  - gdcmm::MoveStudyRootQuery, [742](#)
  - gdcmm::WLMFindQuery, [1471](#)
- Validation
  - gdcmm::Validate, [1322](#)
- ValidDataSet
  - gdcmm::BaseQuery, [185](#)
- Value
  - gdcmm::Value, [1324](#)
- value
  - gdcmm::SerieHelper, [1019](#)
  - gdcmm::STATIC\_ASSERTION\_FAILURE< true >, [1065](#)
- value\_type
  - gdcmm::CodeString, [265](#)
  - gdcmm::LO, [676](#)
  - gdcmm::String< TDelimiter, TMaxLength, TPadChar >, [1100](#)
- ValueField
  - gdcmm::DataElement, [336](#)
  - gdcmm::PDSElement, [814](#)
- ValueLengthField
  - gdcmm::DataElement, [336](#)
- ValueMultiplicityField
  - gdcmm::CSAElement, [299](#)
- ValuePtr
  - gdcmm::DataElement, [326](#)
- ValueType
  - gdcmm::Scanner, [957](#)
  - gdcmm::Scanner2, [967](#)
  - gdcmm::StrictScanner, [1080](#)
  - gdcmm::StrictScanner2, [1090](#)
- VERBOSE\_STYLE
  - gdcmm::Printer, [889](#)
- VerificationSOPClass
  - gdcmm::UIDs, [1219](#)
- Verify
  - gdcmm::Defs, [365](#)
  - gdcmm::Macro, [690](#)
  - gdcmm::Module, [729](#)
- Version
  - gdcmm::Version, [1328](#)
- VERTEX
  - gdcmm::MeshPrimitive, [717](#)
- Video
  - gdcmm::MediaStorage, [704](#)
- VideoEndoscopicImageStorage
  - gdcmm::MediaStorage, [703](#)
  - gdcmm::UIDs, [1222](#)
- VideoMicroscopicImageStorage
  - gdcmm::MediaStorage, [703](#)
  - gdcmm::UIDs, [1222](#)
- VideoPhotographicImageStorage
  - gdcmm::MediaStorage, [703](#)
  - gdcmm::UIDs, [1223](#)
- VIEWType
  - gdcmm::Surface, [1115](#)
- VIEWType\_END
  - gdcmm::Surface, [1115](#)
- VisualAcuityMeasurementsStorage
  - gdcmm::UIDs, [1226](#)
- VL
  - gdcmm::VL, [1331](#)
- VL16
  - gdcmm::VR, [1342](#)
- VL32
  - gdcmm::VR, [1342](#)
- VLEndoscopicImageStorage
  - gdcmm::MediaStorage, [703](#)
  - gdcmm::UIDs, [1222](#)
- VLImageStorageTrialRetired
  - gdcmm::UIDs, [1222](#)
- VLMicroscopicImageStorage
  - gdcmm::MediaStorage, [703](#)
  - gdcmm::UIDs, [1222](#)
- VLMultiframeImageStorageTrialRetired
  - gdcmm::UIDs, [1222](#)
- VLPhotographicImageStorage
  - gdcmm::MediaStorage, [703](#)
  - gdcmm::UIDs, [1223](#)
- VLSlideCoordinatesMicroscopicImageStorage
  - gdcmm::UIDs, [1223](#)
- VLWholeSlideMicroscopyImageStorage
  - gdcmm::MediaStorage, [703](#)
  - gdcmm::UIDs, [1225](#)
- VM
  - gdcmm::VM, [1337](#)
- VM0
  - gdcmm::VM, [1336](#)
- VM1
  - gdcmm::VM, [1336](#)
- VM10
  - gdcmm::VM, [1336](#)
- VM12
  - gdcmm::VM, [1336](#)
- VM16
  - gdcmm::VM, [1336](#)

