

GDCM

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1 GDCM Documentation	1
2 Todo List	3
3 Deprecated List	5
4 Bug List	7
5 Namespace Index	9
5.1 Namespace List	9
6 Hierarchical Index	11
6.1 Class Hierarchy	11
7 Class Index	21
7.1 Class List	21
8 File Index	35
8.1 File List	35
9 Namespace Documentation	43
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	78
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	84
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
10 Class Documentation	89
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()	111
10.7.4.4 MakeObject()	112
10.7.4.5 operator=()	112
10.7.4.6 SetTag()	112
10.8 gdcm::Anonymizer Class Reference	112
10.8.1 Detailed Description	114
10.8.2 Constructor & Destructor Documentation	115
10.8.2.1 Anonymizer()	115
10.8.2.2 ~Anonymizer()	115
10.8.3 Member Function Documentation	115
10.8.3.1 BALCPPProtect()	116
10.8.3.2 BasicApplicationLevelConfidentialityProfile()	116
10.8.3.3 CanEmptyTag()	116
10.8.3.4 Clear() [1/2]	116
10.8.3.5 Clear() [2/2]	116
10.8.3.6 ClearInternalUIDs()	117
10.8.3.7 Empty() [1/2]	117
10.8.3.8 Empty() [2/2]	117
10.8.3.9 GetBasicApplicationLevelConfidentialityProfileAttributes()	117
10.8.3.10 GetCryptographicMessageSyntax()	118
10.8.3.11 GetFile()	118
10.8.3.12 New()	118

10.8.3.13 RecurseDataSet()	118
10.8.3.14 Remove() [1/2]	118
10.8.3.15 Remove() [2/2]	118
10.8.3.16 RemoveGroupLength()	119
10.8.3.17 RemovePrivateTags()	119
10.8.3.18 RemoveRetired()	119
10.8.3.19 Replace() [1/4]	119
10.8.3.20 Replace() [2/4]	119
10.8.3.21 Replace() [3/4]	120
10.8.3.22 Replace() [4/4]	120
10.8.3.23 SetCryptographicMessageSyntax()	120
10.8.3.24 SetFile()	120
10.9 gdcmm::AnyEvent Class Reference	121
10.10 gdcmm::network::ApplicationContext Class Reference	122
10.10.1 Detailed Description	122
10.10.2 Constructor & Destructor Documentation	123
10.10.2.1 ApplicationContext()	123
10.10.3 Member Function Documentation	123
10.10.3.1 GetName()	123
10.10.3.2 Print()	123
10.10.3.3 Read()	123
10.10.3.4 SetName()	123
10.10.3.5 Size()	124
10.10.3.6 Write()	124
10.11 gdcmm::ApplicationEntity Class Reference	124
10.11.1 Detailed Description	125
10.11.2 Member Function Documentation	125
10.11.2.1 IsValid()	125
10.11.2.2 Print()	125
10.11.2.3 SetBlob()	126
10.11.2.4 Squeeze()	126
10.11.3 Member Data Documentation	126
10.11.3.1 Internal	126
10.11.3.2 MaxLength	126
10.11.3.3 MaxNumberOfComponents	126
10.11.3.4 Padding	126
10.11.3.5 Separator	127
10.12 gdcmm::network::AReleaseRPPDU Class Reference	127
10.12.1 Detailed Description	128

10.12.2 Constructor & Destructor Documentation	128
10.12.2.1 AReleaseRPPDU()	128
10.12.3 Member Function Documentation	128
10.12.3.1 IsLastFragment()	128
10.12.3.2 Print()	128
10.12.3.3 Read()	129
10.12.3.4 Size()	129
10.12.3.5 Write()	129
10.13 gdcmm::network::AReleaseRQPDU Class Reference	129
10.13.1 Detailed Description	130
10.13.2 Constructor & Destructor Documentation	130
10.13.2.1 AReleaseRQPDU()	130
10.13.3 Member Function Documentation	130
10.13.3.1 IsLastFragment()	131
10.13.3.2 Print()	131
10.13.3.3 Read()	131
10.13.3.4 Size()	131
10.13.3.5 Write()	131
10.14 gdcmm::network::ARTIMTimer Class Reference	132
10.14.1 Detailed Description	132
10.14.2 Constructor & Destructor Documentation	132
10.14.2.1 ARTIMTimer()	132
10.14.3 Member Function Documentation	132
10.14.3.1 GetElapsedTime()	133
10.14.3.2 GetHasExpired()	133
10.14.3.3 GetTimeout()	133
10.14.3.4 SetTimeout()	133
10.14.3.5 Start()	133
10.14.3.6 Stop()	133
10.15 gdcmm::ASN1 Class Reference	133
10.15.1 Detailed Description	134
10.15.2 Constructor & Destructor Documentation	134
10.15.2.1 ASN1() [1/2]	134
10.15.2.2 ~ASN1()	134
10.15.2.3 ASN1() [2/2]	134
10.15.3 Member Function Documentation	135
10.15.3.1 operator=()	135
10.15.3.2 ParseDump()	135
10.15.3.3 ParseDumpFile()	135

10.15.3.4 TestPBKDF2()	135
10.16 gdcmm::network::AsynchronousOperationsWindowSub Class Reference	135
10.16.1 Detailed Description	136
10.16.2 Constructor & Destructor Documentation	136
10.16.2.1 AsynchronousOperationsWindowSub()	136
10.16.3 Member Function Documentation	136
10.16.3.1 Print()	136
10.16.3.2 Read()	136
10.16.3.3 Size()	137
10.16.3.4 Write()	137
10.17 gdcmm::Attribute< Group, Element, TVR, TVM > Class Template Reference	137
10.17.1 Detailed Description	139
10.17.2 Member Typedef Documentation	139
10.17.2.1 ArrayType	139
10.17.3 Member Enumeration Documentation	139
10.17.3.1 anonymous enum	139
10.17.4 Member Function Documentation	140
10.17.4.1 GDCM_STATIC_ASSERT() [1/3]	140
10.17.4.2 GDCM_STATIC_ASSERT() [2/3]	140
10.17.4.3 GDCM_STATIC_ASSERT() [3/3]	140
10.17.4.4 GetAsDataElement()	140
10.17.4.5 GetDictVM()	141
10.17.4.6 GetDictVR()	141
10.17.4.7 GetNumberOfValues()	141
10.17.4.8 GetTag()	141
10.17.4.9 GetValue() [1/2]	142
10.17.4.10 GetValue() [2/2]	142
10.17.4.11 GetValues()	142
10.17.4.12 GetVM()	142
10.17.4.13 GetVR()	143
10.17.4.14 operator!=(())	143
10.17.4.15 operator<()	143
10.17.4.16 operator==(())	143
10.17.4.17 operator[]() [1/2]	143
10.17.4.18 operator[]() [2/2]	144
10.17.4.19 Print()	144
10.17.4.20 Set()	144
10.17.4.21 SetByteValue()	144
10.17.4.22 SetByteValueNoSwap()	145

10.17.4.23 SetFromDataElement()	145
10.17.4.24 SetFromDataSet()	145
10.17.4.25 SetValue()	146
10.17.4.26 SetValues()	146
10.17.5 Member Data Documentation	146
10.17.5.1 Internal	146
10.18 gdcmm::Attribute< Group, Element, TVR, VM::VM1 > Class Template Reference	147
10.18.1 Member Typedef Documentation	148
10.18.1.1 ArrayType	148
10.18.2 Member Enumeration Documentation	148
10.18.2.1 anonymous enum	148
10.18.3 Member Function Documentation	149
10.18.3.1 GDCM_STATIC_ASSERT() [1/4]	149
10.18.3.2 GDCM_STATIC_ASSERT() [2/4]	149
10.18.3.3 GDCM_STATIC_ASSERT() [3/4]	149
10.18.3.4 GDCM_STATIC_ASSERT() [4/4]	149
10.18.3.5 GetAsDataElement()	150
10.18.3.6 GetDictVM()	150
10.18.3.7 GetDictVR()	150
10.18.3.8 GetNumberOfValues()	150
10.18.3.9 GetTag()	150
10.18.3.10 GetValue() [1/2]	150
10.18.3.11 GetValue() [2/2]	151
10.18.3.12 GetValues()	151
10.18.3.13 GetVM()	151
10.18.3.14 GetVR()	151
10.18.3.15 operator!=(())	151
10.18.3.16 operator<()	151
10.18.3.17 operator==(())	152
10.18.3.18 Print()	152
10.18.3.19 Set()	152
10.18.3.20 SetByteValue()	152
10.18.3.21 SetByteValueNoSwap()	152
10.18.3.22 SetFromDataElement()	153
10.18.3.23 SetFromDataSet()	153
10.18.3.24 SetValue()	153
10.18.4 Member Data Documentation	153
10.18.4.1 Internal	153
10.19 gdcmm::Attribute< Group, Element, TVR, VM::VM1_3 > Class Template Reference	154

10.19.1 Member Function Documentation	154
10.19.1.1 GetVM()	155
10.20 gdcmm::Attribute< Group, Element, TVR, VM::VM1_8 > Class Template Reference	155
10.20.1 Member Function Documentation	156
10.20.1.1 GetVM()	156
10.21 gdcmm::Attribute< Group, Element, TVR, VM::VM1_n > Class Template Reference	156
10.21.1 Member Typedef Documentation	157
10.21.1.1 ArrayType	157
10.21.2 Constructor & Destructor Documentation	158
10.21.2.1 Attribute()	158
10.21.2.2 ~Attribute()	158
10.21.3 Member Function Documentation	158
10.21.3.1 GDCM_STATIC_ASSERT() [1/3]	158
10.21.3.2 GDCM_STATIC_ASSERT() [2/3]	158
10.21.3.3 GDCM_STATIC_ASSERT() [3/3]	158
10.21.3.4 GetAsDataElement()	159
10.21.3.5 GetDictVM()	159
10.21.3.6 GetDictVR()	159
10.21.3.7 GetNumberOfValues()	159
10.21.3.8 GetTag()	159
10.21.3.9 GetValue() [1/2]	159
10.21.3.10 GetValue() [2/2]	160
10.21.3.11 GetValues()	160
10.21.3.12 GetVM()	160
10.21.3.13 GetVR()	160
10.21.3.14 operator[]() [1/2]	160
10.21.3.15 operator[]() [2/2]	160
10.21.3.16 Print()	161
10.21.3.17 Set()	161
10.21.3.18 SetByteValue()	161
10.21.3.19 SetFromDataElement()	161
10.21.3.20 SetFromDataSet()	161
10.21.3.21 SetNumberOfValues()	162
10.21.3.22 SetValue() [1/2]	162
10.21.3.23 SetValue() [2/2]	162
10.21.3.24 SetValues()	162
10.22 gdcmm::Attribute< Group, Element, TVR, VM::VM2_2n > Class Template Reference	163
10.22.1 Member Function Documentation	164
10.22.1.1 GetVM()	164

10.23 gdcM::Attribute< Group, Element, TVR, VM::VM2_n > Class Template Reference	164
10.23.1 Member Function Documentation	165
10.23.1.1 GetVM()	165
10.24 gdcM::Attribute< Group, Element, TVR, VM::VM3_3n > Class Template Reference	166
10.24.1 Member Function Documentation	167
10.24.1.1 GetVM()	167
10.25 gdcM::Attribute< Group, Element, TVR, VM::VM3_n > Class Template Reference	167
10.25.1 Member Function Documentation	168
10.25.1.1 GetVM()	168
10.26 gdcM::AudioCodec Class Reference	169
10.26.1 Detailed Description	170
10.26.2 Constructor & Destructor Documentation	170
10.26.2.1 AudioCodec()	170
10.26.2.2 ~AudioCodec()	170
10.26.3 Member Function Documentation	170
10.26.3.1 CanCode()	170
10.26.3.2 CanDecode()	171
10.26.3.3 Decode()	171
10.27 gdcM::Base64 Class Reference	171
10.27.1 Detailed Description	172
10.27.2 Constructor & Destructor Documentation	172
10.27.2.1 Base64()	172
10.27.3 Member Function Documentation	172
10.27.3.1 Decode()	172
10.27.3.2 Encode()	173
10.27.3.3 GetDecodeLength()	173
10.27.3.4 GetEncodeLength()	173
10.27.3.5 operator=()	174
10.28 gdcM::network::BaseCompositeMessage Class Reference	174
10.28.1 Detailed Description	175
10.28.2 Constructor & Destructor Documentation	175
10.28.2.1 ~BaseCompositeMessage()	175
10.28.3 Member Function Documentation	175
10.28.3.1 ConstructPDV()	175
10.29 gdcM::network::BaseNormalizedMessage Class Reference	176
10.29.1 Detailed Description	177
10.29.2 Constructor & Destructor Documentation	177
10.29.2.1 ~BaseNormalizedMessage()	177
10.29.3 Member Function Documentation	177

10.29.3.1 ConstructPDV()	177
10.30 gdcmm::network::BasePDU Class Reference	178
10.30.1 Detailed Description	178
10.30.2 Constructor & Destructor Documentation	179
10.30.2.1 ~BasePDU()	179
10.30.3 Member Function Documentation	179
10.30.3.1 IsLastFragment()	179
10.30.3.2 Print()	179
10.30.3.3 Read()	180
10.30.3.4 Size()	180
10.30.3.5 Write()	180
10.31 gdcmm::BaseQuery Class Reference	180
10.31.1 Detailed Description	182
10.31.2 Constructor & Destructor Documentation	182
10.31.2.1 BaseQuery()	182
10.31.2.2 ~BaseQuery()	182
10.31.3 Member Function Documentation	182
10.31.3.1 AddQueryDataSet()	183
10.31.3.2 GetAbstractSyntaxUID()	183
10.31.3.3 GetQueryDataSet() [1/2]	183
10.31.3.4 GetQueryDataSet() [2/2]	183
10.31.3.5 GetSOPInstanceUID()	183
10.31.3.6 Print()	183
10.31.3.7 SetSearchParameter() [1/3]	184
10.31.3.8 SetSearchParameter() [2/3]	184
10.31.3.9 SetSearchParameter() [3/3]	184
10.31.3.10 SetSOPInstanceUID()	184
10.31.3.11 ValidateQuery()	184
10.31.3.12 ValidDataSet()	185
10.31.3.13 WriteHelpFile()	185
10.31.3.14 WriteQuery()	185
10.31.4 Friends And Related Function Documentation	185
10.31.4.1 QueryFactory	185
10.31.5 Member Data Documentation	185
10.31.5.1 mDataSet	185
10.31.5.2 mSopInstanceUID	186
10.32 gdcmm::BaseRootQuery Class Reference	186
10.32.1 Detailed Description	187
10.32.2 Constructor & Destructor Documentation	188

10.32.2.1 BaseRootQuery()	188
10.32.2.2 ~BaseRootQuery()	188
10.32.3 Member Function Documentation	188
10.32.3.1 Construct()	188
10.32.3.2 GetQueryLevelFromQueryRoot()	188
10.32.3.3 GetQueryLevelFromString()	188
10.32.3.4 GetQueryLevelString()	189
10.32.3.5 GetTagListByLevel()	189
10.32.3.6 InitializeDataSet()	189
10.32.3.7 ValidateQuery()	189
10.32.4 Friends And Related Function Documentation	190
10.32.4.1 QueryFactory	190
10.32.5 Member Data Documentation	190
10.32.5.1 mHelpDescription	190
10.32.5.2 mImage	190
10.32.5.3 mPatient	190
10.32.5.4 mRootType	190
10.32.5.5 mSeries	190
10.32.5.6 mStudy	191
10.33 gdcmm::SegmentHelper::BasicCodedEntry Struct Reference	191
10.33.1 Detailed Description	192
10.33.2 Constructor & Destructor Documentation	192
10.33.2.1 BasicCodedEntry() [1/3]	192
10.33.2.2 BasicCodedEntry() [2/3]	192
10.33.2.3 BasicCodedEntry() [3/3]	193
10.33.3 Member Function Documentation	193
10.33.3.1 IsEmpty()	193
10.33.4 Member Data Documentation	193
10.33.4.1 CM	193
10.33.4.2 CSD	193
10.33.4.3 CSV	194
10.33.4.4 CV	194
10.34 gdcmm::BasicOffsetTable Class Reference	194
10.34.1 Detailed Description	195
10.34.2 Constructor & Destructor Documentation	195
10.34.2.1 BasicOffsetTable()	196
10.34.3 Member Function Documentation	196
10.34.3.1 Read()	196
10.34.4 Friends And Related Function Documentation	196

10.34.4.1 operator<<	196
10.35 gdcmm::Bitmap Class Reference	197
10.35.1 Detailed Description	199
10.35.2 Member Typedef Documentation	200
10.35.2.1 LUTPtr	200
10.35.3 Constructor & Destructor Documentation	200
10.35.3.1 Bitmap()	200
10.35.3.2 ~Bitmap()	200
10.35.4 Member Function Documentation	200
10.35.4.1 AreOverlaysInPixelData()	200
10.35.4.2 Clear()	200
10.35.4.3 ComputeLossyFlag()	201
10.35.4.4 GetBuffer()	201
10.35.4.5 GetBuffer2()	201
10.35.4.6 GetBufferLength()	201
10.35.4.7 GetColumns()	201
10.35.4.8 GetDataElement() [1/2]	202
10.35.4.9 GetDataElement() [2/2]	202
10.35.4.10 GetDimension()	202
10.35.4.11 GetDimensions()	202
10.35.4.12 GetLUT() [1/2]	202
10.35.4.13 GetLUT() [2/2]	203
10.35.4.14 GetNeedByteSwap()	203
10.35.4.15 GetNumberOfDimensions()	203
10.35.4.16 GetPhotometricInterpretation()	203
10.35.4.17 GetPixelFormat() [1/2]	204
10.35.4.18 GetPixelFormat() [2/2]	204
10.35.4.19 GetPlanarConfiguration()	204
10.35.4.20 GetRows()	204
10.35.4.21 GetTransferSyntax()	204
10.35.4.22 IsEmpty()	205
10.35.4.23 IsLossy()	205
10.35.4.24 IsTransferSyntaxCompatible()	205
10.35.4.25 Print()	205
10.35.4.26 SetColumns()	205
10.35.4.27 SetDataElement()	206
10.35.4.28 SetDimension()	206
10.35.4.29 SetDimensions()	206
10.35.4.30 SetLossyFlag()	206

10.35.4.31 SetLUT()	207
10.35.4.32 SetNeedByteSwap()	207
10.35.4.33 SetNumberOfDimensions()	207
10.35.4.34 SetPhotometricInterpretation()	207
10.35.4.35 SetPixelFormat()	208
10.35.4.36 SetPlanarConfiguration()	208
10.35.4.37 SetRows()	208
10.35.4.38 SetTransferSyntax()	208
10.35.4.39 TryJPEG2000Codec()	209
10.35.4.40 TryJPEG2000Codec2()	209
10.35.4.41 TryJPEGCodec()	209
10.35.4.42 TryJPEGCodec2()	209
10.35.4.43 TryJPEGLSCodec()	209
10.35.4.44 TryKAKADUCodec()	209
10.35.4.45 TryPVRGCodec()	210
10.35.4.46 TryRAWCodec()	210
10.35.4.47 TryRLECodec()	210
10.35.4.48 UnusedBitsPresentInPixelData()	210
10.35.5 Friends And Related Function Documentation	210
10.35.5.1 ImageChangeTransferSyntax	210
10.35.5.2 PixmapReader	210
10.35.6 Member Data Documentation	211
10.35.6.1 Dimensions	211
10.35.6.2 LossyFlag	211
10.35.6.3 LUT	211
10.35.6.4 NeedByteSwap	211
10.35.6.5 NumberOfDimensions	211
10.35.6.6 PF	211
10.35.6.7 PI	212
10.35.6.8 PixelData	212
10.35.6.9 PlanarConfiguration	212
10.35.6.10 TS	212
10.36 gdcm::BitmapToBitmapFilter Class Reference	212
10.36.1 Detailed Description	213
10.36.2 Constructor & Destructor Documentation	214
10.36.2.1 BitmapToBitmapFilter()	214
10.36.2.2 ~BitmapToBitmapFilter()	214
10.36.3 Member Function Documentation	214
10.36.3.1 GetOutput()	214

10.36.3.2	GetOutputAsBitmap()	214
10.36.3.3	SetInput()	214
10.36.4	Member Data Documentation	215
10.36.4.1	Input	215
10.36.4.2	Output	215
10.37	gdcm::BoxRegion Class Reference	215
10.37.1	Detailed Description	217
10.37.2	Constructor & Destructor Documentation	217
10.37.2.1	BoxRegion() [1/2]	217
10.37.2.2	~BoxRegion()	217
10.37.2.3	BoxRegion() [2/2]	217
10.37.3	Member Function Documentation	217
10.37.3.1	Area()	217
10.37.3.2	BoundingBox()	218
10.37.3.3	Clone()	218
10.37.3.4	ComputeBoundingBox()	218
10.37.3.5	Empty()	218
10.37.3.6	GetXMax()	218
10.37.3.7	GetXMin()	219
10.37.3.8	GetYMax()	219
10.37.3.9	GetYMin()	219
10.37.3.10	GetZMax()	219
10.37.3.11	GetZMin()	219
10.37.3.12	IsValid()	219
10.37.3.13	operator=()	220
10.37.3.14	Print()	220
10.37.3.15	SetDomain()	220
10.38	gdcm::ByteBuffer Class Reference	220
10.38.1	Detailed Description	221
10.38.2	Constructor & Destructor Documentation	221
10.38.2.1	ByteBuffer()	221
10.38.3	Member Function Documentation	221
10.38.3.1	Get()	221
10.38.3.2	GetStart()	221
10.38.3.3	ShiftEnd()	221
10.38.3.4	UpdatePosition()	222
10.39	gdcm::ByteSwap< T > Class Template Reference	222
10.39.1	Detailed Description	222
10.39.2	Member Function Documentation	222

10.39.2.1 Swap()	223
10.39.2.2 SwapFromSwapCodeIntoSystem()	223
10.39.2.3 SwapRange()	223
10.39.2.4 SwapRangeFromSwapCodeIntoSystem()	223
10.39.2.5 SystemIsBigEndian()	224
10.39.2.6 SystemIsLittleEndian()	224
10.40 gdcmm::ByteSwapFilter Class Reference	224
10.40.1 Detailed Description	224
10.40.2 Constructor & Destructor Documentation	224
10.40.2.1 ByteSwapFilter() [1/2]	225
10.40.2.2 ~ByteSwapFilter()	225
10.40.2.3 ByteSwapFilter() [2/2]	225
10.40.3 Member Function Documentation	225
10.40.3.1 ByteSwap()	225
10.40.3.2 operator=()	225
10.40.3.3 SetByteSwapTag()	225
10.41 gdcmm::ByteValue Class Reference	226
10.41.1 Detailed Description	228
10.41.2 Constructor & Destructor Documentation	228
10.41.2.1 ByteValue() [1/2]	228
10.41.2.2 ByteValue() [2/2]	228
10.41.2.3 ~ByteValue()	228
10.41.3 Member Function Documentation	229
10.41.3.1 Append()	229
10.41.3.2 Clear()	229
10.41.3.3 ComputeLength()	229
10.41.3.4 Fill()	229
10.41.3.5 GetBuffer()	229
10.41.3.6 GetLength()	230
10.41.3.7 GetPointer()	230
10.41.3.8 GetVoidPointer() [1/2]	230
10.41.3.9 GetVoidPointer() [2/2]	231
10.41.3.10 IsEmpty()	231
10.41.3.11 IsPrintable()	231
10.41.3.12 operator const std::vector< char > &()	231
10.41.3.13 operator=()	231
10.41.3.14 operator==([1/2]	232
10.41.3.15 operator==([2/2]	232
10.41.3.16 Print()	232

10.41.3.17 PrintASCII()	232
10.41.3.18 PrintASCIIXML()	232
10.41.3.19 PrintGroupLength()	232
10.41.3.20 PrintHex()	233
10.41.3.21 PrintHexXML()	233
10.41.3.22 PrintPNXML()	233
10.41.3.23 Read() [1/2]	233
10.41.3.24 Read() [2/2]	233
10.41.3.25 SetLength()	233
10.41.3.26 SetLengthOnly()	234
10.41.3.27 Write() [1/2]	234
10.41.3.28 Write() [2/2]	234
10.41.3.29 WriteBuffer()	234
10.42 gdcmm::CAPICryptoFactory Class Reference	235
10.42.1 Constructor & Destructor Documentation	235
10.42.1.1 CAPICryptoFactory()	236
10.42.2 Member Function Documentation	236
10.42.2.1 CreateCMSProvider()	236
10.43 gdcmm::CAPICryptographicMessageSyntax Class Reference	236
10.43.1 Constructor & Destructor Documentation	237
10.43.1.1 CAPICryptographicMessageSyntax()	237
10.43.1.2 ~CAPICryptographicMessageSyntax()	238
10.43.2 Member Function Documentation	238
10.43.2.1 Decrypt()	238
10.43.2.2 Encrypt()	238
10.43.2.3 GetCipherType()	238
10.43.2.4 GetInitialized()	239
10.43.2.5 ParseCertificateFile()	239
10.43.2.6 ParseKeyFile()	239
10.43.2.7 SetCipherType()	239
10.43.2.8 SetPassword()	239
10.44 gdcmm::network::CEchoRQ Class Reference	240
10.44.1 Detailed Description	241
10.44.2 Member Function Documentation	241
10.44.2.1 ConstructPDV()	241
10.44.3 Member Data Documentation	241
10.44.3.1 AffectedSOPClassUID	241
10.44.3.2 MessageID	241
10.45 gdcmm::network::CEchoRSP Class Reference	242

10.45.1 Detailed Description	242
10.45.2 Member Function Documentation	243
10.45.2.1 ConstructPDVByDataSet()	243
10.46 gdcmm::network::CFind Class Reference	243
10.46.1 Detailed Description	243
10.47 gdcmm::network::CFindCancelRQ Class Reference	243
10.47.1 Detailed Description	244
10.47.2 Member Function Documentation	244
10.47.2.1 ConstructPDVByDataSet()	244
10.48 gdcmm::network::CFindRQ Class Reference	245
10.48.1 Detailed Description	245
10.48.2 Member Function Documentation	246
10.48.2.1 ConstructPDV()	246
10.49 gdcmm::network::CFindRSP Class Reference	246
10.49.1 Detailed Description	247
10.49.2 Member Function Documentation	247
10.49.2.1 ConstructPDVByDataSet()	247
10.50 gdcmm::Cleaner Class Reference	248
10.50.1 Detailed Description	249
10.50.2 Constructor & Destructor Documentation	250
10.50.2.1 Cleaner()	250
10.50.2.2 ~Cleaner()	250
10.50.3 Member Function Documentation	250
10.50.3.1 Clean()	250
10.50.3.2 Empty() [1/4]	250
10.50.3.3 Empty() [2/4]	250
10.50.3.4 Empty() [3/4]	251
10.50.3.5 Empty() [4/4]	251
10.50.3.6 GetFile()	251
10.50.3.7 New()	251
10.50.3.8 Preserve()	251
10.50.3.9 Remove() [1/4]	251
10.50.3.10 Remove() [2/4]	252
10.50.3.11 Remove() [3/4]	252
10.50.3.12 Remove() [4/4]	252
10.50.3.13 RemoveAllGroupLength()	252
10.50.3.14 RemoveAllIllegal()	252
10.50.3.15 RemoveAllMissingPrivateCreator()	252
10.50.3.16 RemoveMissingPrivateCreator()	253

10.50.3.17 Scrub() [1/4]	253
10.50.3.18 Scrub() [2/4]	253
10.50.3.19 Scrub() [3/4]	253
10.50.3.20 Scrub() [4/4]	253
10.50.3.21 SetFile()	253
10.51 gdcm::network::CMoveCancelRq Class Reference	254
10.51.1 Member Function Documentation	254
10.51.1.1 ConstructPDVByDataSet()	255
10.52 gdcm::network::CMoveRQ Class Reference	255
10.52.1 Detailed Description	256
10.52.2 Member Function Documentation	256
10.52.2.1 ConstructPDV()	256
10.53 gdcm::network::CMoveRSP Class Reference	256
10.53.1 Detailed Description	257
10.53.2 Member Function Documentation	257
10.53.2.1 ConstructPDVByDataSet()	257
10.54 gdcm::Codec Class Reference	258
10.54.1 Detailed Description	258
10.55 gdcm::Coder Class Reference	259
10.55.1 Detailed Description	259
10.55.2 Constructor & Destructor Documentation	259
10.55.2.1 ~Coder()	260
10.55.3 Member Function Documentation	260
10.55.3.1 CanCode()	260
10.55.3.2 Code()	260
10.55.3.3 InternalCode()	260
10.56 gdcm::CodeString Class Reference	261
10.56.1 Detailed Description	262
10.56.2 Member Typedef Documentation	262
10.56.2.1 const_iterator	262
10.56.2.2 const_reference	262
10.56.2.3 const_reverse_iterator	262
10.56.2.4 difference_type	262
10.56.2.5 iterator	263
10.56.2.6 pointer	263
10.56.2.7 reference	263
10.56.2.8 reverse_iterator	263
10.56.2.9 size_type	263
10.56.2.10 value_type	263

10.56.3 Constructor & Destructor Documentation	263
10.56.3.1 CodeString() [1/4]	264
10.56.3.2 CodeString() [2/4]	264
10.56.3.3 CodeString() [3/4]	264
10.56.3.4 CodeString() [4/4]	264
10.56.4 Member Function Documentation	264
10.56.4.1 GetAsString()	264
10.56.4.2 IsValid()	265
10.56.4.3 Size()	265
10.56.4.4 TrimInternal()	265
10.56.5 Friends And Related Function Documentation	265
10.56.5.1 operator"!="	265
10.56.5.2 operator<<	265
10.56.5.3 operator==	266
10.57 gdcM::Command Class Reference	266
10.57.1 Detailed Description	267
10.57.2 Constructor & Destructor Documentation	267
10.57.2.1 Command() [1/2]	268
10.57.2.2 Command() [2/2]	268
10.57.2.3 ~Command()	268
10.57.3 Member Function Documentation	268
10.57.3.1 Execute() [1/2]	268
10.57.3.2 Execute() [2/2]	268
10.57.3.3 operator=()	269
10.58 gdcM::CommandDataSet Class Reference	269
10.58.1 Detailed Description	270
10.58.2 Constructor & Destructor Documentation	270
10.58.2.1 CommandDataSet()	270
10.58.2.2 ~CommandDataSet()	270
10.58.3 Member Function Documentation	270
10.58.3.1 Insert()	271
10.58.3.2 Read()	271
10.58.3.3 Replace()	271
10.58.3.4 Write()	271
10.58.4 Friends And Related Function Documentation	271
10.58.4.1 operator<<	271
10.59 gdcM::network::CompositeMessageFactory Class Reference	272
10.59.1 Detailed Description	272
10.59.2 Member Function Documentation	272