- VM18
  - gdcm::VM, [1336](#)
- VM1\_2
  - gdcm::VM, [1336](#)
- VM1\_3
  - gdcm::VM, [1336](#)
- VM1\_32
  - gdcm::VM, [1336](#)
- VM1\_4
  - gdcm::VM, [1336](#)
- VM1\_5
  - gdcm::VM, [1336](#)
- VM1\_8
  - gdcm::VM, [1336](#)
- VM1\_99
  - gdcm::VM, [1336](#)
- VM1\_n
  - gdcm::VM, [1336](#)
- VM2
  - gdcm::VM, [1336](#)
- VM24
  - gdcm::VM, [1336](#)
- VM256
  - gdcm::VM, [1336](#)
- VM28
  - gdcm::VM, [1336](#)
- VM2\_2n
  - gdcm::VM, [1336](#)
- VM2\_n
  - gdcm::VM, [1336](#)
- VM3
  - gdcm::VM, [1336](#)
- VM30\_30n
  - gdcm::VM, [1336](#)
- VM32
  - gdcm::VM, [1336](#)
- VM35
  - gdcm::VM, [1336](#)
- VM3\_3n
  - gdcm::VM, [1336](#)
- VM3\_4
  - gdcm::VM, [1336](#)
- VM3\_n
  - gdcm::VM, [1336](#)
- VM4
  - gdcm::VM, [1336](#)
- VM47\_47n
  - gdcm::VM, [1336](#)
- VM4\_4n
  - gdcm::VM, [1336](#)
- VM5
  - gdcm::VM, [1336](#)
- VM6
  - gdcm::VM, [1336](#)
- VM6\_6n
  - gdcm::VM, [1336](#)
- VM6\_n
  - gdcm::VM, [1336](#)
- VM7\_7n
  - gdcm::VM, [1336](#)
- VM8
  - gdcm::VM, [1336](#)
- VM9
  - gdcm::VM, [1336](#)
- VM99
  - gdcm::VM, [1336](#)
- VM\_END
  - gdcm::VM, [1336](#)
- VMType
  - gdcm::Attribute< Group, Element, TVR, TVM >, [141](#)
  - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, [150](#)
  - gdcm::VM, [1336](#)
- VOILUTBoxSOPClass
  - gdcm::UIDs, [1221](#)
- VolumeRenderingVolumetricPresentationStateStorage
  - gdcm::UIDs, [1226](#)
- VR
  - gdcm::VR, [1342](#)
- VR\_END
  - gdcm::VR, [1342](#)
- VR\_VM1
  - gdcm::VR, [1342](#)
- VRALL
  - gdcm::VR, [1342](#)
- VRASCII
  - gdcm::VR, [1342](#)
- VRBINARY
  - gdcm, [78](#)
  - gdcm::VR, [1342](#)
- VRField
  - gdcm::CSAElement, [299](#)
  - gdcm::DataElement, [336](#)
- VRType
  - gdcm::VR, [1341](#)
- VRTypeTemplateCase
  - gdcmVR.h, [1738](#)
- VT100
  - gdcm::terminal, [86](#)
- VTK\_CMYK
  - vtkGDCMImageReader.h, [2117](#)
  - vtkGDCMImageReader2.h, [2123](#)
- VTK\_INVERSE\_LUMINANCE
  - vtkGDCMImageReader.h, [2118](#)
  - vtkGDCMImageReader2.h, [2123](#)
- VTK\_LEGACY
  - vtkImageColorViewer, [1431](#), [1432](#)
- VTK\_LOOKUP\_TABLE

- vtkGDCMImageReader.h, 2118
- vtkGDCMImageReader2.h, 2123
- VTK\_YBR
  - vtkGDCMImageReader.h, 2118
  - vtkGDCMImageReader2.h, 2123
- vtkBooleanMacro
  - vtkGDCMImageReader, 1358, 1359
  - vtkGDCMImageReader2, 1373, 1374
  - vtkGDCMImageWriter, 1386
  - vtkGDCMThreadedImageReader, 1411
  - vtkGDCMThreadedImageReader2, 1416
  - vtkImageColorViewer, 1432
  - vtkImageMapToColors16, 1439
- vtkGDCMImageReader, 1352
  - ~vtkGDCMImageReader, 1355
  - ApplyInverseVideo, 1363
  - ApplyLookupTable, 1364
  - ApplyPlanarConfiguration, 1364
  - ApplyShiftScale, 1364
  - ApplyYBRToRGB, 1364
  - CanReadFile, 1355
  - Curve, 1364
  - DirectionCosines, 1364
  - ExecuteData, 1355
  - ExecuteInformation, 1356
  - FileNames, 1364
  - FillMedicalImageInformation, 1356
  - ForceRescale, 1365
  - GetDescriptiveName, 1356
  - GetFileExtensions, 1356
  - GetIconImage, 1356
  - GetOverlay, 1356
  - IconDataScalarType, 1365
  - IconImageDataExtent, 1365
  - IconNumberOfScalarComponents, 1365
  - ImageFormat, 1365
  - ImageOrientationPatient, 1365
  - ImagePositionPatient, 1365
  - LoadIconImage, 1366
  - LoadOverlays, 1366
  - LoadSingleFile, 1356
  - LossyFlag, 1366
  - MedicalImageProperties, 1366
  - New, 1357
  - NumberOfIconImages, 1366
  - NumberOfOverlays, 1366
  - PlanarConfiguration, 1366
  - PrintSelf, 1357
  - RequestDataCompat, 1357
  - RequestInformationCompat, 1357
  - Scale, 1367
  - SetCurve, 1357
  - SetFileNames, 1358
  - SetFilePattern, 1358
  - SetFilePrefix, 1358
  - SetMedicalImageProperties, 1358
  - Shift, 1367
  - vtkBooleanMacro, 1358, 1359
  - vtkGDCMImageReader, 1355
  - vtkGDCMMedicalImageProperties, 1393
  - vtkGetMacro, 1359–1361
  - vtkGetObjectMacro, 1361
  - vtkGetStringMacro, 1362
  - vtkGetVector3Macro, 1362
  - vtkGetVector6Macro, 1362
  - vtkSetMacro, 1362, 1363
  - vtkSetVector6Macro, 1363
  - vtkTypeMacro, 1363
- vtkGDCMImageReader.h, 2116, 2118
  - VTK\_CMYK, 2117
  - VTK\_INVERSE\_LUMINANCE, 2118
  - VTK\_LOOKUP\_TABLE, 2118
  - VTK\_YBR, 2118
- vtkGDCMImageReader2, 1367
  - ~vtkGDCMImageReader2, 1370
  - ApplyInverseVideo, 1378
  - ApplyLookupTable, 1378
  - ApplyPlanarConfiguration, 1378
  - ApplyShiftScale, 1379
  - ApplyYBRToRGB, 1379
  - CanReadFile, 1370
  - Curve, 1379
  - DirectionCosines, 1379
  - FillMedicalImageInformation, 1370
  - ForceRescale, 1379
  - GetDescriptiveName, 1370
  - GetFileExtensions, 1370
  - GetIconImage, 1371
  - GetIconImagePort, 1371
  - GetOverlay, 1371
  - GetOverlayPort, 1371
  - IconDataScalarType, 1379
  - IconImageDataExtent, 1379
  - IconNumberOfScalarComponents, 1380
  - ImageFormat, 1380
  - ImageOrientationPatient, 1380
  - ImagePositionPatient, 1380
  - LoadIconImage, 1380
  - LoadOverlays, 1380
  - LoadSingleFile, 1371
  - LossyFlag, 1380
  - New, 1371
  - NumberOfIconImages, 1381
  - NumberOfOverlays, 1381
  - PlanarConfiguration, 1381
  - PrintSelf, 1372
  - ProcessRequest, 1372
  - RequestData, 1372

- RequestDataCompat, [1372](#)
- RequestInformation, [1372](#)
- RequestInformationCompat, [1373](#)
- Scale, [1381](#)
- SetCurve, [1373](#)
- SetFilePattern, [1373](#)
- SetFilePrefix, [1373](#)
- SetMedicalImageProperties, [1373](#)
- Shift, [1381](#)
- vtkBooleanMacro, [1373](#), [1374](#)
- vtkGDCMImageReader2, [1370](#)
- vtkGDCMMedicalImageProperties, [1394](#)
- vtkGetMacro, [1374–1376](#)
- vtkGetObjectMacro, [1376](#)
- vtkGetStringMacro, [1376](#), [1377](#)
- vtkGetVector3Macro, [1377](#)
- vtkGetVector6Macro, [1377](#)
- vtkSetMacro, [1377](#), [1378](#)
- vtkSetVector6Macro, [1378](#)
- vtkTypeMacro, [1378](#)
- vtkGDCMImageReader2.h, [2122](#), [2124](#)
  - VTK\_CMYK, [2123](#)
  - VTK\_INVERSE\_LUMINANCE, [2123](#)
  - VTK\_LOOKUP\_TABLE, [2123](#)
  - VTK\_YBR, [2123](#)
- vtkGDCMImageWriter, [1382](#)
  - ~vtkGDCMImageWriter, [1384](#)
  - CompressionTypes, [1384](#)
  - GetDescriptiveName, [1384](#)
  - GetFileExtensions, [1385](#)
  - GetFileName, [1385](#)
  - JPEG2000\_COMPRESSION, [1384](#)
  - JPEG\_COMPRESSION, [1384](#)
  - JPEGLS\_COMPRESSION, [1384](#)
  - New, [1385](#)
  - NO\_COMPRESSION, [1384](#)
  - PrintSelf, [1385](#)
  - RLE\_COMPRESSION, [1384](#)
  - SetDirectionCosines, [1385](#)
  - SetDirectionCosinesFromImageOrientationPatient, [1385](#)
  - SetFileNames, [1386](#)
  - SetMedicalImageProperties, [1386](#)
  - vtkBooleanMacro, [1386](#)
  - vtkGDCMImageWriter, [1384](#)
  - vtkGDCMMedicalImageProperties, [1394](#)
  - vtkGetMacro, [1386](#), [1387](#)
  - vtkGetObjectMacro, [1388](#)
  - vtkGetStringMacro, [1388](#)
  - vtkSetMacro, [1388](#), [1389](#)
  - vtkSetStringMacro, [1390](#)
  - vtkTypeMacro, [1390](#)
  - Write, [1390](#)
  - WriteGDCMData, [1390](#)
  - WriteSlice, [1391](#)
- vtkGDCMImageWriter.h, [2127](#), [2128](#)
- vtkGDCMMedicalImageProperties, [1391](#)
  - ~vtkGDCMMedicalImageProperties, [1392](#)
  - Clear, [1392](#)
  - GetFile, [1393](#)
  - New, [1393](#)
  - PrintSelf, [1393](#)
  - PushBackFile, [1393](#)
  - vtkGDCMImageReader, [1393](#)
  - vtkGDCMImageReader2, [1394](#)
  - vtkGDCMImageWriter, [1394](#)
  - vtkGDCMMedicalImageProperties, [1392](#)
  - vtkTypeMacro, [1393](#)
- vtkGDCMMedicalImageProperties.h, [2130](#), [2131](#)
- vtkGDCMPolyDataReader, [1394](#)
  - ~vtkGDCMPolyDataReader, [1396](#)
  - FileName, [1399](#)
  - FillMedicalImageInformation, [1396](#)
  - MedicalImageProperties, [1399](#)
  - New, [1396](#)
  - PrintSelf, [1396](#)
  - RequestData, [1397](#)
  - RequestData\_HemodynamicWaveformStorage, [1397](#)
  - RequestData\_RTStructureSetStorage, [1397](#)
  - RequestInformation, [1397](#)
  - RequestInformation\_HemodynamicWaveformStorage, [1397](#)
  - RequestInformation\_RTStructureSetStorage, [1397](#)
  - RTStructSetProperties, [1399](#)
  - vtkGDCMPolyDataReader, [1396](#)
  - vtkGetObjectMacro, [1398](#)
  - vtkGetStringMacro, [1398](#)
  - vtkSetStringMacro, [1398](#)
  - vtkTypeMacro, [1398](#)
- vtkGDCMPolyDataReader.h, [2135](#), [2136](#)
- vtkGDCMPolyDataWriter, [1399](#)
  - ~vtkGDCMPolyDataWriter, [1401](#)
  - InitializeRTStructSet, [1401](#)
  - MedicalImageProperties, [1403](#)
  - New, [1401](#)
  - PrintSelf, [1402](#)
  - RTStructSetProperties, [1404](#)
  - SetMedicalImageProperties, [1402](#)
  - SetNumberOfInputPorts, [1402](#)
  - SetRTStructSetProperties, [1402](#)
  - vtkGDCMPolyDataWriter, [1401](#)
  - vtkTypeMacro, [1403](#)
  - WriteData, [1403](#)
  - WriteRTSTRUCTData, [1403](#)
  - WriteRTSTRUCTInfo, [1403](#)
- vtkGDCMPolyDataWriter.h, [2137](#), [2138](#)
- vtkGDCMTesting, [1404](#)