10.59.2.1 ConstructCEchoRQ()	272
10.59.2.2 ConstructCFindRQ()	272
10.59.2.3 ConstructCMoveRQ()	273
10.59.2.4 ConstructCStoreRQ()	273
10.59.2.5 ConstructCStoreRSP()	273
10.60 gdcm::CompositeNetworkFunctions Class Reference	273
10.60.1 Detailed Description	274
10.60.2 Member Typedef Documentation	274
10.60.2.1 KeyValuePairArrayType	274
10.60.2.2 KeyValuePairType	274
10.60.3 Member Function Documentation	275
10.60.3.1 CEcho()	275
10.60.3.2 CFind()	275
10.60.3.3 CMove()	276
10.60.3.4 ConstructQuery() [1/2]	276
10.60.3.5 ConstructQuery() [2/2]	277
10.60.3.6 CStore()	277
10.61 gdcm::ConstCharWrapper Class Reference	278
10.61.1 Detailed Description	278
10.61.2 Constructor & Destructor Documentation	278
10.61.2.1 ConstCharWrapper()	278
10.61.3 Member Function Documentation	278
10.61.3.1 operator const char *()	278
10.62 gdcm::CP246ExplicitDataElement Class Reference	279
10.62.1 Detailed Description	280
10.62.2 Member Function Documentation	280
10.62.2.1 GetLength()	280
10.62.2.2 Read()	280
10.62.2.3 ReadPreValue()	280
10.62.2.4 ReadValue()	281
10.62.2.5 ReadWithLength()	281
10.63 gdcm::CryptoFactory Class Reference	281
10.63.1 Detailed Description	282
10.63.2 Member Enumeration Documentation	282
10.63.2.1 CryptoLib	282
10.63.3 Constructor & Destructor Documentation	283
10.63.3.1 CryptoFactory() [1/2]	283
10.63.3.2 CryptoFactory() [2/2]	283
10.63.3.3 ~CryptoFactory()	283

10.63.4 Member Function Documentation	283
10.63.4.1 CreateCMSProvider()	283
10.63.4.2 GetFactoryInstance()	283
10.64 gdcM::CryptographicMessageSyntax Class Reference	284
10.64.1 Member Enumeration Documentation	284
10.64.1.1 CipherTypes	284
10.64.2 Constructor & Destructor Documentation	285
10.64.2.1 CryptographicMessageSyntax() [1/2]	285
10.64.2.2 ~CryptographicMessageSyntax()	285
10.64.2.3 CryptographicMessageSyntax() [2/2]	285
10.64.3 Member Function Documentation	285
10.64.3.1 Decrypt()	285
10.64.3.2 Encrypt()	286
10.64.3.3 GetCipherType()	286
10.64.3.4 operator=()	286
10.64.3.5 ParseCertificateFile()	286
10.64.3.6 ParseKeyFile()	286
10.64.3.7 SetCipherType()	287
10.64.3.8 SetPassword()	287
10.65 gdcM::CSAElement Class Reference	287
10.65.1 Detailed Description	289
10.65.2 Member Typedef Documentation	289
10.65.2.1 DataPtr	289
10.65.3 Constructor & Destructor Documentation	289
10.65.3.1 CSAElement() [1/2]	289
10.65.3.2 CSAElement() [2/2]	289
10.65.4 Member Function Documentation	290
10.65.4.1 GetByteValue()	290
10.65.4.2 GetKey()	290
10.65.4.3 GetName()	290
10.65.4.4 GetNoOfItems()	290
10.65.4.5 GetSyngoDT()	291
10.65.4.6 GetValue() [1/2]	291
10.65.4.7 GetValue() [2/2]	291
10.65.4.8 GetVM()	291
10.65.4.9 GetVR()	291
10.65.4.10 IsEmpty()	292
10.65.4.11 operator<()	292
10.65.4.12 operator=()	292

10.65.4.13 operator==()	292
10.65.4.14 SetByteValue()	292
10.65.4.15 SetKey()	293
10.65.4.16 SetName()	293
10.65.4.17 SetNoOfItems()	293
10.65.4.18 SetSyngoDT()	293
10.65.4.19 SetValue()	293
10.65.4.20 SetVM()	293
10.65.4.21 SetVR()	294
10.65.5 Friends And Related Function Documentation	294
10.65.5.1 operator<<	294
10.65.6 Member Data Documentation	294
10.65.6.1 DataField	294
10.65.6.2 KeyField	294
10.65.6.3 NameField	294
10.65.6.4 NoOfItemsField	295
10.65.6.5 SyngoDTField	295
10.65.6.6 ValueMultiplicityField	295
10.65.6.7 VRField	295
10.66 gdcmm::CSAHeader Class Reference	295
10.66.1 Detailed Description	296
10.66.2 Member Enumeration Documentation	297
10.66.2.1 CSAHeaderType	297
10.66.3 Constructor & Destructor Documentation	297
10.66.3.1 CSAHeader()	298
10.66.3.2 ~CSAHeader()	298
10.66.4 Member Function Documentation	298
10.66.4.1 FindCSAElementByName()	298
10.66.4.2 GetCSADataInfo()	298
10.66.4.3 GetCSAEEnd()	298
10.66.4.4 GetCSAElementByName()	299
10.66.4.5 GetCSAImageHeaderInfoTag()	299
10.66.4.6 GetCSASeriesHeaderInfoTag()	299
10.66.4.7 GetDataSet()	300
10.66.4.8 GetFormat()	300
10.66.4.9 GetInterfile()	300
10.66.4.10 GetMrProtocol()	300
10.66.4.11 LoadFromDataElement()	300
10.66.4.12 Print()	301

10.66.5 Friends And Related Function Documentation	301
10.66.5.1 operator<<	301
10.67 gdcM::CSAHeaderDict Class Reference	301
10.67.1 Detailed Description	302
10.67.2 Member Typedef Documentation	302
10.67.2.1 ConstIterator	302
10.67.2.2 Iterator	302
10.67.2.3 MapCSAHeaderDictEntry	302
10.67.3 Constructor & Destructor Documentation	302
10.67.3.1 CSAHeaderDict() [1/2]	303
10.67.3.2 CSAHeaderDict() [2/2]	303
10.67.4 Member Function Documentation	303
10.67.4.1 AddCSAHeaderDictEntry()	303
10.67.4.2 Begin()	303
10.67.4.3 End()	303
10.67.4.4 GetCSAHeaderDictEntry()	303
10.67.4.5 IsEmpty()	304
10.67.4.6 LoadDefault()	304
10.67.4.7 operator=()	304
10.67.5 Friends And Related Function Documentation	304
10.67.5.1 Dicts	304
10.67.5.2 operator<<	304
10.68 gdcM::CSAHeaderDictEntry Class Reference	304
10.68.1 Detailed Description	305
10.68.2 Constructor & Destructor Documentation	305
10.68.2.1 CSAHeaderDictEntry()	306
10.68.3 Member Function Documentation	306
10.68.3.1 GetDescription()	306
10.68.3.2 GetName()	306
10.68.3.3 GetVM()	306
10.68.3.4 GetVR()	306
10.68.3.5 operator<()	307
10.68.3.6 SetDescription()	307
10.68.3.7 SetName()	307
10.68.3.8 SetVM()	307
10.68.3.9 SetVR()	307
10.68.4 Friends And Related Function Documentation	307
10.68.4.1 operator<<	308
10.69 gdcM::CSAHeaderDictException Class Reference	308

10.70 gdcmm::network::CStoreRQ Class Reference	309
10.70.1 Detailed Description	309
10.70.2 Member Function Documentation	310
10.70.2.1 ConstructPDV()	310
10.71 gdcmm::network::CStoreRSP Class Reference	310
10.71.1 Detailed Description	311
10.71.2 Member Function Documentation	311
10.71.2.1 ConstructPDV()	311
10.72 gdcmm::Curve Class Reference	312
10.72.1 Detailed Description	313
10.72.2 Constructor & Destructor Documentation	313
10.72.2.1 Curve() [1/2]	314
10.72.2.2 ~Curve()	314
10.72.2.3 Curve() [2/2]	314
10.72.3 Member Function Documentation	314
10.72.3.1 Decode()	314
10.72.3.2 GetAsPoints()	314
10.72.3.3 GetCurveDataDescriptor()	314
10.72.3.4 GetDataValueRepresentation()	315
10.72.3.5 GetDimensions()	315
10.72.3.6 GetGroup()	315
10.72.3.7 GetNumberOfCurves()	315
10.72.3.8 GetNumberOfPoints()	315
10.72.3.9 GetTypeOfData()	315
10.72.3.10 GetTypeOfDataDescription()	315
10.72.3.11 IsEmpty()	316
10.72.3.12 Print()	316
10.72.3.13 SetCoordinateStartValue()	316
10.72.3.14 SetCoordinateStepValue()	316
10.72.3.15 SetCurve()	316
10.72.3.16 SetCurveDataDescriptor()	316
10.72.3.17 SetCurveDescription()	317
10.72.3.18 SetDataValueRepresentation()	317
10.72.3.19 SetDimensions()	317
10.72.3.20 SetGroup()	317
10.72.3.21 SetNumberOfPoints()	317
10.72.3.22 SetTypeOfData()	317
10.72.3.23 Update()	318
10.73 gdcmm::DataElement Class Reference	318

10.73.1 Detailed Description	321
10.73.2 Member Typedef Documentation	321
10.73.2.1 ValuePtr	321
10.73.3 Constructor & Destructor Documentation	321
10.73.3.1 DataElement() [1/2]	322
10.73.3.2 DataElement() [2/2]	322
10.73.4 Member Function Documentation	322
10.73.4.1 Clear()	322
10.73.4.2 Empty()	322
10.73.4.3 GetByteValue()	322
10.73.4.4 GetLength()	323
10.73.4.5 GetSequenceOfFragments() [1/2]	323
10.73.4.6 GetSequenceOfFragments() [2/2]	323
10.73.4.7 GetTag() [1/2]	323
10.73.4.8 GetTag() [2/2]	323
10.73.4.9 GetValue() [1/2]	324
10.73.4.10 GetValue() [2/2]	324
10.73.4.11 GetValueAsSQ()	324
10.73.4.12 GetVL() [1/2]	325
10.73.4.13 GetVL() [2/2]	325
10.73.4.14 GetVR()	325
10.73.4.15 IsEmpty()	325
10.73.4.16 IsUndefinedLength()	326
10.73.4.17 operator<()	326
10.73.4.18 operator=()	326
10.73.4.19 operator==(())	326
10.73.4.20 Read()	326
10.73.4.21 ReadOrSkip()	327
10.73.4.22 ReadPreValue()	327
10.73.4.23 ReadValue()	327
10.73.4.24 ReadValueWithLength()	327
10.73.4.25 ReadWithLength()	327
10.73.4.26 SetByteValue()	328
10.73.4.27 SetTag()	328
10.73.4.28 SetValue()	329
10.73.4.29 SetValueFieldLength()	329
10.73.4.30 SetVL()	329
10.73.4.31 SetVLToUndefined()	329
10.73.4.32 SetVR()	330

10.73.4.33 Write()	330
10.73.5 Friends And Related Function Documentation	330
10.73.5.1 operator<<	330
10.73.6 Member Data Documentation	330
10.73.6.1 TagField	331
10.73.6.2 ValueField	331
10.73.6.3 ValueLengthField	331
10.73.6.4 VRField	331
10.74 gdcM::DataElementException Class Reference	332
10.75 gdcM::DataEvent Class Reference	332
10.75.1 Detailed Description	334
10.75.2 Member Typedef Documentation	334
10.75.2.1 Self	334
10.75.2.2 Superclass	334
10.75.3 Constructor & Destructor Documentation	334
10.75.3.1 DataEvent() [1/2]	334
10.75.3.2 ~DataEvent()	335
10.75.3.3 DataEvent() [2/2]	335
10.75.4 Member Function Documentation	335
10.75.4.1 CheckEvent()	335
10.75.4.2 GetData()	335
10.75.4.3 GetDataLength()	335
10.75.4.4 GetEventName()	335
10.75.4.5 MakeObject()	336
10.75.4.6 operator=()	336
10.75.4.7 SetData()	336
10.76 gdcM::DataSet Class Reference	336
10.76.1 Detailed Description	338
10.76.2 Member Typedef Documentation	339
10.76.2.1 ConstIterator	339
10.76.2.2 DataElementSet	339
10.76.2.3 Iterator	339
10.76.2.4 SizeType	339
10.76.3 Member Function Documentation	340
10.76.3.1 Begin() [1/2]	340
10.76.3.2 Begin() [2/2]	340
10.76.3.3 Clear()	340
10.76.3.4 ComputeDataElement()	340
10.76.3.5 ComputeGroupLength()	340

10.76.3.6 End() [1/2]	341
10.76.3.7 End() [2/2]	341
10.76.3.8 FindDataElement() [1/2]	341
10.76.3.9 FindDataElement() [2/2]	341
10.76.3.10 FindNextDataElement()	342
10.76.3.11 GetDataElement() [1/2]	342
10.76.3.12 GetDataElement() [2/2]	342
10.76.3.13 GetDEEnd()	343
10.76.3.14 GetDES() [1/2]	343
10.76.3.15 GetDES() [2/2]	343
10.76.3.16 GetLength()	343
10.76.3.17 GetMediaStorage()	343
10.76.3.18 GetPrivateCreator()	343
10.76.3.19 GetPrivateTag()	344
10.76.3.20 Insert()	344
10.76.3.21 InsertDataElement()	344
10.76.3.22 IsEmpty()	344
10.76.3.23 operator>()	345
10.76.3.24 operator=()	345
10.76.3.25 operator[]()	345
10.76.3.26 Print()	345
10.76.3.27 Read()	345
10.76.3.28 ReadNested()	346
10.76.3.29 ReadSelectedPrivateTags()	346
10.76.3.30 ReadSelectedPrivateTagsWithLength()	346
10.76.3.31 ReadSelectedTags()	346
10.76.3.32 ReadSelectedTagsWithLength()	346
10.76.3.33 ReadUpToTag()	347
10.76.3.34 ReadUpToTagWithLength()	347
10.76.3.35 ReadWithLength()	347
10.76.3.36 Remove()	347
10.76.3.37 Replace()	348
10.76.3.38 ReplaceEmpty()	348
10.76.3.39 Size()	348
10.76.3.40 Write()	349
10.76.4 Friends And Related Function Documentation	349
10.76.4.1 CSAHeader	349
10.76.4.2 operator<<	349
10.77 gdcm::DataSetEvent Class Reference	349

10.77.1 Detailed Description	350
10.77.2 Member Typedef Documentation	351
10.77.2.1 Self	351
10.77.2.2 Superclass	351
10.77.3 Constructor & Destructor Documentation	351
10.77.3.1 DataSetEvent() [1/2]	351
10.77.3.2 ~DataSetEvent()	351
10.77.3.3 DataSetEvent() [2/2]	351
10.77.4 Member Function Documentation	351
10.77.4.1 CheckEvent()	352
10.77.4.2 GetDataSet()	352
10.77.4.3 GetEventName()	352
10.77.4.4 MakeObject()	352
10.77.4.5 operator=()	352
10.77.5 Member Data Documentation	352
10.77.5.1 m_DataSet	353
10.78 gdcm::DataSetHelper Class Reference	353
10.78.1 Detailed Description	353
10.78.2 Member Function Documentation	353
10.78.2.1 ComputeVR()	353
10.79 gdcm::Decoder Class Reference	354
10.79.1 Detailed Description	354
10.79.2 Constructor & Destructor Documentation	354
10.79.2.1 ~Decoder()	355
10.79.3 Member Function Documentation	355
10.79.3.1 CanDecode()	355
10.79.3.2 Decode()	355
10.79.3.3 DecodeByStreams()	355
10.80 gdcm::DefinedTerms Class Reference	356
10.80.1 Detailed Description	356
10.80.2 Constructor & Destructor Documentation	356
10.80.2.1 DefinedTerms()	356
10.81 gdcm::Defs Class Reference	356
10.81.1 Detailed Description	357
10.81.2 Constructor & Destructor Documentation	357
10.81.2.1 Defs() [1/2]	358
10.81.2.2 ~Defs()	358
10.81.2.3 Defs() [2/2]	358
10.81.3 Member Function Documentation	358

10.81.3.1 GetIODFromFile()	358
10.81.3.2 GetIODNameFromMediaStorage()	358
10.81.3.3 GetIODs() [1/2]	358
10.81.3.4 GetIODs() [2/2]	359
10.81.3.5 GetMacros() [1/2]	359
10.81.3.6 GetMacros() [2/2]	359
10.81.3.7 GetModules() [1/2]	359
10.81.3.8 GetModules() [2/2]	359
10.81.3.9 GetTypeFromTag()	359
10.81.3.10 IsEmpty()	359
10.81.3.11 LoadDefaults()	360
10.81.3.12 LoadFromFile()	360
10.81.3.13 operator=()	360
10.81.3.14 Verify() [1/2]	360
10.81.3.15 Verify() [2/2]	360
10.81.4 Friends And Related Function Documentation	360
10.81.4.1 Global	360
10.82 gdcmm::DeltaEncodingCodec Class Reference	361
10.82.1 Detailed Description	362
10.82.2 Constructor & Destructor Documentation	362
10.82.2.1 DeltaEncodingCodec()	362
10.82.2.2 ~DeltaEncodingCodec()	362
10.82.3 Member Function Documentation	362
10.82.3.1 CanDecode()	362
10.82.3.2 Decode() [1/2]	362
10.82.3.3 Decode() [2/2]	363
10.83 gdcmm::DICOMDIR Class Reference	363
10.83.1 Detailed Description	363
10.83.2 Constructor & Destructor Documentation	363
10.83.2.1 DICOMDIR() [1/2]	363
10.83.2.2 DICOMDIR() [2/2]	363
10.84 gdcmm::DICOMDIRGenerator Class Reference	364
10.84.1 Detailed Description	364
10.84.2 Member Typedef Documentation	365
10.84.2.1 FilenamesType	365
10.84.2.2 FilenameType	365
10.84.3 Constructor & Destructor Documentation	365
10.84.3.1 DICOMDIRGenerator()	365
10.84.3.2 ~DICOMDIRGenerator()	366

10.84.4 Member Function Documentation	366
10.84.4.1 AddImageDirectoryRecord()	366
10.84.4.2 AddPatientDirectoryRecord()	366
10.84.4.3 AddSeriesDirectoryRecord()	366
10.84.4.4 AddStudyDirectoryRecord()	366
10.84.4.5 Generate()	366
10.84.4.6 GetFile()	367
10.84.4.7 GetScanner()	367
10.84.4.8 SetDescriptor()	367
10.84.4.9 SetFile()	367
10.84.4.10 SetFilenames()	367
10.84.4.11 SetRootDirectory()	368
10.85 gdcmm::Dict Class Reference	368
10.85.1 Detailed Description	369
10.85.2 Member Typedef Documentation	369
10.85.2.1 ConstIterator	369
10.85.2.2 Iterator	369
10.85.2.3 MapDictEntry	369
10.85.3 Constructor & Destructor Documentation	369
10.85.3.1 Dict() [1/2]	370
10.85.3.2 Dict() [2/2]	370
10.85.4 Member Function Documentation	370
10.85.4.1 AddDictEntry()	370
10.85.4.2 Begin()	370
10.85.4.3 End()	370
10.85.4.4 GetDictEntry()	371
10.85.4.5 GetDictEntryByKeyword()	371
10.85.4.6 GetDictEntryByName()	371
10.85.4.7 GetKeywordFromTag()	371
10.85.4.8 IsEmpty()	372
10.85.4.9 LoadDefault()	372
10.85.4.10 operator=()	372
10.85.5 Friends And Related Function Documentation	372
10.85.5.1 Dicts	372
10.85.5.2 operator<<	372
10.86 gdcmm::DictConverter Class Reference	372
10.86.1 Detailed Description	373
10.86.2 Member Enumeration Documentation	374
10.86.2.1 OutputTypes	374

10.86.3 Constructor & Destructor Documentation	374
10.86.3.1 DictConverter()	374
10.86.3.2 ~DictConverter()	374
10.86.4 Member Function Documentation	374
10.86.4.1 AddGroupLength()	374
10.86.4.2 Convert()	375
10.86.4.3 ConvertToCXX()	375
10.86.4.4 ConvertToXML()	375
10.86.4.5 GetDictName()	375
10.86.4.6 GetInputFilename()	375
10.86.4.7 GetOutputFilename()	375
10.86.4.8 GetOutputType()	375
10.86.4.9 Readuint16()	376
10.86.4.10 ReadVM()	376
10.86.4.11 ReadVR()	376
10.86.4.12 SetDictName()	376
10.86.4.13 SetInputFileName()	376
10.86.4.14 SetOutputFileName()	376
10.86.4.15 SetOutputType()	377
10.86.4.16 WriteFooter()	377
10.86.4.17 WriteHeader()	377
10.87 gdcmm::DictEntry Class Reference	377
10.87.1 Detailed Description	378
10.87.2 Constructor & Destructor Documentation	378
10.87.2.1 DictEntry()	378
10.87.3 Member Function Documentation	378
10.87.3.1 GetKeyword()	379
10.87.3.2 GetName()	379
10.87.3.3 GetRetired()	379
10.87.3.4 GetVM()	379
10.87.3.5 GetVR()	380
10.87.3.6 IsUnique()	380
10.87.3.7 SetElementXX()	380
10.87.3.8 SetGroupXX()	380
10.87.3.9 SetKeyword()	380
10.87.3.10 SetName()	381
10.87.3.11 SetRetired()	381
10.87.3.12 SetVM()	381
10.87.3.13 SetVR()	381

10.87.4 Friends And Related Function Documentation	381
10.87.4.1 Dict	381
10.87.4.2 operator<<	382
10.88 gdcmm::DictPrinter Class Reference	382
10.88.1 Detailed Description	383
10.88.2 Constructor & Destructor Documentation	383
10.88.2.1 DictPrinter()	384
10.88.2.2 ~DictPrinter()	384
10.88.3 Member Function Documentation	384
10.88.3.1 Print()	384
10.88.3.2 PrintDataElement2()	384
10.88.3.3 PrintDataSet2()	384
10.89 gdcmm::Dicts Class Reference	385
10.89.1 Detailed Description	386
10.89.2 Member Enumeration Documentation	386
10.89.2.1 ConstructorType	386
10.89.3 Constructor & Destructor Documentation	386
10.89.3.1 Dicts() [1/2]	386
10.89.3.2 ~Dicts()	386
10.89.3.3 Dicts() [2/2]	387
10.89.4 Member Function Documentation	387
10.89.4.1 GetConstructorString()	387
10.89.4.2 GetCSAHeaderDict()	387
10.89.4.3 GetDictEntry() [1/2]	387
10.89.4.4 GetDictEntry() [2/2]	387
10.89.4.5 GetPrivateDict() [1/2]	388
10.89.4.6 GetPrivateDict() [2/2]	388
10.89.4.7 GetPublicDict()	388
10.89.4.8 IsEmpty()	388
10.89.4.9 LoadDefaults()	388
10.89.4.10 operator=()	388
10.89.5 Friends And Related Function Documentation	388
10.89.5.1 Global	389
10.89.5.2 operator<<	389
10.90 gdcmm::network::DIMSE Class Reference	389
10.90.1 Detailed Description	390
10.90.2 Member Enumeration Documentation	390
10.90.2.1 CommandTypes	390
10.91 gdcmm::DirectionCosines Class Reference	391

10.91.1 Detailed Description	391
10.91.2 Constructor & Destructor Documentation	392
10.91.2.1 DirectionCosines() [1/2]	392
10.91.2.2 DirectionCosines() [2/2]	392
10.91.2.3 ~DirectionCosines()	392
10.91.3 Member Function Documentation	392
10.91.3.1 ComputeDistAlongNormal()	392
10.91.3.2 Cross()	392
10.91.3.3 CrossDot()	393
10.91.3.4 Dot() [1/2]	393
10.91.3.5 Dot() [2/2]	393
10.91.3.6 IsValid()	393
10.91.3.7 Normalize() [1/2]	393
10.91.3.8 Normalize() [2/2]	394
10.91.3.9 operator const double *()	394
10.91.3.10 Print()	394
10.91.3.11 SetFromString()	394
10.92 gdcmm::Directory Class Reference	394
10.92.1 Detailed Description	395
10.92.2 Member Typedef Documentation	396
10.92.2.1 FilenamesType	396
10.92.2.2 FilenameType	396
10.92.3 Constructor & Destructor Documentation	396
10.92.3.1 Directory()	396
10.92.3.2 ~Directory()	396
10.92.4 Member Function Documentation	396
10.92.4.1 Explore()	397
10.92.4.2 GetDirectories()	397
10.92.4.3 GetFilenames()	397
10.92.4.4 GetToplevel()	397
10.92.4.5 Load()	398
10.92.4.6 Print()	398
10.92.5 Friends And Related Function Documentation	398
10.92.5.1 operator<<	398
10.93 gdcmm::DirectoryHelper Class Reference	399
10.93.1 Detailed Description	399
10.93.2 Member Function Documentation	399
10.93.2.1 GetCTImageSeriesUIDs()	399
10.93.2.2 GetFilenamesFromSeriesUIDs()	400

10.93.2.3 GetFrameOfReference()	400
10.93.2.4 GetMRImageSeriesUIDs()	400
10.93.2.5 GetRTStructSeriesUIDs()	400
10.93.2.6 GetSeriesUIDsBySOPClassUID()	400
10.93.2.7 GetSOPClassUID()	401
10.93.2.8 GetStringValueFromTag()	401
10.93.2.9 LoadImageFromFiles()	401
10.93.2.10 RetrieveSOPInstanceUIDFromIndex()	401
10.93.2.11 RetrieveSOPInstanceUIDFromZPosition()	401
10.94 gdcm::DPath Class Reference	402
10.94.1 Detailed Description	402
10.94.2 Constructor & Destructor Documentation	402
10.94.2.1 DPath()	402
10.94.2.2 ~DPath()	403
10.94.3 Member Function Documentation	403
10.94.3.1 ConstructFromString()	403
10.94.3.2 IsValid()	403
10.94.3.3 Match()	403
10.94.3.4 operator<()	403
10.94.3.5 Print()	404
10.94.4 Friends And Related Function Documentation	404
10.94.4.1 operator<<	404
10.95 gdcm::DummyValueGenerator Class Reference	404
10.95.1 Detailed Description	404
10.95.2 Member Function Documentation	404
10.95.2.1 Generate()	405
10.96 gdcm::Dumper Class Reference	405
10.96.1 Detailed Description	406
10.96.2 Constructor & Destructor Documentation	406
10.96.2.1 Dumper()	407
10.96.2.2 ~Dumper()	407
10.97 gdcm::Element< TVR, TVM > Class Template Reference	407
10.97.1 Detailed Description	409
10.97.2 Member Typedef Documentation	409
10.97.2.1 Type	409
10.97.3 Member Function Documentation	409
10.97.3.1 GetAsDataElement()	409
10.97.3.2 GetLength()	410
10.97.3.3 GetValue() [1/2]	410

10.97.3.4 GetValue() [2/2]	410
10.97.3.5 GetValues()	410
10.97.3.6 GetVM()	410
10.97.3.7 GetVR()	411
10.97.3.8 operator[]()	411
10.97.3.9 Print()	411
10.97.3.10 Read()	411
10.97.3.11 Set()	411
10.97.3.12 SetFromDataElement()	412
10.97.3.13 SetNoSwap()	412
10.97.3.14 SetValue()	412
10.97.3.15 Write()	412
10.97.4 Member Data Documentation	412
10.97.4.1 Internal	413
10.98 gdcM::Element< TVR, VM::VM1_2 > Class Template Reference	413
10.98.1 Member Typedef Documentation	414
10.98.1.1 Parent	414
10.98.2 Member Function Documentation	414
10.98.2.1 SetLength()	414
10.99 gdcM::Element< TVR, VM::VM1_n > Class Template Reference	415
10.99.1 Member Typedef Documentation	416
10.99.1.1 Type	416
10.99.2 Constructor & Destructor Documentation	416
10.99.2.1 Element() [1/2]	416
10.99.2.2 ~Element()	416
10.99.2.3 Element() [2/2]	416
10.99.3 Member Function Documentation	417
10.99.3.1 GetAsDataElement()	417
10.99.3.2 GetLength()	417
10.99.3.3 GetValue() [1/2]	417
10.99.3.4 GetValue() [2/2]	417
10.99.3.5 GetVM()	417
10.99.3.6 GetVR()	418
10.99.3.7 operator=()	418
10.99.3.8 operator[]()	418
10.99.3.9 Print()	418
10.99.3.10 Read()	418
10.99.3.11 Set()	418
10.99.3.12 SetArray()	419

10.99.3.13 SetFromDataElement()	419
10.99.3.14 SetLength()	419
10.99.3.15 SetNoSwap()	419
10.99.3.16 SetValue()	419
10.99.3.17 Write()	420
10.99.3.18 WriteASCII()	420
10.100 gdcmm::Element< TVR, VM::VM2_2n > Class Template Reference	420
10.100.1 Member Typedef Documentation	421
10.100.1.1 Parent	421
10.100.2 Member Function Documentation	421
10.100.2.1 SetLength()	422
10.101 gdcmm::Element< TVR, VM::VM2_n > Class Template Reference	422
10.101.1 Member Typedef Documentation	423
10.101.1.1 Parent	423
10.101.2 Member Function Documentation	423
10.101.2.1 SetLength()	424
10.102 gdcmm::Element< TVR, VM::VM3_3n > Class Template Reference	424
10.102.1 Member Typedef Documentation	425
10.102.1.1 Parent	425
10.102.2 Member Function Documentation	425
10.102.2.1 SetLength()	426
10.103 gdcmm::Element< TVR, VM::VM3_4 > Class Template Reference	426
10.103.1 Member Typedef Documentation	427
10.103.1.1 Parent	427
10.103.2 Member Function Documentation	427
10.103.2.1 SetLength()	427
10.104 gdcmm::Element< TVR, VM::VM3_n > Class Template Reference	428
10.104.1 Member Typedef Documentation	429
10.104.1.1 Parent	429
10.104.2 Member Function Documentation	429
10.104.2.1 SetLength()	429
10.105 gdcmm::Element< VR::AS, VM::VM5 > Class Reference	429
10.105.1 Member Function Documentation	430
10.105.1.1 GetLength()	430
10.105.1.2 Print()	430
10.105.2 Member Data Documentation	430
10.105.2.1 Internal	430
10.106 gdcmm::Element< VR::OB, VM::VM1 > Class Reference	430
10.107 gdcmm::Element< VR::OW, VM::VM1 > Class Reference	432

10.108 gdcmm::ElementDisableCombinations< TVR, TVM > Class Template Reference	434
10.108.1 Detailed Description	435
10.109 gdcmm::ElementDisableCombinations< VR::OB, VM::VM1_n > Class Reference	435
10.110 gdcmm::ElementDisableCombinations< VR::OW, VM::VM1_n > Class Reference	435
10.111 gdcmm::EmptyMaskGenerator Class Reference	435
10.111.1 Detailed Description	436
10.111.2 Member Enumeration Documentation	437
10.111.2.1 SOPClassUIDMode	437
10.111.3 Constructor & Destructor Documentation	437
10.111.3.1 EmptyMaskGenerator()	437
10.111.3.2 ~EmptyMaskGenerator()	437
10.111.4 Member Function Documentation	437
10.111.4.1 Execute()	437
10.111.4.2 SetInputDirectory()	438
10.111.4.3 SetOutputDirectory()	438
10.111.4.4 SetSOPClassUIDMode()	438
10.112 gdcmm::EncapsulatedDocument Class Reference	438
10.112.1 Detailed Description	439
10.112.2 Constructor & Destructor Documentation	439
10.112.2.1 EncapsulatedDocument()	439
10.113 gdcmm::EncodingImplementation< T > Class Template Reference	439
10.113.1 Detailed Description	439
10.114 gdcmm::EncodingImplementation< VR::VRASCII > Class Reference	440
10.114.1 Member Function Documentation	440
10.114.1.1 Read()	440
10.114.1.2 ReadComputeLength()	440
10.114.1.3 ReadNoSwap()	441
10.114.1.4 Write() [1/2]	441
10.114.1.5 Write() [2/2]	441
10.115 gdcmm::EncodingImplementation< VR::VRBINARY > Class Reference	441
10.115.1 Member Function Documentation	442
10.115.1.1 Read()	442
10.115.1.2 ReadComputeLength()	442
10.115.1.3 ReadNoSwap()	442
10.115.1.4 Write()	442
10.116 gdcmm::EndEvent Class Reference	443
10.117 gdcmm::EnumeratedValues Class Reference	444
10.117.1 Detailed Description	444
10.117.2 Constructor & Destructor Documentation	444