- ~vtkGDCMTesting, 1406
- GetGDCMDataRoot, 1406
- GetMD5MetaImage, 1406
- GetMHDMD5FromFile, 1406
- GetNumberOfMD5MetaImages, 1406
- GetRAWMD5FromFile, 1407
- GetVTKDataRoot, 1407
- MD5MetaImagesType, 1405
- New, 1407
- PrintSelf, 1407
- vtkGDCMTesting, 1405
- vtkTypeMacro, 1407
- vtkGDCMTesting.h, 2139, 2140
- vtkGDCMThreadedImageReader, 1408
  - ~vtkGDCMThreadedImageReader, 1410
  - ExecuteData, 1410
  - ExecuteInformation, 1410
  - New, 1410
  - PrintSelf, 1410
  - ReadFiles, 1410
  - RequestDataCompat, 1411
  - vtkBooleanMacro, 1411
  - vtkGDCMThreadedImageReader, 1409
  - vtkGetMacro, 1411
  - vtkSetMacro, 1411
  - vtkTypeMacro, 1412
- vtkGDCMThreadedImageReader.h, 2141
- vtkGDCMThreadedImageReader2, 1412
  - ~vtkGDCMThreadedImageReader2, 1414
  - GetFileName, 1414
  - New, 1414
  - PrintSelf, 1414
  - RequestInformation, 1415
  - SetFileName, 1415
  - SetFileNames, 1415
  - SplitExtent, 1415
  - ThreadedRequestData, 1415
  - vtkBooleanMacro, 1416
  - vtkGDCMThreadedImageReader2, 1414
  - vtkGetMacro, 1416, 1417
  - vtkGetObjectMacro, 1418
  - vtkGetVector3Macro, 1418
  - vtkGetVector6Macro, 1418
  - vtkSetMacro, 1418, 1419
  - vtkSetVector3Macro, 1419, 1420
  - vtkSetVector6Macro, 1420
  - vtkTypeMacro, 1420
- vtkGDCMThreadedImageReader2.h, 2143
- vtkGetMacro
  - vtkGDCMImageReader, 1359–1361
  - vtkGDCMImageReader2, 1374–1376
  - vtkGDCMImageWriter, 1386, 1387
  - vtkGDCMThreadedImageReader, 1411
  - vtkGDCMThreadedImageReader2, 1416, 1417
  - vtkImageColorViewer, 1432
  - vtkImageMapToColors16, 1440
  - vtkImageMapToWindowLevelColors2, 1444, 1445
- vtkGetObjectMacro
  - vtkGDCMImageReader, 1361
  - vtkGDCMImageReader2, 1376
  - vtkGDCMImageWriter, 1388
  - vtkGDCMPolyDataReader, 1398
  - vtkGDCMThreadedImageReader2, 1418
  - vtkImageColorViewer, 1432, 1433
  - vtkImageMapToColors16, 1440
- vtkGetStringMacro
  - vtkGDCMImageReader, 1362
  - vtkGDCMImageReader2, 1376, 1377
  - vtkGDCMImageWriter, 1388
  - vtkGDCMPolyDataReader, 1398
  - vtkRTStructSetProperties, 1464, 1465
- vtkGetVector3Macro
  - vtkGDCMImageReader, 1362
  - vtkGDCMImageReader2, 1377
  - vtkGDCMThreadedImageReader2, 1418
- vtkGetVector6Macro
  - vtkGDCMImageReader, 1362
  - vtkGDCMImageReader2, 1377
  - vtkGDCMThreadedImageReader2, 1418
- vtkImageColorViewer, 1421
  - ~vtkImageColorViewer, 1424
  - AddInput, 1424
  - AddInputConnection, 1424
  - FirstRender, 1434
  - GetColorLevel, 1424
  - GetColorWindow, 1425
  - GetInput, 1425
  - GetOffScreenRendering, 1425
  - GetOverlayVisibility, 1425
  - GetPosition, 1425
  - GetSize, 1425
  - GetSliceMax, 1425
  - GetSliceMin, 1426
  - GetSliceRange, 1426
  - GetWindowName, 1426
  - ImageActor, 1434
  - InstallPipeline, 1426
  - Interactor, 1434
  - InteractorStyle, 1434
  - New, 1426
  - OverlayImageActor, 1434
  - PrintSelf, 1427
  - Render, 1427
  - Renderer, 1434
  - RenderWindow, 1435
  - SetColorLevel, 1427
  - SetColorWindow, 1427
  - SetDisplayId, 1427



- SetInput, [1428](#)
- SetInputConnection, [1428](#)
- SetOffScreenRendering, [1428](#)
- SetOverlayVisibility, [1428](#)
- SetParentId, [1428](#)
- SetPosition, [1428](#), [1429](#)
- SetRenderer, [1429](#)
- SetRenderWindow, [1429](#)
- SetSize, [1429](#)
- SetSlice, [1430](#)
- SetSliceOrientation, [1430](#)
- SetSliceOrientationToXY, [1430](#)
- SetSliceOrientationToXZ, [1430](#)
- SetSliceOrientationToYZ, [1430](#)
- SetupInteractor, [1430](#)
- SetWindowId, [1431](#)
- Slice, [1435](#)
- SLICE\_ORIENTATION\_XY, [1424](#)
- SLICE\_ORIENTATION\_XZ, [1424](#)
- SLICE\_ORIENTATION\_YZ, [1424](#)
- SliceOrientation, [1435](#)
- UnInstallPipeline, [1431](#)
- UpdateDisplayExtent, [1431](#)
- UpdateOrientation, [1431](#)
- VTK\_LEGACY, [1431](#), [1432](#)
- vtkBooleanMacro, [1432](#)
- vtkGetMacro, [1432](#)
- vtkGetObjectMacro, [1432](#), [1433](#)
- vtkImageColorViewer, [1424](#)
- vtkImageColorViewerCallback, [1434](#)
- vtkTypeMacro, [1433](#)
- WindowLevel, [1435](#)
- vtkImageColorViewer.h, [2145](#), [2146](#)
- vtkImageColorViewerCallback
  - vtkImageColorViewer, [1434](#)
- vtkImageMapToColors16, [1436](#)
  - ~vtkImageMapToColors16, [1437](#)
  - ActiveComponent, [1441](#)
  - DataWasPassed, [1441](#)
  - GetMTime, [1438](#)
  - LookupTable, [1441](#)
  - New, [1438](#)
  - OutputFormat, [1441](#)
  - PassAlphaToOutput, [1442](#)
  - PrintSelf, [1438](#)
  - RequestData, [1438](#)
  - RequestInformation, [1438](#)
  - SetLookupTable, [1438](#)
  - SetOutputFormatToLuminance, [1439](#)
  - SetOutputFormatToLuminanceAlpha, [1439](#)
  - SetOutputFormatToRGB, [1439](#)
  - SetOutputFormatToRGBA, [1439](#)
  - ThreadedRequestData, [1439](#)
  - vtkBooleanMacro, [1439](#)
  - vtkGetMacro, [1440](#)
  - vtkGetObjectMacro, [1440](#)
  - vtkImageMapToColors16, [1437](#)
  - vtkSetMacro, [1440](#), [1441](#)
  - vtkTypeMacro, [1441](#)
- vtkImageMapToColors16.h, [2149](#)
- vtkImageMapToWindowLevelColors2, [1442](#)
  - ~vtkImageMapToWindowLevelColors2, [1443](#)
  - Level, [1445](#)
  - New, [1444](#)
  - PrintSelf, [1444](#)
  - RequestData, [1444](#)
  - RequestInformation, [1444](#)
  - ThreadedRequestData, [1444](#)
  - vtkGetMacro, [1444](#), [1445](#)
  - vtkImageMapToWindowLevelColors2, [1443](#)
  - vtkSetMacro, [1445](#)
  - vtkTypeMacro, [1445](#)
  - Window, [1446](#)
- vtkImageMapToWindowLevelColors2.h, [2151](#), [2152](#)
- vtkImagePlanarComponentsToComponents, [1446](#)
  - ~vtkImagePlanarComponentsToComponents, [1447](#)
  - New, [1447](#)
  - PrintSelf, [1447](#)
  - RequestData, [1448](#)
  - vtkImagePlanarComponentsToComponents, [1447](#)
  - vtkTypeMacro, [1448](#)
- vtkImagePlanarComponentsToComponents.h, [2153](#)
- vtkImageRGBToYBR, [1448](#)
  - ~vtkImageRGBToYBR, [1449](#)
  - New, [1450](#)
  - PrintSelf, [1450](#)
  - ThreadedExecute, [1450](#)
  - vtkImageRGBToYBR, [1449](#)
  - vtkTypeMacro, [1450](#)
- vtkImageRGBToYBR.h, [2154](#), [2155](#)
- vtkImageYBRToRGB, [1451](#)
  - ~vtkImageYBRToRGB, [1452](#)
  - New, [1452](#)
  - PrintSelf, [1452](#)
  - ThreadedExecute, [1452](#)
  - vtkImageYBRToRGB, [1452](#)
  - vtkTypeMacro, [1453](#)
- vtkImageYBRToRGB.h, [2156](#)
- vtkLookupTable16, [1453](#)
  - ~vtkLookupTable16, [1455](#)
  - Build, [1455](#)
  - GetPointer, [1455](#)
  - MapScalarsThroughTable2, [1455](#)
  - New, [1455](#)
  - PrintSelf, [1456](#)
  - SetNumberOfTableValues, [1456](#)
  - Table16, [1456](#)
  - vtkLookupTable16, [1454](#)