10.117.2.1 EnumeratedValues()	444
10.118 gdcM::EquipmentManufacturer Class Reference	444
10.118.1 Detailed Description	445
10.118.2 Member Enumeration Documentation	445
10.118.2.1 Type	445
10.118.3 Member Function Documentation	446
10.118.3.1 Compute()	446
10.118.3.2 ToString()	446
10.119 gdcM::Event Class Reference	446
10.119.1 Detailed Description	448
10.119.2 Constructor & Destructor Documentation	448
10.119.2.1 Event() [1/2]	448
10.119.2.2 ~Event()	448
10.119.2.3 Event() [2/2]	448
10.119.3 Member Function Documentation	448
10.119.3.1 CheckEvent()	448
10.119.3.2 GetEventName()	449
10.119.3.3 MakeObject()	449
10.119.3.4 operator=()	449
10.119.3.5 Print()	449
10.120 gdcM::Exception Class Reference	450
10.120.1 Detailed Description	451
10.120.2 Constructor & Destructor Documentation	451
10.120.2.1 Exception()	451
10.120.2.2 ~Exception()	451
10.120.3 Member Function Documentation	451
10.120.3.1 GetDescription()	451
10.120.3.2 what()	452
10.121 gdcM::ExitEvent Class Reference	452
10.122 gdcM::ExplicitDataElement Class Reference	453
10.122.1 Detailed Description	454
10.122.2 Member Function Documentation	455
10.122.2.1 GetLength()	455
10.122.2.2 Read()	455
10.122.2.3 ReadPreValue()	455
10.122.2.4 ReadValue()	455
10.122.2.5 ReadWithLength()	455
10.122.2.6 Write()	456
10.123 gdcM::ExplicitImplicitDataElement Class Reference	456

10.123.1 Detailed Description	457
10.123.2 Member Function Documentation	458
10.123.2.1 GetLength()	458
10.123.2.2 Read()	458
10.123.2.3 ReadPreValue()	458
10.123.2.4 ReadValue()	458
10.123.2.5 ReadWithLength()	458
10.124 gdcmm::Fiducials Class Reference	459
10.124.1 Detailed Description	459
10.124.2 Constructor & Destructor Documentation	459
10.124.2.1 Fiducials()	459
10.125 gdcmm::File Class Reference	459
10.125.1 Detailed Description	461
10.125.2 Constructor & Destructor Documentation	461
10.125.2.1 File()	461
10.125.2.2 ~File()	462
10.125.3 Member Function Documentation	462
10.125.3.1 GetDataSet() [1/2]	462
10.125.3.2 GetDataSet() [2/2]	462
10.125.3.3 GetHeader() [1/2]	462
10.125.3.4 GetHeader() [2/2]	463
10.125.3.5 Read()	463
10.125.3.6 SetDataSet()	463
10.125.3.7 SetHeader()	463
10.125.3.8 Write()	464
10.125.4 Friends And Related Function Documentation	464
10.125.4.1 operator<<	464
10.126 gdcmm::FileAnonymizer Class Reference	464
10.126.1 Detailed Description	465
10.126.2 Constructor & Destructor Documentation	466
10.126.2.1 FileAnonymizer()	466
10.126.2.2 ~FileAnonymizer()	466
10.126.3 Member Function Documentation	466
10.126.3.1 Empty()	466
10.126.3.2 Remove()	467
10.126.3.3 Replace() [1/2]	467
10.126.3.4 Replace() [2/2]	467
10.126.3.5 SetInputFileName()	467
10.126.3.6 SetOutputFileName()	468

10.126.3.7 Write()	468
10.127 gdcm::FileChangeTransferSyntax Class Reference	468
10.127.1 Detailed Description	469
10.127.2 Constructor & Destructor Documentation	470
10.127.2.1 FileChangeTransferSyntax()	470
10.127.2.2 ~FileChangeTransferSyntax()	470
10.127.3 Member Function Documentation	470
10.127.3.1 Change()	470
10.127.3.2 GetCodec()	470
10.127.3.3 New()	471
10.127.3.4 SetInputFileName()	471
10.127.3.5 SetOutputFileName()	471
10.127.3.6 SetTransferSyntax()	471
10.128 gdcm::FileDecompressLookupTable Class Reference	472
10.128.1 Detailed Description	473
10.128.2 Constructor & Destructor Documentation	473
10.128.2.1 FileDecompressLookupTable()	473
10.128.2.2 ~FileDecompressLookupTable()	473
10.128.3 Member Function Documentation	473
10.128.3.1 Change()	474
10.128.3.2 GetFile()	474
10.128.3.3 GetPixmap() [1/2]	474
10.128.3.4 GetPixmap() [2/2]	474
10.128.3.5 SetFile()	474
10.128.3.6 SetPixmap()	474
10.129 gdcm::FileDerivation Class Reference	475
10.129.1 Detailed Description	475
10.129.2 Constructor & Destructor Documentation	476
10.129.2.1 FileDerivation()	476
10.129.2.2 ~FileDerivation()	476
10.129.3 Member Function Documentation	476
10.129.3.1 AddDerivationDescription()	476
10.129.3.2 AddPurposeOfReferenceCodeSequence()	476
10.129.3.3 AddReference()	476
10.129.3.4 AddSourceImageSequence()	477
10.129.3.5 Derive()	477
10.129.3.6 GetFile() [1/2]	477
10.129.3.7 GetFile() [2/2]	477
10.129.3.8 SetAppendDerivationHistory()	477

10.129.3.9 SetDerivationCodeSequenceCodeValue()	478
10.129.3.10 SetDerivationDescription()	478
10.129.3.11 SetFile()	478
10.129.3.12 SetPurposeOfReferenceCodeSequenceCodeValue()	478
10.130 gdcm::FileExplicitFilter Class Reference	479
10.130.1 Detailed Description	479
10.130.2 Constructor & Destructor Documentation	480
10.130.2.1 FileExplicitFilter()	480
10.130.2.2 ~FileExplicitFilter()	480
10.130.3 Member Function Documentation	480
10.130.3.1 Change()	480
10.130.3.2 ChangeFMI()	480
10.130.3.3 GetFile()	480
10.130.3.4 ProcessDataSet()	481
10.130.3.5 SetChangePrivateTags()	481
10.130.3.6 SetFile()	481
10.130.3.7 SetRecomputeItemLength()	481
10.130.3.8 SetRecomputeSequenceLength()	481
10.130.3.9 SetUseVRUN()	482
10.131 gdcm::FileMetaInformation Class Reference	482
10.131.1 Detailed Description	484
10.131.2 Constructor & Destructor Documentation	484
10.131.2.1 FileMetaInformation() [1/2]	485
10.131.2.2 ~FileMetaInformation()	485
10.131.2.3 FileMetaInformation() [2/2]	485
10.131.3 Member Function Documentation	485
10.131.3.1 AppendImplementationClassUID()	485
10.131.3.2 ComputeDataSetMediaStorageSOPClass()	485
10.131.3.3 ComputeDataSetTransferSyntax()	485
10.131.3.4 Default()	486
10.131.3.5 FillFromDataSet()	486
10.131.3.6 GetDataSetTransferSyntax()	486
10.131.3.7 GetFileMetaInformationVersion()	486
10.131.3.8 GetFullLength()	486
10.131.3.9 GetGDCMImplementationClassUID()	486
10.131.3.10 GetGDCMImplementationVersionName()	487
10.131.3.11 GetGDCMSourceApplicationEntityTitle()	487
10.131.3.12 GetImplementationClassUID()	487
10.131.3.13 GetImplementationVersionName()	487

10.131.3.14 GetMediaStorage()	487
10.131.3.15 GetMediaStorageAsString()	487
10.131.3.16 GetMetaInformationTS()	487
10.131.3.17 GetPreamble() [1/2]	488
10.131.3.18 GetPreamble() [2/2]	488
10.131.3.19 GetSourceApplicationEntityTitle()	488
10.131.3.20 Insert()	488
10.131.3.21 IsValid()	488
10.131.3.22 operator=()	488
10.131.3.23 Read()	489
10.131.3.24 ReadCompat()	489
10.131.3.25 ReadCompatInternal()	489
10.131.3.26 Replace()	489
10.131.3.27 SetDataSetTransferSyntax()	489
10.131.3.28 SetImplementationClassUID()	490
10.131.3.29 SetImplementationVersionName()	490
10.131.3.30 SetPreamble()	490
10.131.3.31 SetSourceApplicationEntityTitle()	490
10.131.3.32 Write()	490
10.131.4 Friends And Related Function Documentation	490
10.131.4.1 operator<<	491
10.131.5 Member Data Documentation	491
10.131.5.1 DataSetMS	491
10.131.5.2 DataSetTS	491
10.131.5.3 MetaInformationTS	491
10.132 gdcm::Filename Class Reference	491
10.132.1 Detailed Description	492
10.132.2 Constructor & Destructor Documentation	492
10.132.2.1 Filename()	492
10.132.3 Member Function Documentation	493
10.132.3.1 EndWith()	493
10.132.3.2 GetExtension()	493
10.132.3.3 GetFileName()	493
10.132.3.4 GetName()	493
10.132.3.5 GetPath()	493
10.132.3.6 IsEmpty()	494
10.132.3.7 IsIdentical()	494
10.132.3.8 Join()	494
10.132.3.9 operator const char *()	494

10.132.3.10 ToUnixSlashes()	494
10.132.3.11 ToWindowsSlashes()	495
10.133 gdcmm::FileNameEvent Class Reference	495
10.133.1 Detailed Description	496
10.133.2 Member Typedef Documentation	497
10.133.2.1 Self	497
10.133.2.2 Superclass	497
10.133.3 Constructor & Destructor Documentation	497
10.133.3.1 FileNameEvent() [1/2]	497
10.133.3.2 ~FileNameEvent()	497
10.133.3.3 FileNameEvent() [2/2]	497
10.133.4 Member Function Documentation	497
10.133.4.1 CheckEvent()	498
10.133.4.2 GetEventName()	498
10.133.4.3 GetFileName()	498
10.133.4.4 MakeObject()	498
10.133.4.5 operator=()	498
10.133.4.6 SetFileName()	499
10.134 gdcmm::FilenameGenerator Class Reference	499
10.134.1 Detailed Description	500
10.134.2 Member Typedef Documentation	500
10.134.2.1 FilenamesType	500
10.134.2.2 FilenameType	500
10.134.2.3 SizeType	500
10.134.3 Constructor & Destructor Documentation	500
10.134.3.1 FilenameGenerator()	501
10.134.3.2 ~FilenameGenerator()	501
10.134.4 Member Function Documentation	501
10.134.4.1 Generate()	501
10.134.4.2 GetFilename()	501
10.134.4.3 GetFilenames()	501
10.134.4.4 GetNumberOfFilenames()	502
10.134.4.5 GetPattern()	502
10.134.4.6 GetPrefix()	502
10.134.4.7 SetNumberOfFilenames()	502
10.134.4.8 SetPattern()	502
10.134.4.9 SetPrefix()	503
10.135 gdcmm::FileSet Class Reference	503
10.135.1 Detailed Description	503

10.135.2 Member Typedef Documentation	503
10.135.2.1 FileType	504
10.135.2.2 FileType	504
10.135.3 Constructor & Destructor Documentation	504
10.135.3.1 FileSet()	504
10.135.4 Member Function Documentation	504
10.135.4.1 AddFile() [1/2]	504
10.135.4.2 AddFile() [2/2]	504
10.135.4.3 GetFiles()	505
10.135.4.4 SetFiles()	505
10.135.5 Friends And Related Function Documentation	505
10.135.5.1 operator<<	505
10.136 gdcM::FileStreamer Class Reference	505
10.136.1 Detailed Description	507
10.136.2 Constructor & Destructor Documentation	507
10.136.2.1 FileStreamer()	507
10.136.2.2 ~FileStreamer()	507
10.136.3 Member Function Documentation	507
10.136.3.1 AppendToDataElement()	507
10.136.3.2 AppendToGroupDataElement()	508
10.136.3.3 CheckDataElement()	508
10.136.3.4 CheckTemplateFileName()	508
10.136.3.5 New()	508
10.136.3.6 ReserveDataElement()	508
10.136.3.7 ReserveGroupDataElement()	509
10.136.3.8 SetOutputFileName()	509
10.136.3.9 SetTemplateFileName()	509
10.136.3.10 StartDataElement()	509
10.136.3.11 StartGroupDataElement()	509
10.136.3.12 StopDataElement()	510
10.136.3.13 StopGroupDataElement()	510
10.137 gdcM::FileWithName Class Reference	510
10.137.1 Detailed Description	512
10.137.2 Constructor & Destructor Documentation	512
10.137.2.1 FileWithName()	512
10.137.3 Member Data Documentation	512
10.137.3.1 filename	512
10.138 gdcM::FindPatientRootQuery Class Reference	513
10.138.1 Detailed Description	514

10.138.2 Constructor & Destructor Documentation	514
10.138.2.1 FindPatientRootQuery()	514
10.138.3 Member Function Documentation	514
10.138.3.1 GetAbstractSyntaxUID()	514
10.138.3.2 GetTagListByLevel()	514
10.138.3.3 InitializeDataSet()	515
10.138.3.4 ValidateQuery()	515
10.138.4 Friends And Related Function Documentation	515
10.138.4.1 QueryFactory	515
10.139 gdcmm::FindStudyRootQuery Class Reference	516
10.139.1 Detailed Description	517
10.139.2 Constructor & Destructor Documentation	517
10.139.2.1 FindStudyRootQuery()	517
10.139.3 Member Function Documentation	517
10.139.3.1 GetAbstractSyntaxUID()	517
10.139.3.2 GetTagListByLevel()	517
10.139.3.3 InitializeDataSet()	518
10.139.3.4 ValidateQuery()	518
10.139.4 Friends And Related Function Documentation	518
10.139.4.1 QueryFactory	518
10.140 gdcmm::Fragment Class Reference	519
10.140.1 Detailed Description	520
10.140.2 Constructor & Destructor Documentation	520
10.140.2.1 Fragment()	520
10.140.3 Member Function Documentation	520
10.140.3.1 ComputeLength()	521
10.140.3.2 GetLength()	521
10.140.3.3 Read()	521
10.140.3.4 ReadBacktrack()	521
10.140.3.5 ReadPreValue()	521
10.140.3.6 ReadValue()	522
10.140.3.7 Write()	522
10.140.4 Friends And Related Function Documentation	522
10.140.4.1 operator<<	522
10.141 gdcmm::Global Class Reference	522
10.141.1 Detailed Description	523
10.141.2 Constructor & Destructor Documentation	523
10.141.2.1 Global() [1/2]	524
10.141.2.2 ~Global()	524

10.141.2.3 Global() [2/2]	524
10.141.3 Member Function Documentation	524
10.141.3.1 Append()	524
10.141.3.2 GetDefs()	524
10.141.3.3 GetDicts() [1/2]	525
10.141.3.4 GetDicts() [2/2]	525
10.141.3.5 GetInstance()	525
10.141.3.6 LoadResourcesFiles()	525
10.141.3.7 Locate()	526
10.141.3.8 operator=()	526
10.141.3.9 Prepend()	526
10.141.4 Friends And Related Function Documentation	526
10.141.4.1 operator<<	526
10.142 gdcmm::GroupDict Class Reference	526
10.142.1 Detailed Description	527
10.142.2 Member Typedef Documentation	527
10.142.2.1 GroupStringVector	527
10.142.3 Constructor & Destructor Documentation	527
10.142.3.1 GroupDict()	528
10.142.3.2 ~GroupDict()	528
10.142.4 Member Function Documentation	528
10.142.4.1 Add()	528
10.142.4.2 GetAbbreviation()	528
10.142.4.3 GetName()	528
10.142.4.4 Insert()	528
10.142.4.5 Size()	529
10.142.5 Friends And Related Function Documentation	529
10.142.5.1 operator<<	529
10.143 gdcmm::IconImageFilter Class Reference	529
10.143.1 Detailed Description	530
10.143.2 Constructor & Destructor Documentation	530
10.143.2.1 IconImageFilter()	530
10.143.2.2 ~IconImageFilter()	530
10.143.3 Member Function Documentation	531
10.143.3.1 Extract()	531
10.143.3.2 ExtractIconImages()	531
10.143.3.3 ExtractVeprolIconImages()	531
10.143.3.4 GetFile() [1/2]	531
10.143.3.5 GetFile() [2/2]	531

10.143.3.6 GetIconImage()	532
10.143.3.7 GetNumberOfIconImages()	532
10.143.3.8 SetFile()	532
10.144 gdcm::IconImageGenerator Class Reference	532
10.144.1 Detailed Description	533
10.144.2 Constructor & Destructor Documentation	533
10.144.2.1 IconImageGenerator()	534
10.144.2.2 ~IconImageGenerator()	534
10.144.3 Member Function Documentation	534
10.144.3.1 AutoPixelMinMax()	534
10.144.3.2 ConvertRGBToPaletteColor()	534
10.144.3.3 Generate()	534
10.144.3.4 GetIconImage()	535
10.144.3.5 GetPixmap() [1/2]	535
10.144.3.6 GetPixmap() [2/2]	535
10.144.3.7 SetOutputDimensions()	535
10.144.3.8 SetOutsideValuePixel()	535
10.144.3.9 SetPixelMinMax()	536
10.144.3.10 SetPixmap()	536
10.145 gdcm::ignore_char Struct Reference	536
10.145.1 Constructor & Destructor Documentation	536
10.145.1.1 ignore_char()	537
10.145.2 Member Data Documentation	537
10.145.2.1 m_char	537
10.146 gdcm::Image Class Reference	537
10.146.1 Detailed Description	539
10.146.2 Constructor & Destructor Documentation	539
10.146.2.1 Image()	539
10.146.2.2 ~Image()	540
10.146.3 Member Function Documentation	540
10.146.3.1 GetDirectionCosines() [1/2]	540
10.146.3.2 GetDirectionCosines() [2/2]	540
10.146.3.3 GetIntercept()	540
10.146.3.4 GetOrigin() [1/2]	540
10.146.3.5 GetOrigin() [2/2]	541
10.146.3.6 GetSlope()	541
10.146.3.7 GetSpacing() [1/2]	541
10.146.3.8 GetSpacing() [2/2]	541
10.146.3.9 Print()	541

10.146.3.10 SetDirectionCosines() [1/3]	542
10.146.3.11 SetDirectionCosines() [2/3]	542
10.146.3.12 SetDirectionCosines() [3/3]	542
10.146.3.13 SetIntercept()	542
10.146.3.14 SetOrigin() [1/3]	542
10.146.3.15 SetOrigin() [2/3]	543
10.146.3.16 SetOrigin() [3/3]	543
10.146.3.17 SetSlope()	543
10.146.3.18 SetSpacing() [1/2]	543
10.146.3.19 SetSpacing() [2/2]	543
10.147 gdcm::ImageApplyLookupTable Class Reference	544
10.147.1 Detailed Description	546
10.147.2 Constructor & Destructor Documentation	546
10.147.2.1 ImageApplyLookupTable()	546
10.147.2.2 ~ImageApplyLookupTable()	546
10.147.3 Member Function Documentation	546
10.147.3.1 Apply()	546
10.147.3.2 SetRGB8()	546
10.148 gdcm::ImageChangePhotometricInterpretation Class Reference	547
10.148.1 Detailed Description	549
10.148.2 Constructor & Destructor Documentation	549
10.148.2.1 ImageChangePhotometricInterpretation()	549
10.148.2.2 ~ImageChangePhotometricInterpretation()	549
10.148.3 Member Function Documentation	549
10.148.3.1 Change()	550
10.148.3.2 ChangeMonochrome()	550
10.148.3.3 ChangeRGB2YBR()	550
10.148.3.4 ChangeYBR2RGB()	550
10.148.3.5 GetPhotometricInterpretation()	550
10.148.3.6 RGB2YBR()	550
10.148.3.7 SetPhotometricInterpretation()	551
10.148.3.8 YBR2RGB()	551
10.149 gdcm::ImageChangePlanarConfiguration Class Reference	551
10.149.1 Detailed Description	553
10.149.2 Constructor & Destructor Documentation	553
10.149.2.1 ImageChangePlanarConfiguration()	553
10.149.2.2 ~ImageChangePlanarConfiguration()	553
10.149.3 Member Function Documentation	553
10.149.3.1 Change()	553

10.149.3.2 GetPlanarConfiguration()	554
10.149.3.3 RGBPixelsToRGBPlanes()	554
10.149.3.4 RGBPlanesToRGBPixels()	554
10.149.3.5 SetPlanarConfiguration()	554
10.150 gdcm::ImageChangeTransferSyntax Class Reference	555
10.150.1 Detailed Description	557
10.150.2 Constructor & Destructor Documentation	557
10.150.2.1 ImageChangeTransferSyntax()	557
10.150.2.2 ~ImageChangeTransferSyntax()	557
10.150.3 Member Function Documentation	558
10.150.3.1 Change()	558
10.150.3.2 GetTransferSyntax()	558
10.150.3.3 SetCompressIconImage()	558
10.150.3.4 SetForce()	558
10.150.3.5 SetTransferSyntax()	559
10.150.3.6 SetUserCodec()	559
10.150.3.7 TryJPEG2000Codec()	559
10.150.3.8 TryJPEGCodec()	559
10.150.3.9 TryJPEGLSCodec()	560
10.150.3.10 TryRAWCodec()	560
10.150.3.11 TryRLECodec()	560
10.151 gdcm::ImageCodec Class Reference	560
10.151.1 Detailed Description	562
10.151.2 Member Typedef Documentation	563
10.151.2.1 LUTPtr	563
10.151.3 Constructor & Destructor Documentation	563
10.151.3.1 ImageCodec()	563
10.151.3.2 ~ImageCodec()	563
10.151.4 Member Function Documentation	563
10.151.4.1 AppendFrameEncode()	563
10.151.4.2 AppendRowEncode()	564
10.151.4.3 CanCode()	564
10.151.4.4 CanDecode()	564
10.151.4.5 CleanupUnusedBits()	564
10.151.4.6 Clone()	565
10.151.4.7 Decode()	565
10.151.4.8 DecodeByStreams()	565
10.151.4.9 DoByteSwap()	565
10.151.4.10 DoInvertMonochrome()	566

10.151.4.11 DoOverlayCleanup()	566
10.151.4.12 DoPaddedCompositePixelCode()	566
10.151.4.13 DoPlanarConfiguration()	566
10.151.4.14 DoSimpleCopy()	566
10.151.4.15 DoYBR()	566
10.151.4.16 DoYBRFull422()	567
10.151.4.17 GetDimensions()	567
10.151.4.18 GetHeaderInfo()	567
10.151.4.19 GetLossyFlag()	567
10.151.4.20 GetLUT()	567
10.151.4.21 GetNeedByteSwap()	567
10.151.4.22 GetNumberOfDimensions()	568
10.151.4.23 GetPhotometricInterpretation()	568
10.151.4.24 GetPixelFormat() [1/2]	568
10.151.4.25 GetPixelFormat() [2/2]	568
10.151.4.26 GetPlanarConfiguration()	568
10.151.4.27 IsFrameEncoder()	568
10.151.4.28 IsLossy()	569
10.151.4.29 IsRowEncoder()	569
10.151.4.30 IsValid()	569
10.151.4.31 SetDimensions() [1/2]	569
10.151.4.32 SetDimensions() [2/2]	569
10.151.4.33 SetLossyFlag()	570
10.151.4.34 SetLUT()	570
10.151.4.35 SetNeedByteSwap()	570
10.151.4.36 SetNeedOverlayCleanup()	570
10.151.4.37 SetNumberOfDimensions()	570
10.151.4.38 SetPhotometricInterpretation()	571
10.151.4.39 SetPixelFormat()	571
10.151.4.40 SetPlanarConfiguration()	571
10.151.4.41 StartEncode()	571
10.151.4.42 StopEncode()	571
10.151.5 Friends And Related Function Documentation	572
10.151.5.1 FileChangeTransferSyntax	572
10.151.5.2 ImageChangePhotometricInterpretation	572
10.151.6 Member Data Documentation	572
10.151.6.1 Dimensions	572
10.151.6.2 LossyFlag	572
10.151.6.3 LUT	572

10.151.6.4 NeedByteSwap	573
10.151.6.5 NeedOverlayCleanup	573
10.151.6.6 NumberOfDimensions	573
10.151.6.7 PF	573
10.151.6.8 PI	573
10.151.6.9 PlanarConfiguration	573
10.151.6.10 RequestPaddedCompositePixelCode	573
10.151.6.11 RequestPlanarConfiguration	574
10.152 gdcm::ImageConverter Class Reference	574
10.152.1 Detailed Description	574
10.152.2 Constructor & Destructor Documentation	574
10.152.2.1 ImageConverter()	574
10.152.2.2 ~ImageConverter()	575
10.152.3 Member Function Documentation	575
10.152.3.1 Convert()	575
10.152.3.2 GetOutput()	575
10.152.3.3 SetInput()	575
10.153 gdcm::ImageFragmentSplitter Class Reference	576
10.153.1 Detailed Description	578
10.153.2 Constructor & Destructor Documentation	578
10.153.2.1 ImageFragmentSplitter()	578
10.153.2.2 ~ImageFragmentSplitter()	578
10.153.3 Member Function Documentation	578
10.153.3.1 GetFragmentSizeMax()	578
10.153.3.2 SetForce()	578
10.153.3.3 SetFragmentSizeMax()	579
10.153.3.4 Split()	579
10.154 gdcm::ImageHelper Class Reference	579
10.154.1 Detailed Description	580
10.154.2 Member Function Documentation	580
10.154.2.1 ComputeMediaStorageFromModality()	580
10.154.2.2 ComputeSpacingFromImagePositionPatient()	581
10.154.2.3 GetDimensionsValue()	581
10.154.2.4 GetDirectionCosinesFromDataSet()	581
10.154.2.5 GetDirectionCosinesValue()	581
10.154.2.6 GetForcePixelSpacing()	581
10.154.2.7 GetForceRescaleInterceptSlope()	582
10.154.2.8 GetLUT()	582
10.154.2.9 GetOriginValue()	582

10.154.2.10 GetPhotometricInterpretationValue()	582
10.154.2.11 GetPixelFormatValue()	582
10.154.2.12 GetPlanarConfigurationValue()	582
10.154.2.13 GetPMSRescaleInterceptSlope()	583
10.154.2.14 GetPointerFromElement()	583
10.154.2.15 GetRealWorldValueMappingContent()	583
10.154.2.16 GetRescaleInterceptSlopeValue()	583
10.154.2.17 GetSpacingTagFromMediaStorage()	583
10.154.2.18 GetSpacingValue()	584
10.154.2.19 GetZSpacingTagFromMediaStorage()	584
10.154.2.20 SetDimensionsValue()	584
10.154.2.21 SetDirectionCosinesValue()	584
10.154.2.22 SetForcePixelSpacing()	584
10.154.2.23 SetForceRescaleInterceptSlope()	585
10.154.2.24 SetOriginValue()	585
10.154.2.25 SetPMSRescaleInterceptSlope()	585
10.154.2.26 SetRescaleInterceptSlopeValue()	585
10.154.2.27 SetSpacingValue()	585
10.155 gdcm::ImageReader Class Reference	586
10.155.1 Detailed Description	588
10.155.2 Constructor & Destructor Documentation	588
10.155.2.1 ImageReader()	588
10.155.2.2 ~ImageReader()	588
10.155.3 Member Function Documentation	588
10.155.3.1 GetImage() [1/2]	588
10.155.3.2 GetImage() [2/2]	589
10.155.3.3 Read()	589
10.155.3.4 ReadACRNEMAImage()	589
10.155.3.5 ReadImage()	590
10.156 gdcm::ImageRegionReader Class Reference	590
10.156.1 Detailed Description	592
10.156.2 Constructor & Destructor Documentation	592
10.156.2.1 ImageRegionReader()	592
10.156.2.2 ~ImageRegionReader()	592
10.156.3 Member Function Documentation	592
10.156.3.1 ComputeBufferLength()	593
10.156.3.2 GetRegion()	593
10.156.3.3 Read()	593
10.156.3.4 ReadInformation()	593

10.156.3.5 ReadIntoBuffer()	594
10.156.3.6 SetRegion()	594
10.157 gdcm::ImageToImageFilter Class Reference	594
10.157.1 Detailed Description	595
10.157.2 Constructor & Destructor Documentation	596
10.157.2.1 ImageToImageFilter()	596
10.157.2.2 ~ImageToImageFilter()	596
10.157.3 Member Function Documentation	596
10.157.3.1 GetInput()	596
10.157.3.2 GetOutput()	596
10.158 gdcm::ImageWriter Class Reference	597
10.158.1 Detailed Description	599
10.158.2 Constructor & Destructor Documentation	599
10.158.2.1 ImageWriter()	599
10.158.2.2 ~ImageWriter()	599
10.158.3 Member Function Documentation	599
10.158.3.1 ComputeTargetMediaStorage()	600
10.158.3.2 GetImage() [1/2]	600
10.158.3.3 GetImage() [2/2]	600
10.158.3.4 Write()	600
10.159 gdcm::network::ImplementationClassUIDSub Class Reference	601
10.159.1 Detailed Description	601
10.159.2 Constructor & Destructor Documentation	601
10.159.2.1 ImplementationClassUIDSub()	601
10.159.3 Member Function Documentation	601
10.159.3.1 Print()	601
10.159.3.2 Read()	602
10.159.3.3 Size()	602
10.159.3.4 Write()	602
10.160 gdcm::network::ImplementationUIDSub Class Reference	602
10.160.1 Detailed Description	602
10.160.2 Constructor & Destructor Documentation	602
10.160.2.1 ImplementationUIDSub()	603
10.160.3 Member Function Documentation	603
10.160.3.1 Write()	603
10.161 gdcm::network::ImplementationVersionNameSub Class Reference	603
10.161.1 Detailed Description	603
10.161.2 Constructor & Destructor Documentation	603
10.161.2.1 ImplementationVersionNameSub()	604

10.161.3 Member Function Documentation	604
10.161.3.1 Print()	604
10.161.3.2 Read()	604
10.161.3.3 Size()	604
10.161.3.4 Write()	604
10.162 gdcm::ImplicitDataElement Class Reference	605
10.162.1 Detailed Description	606
10.162.2 Member Function Documentation	606
10.162.2.1 GetLength()	606
10.162.2.2 Read()	606
10.162.2.3 ReadPreValue()	606
10.162.2.4 ReadValue()	607
10.162.2.5 ReadValueWithLength()	607
10.162.2.6 ReadWithLength()	607
10.162.2.7 Write()	607
10.163 gdcm::InitializeEvent Class Reference	608
10.164 gdcm::IOD Class Reference	609
10.164.1 Detailed Description	609
10.164.2 Member Typedef Documentation	609
10.164.2.1 MapIODEntry	610
10.164.2.2 SizeType	610
10.164.3 Constructor & Destructor Documentation	610
10.164.3.1 IOD()	610
10.164.4 Member Function Documentation	610
10.164.4.1 AddIODEntry()	610
10.164.4.2 Clear()	610
10.164.4.3 GetIODEntry()	610
10.164.4.4 GetNumberOfIODs()	611
10.164.4.5 GetTypeFromTag()	611
10.164.5 Friends And Related Function Documentation	611
10.164.5.1 operator<<	611
10.165 gdcm::IODEntry Class Reference	611
10.165.1 Detailed Description	612
10.165.2 Constructor & Destructor Documentation	612
10.165.2.1 IODEntry()	612
10.165.3 Member Function Documentation	612
10.165.3.1 GetIE()	613
10.165.3.2 GetName()	613
10.165.3.3 GetRef()	613