- vtkTypeMacro, 1456
  - WritePointer, 1456
- vtkLookupTable16.h, 2157, 2158
- vtkRTStructSetProperties, 1457
  - ~vtkRTStructSetProperties, 1459
  - AddContourReferencedFrameOfReference, 1459
  - AddReferencedFrameOfReference, 1460
  - AddStructureSetROI, 1460
  - AddStructureSetROIObservation, 1460
  - Clear, 1460
  - DeepCopy, 1460
  - GetContourReferencedFrameOfReferenceClassUID, 1461
  - GetContourReferencedFrameOfReferenceInstanceUID, 1461
  - GetNumberOfContourReferencedFrameOfReferences, 1461
  - GetNumberOfReferencedFrameOfReferences, 1461
  - GetNumberOfStructureSetROIs, 1461
  - GetReferencedFrameOfReferenceClassUID, 1462
  - GetReferencedFrameOfReferenceInstanceUID, 1462
  - GetStructureSetObservationNumber, 1462
  - GetStructureSetROIDescription, 1462
  - GetStructureSetROIGenerationAlgorithm, 1462
  - GetStructureSetROIName, 1462
  - GetStructureSetROINumber, 1463
  - GetStructureSetROIObservationLabel, 1463
  - GetStructureSetROIRefFrameRefUID, 1463
  - GetStructureSetRTROIInterpretedType, 1463
  - Internals, 1467
  - New, 1463
  - PrintSelf, 1463
  - ReferenceFrameOfReferenceUID, 1467
  - ReferenceSeriesInstanceUID, 1467
  - SeriesInstanceUID, 1467
  - SOPInstanceUID, 1467
  - StructureSetDate, 1468
  - StructureSetLabel, 1468
  - StructureSetName, 1468
  - StructureSetTime, 1468
  - StudyInstanceUID, 1468
  - vtkGetStringMacro, 1464, 1465
  - vtkRTStructSetProperties, 1459
  - vtkSetStringMacro, 1465, 1466
  - vtkTypeMacro, 1467
- vtkRTStructSetProperties.h, 2159, 2160
- vtkSetMacro
  - vtkGDCMImageReader, 1362, 1363
  - vtkGDCMImageReader2, 1377, 1378
  - vtkGDCMImageWriter, 1388, 1389
  - vtkGDCMThreadedImageReader, 1411
  - vtkGDCMThreadedImageReader2, 1418, 1419
  - vtkImageMapToColors16, 1440, 1441
  - vtkImageMapToWindowLevelColors2, 1445
- vtkSetStringMacro
  - vtkGDCMImageWriter, 1390
  - vtkGDCMPolyDataReader, 1398
  - vtkRTStructSetProperties, 1465, 1466
- vtkSetVector3Macro
  - vtkGDCMThreadedImageReader2, 1419, 1420
- vtkSetVector6Macro
  - vtkGDCMImageReader, 1363
  - vtkGDCMImageReader2, 1378
  - vtkGDCMThreadedImageReader2, 1420
- vtkTypeMacro
  - vtkGDCMImageReader, 1363
  - vtkGDCMImageReader2, 1378
  - vtkGDCMImageWriter, 1390
  - vtkGDCMMedicalImageProperties, 1393
  - vtkGDCMPolyDataReader, 1398
  - vtkGDCMPolyDataWriter, 1403
  - vtkGDCMTesting, 1407
  - vtkGDCMThreadedImageReader, 1412
  - vtkGDCMThreadedImageReader2, 1420
  - vtkImageColorViewer, 1433
  - vtkImageMapToColors16, 1441
  - vtkImageMapToWindowLevelColors2, 1445
  - vtkImagePlanarComponentsToComponents, 1448
  - vtkImageRGBToYBR, 1450
  - vtkImageYBRToRGB, 1453
  - vtkLookupTable16, 1456
  - vtkRTStructSetProperties, 1467
- WarningOff
  - gdcm::Trace, 1185
- WarningOn
  - gdcm::Trace, 1185
- Waveform
  - gdcm::MediaStorage, 704
  - gdcm::Waveform, 1469
- WaveformStorageTrialRetired
  - gdcm::UIDs, 1222
- WeirdPapryus
  - gdcm::TransferSyntax, 1188
- what
  - gdcm::Exception, 458
- white
  - gdcm::terminal, 86
- WideFieldOphthalmicPhotography3DCoordinatesImageStorage
  - gdcm::UIDs, 1226
- WideFieldOphthalmicPhotographyStereographicProjectionImageStorage
  - gdcm::UIDs, 1226
- Window
  - vtkImageMapToWindowLevelColors2, 1446
- WindowLevel
  - vtkImageColorViewer, 1435
- WinterColorPaletteSOPInstance
  - gdcm::UIDs, 1225

## WIREFRAME

gdcm::Surface, [1115](#)

## WLMFindQuery

gdcm::WLMFindQuery, [1470](#)

## Write

gdcm::ByteValue, [235](#)

gdcm::CommandDataSet, [273](#)

gdcm::DataElement, [335](#)

gdcm::DataSet, [353](#)

gdcm::Element< TVR, TVM >, [418](#)

gdcm::Element< TVR, VM::VM1\_n >, [425](#)

gdcm::EncodingImplementation< VR::VRASCII >, [447](#)

gdcm::EncodingImplementation< VR::VRBINARY >, [448](#)

gdcm::ExplicitDataElement, [461](#)

gdcm::File, [469](#)

gdcm::FileAnonymizer, [474](#)

gdcm::FileMetaInformation, [497](#)

gdcm::Fragment, [529](#)

gdcm::ImageWriter, [607](#)

gdcm::ImplicitDataElement, [614](#)

gdcm::Item, [633](#)

gdcm::network::AAabortPDU, [91](#)

gdcm::network::AAAssociateACPDU, [95](#)

gdcm::network::AAAssociateRJPDU, [98](#)

gdcm::network::AAAssociateRQPDU, [104](#)

gdcm::network::AbstractSyntax, [108](#)

gdcm::network::ApplicationContext, [125](#)

gdcm::network::AReleaseRPPDU, [130](#)

gdcm::network::AReleaseRQPDU, [132](#)

gdcm::network::AsynchronousOperationsWindowSub, [138](#)

gdcm::network::BasePDU, [181](#)

gdcm::network::ImplementationClassUIDSub, [609](#)

gdcm::network::ImplementationUIDSub, [610](#)

gdcm::network::ImplementationVersionNameSub, [611](#)

gdcm::network::MaximumLengthSub, [695](#)

gdcm::network::PDataTFPDU, [811](#)

gdcm::network::PresentationContextAC, [875](#)

gdcm::network::PresentationContextRQ, [883](#)

gdcm::network::PresentationDataValue, [887](#)

gdcm::network::RoleSelectionSub, [953](#)

gdcm::network::ServiceClassApplicationInformation, [1021](#)