10.165.3.4	GetUsage()	613
10.165.3.5	GetUsageType()	613
10.165.3.6	SetIE()	613
10.165.3.7	SetName()	613
10.165.3.8	SetRef()	614
10.165.3.9	SetUsage()	614
10.165.4	Friends And Related Function Documentation	614
10.165.4.1	operator<<	614
10.166	gdcm::IODs Class Reference	614
10.166.1	Detailed Description	615
10.166.2	Member Typedef Documentation	615
10.166.2.1	IODMapType	615
10.166.2.2	IODMapTypeConstIterator	615
10.166.2.3	IODName	616
10.166.3	Constructor & Destructor Documentation	616
10.166.3.1	IODs()	616
10.166.4	Member Function Documentation	616
10.166.4.1	AddIOD()	616
10.166.4.2	Begin()	616
10.166.4.3	Clear()	616
10.166.4.4	End()	617
10.166.4.5	GetIOD()	617
10.166.5	Friends And Related Function Documentation	617
10.166.5.1	operator<<	617
10.167	gdcm::IPPSorter Class Reference	617
10.167.1	Detailed Description	618
10.167.2	Constructor & Destructor Documentation	619
10.167.2.1	IPPSorter()	619
10.167.3	Member Function Documentation	619
10.167.3.1	GetDirectionCosinesTolerance()	619
10.167.3.2	GetZSpacing()	620
10.167.3.3	GetZSpacingTolerance()	620
10.167.3.4	SetComputeZSpacing()	620
10.167.3.5	SetDirectionCosinesTolerance()	620
10.167.3.6	SetDropDuplicatePositions()	621
10.167.3.7	SetZSpacingTolerance()	621
10.167.3.8	Sort()	621
10.167.4	Member Data Documentation	621
10.167.4.1	ComputeZSpacing	621

10.167.4.2 DirCosTolerance	622
10.167.4.3 DropDuplicatePositions	622
10.167.4.4 ZSpacing	622
10.167.4.5 ZTolerance	622
10.168 gdcm::Item Class Reference	622
10.168.1 Detailed Description	624
10.168.2 Constructor & Destructor Documentation	624
10.168.2.1 Item() [1/2]	624
10.168.2.2 Item() [2/2]	624
10.168.3 Member Function Documentation	624
10.168.3.1 Clear()	625
10.168.3.2 FindDataElement()	625
10.168.3.3 GetDataElement()	625
10.168.3.4 GetLength()	625
10.168.3.5 GetNestedDataSet() [1/2]	625
10.168.3.6 GetNestedDataSet() [2/2]	625
10.168.3.7 InsertDataElement()	626
10.168.3.8 Read()	626
10.168.3.9 SetNestedDataSet()	626
10.168.3.10 Write()	626
10.168.4 Friends And Related Function Documentation	626
10.168.4.1 operator<<	626
10.169 gdcm::IterationEvent Class Reference	627
10.170 gdcm::JPEG12Codec Class Reference	628
10.170.1 Detailed Description	629
10.170.2 Constructor & Destructor Documentation	629
10.170.2.1 JPEG12Codec()	629
10.170.2.2 ~JPEG12Codec()	629
10.170.3 Member Function Documentation	629
10.170.3.1 DecodeByStreams()	630
10.170.3.2 EncodeBuffer()	630
10.170.3.3 GetHeaderInfo()	630
10.170.3.4 InternalCode()	630
10.170.3.5 IsStateSuspension()	630
10.171 gdcm::JPEG16Codec Class Reference	631
10.171.1 Detailed Description	632
10.171.2 Constructor & Destructor Documentation	632
10.171.2.1 JPEG16Codec()	632
10.171.2.2 ~JPEG16Codec()	632

10.171.3 Member Function Documentation	632
10.171.3.1 DecodeByStreams()	633
10.171.3.2 EncodeBuffer()	633
10.171.3.3 GetHeaderInfo()	633
10.171.3.4 InternalCode()	633
10.171.3.5 IsStateSuspension()	633
10.172 gdcmm::JPEG2000Codec Class Reference	634
10.172.1 Detailed Description	635
10.172.2 Constructor & Destructor Documentation	636
10.172.2.1 JPEG2000Codec()	636
10.172.2.2 ~JPEG2000Codec()	636
10.172.3 Member Function Documentation	636
10.172.3.1 AppendFrameEncode()	636
10.172.3.2 AppendRowEncode()	636
10.172.3.3 CanCode()	637
10.172.3.4 CanDecode()	637
10.172.3.5 Clone()	637
10.172.3.6 Code()	637
10.172.3.7 Decode()	638
10.172.3.8 DecodeByStreams()	638
10.172.3.9 DecodeExtent()	638
10.172.3.10 GetHeaderInfo()	638
10.172.3.11 GetQuality()	639
10.172.3.12 GetRate()	639
10.172.3.13 IsFrameEncoder()	639
10.172.3.14 IsRowEncoder()	639
10.172.3.15 SetMCT()	639
10.172.3.16 SetNumberOfResolutions()	639
10.172.3.17 SetNumberOfThreadsForDecompression()	639
10.172.3.18 SetQuality()	640
10.172.3.19 SetRate()	640
10.172.3.20 SetReversible()	640
10.172.3.21 SetTileSize()	640
10.172.3.22 StartEncode()	640
10.172.3.23 StopEncode()	641
10.172.4 Friends And Related Function Documentation	641
10.172.4.1 Bitmap	641
10.172.4.2 ImageRegionReader	641
10.173 gdcmm::JPEG8Codec Class Reference	641

10.173.1 Detailed Description	643
10.173.2 Constructor & Destructor Documentation	643
10.173.2.1 JPEG8Codec()	643
10.173.2.2 ~JPEG8Codec()	643
10.173.3 Member Function Documentation	643
10.173.3.1 DecodeByStreams()	643
10.173.3.2 EncodeBuffer()	644
10.173.3.3 GetHeaderInfo()	644
10.173.3.4 InternalCode()	644
10.173.3.5 IsStateSuspension()	644
10.174 gdcmm::JPEGCodec Class Reference	645
10.174.1 Detailed Description	647
10.174.2 Constructor & Destructor Documentation	647
10.174.2.1 JPEGCodec()	647
10.174.2.2 ~JPEGCodec()	647
10.174.3 Member Function Documentation	647
10.174.3.1 AppendFrameEncode()	648
10.174.3.2 AppendRowEncode()	648
10.174.3.3 CanCode()	648
10.174.3.4 CanDecode()	648
10.174.3.5 Clone()	649
10.174.3.6 Code()	649
10.174.3.7 ComputeOffsetTable()	649
10.174.3.8 Decode()	649
10.174.3.9 DecodeByStreams()	649
10.174.3.10 DecodeExtent()	650
10.174.3.11 EncodeBuffer()	650
10.174.3.12 GetHeaderInfo()	650
10.174.3.13 GetLossless()	650
10.174.3.14 GetQuality()	651
10.174.3.15 IsFrameEncoder()	651
10.174.3.16 IsRowEncoder()	651
10.174.3.17 IsStateSuspension()	651
10.174.3.18 IsValid()	651
10.174.3.19 SetBitSample()	651
10.174.3.20 SetLossless()	652
10.174.3.21 SetPixelFormat()	652
10.174.3.22 SetQuality()	652
10.174.3.23 StartEncode()	652

10.174.3.24 StopEncode()	652
10.174.4 Friends And Related Function Documentation	653
10.174.4.1 ImageRegionReader	653
10.174.5 Member Data Documentation	653
10.174.5.1 BitSample	653
10.174.5.2 Quality	653
10.175 gdcm::JPEGLSCodec Class Reference	653
10.175.1 Detailed Description	655
10.175.2 Constructor & Destructor Documentation	655
10.175.2.1 JPEGLSCodec()	656
10.175.2.2 ~JPEGLSCodec()	656
10.175.3 Member Function Documentation	656
10.175.3.1 AppendFrameEncode()	656
10.175.3.2 AppendRowEncode()	656
10.175.3.3 CanCode()	656
10.175.3.4 CanDecode()	657
10.175.3.5 Clone()	657
10.175.3.6 Code()	657
10.175.3.7 Decode() [1/2]	657
10.175.3.8 Decode() [2/2]	658
10.175.3.9 DecodeExtent()	658
10.175.3.10 GetBufferLength()	658
10.175.3.11 GetHeaderInfo()	658
10.175.3.12 GetLossless()	658
10.175.3.13 IsFrameEncoder()	659
10.175.3.14 IsRowEncoder()	659
10.175.3.15 SetBufferLength()	659
10.175.3.16 SetLossless()	659
10.175.3.17 SetLossyError()	659
10.175.3.18 StartEncode()	659
10.175.3.19 StopEncode()	660
10.175.4 Friends And Related Function Documentation	660
10.175.4.1 ImageRegionReader	660
10.176 gdcm::JSON Class Reference	660
10.176.1 Detailed Description	660
10.176.2 Constructor & Destructor Documentation	660
10.176.2.1 JSON()	661
10.176.2.2 ~JSON()	661
10.176.3 Member Function Documentation	661

10.176.3.1 Code()	661
10.176.3.2 Decode()	661
10.176.3.3 GetPrettyPrint()	661
10.176.3.4 PrettyPrintOff()	662
10.176.3.5 PrettyPrintOn()	662
10.176.3.6 SetPrettyPrint()	662
10.177 gdcmm::KAKADUCodec Class Reference	662
10.177.1 Detailed Description	664
10.177.2 Constructor & Destructor Documentation	664
10.177.2.1 KAKADUCodec()	664
10.177.2.2 ~KAKADUCodec()	664
10.177.3 Member Function Documentation	664
10.177.3.1 CanCode()	664
10.177.3.2 CanDecode()	664
10.177.3.3 Clone()	665
10.177.3.4 Code()	665
10.177.3.5 Decode()	665
10.178 gdcmm::LO Class Reference	666
10.178.1 Detailed Description	667
10.178.2 Member Typedef Documentation	667
10.178.2.1 const_iterator	667
10.178.2.2 const_reference	667
10.178.2.3 const_reverse_iterator	667
10.178.2.4 difference_type	667
10.178.2.5 iterator	668
10.178.2.6 pointer	668
10.178.2.7 reference	668
10.178.2.8 reverse_iterator	668
10.178.2.9 size_type	668
10.178.2.10 Superclass	668
10.178.2.11 value_type	668
10.178.3 Constructor & Destructor Documentation	669
10.178.3.1 LO() [1/4]	669
10.178.3.2 LO() [2/4]	669
10.178.3.3 LO() [3/4]	669
10.178.3.4 LO() [4/4]	669
10.178.4 Member Function Documentation	669
10.178.4.1 IsValid()	669
10.179 gdcmm::LookupTable Class Reference	670

10.179.1 Detailed Description	672
10.179.2 Member Enumeration Documentation	672
10.179.2.1 LookupTableType	672
10.179.3 Constructor & Destructor Documentation	672
10.179.3.1 LookupTable() [1/2]	672
10.179.3.2 ~LookupTable()	672
10.179.3.3 LookupTable() [2/2]	673
10.179.4 Member Function Documentation	673
10.179.4.1 Allocate()	673
10.179.4.2 Clear()	673
10.179.4.3 Decode() [1/2]	673
10.179.4.4 Decode() [2/2]	673
10.179.4.5 Decode8()	674
10.179.4.6 GetBitSample()	674
10.179.4.7 GetBufferAsRGBA()	674
10.179.4.8 GetLUT()	674
10.179.4.9 GetLUTDescriptor()	675
10.179.4.10 GetLUTLength()	675
10.179.4.11 GetPointer()	675
10.179.4.12 InitializeBlueLUT()	675
10.179.4.13 Initialized()	675
10.179.4.14 InitializeGreenLUT()	676
10.179.4.15 InitializeLUT()	676
10.179.4.16 InitializeRedLUT()	676
10.179.4.17 IsRGB8()	676
10.179.4.18 Print()	676
10.179.4.19 SetBlueLUT()	677
10.179.4.20 SetGreenLUT()	677
10.179.4.21 SetLUT()	677
10.179.4.22 SetRedLUT()	677
10.179.4.23 WriteBufferAsRGBA()	677
10.179.5 Member Data Documentation	677
10.179.5.1 BitSample	678
10.179.5.2 IncompleteLUT	678
10.179.5.3 Internal	678
10.180 gdcm::Scanner2::ltstr Struct Reference	678
10.180.1 Member Function Documentation	678
10.180.1.1 operator>()	678
10.181 gdcm::Scanner::ltstr Struct Reference	679

10.181.1 Member Function Documentation	679
10.181.1.1 operator>()	679
10.182 gdcmm::StrictScanner2::Itstr Struct Reference	679
10.182.1 Member Function Documentation	679
10.182.1.1 operator>()	679
10.183 gdcmm::StrictScanner::Itstr Struct Reference	680
10.183.1 Member Function Documentation	680
10.183.1.1 operator>()	680
10.184 gdcmm::Macro Class Reference	680
10.184.1 Detailed Description	681
10.184.2 Member Typedef Documentation	681
10.184.2.1 ArrayIncludeMacrosType	681
10.184.2.2 MapModuleEntry	681
10.184.3 Constructor & Destructor Documentation	681
10.184.3.1 Macro()	681
10.184.4 Member Function Documentation	681
10.184.4.1 AddMacroEntry()	682
10.184.4.2 Clear()	682
10.184.4.3 FindMacroEntry()	682
10.184.4.4 GetMacroEntry()	682
10.184.4.5 GetName()	682
10.184.4.6 SetName()	682
10.184.4.7 Verify()	683
10.184.5 Friends And Related Function Documentation	683
10.184.5.1 operator<<	683
10.185 gdcmm::Macros Class Reference	683
10.185.1 Detailed Description	684
10.185.2 Member Typedef Documentation	684
10.185.2.1 ModuleMapType	684
10.185.3 Constructor & Destructor Documentation	684
10.185.3.1 Macros()	684
10.185.4 Member Function Documentation	684
10.185.4.1 AddMacro()	684
10.185.4.2 Clear()	685
10.185.4.3 GetMacro()	685
10.185.4.4 IsEmpty()	685
10.185.5 Friends And Related Function Documentation	685
10.185.5.1 operator<<	685
10.186 gdcmm::network::MaximumLengthSub Class Reference	685

10.186.1 Detailed Description	686
10.186.2 Constructor & Destructor Documentation	686
10.186.2.1 MaximumLengthSub()	686
10.186.3 Member Function Documentation	686
10.186.3.1 GetMaximumLength()	686
10.186.3.2 Print()	686
10.186.3.3 Read()	687
10.186.3.4 SetMaximumLength()	687
10.186.3.5 Size()	687
10.186.3.6 Write()	687
10.187 gdcM::MD5 Class Reference	687
10.187.1 Detailed Description	688
10.187.2 Member Function Documentation	688
10.187.2.1 Compute()	688
10.187.2.2 ComputeFile()	688
10.188 gdcM::MEC_MR3 Class Reference	688
10.188.1 Detailed Description	689
10.188.2 Member Function Documentation	689
10.188.2.1 GetCanonMECMR3Tag()	689
10.188.2.2 GetPMTFInformationDataTag()	689
10.188.2.3 GetToshibaMECMR3Tag()	689
10.188.2.4 Print()	689
10.189 gdcM::MediaStorage Class Reference	690
10.189.1 Detailed Description	693
10.189.2 Member Enumeration Documentation	693
10.189.2.1 MStype	693
10.189.2.2 ObjectType	696
10.189.3 Constructor & Destructor Documentation	696
10.189.3.1 MediaStorage()	696
10.189.4 Member Function Documentation	696
10.189.4.1 GetModality()	696
10.189.4.2 GetModalityDimension()	697
10.189.4.3 GetMSString()	697
10.189.4.4 GetMStype()	697
10.189.4.5 GetNumberOfModality()	697
10.189.4.6 GetNumberOfMSString()	697
10.189.4.7 GetNumberOfMStype()	698
10.189.4.8 GetString()	698
10.189.4.9 GuessFromModality()	698

10.189.4.10 IsImage()	698
10.189.4.11 IsUndefined()	699
10.189.4.12 operator MType()	699
10.189.4.13 SetFromDataSet()	699
10.189.4.14 SetFromFile()	699
10.189.4.15 SetFromHeader()	699
10.189.4.16 SetFromModality()	700
10.189.4.17 SetFromSourceImageSequence()	700
10.189.5 Friends And Related Function Documentation	700
10.189.5.1 operator<<	700
10.190 gdcm::MemberCommand< T > Class Template Reference	700
10.190.1 Detailed Description	702
10.190.2 Member Typedef Documentation	702
10.190.2.1 Self	703
10.190.2.2 TConstMemberFunctionPointer	703
10.190.2.3 TMemberFunctionPointer	703
10.190.3 Constructor & Destructor Documentation	703
10.190.3.1 MemberCommand() [1/2]	703
10.190.3.2 MemberCommand() [2/2]	703
10.190.3.3 ~MemberCommand()	704
10.190.4 Member Function Documentation	704
10.190.4.1 Execute() [1/2]	704
10.190.4.2 Execute() [2/2]	704
10.190.4.3 New()	704
10.190.4.4 operator=()	705
10.190.4.5 SetCallbackFunction() [1/2]	705
10.190.4.6 SetCallbackFunction() [2/2]	705
10.190.5 Member Data Documentation	705
10.190.5.1 m_ConstMemberFunction	705
10.190.5.2 m_MemberFunction	706
10.190.5.3 m_This	706
10.191 gdcm::MeshPrimitive Class Reference	706
10.191.1 Detailed Description	708
10.191.2 Member Typedef Documentation	708
10.191.2.1 PrimitivesData	708
10.191.3 Member Enumeration Documentation	708
10.191.3.1 MPTYPE	708
10.191.4 Constructor & Destructor Documentation	709
10.191.4.1 MeshPrimitive()	709

10.191.4.2 ~MeshPrimitive()	709
10.191.5 Member Function Documentation	709
10.191.5.1 AddPrimitiveData()	709
10.191.5.2 GetMPTType()	709
10.191.5.3 GetMPTTypeString()	710
10.191.5.4 GetNumberOfPrimitivesData()	710
10.191.5.5 GetPrimitiveData() [1/4]	710
10.191.5.6 GetPrimitiveData() [2/4]	710
10.191.5.7 GetPrimitiveData() [3/4]	710
10.191.5.8 GetPrimitiveData() [4/4]	710
10.191.5.9 GetPrimitivesData() [1/2]	710
10.191.5.10 GetPrimitivesData() [2/2]	711
10.191.5.11 GetPrimitiveType()	711
10.191.5.12 SetPrimitiveData() [1/2]	711
10.191.5.13 SetPrimitiveData() [2/2]	711
10.191.5.14 SetPrimitivesData()	711
10.191.5.15 SetPrimitiveType()	711
10.191.6 Member Data Documentation	711
10.191.6.1 PrimitiveData	712
10.191.6.2 PrimitiveType	712
10.192 gdcmm::ModalityPerformedProcedureStepCreateQuery Class Reference	712
10.192.1 Detailed Description	713
10.192.2 Constructor & Destructor Documentation	714
10.192.2.1 ModalityPerformedProcedureStepCreateQuery()	714
10.192.3 Member Function Documentation	714
10.192.3.1 GetAbstractSyntaxUID()	714
10.192.3.2 GetRequiredDataSet()	714
10.192.3.3 ValidateQuery()	714
10.192.4 Friends And Related Function Documentation	714
10.192.4.1 QueryFactory	715
10.193 gdcmm::ModalityPerformedProcedureStepSetQuery Class Reference	715
10.193.1 Detailed Description	716
10.193.2 Constructor & Destructor Documentation	717
10.193.2.1 ModalityPerformedProcedureStepSetQuery()	717
10.193.3 Member Function Documentation	717
10.193.3.1 GetAbstractSyntaxUID()	717
10.193.3.2 GetRequiredDataSet()	717
10.193.3.3 ValidateQuery()	717
10.193.4 Friends And Related Function Documentation	717

10.193.4.1 QueryFactory	718
10.194 gdcM::ModifiedEvent Class Reference	718
10.195 gdcM::Module Class Reference	719
10.195.1 Detailed Description	719
10.195.2 Member Typedef Documentation	720
10.195.2.1 ArrayIncludeMacrosType	720
10.195.2.2 MapModuleEntry	720
10.195.3 Constructor & Destructor Documentation	720
10.195.3.1 Module()	720
10.195.4 Member Function Documentation	720
10.195.4.1 AddMacro()	720
10.195.4.2 AddModuleEntry()	720
10.195.4.3 Clear()	721
10.195.4.4 FindModuleEntryInMacros()	721
10.195.4.5 GetModuleEntryInMacros()	721
10.195.4.6 GetName()	721
10.195.4.7 SetName()	721
10.195.4.8 Verify()	721
10.195.5 Friends And Related Function Documentation	721
10.195.5.1 operator<<	722
10.196 gdcM::ModuleEntry Class Reference	722
10.196.1 Detailed Description	724
10.196.2 Member Typedef Documentation	724
10.196.2.1 Description	724
10.196.3 Constructor & Destructor Documentation	724
10.196.3.1 ModuleEntry()	724
10.196.3.2 ~ModuleEntry()	724
10.196.4 Member Function Documentation	724
10.196.4.1 GetDescription()	725
10.196.4.2 GetName()	725
10.196.4.3 GetType()	725
10.196.4.4 SetDescription()	725
10.196.4.5 SetName()	725
10.196.4.6 SetType()	725
10.196.5 Friends And Related Function Documentation	725
10.196.5.1 operator<<	726
10.196.6 Member Data Documentation	726
10.196.6.1 DataElementType	726
10.196.6.2 DescriptionField	726

10.196.6.3 Name	726
10.197 gdcm::Modules Class Reference	726
10.197.1 Detailed Description	727
10.197.2 Member Typedef Documentation	727
10.197.2.1 ModuleMapType	727
10.197.3 Constructor & Destructor Documentation	727
10.197.3.1 Modules()	727
10.197.4 Member Function Documentation	728
10.197.4.1 AddModule()	728
10.197.4.2 Clear()	728
10.197.4.3 GetModule()	728
10.197.4.4 IsEmpty()	728
10.197.5 Friends And Related Function Documentation	728
10.197.5.1 operator<<	728
10.198 gdcm::MovePatientRootQuery Class Reference	729
10.198.1 Detailed Description	730
10.198.2 Constructor & Destructor Documentation	730
10.198.2.1 MovePatientRootQuery()	730
10.198.3 Member Function Documentation	730
10.198.3.1 GetAbstractSyntaxUID()	730
10.198.3.2 GetTagListByLevel()	730
10.198.3.3 InitializeDataSet()	731
10.198.3.4 ValidateQuery()	731
10.198.4 Friends And Related Function Documentation	731
10.198.4.1 QueryFactory	731
10.199 gdcm::MoveStudyRootQuery Class Reference	732
10.199.1 Detailed Description	733
10.199.2 Constructor & Destructor Documentation	733
10.199.2.1 MoveStudyRootQuery()	733
10.199.3 Member Function Documentation	733
10.199.3.1 GetAbstractSyntaxUID()	733
10.199.3.2 GetTagListByLevel()	733
10.199.3.3 InitializeDataSet()	734
10.199.3.4 ValidateQuery()	734
10.199.4 Friends And Related Function Documentation	734
10.199.4.1 QueryFactory	734
10.200 gdcm::MrProtocol Class Reference	734
10.200.1 Detailed Description	735
10.200.2 Constructor & Destructor Documentation	735

10.200.2.1 MrProtocol()	735
10.200.2.2 ~MrProtocol()	735
10.200.3 Member Function Documentation	736
10.200.3.1 FindMrProtocolByName()	736
10.200.3.2 GetMrProtocolByName()	736
10.200.3.3 GetSliceArray()	736
10.200.3.4 GetVersion()	736
10.200.3.5 Load()	736
10.200.3.6 Print()	736
10.200.4 Friends And Related Function Documentation	737
10.200.4.1 operator<<	737
10.201 gdcmm::network::NActionRQ Class Reference	737
10.201.1 Detailed Description	738
10.201.2 Member Function Documentation	738
10.201.2.1 ConstructPDV()	738
10.202 gdcmm::network::NActionRSP Class Reference	738
10.202.1 Detailed Description	739
10.202.2 Member Function Documentation	739
10.202.2.1 ConstructPDVByDataSet()	739
10.203 gdcmm::network::NCreateRQ Class Reference	740
10.203.1 Detailed Description	740
10.203.2 Member Function Documentation	741
10.203.2.1 ConstructPDV()	741
10.204 gdcmm::network::NCreateRSP Class Reference	741
10.204.1 Detailed Description	742
10.204.2 Member Function Documentation	742
10.204.2.1 ConstructPDVByDataSet()	742
10.205 gdcmm::network::NDeleteRQ Class Reference	743
10.205.1 Detailed Description	743
10.205.2 Member Function Documentation	744
10.205.2.1 ConstructPDV()	744
10.206 gdcmm::network::NDeleteRSP Class Reference	744
10.206.1 Detailed Description	745
10.206.2 Member Function Documentation	745
10.206.2.1 ConstructPDVByDataSet()	745
10.207 gdcmm::NestedModuleEntries Class Reference	746
10.207.1 Detailed Description	747
10.207.2 Member Typedef Documentation	747
10.207.2.1 SizeType	747

10.207.3 Constructor & Destructor Documentation	747
10.207.3.1 NestedModuleEntries()	748
10.207.4 Member Function Documentation	748
10.207.4.1 AddModuleEntry()	748
10.207.4.2 GetModuleEntry() [1/2]	748
10.207.4.3 GetModuleEntry() [2/2]	748
10.207.4.4 GetNumberOfModuleEntries()	748
10.207.5 Friends And Related Function Documentation	748
10.207.5.1 operator<<	749
10.208 gdcm::network::NEventReportRQ Class Reference	749
10.208.1 Detailed Description	750
10.208.2 Member Function Documentation	750
10.208.2.1 ConstructPDV()	750
10.209 gdcm::network::NEventReportRSP Class Reference	750
10.209.1 Detailed Description	751
10.209.2 Member Function Documentation	751
10.209.2.1 ConstructPDVByDataSet()	751
10.210 gdcm::network::NGetRQ Class Reference	752
10.210.1 Detailed Description	752
10.210.2 Member Function Documentation	753
10.210.2.1 ConstructPDV()	753
10.211 gdcm::network::NGetRSP Class Reference	753
10.211.1 Detailed Description	754
10.211.2 Member Function Documentation	754
10.211.2.1 ConstructPDVByDataSet()	754
10.212 gdcm::NoEvent Class Reference	755
10.212.1 Detailed Description	755
10.213 gdcm::network::NormalizedMessageFactory Class Reference	756
10.213.1 Member Function Documentation	756
10.213.1.1 ConstructNAction()	756
10.213.1.2 ConstructNCreate()	756
10.213.1.3 ConstructNDelete()	757
10.213.1.4 ConstructNEventReport()	757
10.213.1.5 ConstructNGet()	757
10.213.1.6 ConstructNSet()	757
10.214 gdcm::NormalizedNetworkFunctions Class Reference	757
10.214.1 Detailed Description	758
10.214.2 Member Function Documentation	758
10.214.2.1 ConstructQuery()	758

10.214.2.2 NAction()	759
10.214.2.3 NCreate()	759
10.214.2.4 NDelete()	759
10.214.2.5 NEventReport()	759
10.214.2.6 NGet()	760
10.214.2.7 NSet()	760
10.215 gdcmm::network::NSetRQ Class Reference	760
10.215.1 Detailed Description	761
10.215.2 Member Function Documentation	761
10.215.2.1 ConstructPDV()	761
10.216 gdcmm::network::NSetRSP Class Reference	762
10.216.1 Detailed Description	762
10.216.2 Member Function Documentation	763
10.216.2.1 ConstructPDVByDataSet()	763
10.217 gdcmm::Object Class Reference	763
10.217.1 Detailed Description	765
10.217.2 Constructor & Destructor Documentation	765
10.217.2.1 Object() [1/2]	765
10.217.2.2 ~Object()	765
10.217.2.3 Object() [2/2]	765
10.217.3 Member Function Documentation	766
10.217.3.1 operator=()	766
10.217.3.2 Print()	766
10.217.3.3 Register()	766
10.217.3.4 UnRegister()	766
10.217.4 Friends And Related Function Documentation	766
10.217.4.1 operator<<	767
10.217.4.2 SmartPointer	767
10.218 gdcmm::OpenSSLCryptoFactory Class Reference	767
10.218.1 Constructor & Destructor Documentation	768
10.218.1.1 OpenSSLCryptoFactory()	768
10.218.2 Member Function Documentation	768
10.218.2.1 CreateCMSProvider()	768
10.218.2.2 InitOpenSSL()	768
10.219 gdcmm::OpenSSLCryptographicMessageSyntax Class Reference	769
10.219.1 Constructor & Destructor Documentation	770
10.219.1.1 OpenSSLCryptographicMessageSyntax()	770
10.219.1.2 ~OpenSSLCryptographicMessageSyntax()	770
10.219.2 Member Function Documentation	770

10.219.2.1 Decrypt()	. 770
10.219.2.2 Encrypt()	. 771
10.219.2.3 GetCipherType()	. 771
10.219.2.4 ParseCertificateFile()	. 771
10.219.2.5 ParseKeyFile()	. 771
10.219.2.6 SetCipherType()	. 771
10.219.2.7 SetPassword()	. 772
10.220 gdcmm::OpenSSLP7CryptoFactory Class Reference	. 772
10.220.1 Constructor & Destructor Documentation	. 773
10.220.1.1 OpenSSLP7CryptoFactory()	. 773
10.220.2 Member Function Documentation	. 773
10.220.2.1 CreateCMSProvider()	. 773
10.221 gdcmm::OpenSSLP7CryptographicMessageSyntax Class Reference	. 774
10.221.1 Detailed Description	. 775
10.221.2 Constructor & Destructor Documentation	. 775
10.221.2.1 OpenSSLP7CryptographicMessageSyntax()	. 775
10.221.2.2 ~OpenSSLP7CryptographicMessageSyntax()	. 775
10.221.3 Member Function Documentation	. 775
10.221.3.1 Decrypt()	. 775
10.221.3.2 Encrypt()	. 776
10.221.3.3 GetCipherType()	. 776
10.221.3.4 ParseCertificateFile()	. 776
10.221.3.5 ParseKeyFile()	. 776
10.221.3.6 SetCipherType()	. 776
10.221.3.7 SetPassword()	. 777
10.222 gdcmm::Orientation Class Reference	. 777
10.222.1 Detailed Description	. 778
10.222.2 Member Enumeration Documentation	. 778
10.222.2.1 OrientationType	. 778
10.222.3 Constructor & Destructor Documentation	. 778
10.222.3.1 Orientation()	. 778
10.222.3.2 ~Orientation()	. 778
10.222.4 Member Function Documentation	. 779
10.222.4.1 GetLabel()	. 779
10.222.4.2 GetMajorAxisFromPatientRelativeDirectionCosine()	. 779
10.222.4.3 GetObliquityThresholdCosineValue()	. 779
10.222.4.4 GetType()	. 779
10.222.4.5 Print()	. 780
10.222.4.6 SetObliquityThresholdCosineValue()	. 780

10.222.5 Friends And Related Function Documentation	780
10.222.5.1 operator<<	780
10.223 gdcmm::Overlay Class Reference	780
10.223.1 Detailed Description	783
10.223.2 Member Enumeration Documentation	783
10.223.2.1 OverlayType	783
10.223.3 Constructor & Destructor Documentation	784
10.223.3.1 Overlay() [1/2]	784
10.223.3.2 ~Overlay()	784
10.223.3.3 Overlay() [2/2]	784
10.223.4 Member Function Documentation	784
10.223.4.1 Decompress()	784
10.223.4.2 GetBitPosition()	784
10.223.4.3 GetBitsAllocated()	785
10.223.4.4 GetColumns()	785
10.223.4.5 GetDescription()	785
10.223.4.6 GetGroup()	785
10.223.4.7 GetOrigin()	785
10.223.4.8 GetOverlayData()	785
10.223.4.9 GetOverlayTypeAsString()	786
10.223.4.10 GetOverlayTypeFromString()	786
10.223.4.11 GetRows()	786
10.223.4.12 GetType()	786
10.223.4.13 GetTypeAsEnum()	786
10.223.4.14 GetUnpackBuffer()	786
10.223.4.15 GetUnpackBufferLength()	787
10.223.4.16 GrabOverlayFromPixelData()	787
10.223.4.17 IsEmpty()	787
10.223.4.18 IsInPixelData() [1/2]	787
10.223.4.19 IsInPixelData() [2/2]	787
10.223.4.20 IsZero()	787
10.223.4.21 operator=()	788
10.223.4.22 Print()	788
10.223.4.23 SetBitPosition()	788
10.223.4.24 SetBitsAllocated()	788
10.223.4.25 SetColumns()	788
10.223.4.26 SetDescription()	789
10.223.4.27 setFrameOrigin()	789
10.223.4.28 SetGroup()	789

10.223.4.29 SetNumberOfFrames()	789
10.223.4.30 SetOrigin()	789
10.223.4.31 SetOverlay()	790
10.223.4.32 SetRows()	790
10.223.4.33 SetType()	790
10.223.4.34 Update()	790
10.224 gdcmm::ParseException Class Reference	791
10.224.1 Detailed Description	792
10.224.2 Constructor & Destructor Documentation	792
10.224.2.1 ParseException() [1/2]	792
10.224.2.2 ~ParseException()	792
10.224.2.3 ParseException() [2/2]	792
10.224.3 Member Function Documentation	792
10.224.3.1 GetLastElement()	792
10.224.3.2 operator=()	793
10.224.3.3 SetLastElement()	793
10.225 gdcmm::Parser Class Reference	793
10.225.1 Detailed Description	794
10.225.2 Member Typedef Documentation	794
10.225.2.1 EndElementHandler	794
10.225.2.2 StartElementHandler	794
10.225.3 Member Enumeration Documentation	795
10.225.3.1 ErrorType	795
10.225.4 Constructor & Destructor Documentation	796
10.225.4.1 Parser()	796
10.225.4.2 ~Parser()	796
10.225.5 Member Function Documentation	796
10.225.5.1 GetBuffer()	796
10.225.5.2 GetCurrentByteIndex()	796
10.225.5.3 GetErrorCode()	797
10.225.5.4 GetErrorString()	797
10.225.5.5 GetUserData()	797
10.225.5.6 Parse()	797
10.225.5.7 ParseBuffer()	797
10.225.5.8 Process()	797
10.225.5.9 SetElementHandler()	798
10.225.5.10 SetUserData()	798
10.226 gdcmm::Patient Class Reference	798
10.226.1 Detailed Description	798

10.226.2 Constructor & Destructor Documentation	798
10.226.2.1 Patient()	798
10.227 gdcm::network::PDataTFPDU Class Reference	799
10.227.1 Detailed Description	800
10.227.2 Member Typedef Documentation	800
10.227.2.1 SizeType	800
10.227.3 Constructor & Destructor Documentation	800
10.227.3.1 PDataTFPDU()	800
10.227.4 Member Function Documentation	800
10.227.4.1 AddPresentationDataValue()	800
10.227.4.2 GetNumberOfPresentationDataValues()	801
10.227.4.3 GetPresentationDataValue()	801
10.227.4.4 IsLastFragment()	801
10.227.4.5 Print()	801
10.227.4.6 Read()	801
10.227.4.7 ReadInto()	801
10.227.4.8 Size()	802
10.227.4.9 Write()	802
10.228 gdcm::PDBelement Class Reference	802
10.228.1 Detailed Description	803
10.228.2 Constructor & Destructor Documentation	803
10.228.2.1 PDBelement()	803
10.228.3 Member Function Documentation	803
10.228.3.1 GetName()	804
10.228.3.2 GetValue()	804
10.228.3.3 operator==()	804
10.228.3.4 SetName()	804
10.228.3.5 SetValue()	804
10.228.4 Friends And Related Function Documentation	804
10.228.4.1 operator<<	805
10.228.5 Member Data Documentation	805
10.228.5.1 NameField	805
10.228.5.2 ValueField	805
10.229 gdcm::PDBHeader Class Reference	805
10.229.1 Detailed Description	806
10.229.2 Constructor & Destructor Documentation	806
10.229.2.1 PDBHeader()	806
10.229.2.2 ~PDBHeader()	807
10.229.3 Member Function Documentation	807

10.229.3.1 FindPDBelementByName()	807
10.229.3.2 GetPDBeEnd()	807
10.229.3.3 GetPDBelementByName()	807
10.229.3.4 GetPDBInfoTag()	807
10.229.3.5 LoadFromDataElement()	808
10.229.3.6 Print()	808
10.229.4 Friends And Related Function Documentation	808
10.229.4.1 operator<<	808
10.230 gdcM::PDFCodec Class Reference	808
10.230.1 Detailed Description	810
10.230.2 Constructor & Destructor Documentation	810
10.230.2.1 PDFCodec()	810
10.230.2.2 ~PDFCodec()	810
10.230.3 Member Function Documentation	810
10.230.3.1 CanCode()	810
10.230.3.2 CanDecode()	810
10.230.3.3 Decode()	811
10.231 gdcM::network::PDUFactory Class Reference	811
10.231.1 Detailed Description	812
10.231.2 Member Function Documentation	812
10.231.2.1 ConstructAbortPDU()	812
10.231.2.2 ConstructPDU()	812
10.231.2.3 ConstructReleasePDU()	812
10.231.2.4 CreateCEchoPDU()	812
10.231.2.5 CreateCFindPDU()	812
10.231.2.6 CreateCMovePDU()	813
10.231.2.7 CreateCStoreRQPDU()	813
10.231.2.8 CreateCStoreRSPPDU()	813
10.231.2.9 CreateNActionPDU()	813
10.231.2.10 CreateNCreatePDU()	813
10.231.2.11 CreateNDeletePDU()	813
10.231.2.12 CreateNEventReportPDU()	814
10.231.2.13 CreateNGetPDU()	814
10.231.2.14 CreateNSetPDU()	814
10.231.2.15 DetermineEventByPDU()	814
10.231.2.16 GetPDVs()	814
10.232 gdcM::PersonName Class Reference	814
10.232.1 Detailed Description	815
10.232.2 Member Function Documentation	815

10.232.2.1 GetMaxLength()	815
10.232.2.2 GetNumberOfComponents()	815
10.232.2.3 Print()	816
10.232.2.4 SetBlob()	816
10.232.2.5 SetComponents() [1/2]	816
10.232.2.6 SetComponents() [2/2]	816
10.232.3 Member Data Documentation	816
10.232.3.1 Component	816
10.232.3.2 MaxLength	816
10.232.3.3 MaxNumberOfComponents	817
10.232.3.4 Padding	817
10.232.3.5 Separator	817
10.233 gdcm::PGXCodec Class Reference	817
10.233.1 Detailed Description	818
10.233.2 Constructor & Destructor Documentation	818
10.233.2.1 PGXCodec()	818
10.233.2.2 ~PGXCodec()	819
10.233.3 Member Function Documentation	819
10.233.3.1 CanCode()	819
10.233.3.2 CanDecode()	819
10.233.3.3 Clone()	819
10.233.3.4 GetHeaderInfo()	819
10.233.3.5 Read()	820
10.233.3.6 Write()	820
10.234 gdcm::PhotometricInterpretation Class Reference	820
10.234.1 Detailed Description	821
10.234.2 Member Enumeration Documentation	821
10.234.2.1 PType	822
10.234.3 Constructor & Destructor Documentation	822
10.234.3.1 PhotometricInterpretation()	822
10.234.4 Member Function Documentation	822
10.234.4.1 GetPIString()	822
10.234.4.2 GetPType()	823
10.234.4.3 GetSamplesPerPixel()	823
10.234.4.4 GetString()	823
10.234.4.5 GetType()	823
10.234.4.6 IsLossless()	823
10.234.4.7 IsLossy()	823
10.234.4.8 IsRetired()	823

10.234.4.9 IsSameColorSpace()	824
10.234.4.10 operator PType()	824
10.234.5 Friends And Related Function Documentation	824
10.234.5.1 operator<<	824
10.235 gdcm::PixelFormat Class Reference	824
10.235.1 Detailed Description	826
10.235.2 Member Enumeration Documentation	826
10.235.2.1 ScalarType	826
10.235.3 Constructor & Destructor Documentation	827
10.235.3.1 PixelFormat() [1/3]	827
10.235.3.2 PixelFormat() [2/3]	827
10.235.3.3 PixelFormat() [3/3]	827
10.235.4 Member Function Documentation	827
10.235.4.1 GetBitsAllocated()	827
10.235.4.2 GetBitsStored()	828
10.235.4.3 GetHighBit()	828
10.235.4.4 GetMax()	828
10.235.4.5 GetMin()	828
10.235.4.6 GetPixelRepresentation()	828
10.235.4.7 GetPixelSize()	829
10.235.4.8 GetSamplesPerPixel()	829
10.235.4.9 GetScalarType()	829
10.235.4.10 GetScalarTypeAsString()	829
10.235.4.11 IsCompatible()	830
10.235.4.12 IsValid()	830
10.235.4.13 operator ScalarType()	830
10.235.4.14 operator!=() [1/2]	830
10.235.4.15 operator!=() [2/2]	830
10.235.4.16 operator==() [1/2]	830
10.235.4.17 operator==() [2/2]	831
10.235.4.18 Print()	831
10.235.4.19 SetBitsAllocated()	831
10.235.4.20 SetBitsStored()	831
10.235.4.21 SetHighBit()	831
10.235.4.22 SetPixelRepresentation()	831
10.235.4.23 SetSamplesPerPixel()	832
10.235.4.24 SetScalarType()	832
10.235.4.25 Validate()	832
10.235.5 Friends And Related Function Documentation	832

10.235.5.1 Bitmap	832
10.235.5.2 operator<<	833
10.236 gdcm::Pixmap Class Reference	833
10.236.1 Detailed Description	835
10.236.2 Constructor & Destructor Documentation	835
10.236.2.1 Pixmap()	835
10.236.2.2 ~Pixmap()	835
10.236.3 Member Function Documentation	835
10.236.3.1 AreOverlaysInPixelData()	835
10.236.3.2 GetCurve() [1/2]	836
10.236.3.3 GetCurve() [2/2]	836
10.236.3.4 GetIconImage() [1/2]	836
10.236.3.5 GetIconImage() [2/2]	836
10.236.3.6 GetNumberOfCurves()	836
10.236.3.7 GetNumberOfOverlays()	836
10.236.3.8 GetOverlay() [1/2]	837
10.236.3.9 GetOverlay() [2/2]	837
10.236.3.10 Print()	837
10.236.3.11 RemoveOverlay()	837
10.236.3.12 SetIconImage()	837
10.236.3.13 SetNumberOfCurves()	837
10.236.3.14 SetNumberOfOverlays()	838
10.236.3.15 UnusedBitsPresentInPixelData()	838
10.236.4 Member Data Documentation	838
10.236.4.1 Curves	838
10.236.4.2 Icon	838
10.236.4.3 Overlays	838
10.237 gdcm::PixmapReader Class Reference	839
10.237.1 Detailed Description	841
10.237.2 Constructor & Destructor Documentation	841
10.237.2.1 PixmapReader()	841
10.237.2.2 ~PixmapReader()	841
10.237.3 Member Function Documentation	841
10.237.3.1 GetPixmap() [1/2]	841
10.237.3.2 GetPixmap() [2/2]	842
10.237.3.3 Read()	842
10.237.3.4 ReadACRNEMAImage()	842
10.237.3.5 ReadImage()	842
10.237.3.6 ReadImageInternal()	842

10.237.4 Member Data Documentation	843
10.237.4.1 PixelData	843
10.238 gdcmm::PixmapToPixmapFilter Class Reference	843
10.238.1 Detailed Description	844
10.238.2 Constructor & Destructor Documentation	845
10.238.2.1 PixmapToPixmapFilter()	845
10.238.2.2 ~PixmapToPixmapFilter()	845
10.238.3 Member Function Documentation	845
10.238.3.1 GetInput()	845
10.238.3.2 GetOutput()	845
10.238.3.3 GetOutputAsPixmap()	845
10.239 gdcmm::PixmapWriter Class Reference	846
10.239.1 Detailed Description	848
10.239.2 Constructor & Destructor Documentation	848
10.239.2.1 PixmapWriter()	848
10.239.2.2 ~PixmapWriter()	848
10.239.3 Member Function Documentation	848
10.239.3.1 DoConImage()	849
10.239.3.2 GetImage() [1/2]	849
10.239.3.3 GetImage() [2/2]	849
10.239.3.4 GetPixmap() [1/2]	849
10.239.3.5 GetPixmap() [2/2]	849
10.239.3.6 PrepareWrite()	849
10.239.3.7 SetImage()	850
10.239.3.8 SetPixmap()	850
10.239.3.9 Write()	850
10.239.4 Member Data Documentation	850
10.239.4.1 PixelData	850
10.240 gdcmm::PNMCodec Class Reference	851
10.240.1 Detailed Description	852
10.240.2 Constructor & Destructor Documentation	852
10.240.2.1 PNMCodec()	852
10.240.2.2 ~PNMCodec()	852
10.240.3 Member Function Documentation	852
10.240.3.1 CanCode()	853
10.240.3.2 CanDecode()	853
10.240.3.3 Clone()	853
10.240.3.4 GetBufferLength()	853
10.240.3.5 GetHeaderInfo()	853

10.240.3.6 Read()	854
10.240.3.7 SetBufferLength()	854
10.240.3.8 Write()	854
10.241 gdcmm::Preamble Class Reference	854
10.241.1 Detailed Description	855
10.241.2 Constructor & Destructor Documentation	855
10.241.2.1 Preamble() [1/2]	856
10.241.2.2 ~Preamble()	856
10.241.2.3 Preamble() [2/2]	856
10.241.3 Member Function Documentation	856
10.241.3.1 Clear()	856
10.241.3.2 Create()	856
10.241.3.3 GetInternal()	856
10.241.3.4 GetLength()	857
10.241.3.5 IsEmpty()	857
10.241.3.6 IsValid()	857
10.241.3.7 operator=()	857
10.241.3.8 Print()	857
10.241.3.9 Read()	857
10.241.3.10 Remove()	858
10.241.3.11 Valid()	858
10.241.3.12 Write()	858
10.241.4 Friends And Related Function Documentation	858
10.241.4.1 operator<<	858
10.242 gdcmm::PresentationContext Class Reference	859
10.242.1 Detailed Description	860
10.242.2 Member Typedef Documentation	860
10.242.2.1 SizeType	860
10.242.2.2 TransferSyntaxArrayType	860
10.242.3 Constructor & Destructor Documentation	860
10.242.3.1 PresentationContext() [1/2]	860
10.242.3.2 PresentationContext() [2/2]	861
10.242.4 Member Function Documentation	861
10.242.4.1 AddTransferSyntax()	861
10.242.4.2 GetAbstractSyntax()	861
10.242.4.3 GetNumberOfTransferSyntaxes()	861
10.242.4.4 GetPresentationContextID()	861
10.242.4.5 GetTransferSyntax()	861
10.242.4.6 operator==()	862

10.242.4.7 Print()	862
10.242.4.8 SetAbstractSyntax()	862
10.242.4.9 SetPresentationContextID()	862
10.242.5 Member Data Documentation	862
10.242.5.1 AbstractSyntax	862
10.242.5.2 ID	862
10.242.5.3 TransferSyntaxes	863
10.243 gdcmm::network::PresentationContextAC Class Reference	863
10.243.1 Detailed Description	863
10.243.2 Constructor & Destructor Documentation	863
10.243.2.1 PresentationContextAC()	864
10.243.3 Member Function Documentation	864
10.243.3.1 GetPresentationContextID()	864
10.243.3.2 GetReason()	864
10.243.3.3 GetTransferSyntax()	864
10.243.3.4 Print()	864
10.243.3.5 Read()	864
10.243.3.6 SetPresentationContextID()	865
10.243.3.7 SetReason()	865
10.243.3.8 SetTransferSyntax()	865
10.243.3.9 Size()	865
10.243.3.10 Write()	865
10.244 gdcmm::PresentationContextGenerator Class Reference	865
10.244.1 Detailed Description	866
10.244.2 Member Typedef Documentation	867
10.244.2.1 PresentationContextArrayType	867
10.244.2.2 SizeType	867
10.244.3 Constructor & Destructor Documentation	867
10.244.3.1 PresentationContextGenerator()	867
10.244.4 Member Function Documentation	867
10.244.4.1 AddFromFile()	867
10.244.4.2 AddPresentationContext()	867
10.244.4.3 GenerateFromFilenames()	868
10.244.4.4 GenerateFromUID()	868
10.244.4.5 GetDefaultTransferSyntax()	868
10.244.4.6 GetPresentationContexts()	868
10.244.4.7 SetDefaultTransferSyntax()	868
10.244.4.8 SetMergeModeToAbstractSyntax()	869
10.244.4.9 SetMergeModeToTransferSyntax()	869

10.245 gdcmm::network::PresentationContextRQ Class Reference	869
10.245.1 Detailed Description	870
10.245.2 Member Typedef Documentation	870
10.245.2.1 SizeType	870
10.245.3 Constructor & Destructor Documentation	870
10.245.3.1 PresentationContextRQ() [1/3]	870
10.245.3.2 PresentationContextRQ() [2/3]	870
10.245.3.3 PresentationContextRQ() [3/3]	870
10.245.4 Member Function Documentation	871
10.245.4.1 AddTransferSyntax()	871
10.245.4.2 GetAbstractSyntax() [1/2]	871
10.245.4.3 GetAbstractSyntax() [2/2]	871
10.245.4.4 GetNumberOfTransferSyntaxes()	871
10.245.4.5 GetPresentationContextID()	871
10.245.4.6 GetTransferSyntax() [1/2]	871
10.245.4.7 GetTransferSyntax() [2/2]	872
10.245.4.8 GetTransferSyntaxes()	872
10.245.4.9 operator==()	872
10.245.4.10 Print()	872
10.245.4.11 Read()	872
10.245.4.12 SetAbstractSyntax()	872
10.245.4.13 SetPresentationContextID()	873
10.245.4.14 Size()	873
10.245.4.15 Write()	873
10.246 gdcmm::network::PresentationDataValue Class Reference	873
10.246.1 Detailed Description	874
10.246.2 Constructor & Destructor Documentation	874
10.246.2.1 PresentationDataValue()	874
10.246.3 Member Function Documentation	874
10.246.3.1 ConcatenatePDVBlobs()	874
10.246.3.2 ConcatenatePDVBlobsAsExplicit()	874
10.246.3.3 GetBlob()	875
10.246.3.4 GetIsCommand()	875
10.246.3.5 GetIsLastFragment()	875
10.246.3.6 GetMessageHeader()	875
10.246.3.7 GetPresentationContextID()	875
10.246.3.8 Print()	875
10.246.3.9 Read()	875
10.246.3.10 ReadInto()	876

10.246.3.11 SetBlob()	876
10.246.3.12 SetCommand()	876
10.246.3.13 SetDataSet()	876
10.246.3.14 SetLastFragment()	876
10.246.3.15 SetMessageHeader()	877
10.246.3.16 SetPresentationContextID()	877
10.246.3.17 Size()	877
10.246.3.18 Write()	877
10.247 gdcmm::Printer Class Reference	877
10.247.1 Detailed Description	879
10.247.2 Member Enumeration Documentation	879
10.247.2.1 PrintStyles	879
10.247.3 Constructor & Destructor Documentation	879
10.247.3.1 Printer()	879
10.247.3.2 ~Printer()	880
10.247.4 Member Function Documentation	880
10.247.4.1 GetPrintStyle()	880
10.247.4.2 Print()	880
10.247.4.3 PrintDataElement()	880
10.247.4.4 PrintDataSet()	881
10.247.4.5 PrintSQ()	881
10.247.4.6 SetColor()	881
10.247.4.7 SetFile()	881
10.247.4.8 SetStyle()	881
10.247.5 Member Data Documentation	882
10.247.5.1 F	882
10.247.5.2 MaxPrintLength	882
10.247.5.3 PrintStyle	882
10.248 gdcmm::PrivateDict Class Reference	882
10.248.1 Detailed Description	883
10.248.2 Constructor & Destructor Documentation	883
10.248.2.1 PrivateDict()	883
10.248.2.2 ~PrivateDict()	883
10.248.3 Member Function Documentation	883
10.248.3.1 AddDictEntry()	883
10.248.3.2 FindDictEntry()	884
10.248.3.3 GetDictEntry()	884
10.248.3.4 IsEmpty()	884
10.248.3.5 LoadDefault()	884

10.248.3.6 PrintXML()	884
10.248.3.7 RemoveDictEntry()	884
10.248.4 Friends And Related Function Documentation	885
10.248.4.1 Dicts	885
10.248.4.2 operator<<	885
10.249 gdcm::PrivateTag Class Reference	885
10.249.1 Detailed Description	886
10.249.2 Constructor & Destructor Documentation	887
10.249.2.1 PrivateTag() [1/2]	887
10.249.2.2 PrivateTag() [2/2]	887
10.249.3 Member Function Documentation	887
10.249.3.1 GetAsDataElement()	887
10.249.3.2 GetOwner()	887
10.249.3.3 operator!=() [1/2]	888
10.249.3.4 operator!=() [2/2]	888
10.249.3.5 operator<()	888
10.249.3.6 operator=()	888
10.249.3.7 operator==() [1/2]	888
10.249.3.8 operator==() [2/2]	889
10.249.3.9 ReadFromCommaSeparatedString()	889
10.249.3.10 SetOwner()	889
10.249.4 Friends And Related Function Documentation	889
10.249.4.1 operator<<	889
10.250 gdcm::ProgressEvent Class Reference	890
10.250.1 Detailed Description	891
10.250.2 Member Typedef Documentation	891
10.250.2.1 Self	891
10.250.2.2 Superclass	891
10.250.3 Constructor & Destructor Documentation	891
10.250.3.1 ProgressEvent() [1/2]	892
10.250.3.2 ~ProgressEvent()	892
10.250.3.3 ProgressEvent() [2/2]	892
10.250.4 Member Function Documentation	892
10.250.4.1 CheckEvent()	892
10.250.4.2 GetEventName()	892
10.250.4.3 GetProgress()	892
10.250.4.4 MakeObject()	893
10.250.4.5 operator=()	893
10.250.4.6 SetProgress()	893

10.251 gdcm::PVRGCodec Class Reference	893
10.251.1 Detailed Description	895
10.251.2 Constructor & Destructor Documentation	895
10.251.2.1 PVRGCodec()	895
10.251.2.2 ~PVRGCodec()	895
10.251.3 Member Function Documentation	895
10.251.3.1 CanCode()	895
10.251.3.2 CanDecode()	896
10.251.3.3 Clone()	896
10.251.3.4 Code()	896
10.251.3.5 Decode()	896
10.251.3.6 SetLossyFlag()	897
10.252 gdcm::PythonFilter Class Reference	897
10.252.1 Detailed Description	897
10.252.2 Constructor & Destructor Documentation	897
10.252.2.1 PythonFilter()	897
10.252.2.2 ~PythonFilter()	898
10.252.3 Member Function Documentation	898
10.252.3.1 GetFile() [1/2]	898
10.252.3.2 GetFile() [2/2]	898
10.252.3.3 SetDicts()	898
10.252.3.4 SetFile()	898
10.252.3.5 ToPyObject()	898
10.252.3.6 UseDictAlways()	899
10.253 gdcm::QueryBase Class Reference	899
10.253.1 Detailed Description	900
10.253.2 Constructor & Destructor Documentation	900
10.253.2.1 ~QueryBase()	900
10.253.3 Member Function Documentation	900
10.253.3.1 GetAllRequiredTags()	900
10.253.3.2 GetAllTags()	901
10.253.3.3 GetHierarchicalSearchTags()	901
10.253.3.4 GetName()	901
10.253.3.5 GetOptionalTags()	901
10.253.3.6 GetQueryLevel()	901
10.253.3.7 GetRequiredTags()	902
10.253.3.8 GetUniqueTags()	902
10.254 gdcm::QueryFactory Class Reference	902
10.254.1 Detailed Description	902

10.254.2 Member Function Documentation	903
10.254.2.1 GetCharacterFromCurrentLocale()	903
10.254.2.2 ListCharSets()	903
10.254.2.3 ProduceCharacterSetDataElement()	903
10.254.2.4 ProduceQuery() [1/2]	903
10.254.2.5 ProduceQuery() [2/2]	904
10.255 gdcmm::QueryImage Class Reference	904
10.255.1 Detailed Description	905
10.255.2 Member Function Documentation	905
10.255.2.1 GetHierarchicalSearchTags()	905
10.255.2.2 GetName()	905
10.255.2.3 GetOptionalTags()	905
10.255.2.4 GetQueryLevel()	906
10.255.2.5 GetRequiredTags()	906
10.255.2.6 GetUniqueTags()	906
10.256 gdcmm::QueryPatient Class Reference	906
10.256.1 Detailed Description	907
10.256.2 Member Function Documentation	907
10.256.2.1 GetHierarchicalSearchTags()	907
10.256.2.2 GetName()	908
10.256.2.3 GetOptionalTags()	908
10.256.2.4 GetQueryLevel()	908
10.256.2.5 GetRequiredTags()	908
10.256.2.6 GetUniqueTags()	908
10.257 gdcmm::QuerySeries Class Reference	909
10.257.1 Detailed Description	910
10.257.2 Member Function Documentation	910
10.257.2.1 GetHierarchicalSearchTags()	910
10.257.2.2 GetName()	910
10.257.2.3 GetOptionalTags()	910
10.257.2.4 GetQueryLevel()	910
10.257.2.5 GetRequiredTags()	911
10.257.2.6 GetUniqueTags()	911
10.258 gdcmm::QueryStudy Class Reference	911
10.258.1 Detailed Description	912
10.258.2 Member Function Documentation	912
10.258.2.1 GetHierarchicalSearchTags()	912
10.258.2.2 GetName()	913
10.258.2.3 GetOptionalTags()	913

10.258.2.4 GetQueryLevel()	913
10.258.2.5 GetRequiredTags()	913
10.258.2.6 GetUniqueTags()	913
10.259 gdcM::RAWCodec Class Reference	914
10.259.1 Detailed Description	915
10.259.2 Constructor & Destructor Documentation	915
10.259.2.1 RAWCodec()	915
10.259.2.2 ~RAWCodec()	915
10.259.3 Member Function Documentation	915
10.259.3.1 CanCode()	916
10.259.3.2 CanDecode()	916
10.259.3.3 Clone()	916
10.259.3.4 Code()	916
10.259.3.5 Decode()	917
10.259.3.6 DecodeByStreams()	917
10.259.3.7 DecodeBytes()	917
10.259.3.8 GetHeaderInfo()	917
10.260 gdcM::Reader Class Reference	918
10.260.1 Detailed Description	920
10.260.2 Constructor & Destructor Documentation	921
10.260.2.1 Reader()	921
10.260.2.2 ~Reader()	921
10.260.3 Member Function Documentation	921
10.260.3.1 CanRead()	921
10.260.3.2 GetFile() [1/2]	921
10.260.3.3 GetFile() [2/2]	922
10.260.3.4 GetStreamCurrentPosition()	922
10.260.3.5 GetStreamPtr()	922
10.260.3.6 Read()	922
10.260.3.7 ReadDataSet()	923
10.260.3.8 ReadMetaInformation()	923
10.260.3.9 ReadPreamble()	923
10.260.3.10 ReadSelectedPrivateTags()	923
10.260.3.11 ReadSelectedTags()	923
10.260.3.12 ReadUpToTag()	923
10.260.3.13 SetFile()	924
10.260.3.14 SetFileName()	924
10.260.3.15 SetStream()	925
10.260.4 Friends And Related Function Documentation	925

10.260.4.1 StreamImageReader	925
10.260.5 Member Data Documentation	925
10.260.5.1 F	925
10.261 gdcm::RealWorldValueMappingContent Struct Reference	926
10.261.1 Member Data Documentation	926
10.261.1.1 CodeMeaning	926
10.261.1.2 CodeValue	927
10.261.1.3 RealWorldValueIntercept	927
10.261.1.4 RealWorldValueSlope	927
10.262 gdcm::Region Class Reference	927
10.262.1 Detailed Description	928
10.262.2 Constructor & Destructor Documentation	928
10.262.2.1 Region()	928
10.262.2.2 ~Region()	928
10.262.3 Member Function Documentation	928
10.262.3.1 Area()	929
10.262.3.2 Clone()	929
10.262.3.3 ComputeBoundingBox()	929
10.262.3.4 Empty()	929
10.262.3.5 IsValid()	929
10.262.3.6 Print()	930
10.263 gdcm::Rescaler Class Reference	930
10.263.1 Detailed Description	931
10.263.2 Constructor & Destructor Documentation	931
10.263.2.1 Rescaler()	932
10.263.2.2 ~Rescaler()	932
10.263.3 Member Function Documentation	932
10.263.3.1 ComputeInterceptSlopePixelType()	932
10.263.3.2 ComputePixelTypeFromMinMax()	932
10.263.3.3 GetIntercept()	932
10.263.3.4 GetSlope()	932
10.263.3.5 InverseRescale()	933
10.263.3.6 InverseRescaleFunctionIntoBestFit()	933
10.263.3.7 Rescale()	933
10.263.3.8 RescaleFunctionIntoBestFit()	933
10.263.3.9 SetIntercept()	933
10.263.3.10 SetMinMaxForPixelType()	934
10.263.3.11 SetPixelFormat()	934
10.263.3.12 SetSlope()	934

10.263.3.13 SetTargetPixelType()	934
10.263.3.14 SetUseTargetPixelType()	934
10.264 gdcm::RLECodec Class Reference	935
10.264.1 Detailed Description	936
10.264.2 Constructor & Destructor Documentation	936
10.264.2.1 RLECodec()	937
10.264.2.2 ~RLECodec()	937
10.264.3 Member Function Documentation	937
10.264.3.1 AppendFrameEncode()	937
10.264.3.2 AppendRowEncode()	937
10.264.3.3 CanCode()	937
10.264.3.4 CanDecode()	938
10.264.3.5 Clone()	938
10.264.3.6 Code()	938
10.264.3.7 Decode()	938
10.264.3.8 DecodeByStreams()	939
10.264.3.9 DecodeExtent()	939
10.264.3.10 GetBufferLength()	939
10.264.3.11 GetHeaderInfo()	939
10.264.3.12 IsFrameEncoder()	939
10.264.3.13 IsRowEncoder()	940
10.264.3.14 SetBufferLength()	940
10.264.3.15 SetLength()	940
10.264.3.16 StartEncode()	940
10.264.3.17 StopEncode()	940
10.264.4 Friends And Related Function Documentation	940
10.264.4.1 ImageRegionReader	941
10.265 gdcm::network::RoleSelectionSub Class Reference	941
10.265.1 Detailed Description	941
10.265.2 Constructor & Destructor Documentation	941
10.265.2.1 RoleSelectionSub()	941
10.265.3 Member Function Documentation	941
10.265.3.1 Print()	942
10.265.3.2 Read()	942
10.265.3.3 SetTuple()	942
10.265.3.4 Size()	942
10.265.3.5 Write()	942
10.266 gdcm::Scanner Class Reference	943
10.266.1 Detailed Description	945