gdcm::network::SOPClassExtendedNegociationSub, [1049](#)

gdcm::network::TransferSyntaxSub, [1194](#)

gdcm::network::UserInformation, [1319](#)

gdcm::PGXCodec, [829](#)

gdcm::PixmapWriter, [860](#)

gdcm::PNMCodec, [864](#)

gdcm::Preamble, [868](#)

gdcm::SegmentWriter, [995](#)

gdcm::SequenceOfFragments, [1003](#)

gdcm::SequenceOfItems, [1012](#)

gdcm::StreamImageWriter, [1073](#)

gdcm::SurfaceWriter, [1136](#)

gdcm::Tag, [1168](#)

gdcm::ValueIO< TDE, TSwap, TType >, [1326](#)

gdcm::VL, [1333](#)

gdcm::VR, [1346](#)

gdcm::VRVLSize< 0 >, [1351](#)

gdcm::VRVLSize< 1 >, [1352](#)

gdcm::Writer, [1478](#)

vtkGDCMImageWriter, [1390](#)

## Write16

gdcm::VL, [1333](#)

## WriteASCII

gdcm::Element< TVR, VM::VM1\_n >, [426](#)

## WriteBuffer

gdcm::ByteValue, [235](#)

gdcm::SequenceOfFragments, [1003](#)

## WriteBufferAsRGBA

gdcm::LookupTable, [685](#)

## WriteData

vtkGDCMPolyDataWriter, [1403](#)

## WriteFooter

gdcm::DictConverter, [382](#)

## WriteGDCMData

vtkGDCMImageWriter, [1390](#)

## WriteHeader

gdcm::DictConverter, [383](#)

## WriteHelpFile

gdcm::BaseQuery, [186](#)

## WriteImageInformation

gdcm::StreamImageWriter, [1074](#)

## WriteImageSubregionRAW

gdcm::StreamImageWriter, [1074](#)

## WritePointer

vtkLookupTable16, [1456](#)

## WriteQuery

gdcm::BaseQuery, [186](#)

## Writer

gdcm::Writer, [1475](#)

## WriteRawHeader

gdcm::StreamImageWriter, [1074](#)

## WriteRTSTRUCTData

vtkGDCMPolyDataWriter, [1403](#)

## WriteRTSTRUCTInfo

vtkGDCMPolyDataWriter, [1403](#)

## WriteSlice

vtkGDCMImageWriter, [1391](#)

## x16printf

gdcm, [77](#)

XAXRFGayscaleSoftcopyPresentationStateStorage

- gdcM::UIDs, [1226](#)
- XML
  - gdcM::Printer, [889](#)
- XMLDictReader
  - gdcM::XMLDictReader, [1480](#)
- XMLEncoding
  - gdcM::UIDs, [1219](#)
- XMLPrinter
  - gdcM::XMLPrinter, [1483](#)
- XMLPrivateDictReader
  - gdcM::XMLPrivateDictReader, [1487](#)
- XRay3DAngiographicImageStorage
  - gdcM::MediaStorage, [703](#)
  - gdcM::UIDs, [1222](#)
- XRay3DCraniofacialImageStorage
  - gdcM::MediaStorage, [703](#)
  - gdcM::UIDs, [1222](#)
- XRayAngiographicBiPlaneImageStorageRetired
  - gdcM::MediaStorage, [702](#)
  - gdcM::UIDs, [1222](#)
- XRayAngiographicImageStorage
  - gdcM::MediaStorage, [702](#)
  - gdcM::UIDs, [1222](#)
- XRayRadiationDoseSR
  - gdcM::MediaStorage, [703](#)
- XRayRadiationDoseSRStorage
  - gdcM::UIDs, [1223](#)
- XRayRadiofluoroscopicImageStorage
  - gdcM::UIDs, [1222](#)
- XRayRadiofluoroscopicImageStorage
  - gdcM::MediaStorage, [702](#)
- YBR2RGB
  - gdcM::ImageChangePhotometricInterpretation, [558](#)
- YBR\_FULL
  - gdcM::PhotometricInterpretation, [831](#)
- YBR\_FULL\_422
  - gdcM::PhotometricInterpretation, [831](#)
- YBR\_ICT
  - gdcM::PhotometricInterpretation, [831](#)
- YBR\_PARTIAL\_420
  - gdcM::PhotometricInterpretation, [831](#)
- YBR\_PARTIAL\_422
  - gdcM::PhotometricInterpretation, [831](#)
- YBR\_RCT
  - gdcM::PhotometricInterpretation, [831](#)
- yellow
  - gdcM::terminal, [86](#)
- YES
  - gdcM::Surface, [1115](#)
- ZEROED\_OUT
  - gdcM::CSAHeader, [302](#)
- ZSpacing
  - gdcM::IPPSorter, [629](#)
- ZTolerance
  - gdcM::IPPSorter, [629](#)