10.266.2 Member Typedef Documentation	945
10.266.2.1 ConstIterator	945
10.266.2.2 MappingType	946
10.266.2.3 TagToValue	946
10.266.2.4 TagToValueValueType	946
10.266.2.5 ValuesType	946
10.266.3 Constructor & Destructor Documentation	946
10.266.3.1 Scanner()	946
10.266.3.2 ~Scanner()	946
10.266.4 Member Function Documentation	946
10.266.4.1 AddPrivateTag()	947
10.266.4.2 AddSkipTag()	947
10.266.4.3 AddTag()	947
10.266.4.4 Begin()	947
10.266.4.5 ClearSkipTags()	947
10.266.4.6 ClearTags()	947
10.266.4.7 End()	948
10.266.4.8 GetAllFilenamesFromTagToValue()	948
10.266.4.9 GetFilenameFromTagToValue()	948
10.266.4.10 GetFilenames()	948
10.266.4.11 GetKeys()	948
10.266.4.12 GetMapping()	949
10.266.4.13 GetMappingFromTagToValue()	949
10.266.4.14 GetMappings()	949
10.266.4.15 GetOrderedValues()	949
10.266.4.16 GetValue()	949
10.266.4.17 GetValues() [1/2]	950
10.266.4.18 GetValues() [2/2]	950
10.266.4.19 IsKey()	950
10.266.4.20 New()	950
10.266.4.21 Print()	951
10.266.4.22 PrintTable()	951
10.266.4.23 ProcessPublicTag()	951
10.266.4.24 Scan()	951
10.266.5 Friends And Related Function Documentation	951
10.266.5.1 operator<<	952
10.267 gdcmm::Scanner2 Class Reference	952
10.267.1 Detailed Description	955
10.267.2 Member Typedef Documentation	955

10.267.2.1 PrivateConstIterator	955
10.267.2.2 PrivateMappingType	955
10.267.2.3 PrivateTagToValue	956
10.267.2.4 PrivateTagToValueValueType	956
10.267.2.5 PublicConstIterator	956
10.267.2.6 PublicMappingType	956
10.267.2.7 PublicTagToValue	956
10.267.2.8 PublicTagToValueValueType	956
10.267.2.9 ValuesType	956
10.267.3 Constructor & Destructor Documentation	957
10.267.3.1 Scanner2()	957
10.267.3.2 ~Scanner2()	957
10.267.4 Member Function Documentation	957
10.267.4.1 AddPrivateTag()	957
10.267.4.2 AddPublicTag()	957
10.267.4.3 AddSkipTag()	957
10.267.4.4 Begin()	958
10.267.4.5 ClearPrivateTags()	958
10.267.4.6 ClearPublicTags()	958
10.267.4.7 ClearSkipTags()	958
10.267.4.8 End()	958
10.267.4.9 GetAllFilenamesFromPrivateTagToValue()	958
10.267.4.10 GetAllFilenamesFromPublicTagToValue()	958
10.267.4.11 GetFilenameFromPrivateTagToValue()	959
10.267.4.12 GetFilenameFromPublicTagToValue()	959
10.267.4.13 GetFilenames()	959
10.267.4.14 GetKeys()	959
10.267.4.15 GetMappingFromPrivateTagToValue()	959
10.267.4.16 GetMappingFromPublicTagToValue()	959
10.267.4.17 GetPrivateMapping()	960
10.267.4.18 GetPrivateMappings()	960
10.267.4.19 GetPrivateOrderedValues()	960
10.267.4.20 GetPrivateValue()	960
10.267.4.21 GetPrivateValues()	960
10.267.4.22 GetPublicMapping()	960
10.267.4.23 GetPublicMappings()	961
10.267.4.24 GetPublicOrderedValues()	961
10.267.4.25 GetPublicValue()	961
10.267.4.26 GetPublicValues()	961

10.267.4.27	GetValues()	961
10.267.4.28	IsKey()	962
10.267.4.29	New()	962
10.267.4.30	Print()	962
10.267.4.31	PrintTable()	962
10.267.4.32	PrivateBegin()	962
10.267.4.33	PrivateEnd()	963
10.267.4.34	ProcessPrivateTag()	963
10.267.4.35	ProcessPublicTag()	963
10.267.4.36	Scan()	963
10.267.5	Friends And Related Function Documentation	963
10.267.5.1	operator<<	963
10.268	gdcmm::Segment Class Reference	964
10.268.1	Detailed Description	966
10.268.2	Member Typedef Documentation	966
10.268.2.1	BasicCodedEntryVector	966
10.268.2.2	SurfaceVector	966
10.268.3	Member Enumeration Documentation	966
10.268.3.1	ALGOType	966
10.268.4	Constructor & Destructor Documentation	967
10.268.4.1	Segment()	967
10.268.4.2	~Segment()	967
10.268.5	Member Function Documentation	967
10.268.5.1	AddSurface()	967
10.268.5.2	GetALGOType()	967
10.268.5.3	GetALGOTypeString()	968
10.268.5.4	GetAnatomicRegion() [1/2]	968
10.268.5.5	GetAnatomicRegion() [2/2]	968
10.268.5.6	GetAnatomicRegionModifiers() [1/2]	968
10.268.5.7	GetAnatomicRegionModifiers() [2/2]	968
10.268.5.8	GetPropertyCategory() [1/2]	968
10.268.5.9	GetPropertyCategory() [2/2]	968
10.268.5.10	GetPropertyType() [1/2]	969
10.268.5.11	GetPropertyType() [2/2]	969
10.268.5.12	GetPropertyTypeModifiers() [1/2]	969
10.268.5.13	GetPropertyTypeModifiers() [2/2]	969
10.268.5.14	GetSegmentAlgorithmName()	969
10.268.5.15	GetSegmentAlgorithmType()	969
10.268.5.16	GetSegmentDescription()	969

10.268.5.17 GetSegmentLabel()	970
10.268.5.18 GetSegmentNumber()	970
10.268.5.19 GetSurface()	970
10.268.5.20 GetSurfaceCount()	970
10.268.5.21 GetSurfaces() [1/2]	970
10.268.5.22 GetSurfaces() [2/2]	970
10.268.5.23 SetAnatomicRegion()	970
10.268.5.24 SetAnatomicRegionModifiers()	971
10.268.5.25 SetPropertyCategory()	971
10.268.5.26 SetPropertyType()	971
10.268.5.27 SetPropertyTypeModifiers()	971
10.268.5.28 SetSegmentAlgorithmName()	971
10.268.5.29 SetSegmentAlgorithmType() [1/2]	971
10.268.5.30 SetSegmentAlgorithmType() [2/2]	972
10.268.5.31 SetSegmentDescription()	972
10.268.5.32 SetSegmentLabel()	972
10.268.5.33 SetSegmentNumber()	972
10.268.5.34 SetSurfaceCount()	972
10.268.6 Member Data Documentation	972
10.268.6.1 AnatomicRegion	972
10.268.6.2 AnatomicRegionModifiers	973
10.268.6.3 PropertyCategory	973
10.268.6.4 PropertyType	973
10.268.6.5 PropertyTypeModifiers	973
10.268.6.6 SegmentAlgorithmName	973
10.268.6.7 SegmentAlgorithmType	973
10.268.6.8 SegmentDescription	973
10.268.6.9 SegmentLabel	974
10.268.6.10 SegmentNumber	974
10.268.6.11 SurfaceCount	974
10.268.6.12 Surfaces	974
10.269 gdcm::SegmentedPaletteColorLookupTable Class Reference	974
10.269.1 Detailed Description	975
10.269.2 Constructor & Destructor Documentation	975
10.269.2.1 SegmentedPaletteColorLookupTable()	975
10.269.2.2 ~SegmentedPaletteColorLookupTable()	976
10.269.3 Member Function Documentation	976
10.269.3.1 Print()	976
10.269.3.2 SetLUT()	976

10.270 gdcmm::SegmentReader Class Reference	977
10.270.1 Detailed Description	978
10.270.2 Member Typedef Documentation	978
10.270.2.1 SegmentMap	979
10.270.2.2 SegmentVector	979
10.270.3 Constructor & Destructor Documentation	979
10.270.3.1 SegmentReader()	979
10.270.3.2 ~SegmentReader()	979
10.270.4 Member Function Documentation	979
10.270.4.1 GetSegments() [1/2]	979
10.270.4.2 GetSegments() [2/2]	979
10.270.4.3 Read()	980
10.270.4.4 ReadSegment()	980
10.270.4.5 ReadSegments()	980
10.270.5 Member Data Documentation	980
10.270.5.1 Segments	980
10.271 gdcmm::SegmentWriter Class Reference	981
10.271.1 Detailed Description	982
10.271.2 Member Typedef Documentation	982
10.271.2.1 SegmentVector	982
10.271.3 Constructor & Destructor Documentation	982
10.271.3.1 SegmentWriter()	982
10.271.3.2 ~SegmentWriter()	982
10.271.4 Member Function Documentation	983
10.271.4.1 AddSegment()	983
10.271.4.2 GetNumberOfSegments()	983
10.271.4.3 GetSegment()	983
10.271.4.4 GetSegments() [1/2]	983
10.271.4.5 GetSegments() [2/2]	983
10.271.4.6 PrepareWrite()	983
10.271.4.7 SetNumberOfSegments()	984
10.271.4.8 SetSegments()	984
10.271.4.9 Write()	984
10.271.5 Member Data Documentation	984
10.271.5.1 Segments	984
10.272 gdcmm::SequenceOfFragments Class Reference	985
10.272.1 Detailed Description	986
10.272.2 Member Typedef Documentation	987
10.272.2.1 ConstIterator	987

10.272.2.2 FragmentVector	987
10.272.2.3 Iterator	987
10.272.2.4 SizeType	987
10.272.3 Constructor & Destructor Documentation	987
10.272.3.1 SequenceOfFragments()	987
10.272.4 Member Function Documentation	987
10.272.4.1 AddFragment()	988
10.272.4.2 Begin() [1/2]	988
10.272.4.3 Begin() [2/2]	988
10.272.4.4 Clear()	988
10.272.4.5 ComputeByteLength()	988
10.272.4.6 ComputeLength()	988
10.272.4.7 End() [1/2]	989
10.272.4.8 End() [2/2]	989
10.272.4.9 GetBuffer()	989
10.272.4.10 GetFragBuffer()	989
10.272.4.11 GetFragment()	989
10.272.4.12 GetLength()	990
10.272.4.13 GetNumberOfFragments()	990
10.272.4.14 GetTable() [1/2]	990
10.272.4.15 GetTable() [2/2]	990
10.272.4.16 New()	990
10.272.4.17 operator==()	990
10.272.4.18 Print()	991
10.272.4.19 Read()	991
10.272.4.20 ReadPreValue()	991
10.272.4.21 ReadValue()	991
10.272.4.22 SetLength()	991
10.272.4.23 Write()	992
10.272.4.24 WriteBuffer()	992
10.273 gdcm::SequenceOfItems Class Reference	992
10.273.1 Detailed Description	994
10.273.2 Member Typedef Documentation	995
10.273.2.1 ConstIterator	995
10.273.2.2 ItemVector	995
10.273.2.3 Iterator	995
10.273.2.4 SizeType	995
10.273.3 Constructor & Destructor Documentation	995
10.273.3.1 SequenceOfItems()	996

10.273.4 Member Function Documentation	996
10.273.4.1 AddItem()	996
10.273.4.2 AddNewUndefinedLengthItem()	996
10.273.4.3 Begin() [1/2]	996
10.273.4.4 Begin() [2/2]	996
10.273.4.5 Clear()	997
10.273.4.6 ComputeLength()	997
10.273.4.7 End() [1/2]	997
10.273.4.8 End() [2/2]	997
10.273.4.9 FindDataElement()	997
10.273.4.10 GetItem() [1/2]	997
10.273.4.11 GetItem() [2/2]	998
10.273.4.12 GetLength()	998
10.273.4.13 GetNumberOfItems()	998
10.273.4.14 IsEmpty()	998
10.273.4.15 IsUndefinedLength()	998
10.273.4.16 New()	999
10.273.4.17 operator=()	999
10.273.4.18 operator==()	999
10.273.4.19 Print()	999
10.273.4.20 Read()	999
10.273.4.21 RemoveItemByIndex()	1000
10.273.4.22 SetLength()	1000
10.273.4.23 SetLengthToUndefined()	1000
10.273.4.24 SetNumberOfItems()	1000
10.273.4.25 Write()	1000
10.273.5 Member Data Documentation	1000
10.273.5.1 Items	1001
10.273.5.2 SequenceLengthField	1001
10.274 gdcm::SerieHelper Class Reference	1001
10.274.1 Detailed Description	1002
10.274.2 Member Typedef Documentation	1003
10.274.2.1 Rule	1003
10.274.2.2 SerieRestrictions	1003
10.274.2.3 SingleSerieUIDFileSetmap	1003
10.274.3 Constructor & Destructor Documentation	1003
10.274.3.1 SerieHelper()	1003
10.274.3.2 ~SerieHelper()	1003
10.274.4 Member Function Documentation	1003

10.274.4.1 AddFile()	1004
10.274.4.2 AddFileName()	1004
10.274.4.3 AddRestriction() [1/3]	1004
10.274.4.4 AddRestriction() [2/3]	1004
10.274.4.5 AddRestriction() [3/3]	1004
10.274.4.6 Clear()	1004
10.274.4.7 CreateDefaultUniqueSeriesIdentifier()	1005
10.274.4.8 CreateUniqueSeriesIdentifier()	1005
10.274.4.9 FileNameOrdering()	1005
10.274.4.10 GetFirstSingleSerieUIDFileSet()	1005
10.274.4.11 GetNextSingleSerieUIDFileSet()	1005
10.274.4.12 ImageNumberOrdering()	1005
10.274.4.13 ImagePositionPatientOrdering()	1005
10.274.4.14 OrderFileList()	1006
10.274.4.15 SetDirectory()	1006
10.274.4.16 SetLoadMode()	1006
10.274.4.17 SetUseSeriesDetails()	1006
10.274.4.18 UserOrdering()	1006
10.274.5 Member Data Documentation	1006
10.274.5.1 elem	1006
10.274.5.2 ItFileSetHt	1007
10.274.5.3 op	1007
10.274.5.4 SingleSerieUIDFileSetHT	1007
10.274.5.5 value	1007
10.275 gdcm::Series Class Reference	1007
10.275.1 Detailed Description	1007
10.275.2 Constructor & Destructor Documentation	1008
10.275.2.1 Series()	1008
10.276 gdcm::network::ServiceClassApplicationInformation Class Reference	1008
10.276.1 Detailed Description	1008
10.276.2 Constructor & Destructor Documentation	1008
10.276.2.1 ServiceClassApplicationInformation()	1008
10.276.3 Member Function Documentation	1009
10.276.3.1 Print()	1009
10.276.3.2 Read()	1009
10.276.3.3 SetTuple()	1009
10.276.3.4 Size()	1009
10.276.3.5 Write()	1009
10.277 gdcm::ServiceClassUser Class Reference	1010

10.277.1 Detailed Description	1012
10.277.2 Constructor & Destructor Documentation	1012
10.277.2.1 ServiceClassUser() [1/2]	1012
10.277.2.2 ~ServiceClassUser()	1012
10.277.2.3 ServiceClassUser() [2/2]	1012
10.277.3 Member Function Documentation	1013
10.277.3.1 GetAETitle()	1013
10.277.3.2 GetCalledAETitle()	1013
10.277.3.3 GetTimeout()	1013
10.277.3.4 InitializeConnection()	1013
10.277.3.5 IsPresentationContextAccepted()	1013
10.277.3.6 New()	1014
10.277.3.7 operator=()	1014
10.277.3.8 SendEcho()	1014
10.277.3.9 SendFind()	1014
10.277.3.10 SendMove() [1/3]	1014
10.277.3.11 SendMove() [2/3]	1015
10.277.3.12 SendMove() [3/3]	1015
10.277.3.13 SendStore() [1/3]	1015
10.277.3.14 SendStore() [2/3]	1015
10.277.3.15 SendStore() [3/3]	1015
10.277.3.16 SetAETitle()	1016
10.277.3.17 SetCalledAETitle()	1016
10.277.3.18 SetHostname()	1016
10.277.3.19 SetPort()	1016
10.277.3.20 SetPortSCP()	1017
10.277.3.21 SetPresentationContexts()	1017
10.277.3.22 SetTimeout()	1017
10.277.3.23 StartAssociation()	1017
10.277.3.24 StopAssociation()	1018
10.278 gdcmm::SHA1 Class Reference	1018
10.278.1 Detailed Description	1018
10.278.2 Constructor & Destructor Documentation	1019
10.278.2.1 SHA1() [1/2]	1019
10.278.2.2 ~SHA1()	1019
10.278.2.3 SHA1() [2/2]	1019
10.278.3 Member Function Documentation	1019
10.278.3.1 Compute()	1019
10.278.3.2 ComputeFile()	1019

10.278.3.3 operator=()	1020
10.279 gdcm::SimpleMemberCommand< T > Class Template Reference	1020
10.279.1 Detailed Description	1022
10.279.2 Member Typedef Documentation	1022
10.279.2.1 Self	1022
10.279.2.2 TMemberFunctionPointer	1022
10.279.3 Constructor & Destructor Documentation	1022
10.279.3.1 SimpleMemberCommand() [1/2]	1022
10.279.3.2 SimpleMemberCommand() [2/2]	1023
10.279.3.3 ~SimpleMemberCommand()	1023
10.279.4 Member Function Documentation	1023
10.279.4.1 Execute() [1/2]	1023
10.279.4.2 Execute() [2/2]	1023
10.279.4.3 New()	1024
10.279.4.4 operator=()	1024
10.279.4.5 SetCallbackFunction()	1024
10.279.5 Member Data Documentation	1024
10.279.5.1 m_MemberFunction	1024
10.279.5.2 m_This	1025
10.280 gdcm::SimpleSubjectWatcher Class Reference	1025
10.280.1 Detailed Description	1025
10.280.2 Constructor & Destructor Documentation	1026
10.280.2.1 SimpleSubjectWatcher() [1/2]	1026
10.280.2.2 ~SimpleSubjectWatcher()	1026
10.280.2.3 SimpleSubjectWatcher() [2/2]	1026
10.280.3 Member Function Documentation	1026
10.280.3.1 EndFilter()	1026
10.280.3.2 operator=()	1026
10.280.3.3 ShowAbort()	1027
10.280.3.4 ShowAnonymization()	1027
10.280.3.5 ShowData()	1027
10.280.3.6 ShowDataSet()	1027
10.280.3.7 ShowFileName()	1027
10.280.3.8 ShowIteration()	1028
10.280.3.9 ShowProgress()	1028
10.280.3.10 StartFilter()	1028
10.280.3.11 TestAbortOff()	1028
10.280.3.12 TestAbortOn()	1028
10.281 gdcm::MrProtocol::Slice Struct Reference	1029

10.281.1 Member Data Documentation	1029
10.281.1.1 Normal	1029
10.281.1.2 Position	1029
10.282 gdcm::MrProtocol::SliceArray Struct Reference	1030
10.282.1 Member Data Documentation	1030
10.282.1.1 Slices	1030
10.283 gdcm::SmartPointer< ObjectType > Class Template Reference	1031
10.283.1 Detailed Description	1032
10.283.2 Constructor & Destructor Documentation	1032
10.283.2.1 SmartPointer() [1/4]	1033
10.283.2.2 SmartPointer() [2/4]	1033
10.283.2.3 SmartPointer() [3/4]	1033
10.283.2.4 SmartPointer() [4/4]	1033
10.283.2.5 ~SmartPointer()	1033
10.283.3 Member Function Documentation	1033
10.283.3.1 GetPointer()	1034
10.283.3.2 operator ObjectType *()	1034
10.283.3.3 operator*()	1034
10.283.3.4 operator->()	1034
10.283.3.5 operator=() [1/3]	1034
10.283.3.6 operator=() [2/3]	1035
10.283.3.7 operator=() [3/3]	1035
10.284 gdcm::network::SOPClassExtendedNegociationSub Class Reference	1035
10.284.1 Detailed Description	1035
10.284.2 Constructor & Destructor Documentation	1036
10.284.2.1 SOPClassExtendedNegociationSub()	1036
10.284.3 Member Function Documentation	1036
10.284.3.1 Print()	1036
10.284.3.2 Read()	1036
10.284.3.3 SetTuple()	1036
10.284.3.4 Size()	1036
10.284.3.5 Write()	1037
10.285 gdcm::SOPClassUIDToIOD Class Reference	1037
10.285.1 Detailed Description	1037
10.285.2 Member Typedef Documentation	1037
10.285.2.1 const	1037
10.285.3 Member Function Documentation	1038
10.285.3.1 GetIOD()	1038
10.285.3.2 GetIODFromSOPClassUID()	1038

10.285.3.3 GetNumberOfSOPClassToIOD()	1038
10.285.3.4 GetSOPClassUIDFromIOD()	1038
10.285.3.5 GetSOPClassUIDToIOD()	1038
10.285.3.6 GetSOPClassUIDToIODs()	1039
10.286 gdcm::Sorter Class Reference	1039
10.286.1 Detailed Description	1040
10.286.2 Member Typedef Documentation	1041
10.286.2.1 SelectionMap	1041
10.286.2.2 SortFunction	1041
10.286.3 Constructor & Destructor Documentation	1041
10.286.3.1 Sorter()	1041
10.286.3.2 ~Sorter()	1041
10.286.4 Member Function Documentation	1041
10.286.4.1 AddSelect()	1041
10.286.4.2 GetFilenames()	1042
10.286.4.3 Print()	1042
10.286.4.4 SetSortFunction()	1042
10.286.4.5 SetTagsToRead()	1042
10.286.4.6 Sort()	1043
10.286.4.7 StableSort()	1043
10.286.5 Friends And Related Function Documentation	1043
10.286.5.1 operator<<	1043
10.286.6 Member Data Documentation	1043
10.286.6.1 Filenames	1043
10.286.6.2 Selection	1044
10.286.6.3 SortFunc	1044
10.286.6.4 TagsToRead	1044
10.287 gdcm::Spacing Class Reference	1044
10.287.1 Detailed Description	1045
10.287.2 Member Enumeration Documentation	1045
10.287.2.1 SpacingType	1045
10.287.3 Constructor & Destructor Documentation	1046
10.287.3.1 Spacing()	1046
10.287.3.2 ~Spacing()	1046
10.287.4 Member Function Documentation	1046
10.287.4.1 ComputePixelAspectRatioFromPixelSpacing()	1046
10.288 gdcm::Spectroscopy Class Reference	1046
10.288.1 Detailed Description	1047
10.288.2 Constructor & Destructor Documentation	1047

10.288.2.1 Spectroscopy()	1047
10.289 gdcm::SplitMosaicFilter Class Reference	1047
10.289.1 Detailed Description	1048
10.289.2 Constructor & Destructor Documentation	1048
10.289.2.1 SplitMosaicFilter()	1048
10.289.2.2 ~SplitMosaicFilter()	1048
10.289.3 Member Function Documentation	1048
10.289.3.1 ComputeMOSAICDimensions()	1048
10.289.3.2 ComputeMOSAICSliceNormal()	1049
10.289.3.3 ComputeMOSAICSlicePosition()	1049
10.289.3.4 GetAcquisitionSize()	1049
10.289.3.5 GetFile() [1/2]	1049
10.289.3.6 GetFile() [2/2]	1049
10.289.3.7 GetImage() [1/2]	1049
10.289.3.8 GetImage() [2/2]	1050
10.289.3.9 GetNumberOfImagesInMosaic()	1050
10.289.3.10 SetFile()	1050
10.289.3.11 SetImage()	1050
10.289.3.12 Split()	1050
10.290 gdcm::StartEvent Class Reference	1051
10.291 gdcm::static_assert_test< x > Struct Template Reference	1052
10.292 gdcm::STATIC_ASSERTION_FAILURE< x > Struct Template Reference	1052
10.293 gdcm::STATIC_ASSERTION_FAILURE< true > Struct Reference	1052
10.293.1 Member Enumeration Documentation	1052
10.293.1.1 anonymous enum	1052
10.294 gdcm::StreamImageReader Class Reference	1053
10.294.1 Detailed Description	1053
10.294.2 Constructor & Destructor Documentation	1053
10.294.2.1 StreamImageReader()	1054
10.294.2.2 ~StreamImageReader()	1054
10.294.3 Member Function Documentation	1054
10.294.3.1 CanReadImage()	1054
10.294.3.2 DefinePixelExtent()	1054
10.294.3.3 DefineProperBufferLength()	1055
10.294.3.4 GetDimensionsValueForResolution()	1055
10.294.3.5 GetFile()	1055
10.294.3.6 Read()	1055
10.294.3.7 ReadImageInformation()	1056
10.294.3.8 SetFileName()	1056

10.294.3.9 SetStream()	1056
10.295 gdcm::StreamImageWriter Class Reference	1057
10.295.1 Detailed Description	1058
10.295.2 Constructor & Destructor Documentation	1059
10.295.2.1 StreamImageWriter()	1059
10.295.2.2 ~StreamImageWriter()	1059
10.295.3 Member Function Documentation	1059
10.295.3.1 CanWriteFile()	1059
10.295.3.2 DefinePixelExtent()	1059
10.295.3.3 DefineProperBufferLength()	1060
10.295.3.4 SetFile()	1060
10.295.3.5 SetFileName()	1060
10.295.3.6 SetStream()	1060
10.295.3.7 Write()	1061
10.295.3.8 WriteImageInformation()	1061
10.295.3.9 WriteImageSubregionRAW()	1061
10.295.3.10 WriteRawHeader()	1062
10.295.4 Member Data Documentation	1062
10.295.4.1 mElementOffsets	1062
10.295.4.2 mElementOffsets1	1062
10.295.4.3 mspFile	1062
10.295.4.4 mWriter	1062
10.295.4.5 mXMax	1063
10.295.4.6 mXMin	1063
10.295.4.7 mYMax	1063
10.295.4.8 mYMin	1063
10.295.4.9 mZMax	1063
10.295.4.10 mZMin	1063
10.296 gdcm::StrictScanner Class Reference	1064
10.296.1 Detailed Description	1066
10.296.2 Member Typedef Documentation	1066
10.296.2.1 ConstIterator	1066
10.296.2.2 MappingType	1067
10.296.2.3 TagToValue	1067
10.296.2.4 TagToValueValueType	1067
10.296.2.5 ValuesType	1067
10.296.3 Constructor & Destructor Documentation	1067
10.296.3.1 StrictScanner()	1067
10.296.3.2 ~StrictScanner()	1067

10.296.4 Member Function Documentation	1067
10.296.4.1 AddPrivateTag()	1068
10.296.4.2 AddSkipTag()	1068
10.296.4.3 AddTag()	1068
10.296.4.4 Begin()	1068
10.296.4.5 ClearSkipTags()	1068
10.296.4.6 ClearTags()	1068
10.296.4.7 End()	1069
10.296.4.8 GetAllFilenamesFromTagToValue()	1069
10.296.4.9 GetFilenameFromTagToValue()	1069
10.296.4.10 GetFilenames()	1069
10.296.4.11 GetKeys()	1069
10.296.4.12 GetMapping()	1069
10.296.4.13 GetMappingFromTagToValue()	1070
10.296.4.14 GetMappings()	1070
10.296.4.15 GetOrderedValues()	1070
10.296.4.16 GetValue()	1070
10.296.4.17 GetValues() [1/2]	1070
10.296.4.18 GetValues() [2/2]	1071
10.296.4.19 IsKey()	1071
10.296.4.20 New()	1071
10.296.4.21 Print()	1071
10.296.4.22 PrintTable()	1071
10.296.4.23 ProcessPublicTag()	1072
10.296.4.24 Scan()	1072
10.296.5 Friends And Related Function Documentation	1072
10.296.5.1 operator<<	1072
10.297 gdcm::StrictScanner2 Class Reference	1073
10.297.1 Detailed Description	1075
10.297.2 Member Typedef Documentation	1076
10.297.2.1 PrivateConstIterator	1076
10.297.2.2 PrivateMappingType	1076
10.297.2.3 PrivateTagToValue	1076
10.297.2.4 PrivateTagToValueValueType	1076
10.297.2.5 PublicConstIterator	1076
10.297.2.6 PublicMappingType	1076
10.297.2.7 PublicTagToValue	1077
10.297.2.8 PublicTagToValueValueType	1077
10.297.2.9 ValuesType	1077

10.297.3 Constructor & Destructor Documentation	1077
10.297.3.1 StrictScanner2()	1077
10.297.3.2 ~StrictScanner2()	1077
10.297.4 Member Function Documentation	1077
10.297.4.1 AddPrivateTag()	1077
10.297.4.2 AddPublicTag()	1078
10.297.4.3 AddSkipTag()	1078
10.297.4.4 Begin()	1078
10.297.4.5 ClearPrivateTags()	1078
10.297.4.6 ClearPublicTags()	1078
10.297.4.7 ClearSkipTags()	1078
10.297.4.8 End()	1079
10.297.4.9 GetAllFilenamesFromPrivateTagToValue()	1079
10.297.4.10 GetAllFilenamesFromPublicTagToValue()	1079
10.297.4.11 GetFilenameFromPrivateTagToValue()	1079
10.297.4.12 GetFilenameFromPublicTagToValue()	1079
10.297.4.13 GetFilenames()	1079
10.297.4.14 GetKeys()	1080
10.297.4.15 GetMappingFromPrivateTagToValue()	1080
10.297.4.16 GetMappingFromPublicTagToValue()	1080
10.297.4.17 GetPrivateMapping()	1080
10.297.4.18 GetPrivateMappings()	1080
10.297.4.19 GetPrivateOrderedValues()	1080
10.297.4.20 GetPrivateValue()	1081
10.297.4.21 GetPrivateValues()	1081
10.297.4.22 GetPublicMapping()	1081
10.297.4.23 GetPublicMappings()	1081
10.297.4.24 GetPublicOrderedValues()	1081
10.297.4.25 GetPublicValue()	1081
10.297.4.26 GetPublicValues()	1082
10.297.4.27 GetValues()	1082
10.297.4.28 IsKey()	1082
10.297.4.29 New()	1082
10.297.4.30 Print()	1082
10.297.4.31 PrintTable()	1083
10.297.4.32 PrivateBegin()	1083
10.297.4.33 PrivateEnd()	1083
10.297.4.34 ProcessPrivateTag()	1083
10.297.4.35 ProcessPublicTag()	1083

10.297.4.36 Scan()	1083
10.297.5 Friends And Related Function Documentation	1084
10.297.5.1 operator<<	1084
10.298 gdcmm::String< TDelimiter, TMaxLength, TPadChar > Class Template Reference	1084
10.298.1 Detailed Description	1086
10.298.2 Member Typedef Documentation	1086
10.298.2.1 const_iterator	1086
10.298.2.2 const_reference	1086
10.298.2.3 const_reverse_iterator	1086
10.298.2.4 difference_type	1087
10.298.2.5 iterator	1087
10.298.2.6 pointer	1087
10.298.2.7 reference	1087
10.298.2.8 reverse_iterator	1087
10.298.2.9 size_type	1087
10.298.2.10 value_type	1088
10.298.3 Constructor & Destructor Documentation	1088
10.298.3.1 String() [1/4]	1088
10.298.3.2 String() [2/4]	1088
10.298.3.3 String() [3/4]	1088
10.298.3.4 String() [4/4]	1088
10.298.4 Member Function Documentation	1089
10.298.4.1 IsValid()	1089
10.298.4.2 operator const char *()	1089
10.298.4.3 Trim() [1/2]	1089
10.298.4.4 Trim() [2/2]	1089
10.298.4.5 Truncate()	1090
10.299 gdcmm::StringFilter Class Reference	1090
10.299.1 Detailed Description	1091
10.299.2 Constructor & Destructor Documentation	1091
10.299.2.1 StringFilter()	1091
10.299.2.2 ~StringFilter()	1091
10.299.3 Member Function Documentation	1091
10.299.3.1 ExecuteQuery() [1/2]	1091
10.299.3.2 ExecuteQuery() [2/2]	1091
10.299.3.3 FromString()	1092
10.299.3.4 GetFile() [1/2]	1092
10.299.3.5 GetFile() [2/2]	1092
10.299.3.6 SetDicts()	1092

10.299.3.7 SetFile()	1092
10.299.3.8 ToString() [1/3]	1093
10.299.3.9 ToString() [2/3]	1093
10.299.3.10 ToString() [3/3]	1093
10.299.3.11 ToStringPair() [1/3]	1093
10.299.3.12 ToStringPair() [2/3]	1094
10.299.3.13 ToStringPair() [3/3]	1094
10.299.3.14 UseDictAlways()	1094
10.300 gdcmm::Study Class Reference	1094
10.300.1 Detailed Description	1094
10.300.2 Constructor & Destructor Documentation	1094
10.300.2.1 Study()	1095
10.301 gdcmm::Subject Class Reference	1095
10.301.1 Detailed Description	1096
10.301.2 Constructor & Destructor Documentation	1096
10.301.2.1 Subject()	1097
10.301.2.2 ~Subject()	1097
10.301.3 Member Function Documentation	1097
10.301.3.1 AddObserver() [1/2]	1097
10.301.3.2 AddObserver() [2/2]	1097
10.301.3.3 GetCommand()	1097
10.301.3.4 HasObserver()	1098
10.301.3.5 InvokeEvent() [1/2]	1098
10.301.3.6 InvokeEvent() [2/2]	1098
10.301.3.7 RemoveAllObservers()	1098
10.301.3.8 RemoveObserver()	1098
10.302 gdcmm::Surface Class Reference	1099
10.302.1 Detailed Description	1101
10.302.2 Member Enumeration Documentation	1101
10.302.2.1 STATES	1101
10.302.2.2 VIEWType	1102
10.302.3 Constructor & Destructor Documentation	1102
10.302.3.1 Surface()	1102
10.302.3.2 ~Surface()	1102
10.302.4 Member Function Documentation	1103
10.302.4.1 GetAlgorithmFamily() [1/2]	1103
10.302.4.2 GetAlgorithmFamily() [2/2]	1103
10.302.4.3 GetAlgorithmName()	1103
10.302.4.4 GetAlgorithmVersion()	1103

10.302.4.5 GetAxisOfRotation()	1103
10.302.4.6 GetCenterOfRotation()	1104
10.302.4.7 GetFiniteVolume()	1104
10.302.4.8 GetManifold()	1104
10.302.4.9 GetMaximumPointDistance()	1104
10.302.4.10 GetMeanPointDistance()	1104
10.302.4.11 GetMeshPrimitive() [1/2]	1104
10.302.4.12 GetMeshPrimitive() [2/2]	1105
10.302.4.13 GetNumberOfSurfacePoints()	1105
10.302.4.14 GetNumberOfVectors()	1105
10.302.4.15 GetPointCoordinatesData() [1/2]	1105
10.302.4.16 GetPointCoordinatesData() [2/2]	1105
10.302.4.17 GetPointPositionAccuracy()	1105
10.302.4.18 GetPointsBoundingBoxCoordinates()	1106
10.302.4.19 GetProcessingAlgorithm() [1/2]	1106
10.302.4.20 GetProcessingAlgorithm() [2/2]	1106
10.302.4.21 GetRecommendedDisplayCIELabValue() [1/2]	1106
10.302.4.22 GetRecommendedDisplayCIELabValue() [2/2]	1106
10.302.4.23 GetRecommendedDisplayGrayscaleValue()	1106
10.302.4.24 GetRecommendedPresentationOpacity()	1107
10.302.4.25 GetRecommendedPresentationType()	1107
10.302.4.26 GetSTATES()	1107
10.302.4.27 GetSTATESString()	1107
10.302.4.28 GetSurfaceComments()	1107
10.302.4.29 GetSurfaceNumber()	1107
10.302.4.30 GetSurfaceProcessing()	1107
10.302.4.31 GetSurfaceProcessingDescription()	1108
10.302.4.32 GetSurfaceProcessingRatio()	1108
10.302.4.33 GetVectorAccuracy()	1108
10.302.4.34 GetVectorCoordinateData() [1/2]	1108
10.302.4.35 GetVectorCoordinateData() [2/2]	1108
10.302.4.36 GetVectorDimensionality()	1108
10.302.4.37 GetVIEWType()	1108
10.302.4.38 GetVIEWTypeString()	1109
10.302.4.39 SetAlgorithmFamily()	1109
10.302.4.40 SetAlgorithmName()	1109
10.302.4.41 SetAlgorithmVersion()	1109
10.302.4.42 SetAxisOfRotation()	1109
10.302.4.43 SetCenterOfRotation()	1109

10.302.4.44 SetFiniteVolume()	1110
10.302.4.45 SetManifold()	1110
10.302.4.46 SetMaximumPointDistance()	1110
10.302.4.47 SetMeanPointDistance()	1110
10.302.4.48 SetMeshPrimitive()	1110
10.302.4.49 SetNumberOfSurfacePoints()	1110
10.302.4.50 SetNumberOfVectors()	1111
10.302.4.51 SetPointCoordinatesData()	1111
10.302.4.52 SetPointPositionAccuracy()	1111
10.302.4.53 SetPointsBoundingBoxCoordinates()	1111
10.302.4.54 SetProcessingAlgorithm()	1111
10.302.4.55 SetRecommendedDisplayCIELabValue() [1/3]	1111
10.302.4.56 SetRecommendedDisplayCIELabValue() [2/3]	1112
10.302.4.57 SetRecommendedDisplayCIELabValue() [3/3]	1112
10.302.4.58 SetRecommendedDisplayGrayscaleValue()	1112
10.302.4.59 SetRecommendedPresentationOpacity()	1112
10.302.4.60 SetRecommendedPresentationType()	1112
10.302.4.61 SetSurfaceComments()	1112
10.302.4.62 SetSurfaceNumber()	1113
10.302.4.63 SetSurfaceProcessing()	1113
10.302.4.64 SetSurfaceProcessingDescription()	1113
10.302.4.65 SetSurfaceProcessingRatio()	1113
10.302.4.66 SetVectorAccuracy()	1113
10.302.4.67 SetVectorCoordinateData()	1113
10.302.4.68 SetVectorDimensionality()	1114
10.303 gdcmm::SurfaceHelper Class Reference	1114
10.303.1 Detailed Description	1114
10.303.2 Member Typedef Documentation	1115
10.303.2.1 ColorArray	1115
10.303.3 Member Function Documentation	1115
10.303.3.1 RecommendedDisplayCIELabToRGB() [1/2]	1115
10.303.3.2 RecommendedDisplayCIELabToRGB() [2/2]	1115
10.303.3.3 RGBToRecommendedDisplayCIELab()	1116
10.303.3.4 RGBToRecommendedDisplayGrayscale()	1117
10.304 gdcmm::SurfaceReader Class Reference	1117
10.304.1 Detailed Description	1119
10.304.2 Constructor & Destructor Documentation	1119
10.304.2.1 SurfaceReader()	1119
10.304.2.2 ~SurfaceReader()	1119

10.304.3 Member Function Documentation	1119
10.304.3.1 GetNumberOfSurfaces()	1120
10.304.3.2 Read()	1120
10.304.3.3 ReadPointMacro()	1120
10.304.3.4 ReadSurface()	1120
10.304.3.5 ReadSurfaces()	1120
10.305 gdcmm::SurfaceWriter Class Reference	1121
10.305.1 Detailed Description	1122
10.305.2 Constructor & Destructor Documentation	1122
10.305.2.1 SurfaceWriter()	1122
10.305.2.2 ~SurfaceWriter()	1122
10.305.3 Member Function Documentation	1122
10.305.3.1 ComputeNumberOfSurfaces()	1122
10.305.3.2 GetNumberOfSurfaces()	1123
10.305.3.3 PrepareWrite()	1123
10.305.3.4 PrepareWritePointMacro()	1123
10.305.3.5 SetNumberOfSurfaces()	1123
10.305.3.6 Write()	1123
10.305.4 Member Data Documentation	1123
10.305.4.1 NumberOfSurfaces	1124
10.306 gdcmm::SwapCode Class Reference	1124
10.306.1 Detailed Description	1125
10.306.2 Member Enumeration Documentation	1125
10.306.2.1 SwapCodeType	1125
10.306.3 Constructor & Destructor Documentation	1125
10.306.3.1 SwapCode()	1125
10.306.4 Member Function Documentation	1125
10.306.4.1 GetIndex()	1125
10.306.4.2 GetSwapCodeString()	1126
10.306.4.3 operator SwapCode::SwapCodeType()	1126
10.306.5 Friends And Related Function Documentation	1126
10.306.5.1 operator<<	1126
10.307 gdcmm::SwapperDoOp Class Reference	1126
10.307.1 Member Function Documentation	1126
10.307.1.1 Swap()	1127
10.307.1.2 SwapArray()	1127
10.308 gdcmm::SwapperNoOp Class Reference	1127
10.308.1 Detailed Description	1127
10.308.2 Member Function Documentation	1127

10.308.2.1 Swap()	1128
10.308.2.2 SwapArray()	1128
10.309 gdcmm::System Class Reference	1128
10.309.1 Detailed Description	1129
10.309.2 Member Function Documentation	1129
10.309.2.1 ConvertToUNC()	1129
10.309.2.2 DeleteDirectory()	1130
10.309.2.3 EncodeBytes()	1130
10.309.2.4 FileExists()	1130
10.309.2.5 FileIsDirectory()	1130
10.309.2.6 FileIsSymlink()	1131
10.309.2.7 FileSize()	1131
10.309.2.8 FileTime()	1131
10.309.2.9 FormatDateTime()	1131
10.309.2.10 GetCurrentDateTime()	1132
10.309.2.11 GetCurrentModuleFileName()	1132
10.309.2.12 GetCurrentProcessFileName()	1132
10.309.2.13 GetCurrentResourcesDirectory()	1132
10.309.2.14 GetCWD()	1132
10.309.2.15 GetHostName()	1132
10.309.2.16 GetLastSystemError()	1133
10.309.2.17 GetLocaleCharset()	1133
10.309.2.18 GetPermissions()	1133
10.309.2.19 GetTimezoneOffsetFromUTC()	1133
10.309.2.20 MakeDirectory()	1133
10.309.2.21 ParseDateTime() [1/2]	1134
10.309.2.22 ParseDateTime() [2/2]	1134
10.309.2.23 RemoveFile()	1134
10.309.2.24 SetPermissions()	1134
10.309.2.25 StrCaseCmp()	1135
10.309.2.26 StrNCaseCmp()	1135
10.309.2.27 StrSep()	1135
10.309.2.28 StrTokR()	1135
10.310 gdcmm::Table Class Reference	1136
10.310.1 Detailed Description	1137
10.310.2 Member Typedef Documentation	1137
10.310.2.1 MapTableEntry	1137
10.310.3 Constructor & Destructor Documentation	1137
10.310.3.1 Table() [1/2]	1137

10.310.3.2 ~Table()	1137
10.310.3.3 Table() [2/2]	1137
10.310.4 Member Function Documentation	1137
10.310.4.1 GetTableEntry()	1138
10.310.4.2 InsertEntry()	1138
10.310.4.3 operator=()	1138
10.310.5 Friends And Related Function Documentation	1138
10.310.5.1 operator<<	1138
10.310.6 Member Data Documentation	1138
10.310.6.1 TableInternal	1138
10.311 gdcm::TableEntry Class Reference	1139
10.311.1 Detailed Description	1139
10.311.2 Constructor & Destructor Documentation	1139
10.311.2.1 TableEntry()	1139
10.311.2.2 ~TableEntry()	1139
10.312 gdcm::TableReader Class Reference	1140
10.312.1 Detailed Description	1140
10.312.2 Constructor & Destructor Documentation	1141
10.312.2.1 TableReader()	1141
10.312.2.2 ~TableReader()	1141
10.312.3 Member Function Documentation	1141
10.312.3.1 CharacterDataHandler()	1141
10.312.3.2 EndElement()	1141
10.312.3.3 GetDefs()	1141
10.312.3.4 GetFilename()	1142
10.312.3.5 HandleIOD()	1142
10.312.3.6 HandleIODEntry()	1142
10.312.3.7 HandleMacro()	1142
10.312.3.8 HandleMacroEntry()	1142
10.312.3.9 HandleMacroEntryDescription()	1142
10.312.3.10 HandleModule()	1143
10.312.3.11 HandleModuleEntry()	1143
10.312.3.12 HandleModuleEntryDescription()	1143
10.312.3.13 HandleModuleInclude()	1143
10.312.3.14 Read()	1143
10.312.3.15 SetFilename()	1143
10.312.3.16 StartElement()	1144
10.313 gdcm::network::TableRow Class Reference	1144
10.313.1 Constructor & Destructor Documentation	1145

10.313.1.1 TableRow()	1145
10.313.1.2 ~TableRow()	1145
10.313.2 Member Data Documentation	1145
10.313.2.1 transitions	1145
10.314 gdcmm::Tag Class Reference	1145
10.314.1 Detailed Description	1147
10.314.2 Constructor & Destructor Documentation	1147
10.314.2.1 Tag() [1/3]	1148
10.314.2.2 Tag() [2/3]	1148
10.314.2.3 Tag() [3/3]	1148
10.314.3 Member Function Documentation	1148
10.314.3.1 GetElement()	1148
10.314.3.2 GetElementTag()	1149
10.314.3.3 GetGroup()	1149
10.314.3.4 GetLength()	1149
10.314.3.5 GetPrivateCreator()	1149
10.314.3.6 IsGroupLength()	1150
10.314.3.7 IsGroupXX()	1150
10.314.3.8 IsIllegal()	1150
10.314.3.9 IsPrivate()	1150
10.314.3.10 IsPrivateCreator()	1151
10.314.3.11 IsPublic()	1151
10.314.3.12 operator!=()	1151
10.314.3.13 operator<()	1151
10.314.3.14 operator<=()	1151
10.314.3.15 operator=()	1152
10.314.3.16 operator==(())	1152
10.314.3.17 operator[]() [1/2]	1152
10.314.3.18 operator[]() [2/2]	1152
10.314.3.19 PrintAsContinuousString()	1152
10.314.3.20 PrintAsContinuousUpperCaseString()	1153
10.314.3.21 PrintAsPipeSeparatedString()	1153
10.314.3.22 Read()	1153
10.314.3.23 ReadFromCommaSeparatedString()	1153
10.314.3.24 ReadFromContinuousString()	1153
10.314.3.25 ReadFromPipeSeparatedString()	1154
10.314.3.26 SetElement()	1154
10.314.3.27 SetElementTag() [1/2]	1154
10.314.3.28 SetElementTag() [2/2]	1154

10.314.3.29 SetGroup()	1155
10.314.3.30 SetPrivateCreator()	1155
10.314.3.31 Write()	1155
10.314.4 Friends And Related Function Documentation	1155
10.314.4.1 operator<<	1155
10.314.4.2 operator>>	1156
10.314.5 Member Data Documentation	1156
10.314.5.1 bytes	1156
10.314.5.2 tag	1156
10.314.5.3 tags	1156
10.315 gdcm::TagPath Class Reference	1156
10.315.1 Detailed Description	1157
10.315.2 Constructor & Destructor Documentation	1157
10.315.2.1 TagPath()	1157
10.315.2.2 ~TagPath()	1157
10.315.3 Member Function Documentation	1157
10.315.3.1 ConstructFromString()	1158
10.315.3.2 ConstructFromTagList()	1158
10.315.3.3 IsValid()	1158
10.315.3.4 Print()	1158
10.315.3.5 Push() [1/2]	1158
10.315.3.6 Push() [2/2]	1159
10.316 gdcm::Testing Class Reference	1159
10.316.1 Detailed Description	1160
10.316.2 Member Typedef Documentation	1160
10.316.2.1 MD5DataImagesType	1160
10.316.2.2 MediaStorageDataFilesType	1160
10.316.3 Constructor & Destructor Documentation	1161
10.316.3.1 Testing()	1161
10.316.3.2 ~Testing()	1161
10.316.4 Member Function Documentation	1161
10.316.4.1 ComputeFileMD5()	1161
10.316.4.2 ComputeMD5()	1161
10.316.4.3 GetDataExtraRoot()	1162
10.316.4.4 GetDataRoot()	1162
10.316.4.5 GetFileName()	1162
10.316.4.6 GetFileNames()	1162
10.316.4.7 GetLossyFlagFromFile()	1163
10.316.4.8 GetMD5DataImage()	1163

10.316.4.9 GetMD5DataImages()	1163
10.316.4.10 GetMD5FromBrokenFile()	1163
10.316.4.11 GetMD5FromFile()	1163
10.316.4.12 GetMediaStorageDataFile()	1163
10.316.4.13 GetMediaStorageDataFiles()	1164
10.316.4.14 GetMediaStorageFromFile()	1164
10.316.4.15 GetNumberOfFileNames()	1164
10.316.4.16 GetNumberOfMD5DataImages()	1164
10.316.4.17 GetNumberOfMediaStorageDataFiles()	1164
10.316.4.18 GetPixelSpacingDataRoot()	1164
10.316.4.19 GetSelectedPrivateGroupOffsetFromFile()	1165
10.316.4.20 GetSelectedTagsOffsetFromFile()	1165
10.316.4.21 GetSourceDirectory()	1165
10.316.4.22 GetStreamOffsetFromFile()	1165
10.316.4.23 GetTempDirectory()	1165
10.316.4.24 GetTempDirectoryW()	1166
10.316.4.25 GetTempFilename()	1166
10.316.4.26 GetTempFilenameW()	1166
10.316.4.27 Print()	1166
10.317 gdcmm::Trace Class Reference	1167
10.317.1 Detailed Description	1168
10.317.2 Constructor & Destructor Documentation	1168
10.317.2.1 Trace()	1168
10.317.2.2 ~Trace()	1168
10.317.3 Member Function Documentation	1168
10.317.3.1 DebugOff()	1168
10.317.3.2 DebugOn()	1169
10.317.3.3 ErrorOff()	1169
10.317.3.4 ErrorOn()	1169
10.317.3.5 GetDebugFlag()	1169
10.317.3.6 GetDebugStream()	1169
10.317.3.7 GetErrorFlag()	1169
10.317.3.8 GetErrorStream()	1170
10.317.3.9 GetStream()	1170
10.317.3.10 GetWarningFlag()	1170
10.317.3.11 GetWarningStream()	1170
10.317.3.12 SetDebug()	1170
10.317.3.13 SetDebugStream()	1170
10.317.3.14 SetError()	1171

10.317.3.15 SetErrorStream()	1171
10.317.3.16 SetStream()	1171
10.317.3.17 SetStreamToFile()	1171
10.317.3.18 SetWarning()	1171
10.317.3.19 SetWarningStream()	1172
10.317.3.20 WarningOff()	1172
10.317.3.21 WarningOn()	1172
10.318 gdcm::TransferSyntax Class Reference	1172
10.318.1 Detailed Description	1174
10.318.2 Member Enumeration Documentation	1174
10.318.2.1 NegotiatedType	1174
10.318.2.2 TSType	1175
10.318.3 Constructor & Destructor Documentation	1175
10.318.3.1 TransferSyntax()	1176
10.318.4 Member Function Documentation	1176
10.318.4.1 CanStoreLossy()	1176
10.318.4.2 GetNegotiatedType()	1176
10.318.4.3 GetString()	1176
10.318.4.4 GetSwapCode()	1176
10.318.4.5 GetTSString()	1177
10.318.4.6 GetTSType()	1177
10.318.4.7 IsEncapsulated()	1177
10.318.4.8 IsEncoded()	1177
10.318.4.9 IsExplicit()	1177
10.318.4.10 IsImplicit()	1178
10.318.4.11 IsLossless()	1178
10.318.4.12 IsLossy()	1178
10.318.4.13 IsValid()	1178
10.318.4.14 operator TSType()	1178
10.318.5 Friends And Related Function Documentation	1178
10.318.5.1 operator<<	1178
10.319 gdcm::network::TransferSyntaxSub Class Reference	1179
10.319.1 Detailed Description	1179
10.319.2 Constructor & Destructor Documentation	1179
10.319.2.1 TransferSyntaxSub()	1179
10.319.3 Member Function Documentation	1179
10.319.3.1 GetName()	1180
10.319.3.2 operator==(())	1180
10.319.3.3 Print()	1180

10.319.3.4 Read()	1180
10.319.3.5 SetName()	1180
10.319.3.6 SetNameFromUID()	1180
10.319.3.7 Size()	1181
10.319.3.8 Write()	1181
10.320 gdcm::network::Transition Struct Reference	1181
10.320.1 Constructor & Destructor Documentation	1182
10.320.1.1 Transition() [1/2]	1182
10.320.1.2 ~Transition()	1182
10.320.1.3 Transition() [2/2]	1182
10.320.2 Member Function Documentation	1182
10.320.2.1 MakeNew()	1182
10.320.3 Member Data Documentation	1183
10.320.3.1 mAction	1183
10.320.3.2 mEnd	1183
10.321 gdcm::Type Class Reference	1183
10.321.1 Detailed Description	1184
10.321.2 Member Enumeration Documentation	1184
10.321.2.1 TypeType	1184
10.321.3 Constructor & Destructor Documentation	1184
10.321.3.1 Type()	1185
10.321.4 Member Function Documentation	1185
10.321.4.1 GetTypeString()	1185
10.321.4.2 GetTypeType()	1185
10.321.4.3 operator TypeType()	1185
10.321.5 Friends And Related Function Documentation	1185
10.321.5.1 operator<<	1185
10.322 gdcm::UI Struct Reference	1186
10.322.1 Friends And Related Function Documentation	1186
10.322.1.1 operator<<	1186
10.322.2 Member Data Documentation	1186
10.322.2.1 Internal	1186
10.323 gdcm::UIDGenerator Class Reference	1186
10.323.1 Detailed Description	1187
10.323.2 Constructor & Destructor Documentation	1187
10.323.2.1 UIDGenerator()	1187
10.323.3 Member Function Documentation	1188
10.323.3.1 Generate()	1188
10.323.3.2 GenerateUUID()	1188

10.323.3.3 GetGDCMUID()	1188
10.323.3.4 GetRoot()	1188
10.323.3.5 IsValid()	1189
10.323.3.6 SetRoot()	1189
10.324 gdcmm::UIDs Class Reference	1189
10.324.1 Detailed Description	1205
10.324.2 Member Typedef Documentation	1205
10.324.2.1 TransferSyntaxStringsType	1205
10.324.3 Member Enumeration Documentation	1206
10.324.3.1 TSName	1206
10.324.3.2 TSType	1215
10.324.4 Member Function Documentation	1225
10.324.4.1 GetName()	1225
10.324.4.2 GetNumberOfTransferSyntaxStrings()	1225
10.324.4.3 GetString()	1225
10.324.4.4 GetTransferSyntaxString()	1225
10.324.4.5 GetTransferSyntaxStrings()	1226
10.324.4.6 GetUIDName()	1226
10.324.4.7 GetUIDString()	1226
10.324.4.8 operator TSType()	1226
10.324.4.9 SetFromUID()	1226
10.325 gdcmm::network::ULAction Class Reference	1227
10.325.1 Detailed Description	1228
10.325.2 Constructor & Destructor Documentation	1228
10.325.2.1 ULAction() [1/2]	1228
10.325.2.2 ~ULAction()	1229
10.325.2.3 ULAction() [2/2]	1229
10.325.3 Member Function Documentation	1229
10.325.3.1 operator=()	1229
10.325.3.2 PerformAction()	1229
10.326 gdcmm::network::ULActionAA1 Class Reference	1230
10.326.1 Member Function Documentation	1230
10.326.1.1 PerformAction()	1231
10.327 gdcmm::network::ULActionAA2 Class Reference	1231
10.327.1 Member Function Documentation	1232
10.327.1.1 PerformAction()	1232
10.328 gdcmm::network::ULActionAA3 Class Reference	1232
10.328.1 Member Function Documentation	1233
10.328.1.1 PerformAction()	1233

10.329 gdcmm::network::ULActionAA4 Class Reference	1234
10.329.1 Member Function Documentation	1234
10.329.1.1 PerformAction()	1235
10.330 gdcmm::network::ULActionAA5 Class Reference	1235
10.330.1 Member Function Documentation	1236
10.330.1.1 PerformAction()	1236
10.331 gdcmm::network::ULActionAA6 Class Reference	1236
10.331.1 Member Function Documentation	1237
10.331.1.1 PerformAction()	1237
10.332 gdcmm::network::ULActionAA7 Class Reference	1238
10.332.1 Member Function Documentation	1238
10.332.1.1 PerformAction()	1239
10.333 gdcmm::network::ULActionAA8 Class Reference	1239
10.333.1 Member Function Documentation	1240
10.333.1.1 PerformAction()	1240
10.334 gdcmm::network::ULActionAE1 Class Reference	1240
10.334.1 Member Function Documentation	1241
10.334.1.1 PerformAction()	1241
10.335 gdcmm::network::ULActionAE2 Class Reference	1242
10.335.1 Member Function Documentation	1242
10.335.1.1 PerformAction()	1243
10.336 gdcmm::network::ULActionAE3 Class Reference	1243
10.336.1 Member Function Documentation	1244
10.336.1.1 PerformAction()	1244
10.337 gdcmm::network::ULActionAE4 Class Reference	1244
10.337.1 Member Function Documentation	1245
10.337.1.1 PerformAction()	1245
10.338 gdcmm::network::ULActionAE5 Class Reference	1246
10.338.1 Member Function Documentation	1246
10.338.1.1 PerformAction()	1247
10.339 gdcmm::network::ULActionAE6 Class Reference	1247
10.339.1 Member Function Documentation	1248
10.339.1.1 PerformAction()	1248
10.340 gdcmm::network::ULActionAE7 Class Reference	1248
10.340.1 Member Function Documentation	1249
10.340.1.1 PerformAction()	1249
10.341 gdcmm::network::ULActionAE8 Class Reference	1250
10.341.1 Member Function Documentation	1250
10.341.1.1 PerformAction()	1251

10.342 gdcmm::network::ULActionAR1 Class Reference	1251
10.342.1 Member Function Documentation	1252
10.342.1.1 PerformAction()	1252
10.343 gdcmm::network::ULActionAR10 Class Reference	1252
10.343.1 Member Function Documentation	1253
10.343.1.1 PerformAction()	1253
10.344 gdcmm::network::ULActionAR2 Class Reference	1254
10.344.1 Member Function Documentation	1254
10.344.1.1 PerformAction()	1255
10.345 gdcmm::network::ULActionAR3 Class Reference	1255
10.345.1 Member Function Documentation	1256
10.345.1.1 PerformAction()	1256
10.346 gdcmm::network::ULActionAR4 Class Reference	1256
10.346.1 Member Function Documentation	1257
10.346.1.1 PerformAction()	1257
10.347 gdcmm::network::ULActionAR5 Class Reference	1258
10.347.1 Member Function Documentation	1258
10.347.1.1 PerformAction()	1259
10.348 gdcmm::network::ULActionAR6 Class Reference	1259
10.348.1 Member Function Documentation	1260
10.348.1.1 PerformAction()	1260
10.349 gdcmm::network::ULActionAR7 Class Reference	1260
10.349.1 Member Function Documentation	1261
10.349.1.1 PerformAction()	1261
10.350 gdcmm::network::ULActionAR8 Class Reference	1262
10.350.1 Member Function Documentation	1262
10.350.1.1 PerformAction()	1263
10.351 gdcmm::network::ULActionAR9 Class Reference	1263
10.351.1 Member Function Documentation	1264
10.351.1.1 PerformAction()	1264
10.352 gdcmm::network::ULActionDT1 Class Reference	1264
10.352.1 Member Function Documentation	1265
10.352.1.1 PerformAction()	1265
10.353 gdcmm::network::ULActionDT2 Class Reference	1266
10.353.1 Member Function Documentation	1266
10.353.1.1 PerformAction()	1267
10.354 gdcmm::network::ULBasicCallback Class Reference	1267
10.354.1 Detailed Description	1268
10.354.2 Constructor & Destructor Documentation	1268

10.354.2.1 ULBasicCallback()	1268
10.354.2.2 ~ULBasicCallback()	1268
10.354.3 Member Function Documentation	1268
10.354.3.1 GetDataSets()	1268
10.354.3.2 GetResponses()	1269
10.354.3.3 HandleDataSet()	1269
10.354.3.4 HandleResponse()	1269
10.355 gdcm::network::ULConnection Class Reference	1269
10.355.1 Detailed Description	1270
10.355.2 Constructor & Destructor Documentation	1271
10.355.2.1 ULConnection() [1/2]	1271
10.355.2.2 ~ULConnection()	1271
10.355.2.3 ULConnection() [2/2]	1271
10.355.3 Member Function Documentation	1271
10.355.3.1 AddAcceptedPresentationContext()	1271
10.355.3.2 FindContext()	1271
10.355.3.3 GetAcceptedPresentationContexts() [1/2]	1272
10.355.3.4 GetAcceptedPresentationContexts() [2/2]	1272
10.355.3.5 GetConnectionInfo()	1272
10.355.3.6 GetMaxPDUSize()	1272
10.355.3.7 GetPresentationContextACByID()	1272
10.355.3.8 GetPresentationContextIDFromPresentationContext()	1272
10.355.3.9 GetPresentationContextRQByID()	1273
10.355.3.10 GetPresentationContexts()	1273
10.355.3.11 GetProtocol()	1273
10.355.3.12 GetState()	1273
10.355.3.13 GetTimer()	1273
10.355.3.14 InitializeConnection()	1273
10.355.3.15 InitializeIncomingConnection()	1274
10.355.3.16 operator=()	1274
10.355.3.17 SetMaxPDUSize()	1274
10.355.3.18 SetPresentationContexts() [1/2]	1274
10.355.3.19 SetPresentationContexts() [2/2]	1274
10.355.3.20 SetState()	1274
10.355.3.21 StopProtocol()	1275
10.355.4 Friends And Related Function Documentation	1275
10.355.4.1 ULActionAE6	1275
10.355.4.2 ULConnectionManager	1275
10.356 gdcm::network::ULConnectionCallback Class Reference	1275

10.356.1 Detailed Description	1276
10.356.2 Constructor & Destructor Documentation	1276
10.356.2.1 ULConnectionCallback()	1276
10.356.2.2 ~ULConnectionCallback()	1276
10.356.3 Member Function Documentation	1277
10.356.3.1 DataSetHandled()	1277
10.356.3.2 DataSetHandles()	1277
10.356.3.3 HandleDataSet()	1277
10.356.3.4 HandleResponse()	1277
10.356.3.5 ResetHandledDataSet()	1277
10.356.3.6 SetImplicitFlag()	1277
10.356.4 Member Data Documentation	1278
10.356.4.1 mImplicit	1278
10.357 gdcn::network::ULConnectionInfo Class Reference	1278
10.357.1 Detailed Description	1278
10.357.2 Constructor & Destructor Documentation	1278
10.357.2.1 ULConnectionInfo()	1279
10.357.3 Member Function Documentation	1279
10.357.3.1 GetCalledAETitle()	1279
10.357.3.2 GetCalledComputerName()	1279
10.357.3.3 GetCalledIPAddress()	1279
10.357.3.4 GetCalledIPPort()	1279
10.357.3.5 GetCallingAETitle()	1279
10.357.3.6 GetMaxPDULength()	1279
10.357.3.7 Initialize()	1280
10.357.3.8 SetMaxPDULength()	1280
10.358 gdcn::network::ULConnectionManager Class Reference	1280
10.358.1 Detailed Description	1282
10.358.2 Constructor & Destructor Documentation	1282
10.358.2.1 ULConnectionManager() [1/2]	1282
10.358.2.2 ULConnectionManager() [2/2]	1282
10.358.2.3 ~ULConnectionManager()	1282
10.358.3 Member Function Documentation	1283
10.358.3.1 BreakConnection()	1283
10.358.3.2 BreakConnectionNow()	1283
10.358.3.3 EstablishConnection()	1283
10.358.3.4 EstablishConnectionMove()	1283
10.358.3.5 RunEventLoop()	1284
10.358.3.6 RunMoveEventLoop()	1284

10.358.3.7 SendEcho()	1284
10.358.3.8 SendFind() [1/2]	1284
10.358.3.9 SendFind() [2/2]	1284
10.358.3.10 SendMove() [1/2]	1284
10.358.3.11 SendMove() [2/2]	1285
10.358.3.12 SendNAction() [1/2]	1285
10.358.3.13 SendNAction() [2/2]	1285
10.358.3.14 SendNCreate() [1/2]	1285
10.358.3.15 SendNCreate() [2/2]	1285
10.358.3.16 SendNDelete() [1/2]	1285
10.358.3.17 SendNDelete() [2/2]	1286
10.358.3.18 SendNEventReport() [1/2]	1286
10.358.3.19 SendNEventReport() [2/2]	1286
10.358.3.20 SendNGet() [1/2]	1286
10.358.3.21 SendNGet() [2/2]	1286
10.358.3.22 SendNSet() [1/2]	1286
10.358.3.23 SendNSet() [2/2]	1287
10.358.3.24 SendStore() [1/2]	1287
10.358.3.25 SendStore() [2/2]	1287
10.358.4 Member Data Documentation	1287
10.358.4.1 mConnection	1287
10.358.4.2 mSecondaryConnection	1287
10.358.4.3 mTransitions	1288
10.359 gdcm::network::ULEvent Class Reference	1288
10.359.1 Detailed Description	1288
10.359.2 Constructor & Destructor Documentation	1288
10.359.2.1 ULEvent() [1/2]	1289
10.359.2.2 ULEvent() [2/2]	1289
10.359.2.3 ~ULEvent()	1289
10.359.3 Member Function Documentation	1289
10.359.3.1 GetDataSetPos()	1289
10.359.3.2 GetEvent()	1289
10.359.3.3 GetIStream()	1289
10.359.3.4 GetPDUs()	1290
10.359.3.5 SetEvent()	1290
10.359.3.6 SetPDU()	1290
10.360 gdcm::network::ULTransitionTable Class Reference	1290
10.360.1 Detailed Description	1290
10.360.2 Constructor & Destructor Documentation	1291

10.360.2.1 ULTransitionTable()	1291
10.360.3 Member Function Documentation	1291
10.360.3.1 HandleEvent()	1291
10.360.3.2 PrintTable()	1291
10.361 gdcm::network::ULWritingCallback Class Reference	1292
10.361.1 Constructor & Destructor Documentation	1293
10.361.1.1 ULWritingCallback()	1293
10.361.1.2 ~ULWritingCallback()	1293
10.361.2 Member Function Documentation	1293
10.361.2.1 HandleDataSet()	1293
10.361.2.2 HandleResponse()	1293
10.361.2.3 SetDirectory()	1294
10.362 gdcm::UNExplicitDataElement Class Reference	1294
10.362.1 Detailed Description	1295
10.362.2 Member Function Documentation	1295
10.362.2.1 GetLength()	1296
10.362.2.2 Read()	1296
10.362.2.3 ReadPreValue()	1296
10.362.2.4 ReadValue()	1296
10.362.2.5 ReadWithLength()	1296
10.363 gdcm::UNExplicitImplicitDataElement Class Reference	1297
10.363.1 Detailed Description	1298
10.363.2 Member Function Documentation	1298
10.363.2.1 GetLength()	1298
10.363.2.2 Read()	1298
10.363.2.3 ReadPreValue()	1298
10.363.2.4 ReadValue()	1299
10.364 gdcm::Unpacker12Bits Class Reference	1299
10.364.1 Detailed Description	1299
10.364.2 Member Function Documentation	1299
10.364.2.1 Pack()	1300
10.364.2.2 Unpack()	1300
10.365 gdcm::Usage Class Reference	1300
10.365.1 Detailed Description	1301
10.365.2 Member Enumeration Documentation	1301
10.365.2.1 UsageType	1301
10.365.3 Constructor & Destructor Documentation	1302
10.365.3.1 Usage()	1302
10.365.4 Member Function Documentation	1302

10.365.4.1 GetUsageString()	1302
10.365.4.2 GetUsageType()	1302
10.365.4.3 operator UsageType()	1302
10.365.5 Friends And Related Function Documentation	1302
10.365.5.1 operator<<	1302
10.366 gdcmm::UserEvent Class Reference	1303
10.367 gdcmm::network::UserInformation Class Reference	1304
10.367.1 Detailed Description	1304
10.367.2 Constructor & Destructor Documentation	1304
10.367.2.1 UserInformation() [1/2]	1304
10.367.2.2 ~UserInformation()	1304
10.367.2.3 UserInformation() [2/2]	1305
10.367.3 Member Function Documentation	1305
10.367.3.1 AddRoleSelectionSub()	1305
10.367.3.2 AddSOPClassExtendedNegociationSub()	1305
10.367.3.3 GetMaximumLengthSub() [1/2]	1305
10.367.3.4 GetMaximumLengthSub() [2/2]	1305
10.367.3.5 operator=()	1305
10.367.3.6 Print()	1306
10.367.3.7 Read()	1306
10.367.3.8 Size()	1306
10.367.3.9 Write()	1306
10.368 gdcmm::UUIDGenerator Class Reference	1306
10.368.1 Detailed Description	1307
10.368.2 Member Function Documentation	1307
10.368.2.1 Generate()	1307
10.368.2.2 IsValid()	1307
10.369 gdcmm::Validate Class Reference	1307
10.369.1 Detailed Description	1308
10.369.2 Constructor & Destructor Documentation	1308
10.369.2.1 Validate()	1308
10.369.2.2 ~Validate()	1308
10.369.3 Member Function Documentation	1308
10.369.3.1 GetValidatedFile()	1308
10.369.3.2 SetFile()	1309
10.369.3.3 Validation()	1309
10.369.4 Member Data Documentation	1309
10.369.4.1 F	1309
10.369.4.2 V	1309

10.370 gdcM::Value Class Reference	1310
10.370.1 Detailed Description	1311
10.370.2 Constructor & Destructor Documentation	1311
10.370.2.1 Value()	1311
10.370.2.2 ~Value()	1311
10.370.3 Member Function Documentation	1311
10.370.3.1 Clear()	1311
10.370.3.2 GetLength()	1312
10.370.3.3 operator==()	1312
10.370.3.4 SetLength()	1312
10.370.3.5 SetLengthOnly()	1312
10.370.4 Friends And Related Function Documentation	1312
10.370.4.1 DataElement	1312
10.371 gdcM::ValueIO< TDE, TSwap, TType > Class Template Reference	1313
10.371.1 Detailed Description	1313
10.371.2 Member Function Documentation	1313
10.371.2.1 Read()	1313
10.371.2.2 Write()	1313
10.372 gdcM::MrProtocol::Vector3 Struct Reference	1314
10.372.1 Member Data Documentation	1314
10.372.1.1 dCor	1314
10.372.1.2 dSag	1314
10.372.1.3 dTra	1314
10.373 gdcM::Version Class Reference	1314
10.373.1 Detailed Description	1315
10.373.2 Constructor & Destructor Documentation	1315
10.373.2.1 Version()	1315
10.373.2.2 ~Version()	1315
10.373.3 Member Function Documentation	1315
10.373.3.1 GetBuildVersion()	1316
10.373.3.2 GetMajorVersion()	1316
10.373.3.3 GetMinorVersion()	1316
10.373.3.4 GetVersion()	1316
10.373.3.5 Print()	1316
10.373.4 Friends And Related Function Documentation	1316
10.373.4.1 operator<<	1316
10.374 gdcM::VL Class Reference	1317
10.374.1 Detailed Description	1318
10.374.2 Member Typedef Documentation	1318

10.374.2.1 Type	1318
10.374.3 Constructor & Destructor Documentation	1318
10.374.3.1 VL()	1318
10.374.4 Member Function Documentation	1318
10.374.4.1 GetLength()	1318
10.374.4.2 GetVL16Max()	1319
10.374.4.3 GetVL32Max()	1319
10.374.4.4 IsOdd()	1319
10.374.4.5 IsUndefined()	1319
10.374.4.6 operator uint32_t()	1319
10.374.4.7 operator++() [1/2]	1319
10.374.4.8 operator++() [2/2]	1319
10.374.4.9 operator+=()	1320
10.374.4.10 Read()	1320
10.374.4.11 Read16()	1320
10.374.4.12 SetToUndefined()	1320
10.374.4.13 Write()	1320
10.374.4.14 Write16()	1320
10.374.5 Friends And Related Function Documentation	1321
10.374.5.1 operator<<	1321
10.375 gdcm::VM Class Reference	1321
10.375.1 Detailed Description	1322
10.375.2 Member Enumeration Documentation	1323
10.375.2.1 VMType	1323
10.375.3 Constructor & Destructor Documentation	1324
10.375.3.1 VM()	1324
10.375.4 Member Function Documentation	1324
10.375.4.1 Compatible()	1324
10.375.4.2 GetIndex()	1324
10.375.4.3 GetLength()	1324
10.375.4.4 GetNumberOfElementsFromArray()	1324
10.375.4.5 GetVMString()	1325
10.375.4.6 GetVMType()	1325
10.375.4.7 GetVMTypeFromLength()	1325
10.375.4.8 IsValid()	1325
10.375.4.9 operator VMType()	1325
10.375.5 Friends And Related Function Documentation	1325
10.375.5.1 operator<<	1325
10.376 gdcm::VMToLength< T > Struct Template Reference	1326

10.377 gdcm::VR Class Reference	1326
10.377.1 Detailed Description	1328
10.377.2 Member Enumeration Documentation	1328
10.377.2.1 VRType	1328
10.377.3 Constructor & Destructor Documentation	1329
10.377.3.1 VR()	1329
10.377.4 Member Function Documentation	1329
10.377.4.1 CanDisplay()	1330
10.377.4.2 Compatible()	1330
10.377.4.3 GetLength() [1/2]	1330
10.377.4.4 GetLength() [2/2]	1330
10.377.4.5 GetSize()	1330
10.377.4.6 GetSizeof()	1330
10.377.4.7 GetVRString()	1331
10.377.4.8 GetVRStringFromFile()	1331
10.377.4.9 GetVRType()	1331
10.377.4.10 GetVRTypeFromFile()	1331
10.377.4.11 IsASCII()	1331
10.377.4.12 IsASCII2()	1331
10.377.4.13 IsBinary()	1332
10.377.4.14 IsBinary2()	1332
10.377.4.15 IsDual()	1332
10.377.4.16 IsSwap()	1332
10.377.4.17 IsValid() [1/2]	1332
10.377.4.18 IsValid() [2/2]	1332
10.377.4.19 IsVRFile()	1333
10.377.4.20 operator VRType()	1333
10.377.4.21 Read()	1333
10.377.4.22 Write()	1333
10.377.5 Friends And Related Function Documentation	1333
10.377.5.1 operator<<	1333
10.378 gdcm::VR16ExplicitDataElement Class Reference	1334
10.378.1 Detailed Description	1335
10.378.2 Member Function Documentation	1335
10.378.2.1 GetLength()	1335
10.378.2.2 Read()	1335
10.378.2.3 ReadPreValue()	1335
10.378.2.4 ReadValue()	1336
10.378.2.5 ReadWithLength()	1336

10.379 gdcm::VRToEncoding< T > Struct Template Reference	1336
10.380 gdcm::VRToType< T > Struct Template Reference	1336
10.381 gdcm::VRVLSIZE< T > Class Template Reference	1337
10.382 gdcm::VRVLSIZE< 0 > Class Reference	1337
10.382.1 Member Function Documentation	1337
10.382.1.1 Read()	1337
10.382.1.2 Write()	1337
10.383 gdcm::VRVLSIZE< 1 > Class Reference	1337
10.383.1 Member Function Documentation	1338
10.383.1.1 Read()	1338
10.383.1.2 Write()	1338
10.384 vtkGDCMImageReader Class Reference	1338
10.384.1 Detailed Description	1341
10.384.2 Constructor & Destructor Documentation	1341
10.384.2.1 vtkGDCMImageReader()	1341
10.384.2.2 ~vtkGDCMImageReader()	1341
10.384.3 Member Function Documentation	1341
10.384.3.1 CanReadFile()	1341
10.384.3.2 ExecuteData()	1342
10.384.3.3 ExecuteInformation()	1342
10.384.3.4 FillMedicalImageInformation()	1342
10.384.3.5 GetDescriptiveName()	1342
10.384.3.6 GetFileExtensions()	1342
10.384.3.7 GetIconImage()	1342
10.384.3.8 GetOverlay()	1342
10.384.3.9 LoadSingleFile()	1343
10.384.3.10 New()	1343
10.384.3.11 PrintSelf()	1343
10.384.3.12 RequestDataCompat()	1343
10.384.3.13 RequestInformationCompat()	1343
10.384.3.14 SetCurve()	1344
10.384.3.15 SetFileNames()	1344
10.384.3.16 SetFilePattern()	1344
10.384.3.17 SetFilePrefix()	1344
10.384.3.18 SetMedicalImageProperties()	1344
10.384.3.19 vtkBooleanMacro() [1/5]	1344
10.384.3.20 vtkBooleanMacro() [2/5]	1345
10.384.3.21 vtkBooleanMacro() [3/5]	1345
10.384.3.22 vtkBooleanMacro() [4/5]	1345

10.384.3.23	vtkBooleanMacro() [5/5]	1345
10.384.3.24	vtkGetMacro() [1/11]	1345
10.384.3.25	vtkGetMacro() [2/11]	1345
10.384.3.26	vtkGetMacro() [3/11]	1346
10.384.3.27	vtkGetMacro() [4/11]	1346
10.384.3.28	vtkGetMacro() [5/11]	1346
10.384.3.29	vtkGetMacro() [6/11]	1346
10.384.3.30	vtkGetMacro() [7/11]	1346
10.384.3.31	vtkGetMacro() [8/11]	1346
10.384.3.32	vtkGetMacro() [9/11]	1347
10.384.3.33	vtkGetMacro() [10/11]	1347
10.384.3.34	vtkGetMacro() [11/11]	1347
10.384.3.35	vtkGetObjectMacro() [1/4]	1347
10.384.3.36	vtkGetObjectMacro() [2/4]	1347
10.384.3.37	vtkGetObjectMacro() [3/4]	1347
10.384.3.38	vtkGetObjectMacro() [4/4]	1348
10.384.3.39	vtkGetStringMacro() [1/2]	1348
10.384.3.40	vtkGetStringMacro() [2/2]	1348
10.384.3.41	vtkGetVector3Macro()	1348
10.384.3.42	vtkGetVector6Macro()	1348
10.384.3.43	vtkSetMacro() [1/4]	1348
10.384.3.44	vtkSetMacro() [2/4]	1349
10.384.3.45	vtkSetMacro() [3/4]	1349
10.384.3.46	vtkSetMacro() [4/4]	1349
10.384.3.47	vtkSetVector6Macro()	1349
10.384.3.48	vtkTypeMacro()	1349
10.384.4	Member Data Documentation	1349
10.384.4.1	ApplyInverseVideo	1350
10.384.4.2	ApplyLookupTable	1350
10.384.4.3	ApplyPlanarConfiguration	1350
10.384.4.4	ApplyShiftScale	1350
10.384.4.5	ApplyYBRToRGB	1350
10.384.4.6	Curve	1350
10.384.4.7	DirectionCosines	1350
10.384.4.8	FileNames	1351
10.384.4.9	ForceRescale	1351
10.384.4.10	IconDataScalarType	1351
10.384.4.11	IconImageDataExtent	1351
10.384.4.12	IconNumberOfScalarComponents	1351

10.384.4.13 ImageFormat	1351
10.384.4.14 ImageOrientationPatient	1351
10.384.4.15 ImagePositionPatient	1352
10.384.4.16 LoadIconImage	1352
10.384.4.17 LoadOverlays	1352
10.384.4.18 LossyFlag	1352
10.384.4.19 MedicalImageProperties	1352
10.384.4.20 NumberOfIconImages	1352
10.384.4.21 NumberOfOverlays	1352
10.384.4.22 PlanarConfiguration	1353
10.384.4.23 Scale	1353
10.384.4.24 Shift	1353
10.385 vtkGDCMImageReader2 Class Reference	1353
10.385.1 Detailed Description	1356
10.385.2 Constructor & Destructor Documentation	1356
10.385.2.1 vtkGDCMImageReader2()	1356
10.385.2.2 ~vtkGDCMImageReader2()	1356
10.385.3 Member Function Documentation	1356
10.385.3.1 CanReadFile()	1356
10.385.3.2 FillMedicalImageInformation()	1356
10.385.3.3 GetDescriptiveName()	1356
10.385.3.4 GetFileExtensions()	1357
10.385.3.5 GetIconImage()	1357
10.385.3.6 GetIconImagePort()	1357
10.385.3.7 GetOverlay()	1357
10.385.3.8 GetOverlayPort()	1357
10.385.3.9 LoadSingleFile()	1357
10.385.3.10 New()	1358
10.385.3.11 PrintSelf()	1358
10.385.3.12 ProcessRequest()	1358
10.385.3.13 RequestData()	1358
10.385.3.14 RequestDataCompat()	1358
10.385.3.15 RequestInformation()	1359
10.385.3.16 RequestInformationCompat()	1359
10.385.3.17 SetCurve()	1359
10.385.3.18 SetFilePattern()	1359
10.385.3.19 SetFilePrefix()	1359
10.385.3.20 SetMedicalImageProperties()	1359
10.385.3.21 vtkBooleanMacro() [1/5]	1360

10.385.3.22 vtkBooleanMacro()	[2/5]	1360
10.385.3.23 vtkBooleanMacro()	[3/5]	1360
10.385.3.24 vtkBooleanMacro()	[4/5]	1360
10.385.3.25 vtkBooleanMacro()	[5/5]	1360
10.385.3.26 vtkGetMacro()	[1/11]	1360
10.385.3.27 vtkGetMacro()	[2/11]	1361
10.385.3.28 vtkGetMacro()	[3/11]	1361
10.385.3.29 vtkGetMacro()	[4/11]	1361
10.385.3.30 vtkGetMacro()	[5/11]	1361
10.385.3.31 vtkGetMacro()	[6/11]	1361
10.385.3.32 vtkGetMacro()	[7/11]	1361
10.385.3.33 vtkGetMacro()	[8/11]	1362
10.385.3.34 vtkGetMacro()	[9/11]	1362
10.385.3.35 vtkGetMacro()	[10/11]	1362
10.385.3.36 vtkGetMacro()	[11/11]	1362
10.385.3.37 vtkGetObjectMacro()	[1/2]	1362
10.385.3.38 vtkGetObjectMacro()	[2/2]	1362
10.385.3.39 vtkGetStringMacro()	[1/2]	1363
10.385.3.40 vtkGetStringMacro()	[2/2]	1363
10.385.3.41 vtkGetVector3Macro()		1363
10.385.3.42 vtkGetVector6Macro()		1363
10.385.3.43 vtkSetMacro()	[1/4]	1363
10.385.3.44 vtkSetMacro()	[2/4]	1363
10.385.3.45 vtkSetMacro()	[3/4]	1364
10.385.3.46 vtkSetMacro()	[4/4]	1364
10.385.3.47 vtkSetVector6Macro()		1364
10.385.3.48 vtkTypeMacro()		1364
10.385.4 Member Data Documentation		1364
10.385.4.1 ApplyInverseVideo		1364
10.385.4.2 ApplyLookupTable		1364
10.385.4.3 ApplyPlanarConfiguration		1365
10.385.4.4 ApplyShiftScale		1365
10.385.4.5 ApplyYBRToRGB		1365
10.385.4.6 Curve		1365
10.385.4.7 DirectionCosines		1365
10.385.4.8 ForceRescale		1365
10.385.4.9 IconDataScalarType		1365
10.385.4.10 IconImageDataExtent		1366
10.385.4.11 IconNumberOfScalarComponents		1366

10.385.4.12 ImageFormat	1366
10.385.4.13 ImageOrientationPatient	1366
10.385.4.14 ImagePositionPatient	1366
10.385.4.15 LoadIconImage	1366
10.385.4.16 LoadOverlays	1366
10.385.4.17 LossyFlag	1367
10.385.4.18 NumberOfIconImages	1367
10.385.4.19 NumberOfOverlays	1367
10.385.4.20 PlanarConfiguration	1367
10.385.4.21 Scale	1367
10.385.4.22 Shift	1367
10.386 vtkGDCMImageWriter Class Reference	1368
10.386.1 Detailed Description	1370
10.386.2 Member Enumeration Documentation	1370
10.386.2.1 CompressionTypes	1370
10.386.3 Constructor & Destructor Documentation	1370
10.386.3.1 vtkGDCMImageWriter()	1370
10.386.3.2 ~vtkGDCMImageWriter()	1370
10.386.4 Member Function Documentation	1370
10.386.4.1 GetDescriptiveName()	1371
10.386.4.2 GetFileExtensions()	1371
10.386.4.3 GetFileName()	1371
10.386.4.4 New()	1371
10.386.4.5 PrintSelf()	1371
10.386.4.6 SetDirectionCosines()	1371
10.386.4.7 SetDirectionCosinesFromImageOrientationPatient()	1372
10.386.4.8 SetFileNames()	1372
10.386.4.9 SetMedicalImageProperties()	1372
10.386.4.10 vtkBooleanMacro() [1/2]	1372
10.386.4.11 vtkBooleanMacro() [2/2]	1372
10.386.4.12 vtkGetMacro() [1/7]	1373
10.386.4.13 vtkGetMacro() [2/7]	1373
10.386.4.14 vtkGetMacro() [3/7]	1373
10.386.4.15 vtkGetMacro() [4/7]	1373
10.386.4.16 vtkGetMacro() [5/7]	1373
10.386.4.17 vtkGetMacro() [6/7]	1373
10.386.4.18 vtkGetMacro() [7/7]	1374
10.386.4.19 vtkGetObjectMacro() [1/3]	1374
10.386.4.20 vtkGetObjectMacro() [2/3]	1374

10.386.4.21	vtkGetObjectMacro() [3/3]	1374
10.386.4.22	vtkGetStringMacro() [1/2]	1374
10.386.4.23	vtkGetStringMacro() [2/2]	1374
10.386.4.24	vtkSetMacro() [1/7]	1375
10.386.4.25	vtkSetMacro() [2/7]	1375
10.386.4.26	vtkSetMacro() [3/7]	1375
10.386.4.27	vtkSetMacro() [4/7]	1375
10.386.4.28	vtkSetMacro() [5/7]	1375
10.386.4.29	vtkSetMacro() [6/7]	1375
10.386.4.30	vtkSetMacro() [7/7]	1376
10.386.4.31	vtkSetStringMacro() [1/2]	1376
10.386.4.32	vtkSetStringMacro() [2/2]	1376
10.386.4.33	vtkTypeMacro()	1376
10.386.4.34	Write()	1376
10.386.4.35	WriteGDCMData()	1377
10.386.4.36	WriteSlice()	1377
10.387	vtkGDCMMedicalImageProperties Class Reference	1377
10.387.1	Constructor & Destructor Documentation	1378
10.387.1.1	vtkGDCMMedicalImageProperties()	1378
10.387.1.2	~vtkGDCMMedicalImageProperties()	1378
10.387.2	Member Function Documentation	1378
10.387.2.1	Clear()	1379
10.387.2.2	GetFile()	1379
10.387.2.3	New()	1379
10.387.2.4	PrintSelf()	1379
10.387.2.5	PushBackFile()	1379
10.387.2.6	vtkTypeMacro()	1379
10.387.3	Friends And Related Function Documentation	1379
10.387.3.1	vtkGDCMImageReader	1380
10.387.3.2	vtkGDCMImageReader2	1380
10.387.3.3	vtkGDCMImageWriter	1380
10.388	vtkGDCMPolyDataReader Class Reference	1380
10.388.1	Detailed Description	1382
10.388.2	Constructor & Destructor Documentation	1382
10.388.2.1	vtkGDCMPolyDataReader()	1382
10.388.2.2	~vtkGDCMPolyDataReader()	1382
10.388.3	Member Function Documentation	1382
10.388.3.1	FillMedicalImageInformation()	1382
10.388.3.2	New()	1382

10.388.3.3 PrintSelf()	1383
10.388.3.4 RequestData()	1383
10.388.3.5 RequestData_HemodynamicWaveformStorage()	1383
10.388.3.6 RequestData_RTStructureSetStorage()	1383
10.388.3.7 RequestInformation()	1383
10.388.3.8 RequestInformation_HemodynamicWaveformStorage()	1383
10.388.3.9 RequestInformation_RTStructureSetStorage()	1384
10.388.3.10 vtkGetObjectMacro() [1/2]	1384
10.388.3.11 vtkGetObjectMacro() [2/2]	1384
10.388.3.12 vtkGetStringMacro()	1384
10.388.3.13 vtkSetStringMacro()	1384
10.388.3.14 vtkTypeMacro()	1384
10.388.4 Member Data Documentation	1385
10.388.4.1 FileName	1385
10.388.4.2 MedicalImageProperties	1385
10.388.4.3 RTStructSetProperties	1385
10.389 vtkGDCMPolyDataWriter Class Reference	1385
10.389.1 Detailed Description	1387
10.389.2 Constructor & Destructor Documentation	1387
10.389.2.1 vtkGDCMPolyDataWriter()	1387
10.389.2.2 ~vtkGDCMPolyDataWriter()	1387
10.389.3 Member Function Documentation	1387
10.389.3.1 InitializeRTStructSet()	1387
10.389.3.2 New()	1388
10.389.3.3 PrintSelf()	1388
10.389.3.4 SetMedicalImageProperties()	1388
10.389.3.5 SetNumberOfInputPorts()	1388
10.389.3.6 SetRTStructSetProperties()	1389
10.389.3.7 vtkTypeMacro()	1389
10.389.3.8 WriteData()	1389
10.389.3.9 WriteRTSTRUCTData()	1389
10.389.3.10 WriteRTSTRUCTInfo()	1389
10.389.4 Member Data Documentation	1389
10.389.4.1 MedicalImageProperties	1390
10.389.4.2 RTStructSetProperties	1390
10.390 vtkGDCMTesting Class Reference	1390
10.390.1 Detailed Description	1391
10.390.2 Member Typedef Documentation	1391
10.390.2.1 MD5MetalImagesType	1391

10.390.3 Constructor & Destructor Documentation	1391
10.390.3.1 vtkGDCMTesting()	1392
10.390.3.2 ~vtkGDCMTesting()	1392
10.390.4 Member Function Documentation	1392
10.390.4.1 GetGDCMDataRoot()	1392
10.390.4.2 GetMD5MetaImage()	1392
10.390.4.3 GetMHDMD5FromFile()	1392
10.390.4.4 GetNumberOfMD5MetaImages()	1393
10.390.4.5 GetRAWMD5FromFile()	1393
10.390.4.6 GetVTKDataRoot()	1393
10.390.4.7 New()	1393
10.390.4.8 PrintSelf()	1393
10.390.4.9 vtkTypeMacro()	1394
10.391 vtkGDCMThreadedImageReader Class Reference	1394
10.391.1 Constructor & Destructor Documentation	1395
10.391.1.1 vtkGDCMThreadedImageReader()	1396
10.391.1.2 ~vtkGDCMThreadedImageReader()	1396
10.391.2 Member Function Documentation	1396
10.391.2.1 ExecuteData()	1396
10.391.2.2 ExecuteInformation()	1396
10.391.2.3 New()	1396
10.391.2.4 PrintSelf()	1396
10.391.2.5 ReadFiles()	1397
10.391.2.6 RequestDataCompat()	1397
10.391.2.7 vtkBooleanMacro()	1397
10.391.2.8 vtkGetMacro()	1397
10.391.2.9 vtkSetMacro() [1/3]	1397
10.391.2.10 vtkSetMacro() [2/3]	1397
10.391.2.11 vtkSetMacro() [3/3]	1398
10.391.2.12 vtkTypeMacro()	1398
10.392 vtkGDCMThreadedImageReader2 Class Reference	1398
10.392.1 Constructor & Destructor Documentation	1400
10.392.1.1 vtkGDCMThreadedImageReader2()	1400
10.392.1.2 ~vtkGDCMThreadedImageReader2()	1400
10.392.2 Member Function Documentation	1400
10.392.2.1 GetFileName()	1400
10.392.2.2 New()	1400
10.392.2.3 PrintSelf()	1401
10.392.2.4 RequestInformation()	1401

10.392.2.5 SetFileName()	1401
10.392.2.6 SetFileNames()	1401
10.392.2.7 SplitExtent()	1401
10.392.2.8 ThreadedRequestData()	1402
10.392.2.9 vtkBooleanMacro() [1/3]	1402
10.392.2.10 vtkBooleanMacro() [2/3]	1402
10.392.2.11 vtkBooleanMacro() [3/3]	1402
10.392.2.12 vtkGetMacro() [1/8]	1402
10.392.2.13 vtkGetMacro() [2/8]	1403
10.392.2.14 vtkGetMacro() [3/8]	1403
10.392.2.15 vtkGetMacro() [4/8]	1403
10.392.2.16 vtkGetMacro() [5/8]	1403
10.392.2.17 vtkGetMacro() [6/8]	1403
10.392.2.18 vtkGetMacro() [7/8]	1403
10.392.2.19 vtkGetMacro() [8/8]	1404
10.392.2.20 vtkGetObjectMacro()	1404
10.392.2.21 vtkGetVector3Macro() [1/2]	1404
10.392.2.22 vtkGetVector3Macro() [2/2]	1404
10.392.2.23 vtkGetVector6Macro()	1404
10.392.2.24 vtkSetMacro() [1/7]	1404
10.392.2.25 vtkSetMacro() [2/7]	1405
10.392.2.26 vtkSetMacro() [3/7]	1405
10.392.2.27 vtkSetMacro() [4/7]	1405
10.392.2.28 vtkSetMacro() [5/7]	1405
10.392.2.29 vtkSetMacro() [6/7]	1405
10.392.2.30 vtkSetMacro() [7/7]	1405
10.392.2.31 vtkSetVector3Macro() [1/2]	1406
10.392.2.32 vtkSetVector3Macro() [2/2]	1406
10.392.2.33 vtkSetVector6Macro()	1406
10.392.2.34 vtkTypeMacro()	1406
10.393 vtkImageColorViewer Class Reference	1407
10.393.1 Detailed Description	1409
10.393.2 Member Enumeration Documentation	1409
10.393.2.1 anonymous enum	1409
10.393.3 Constructor & Destructor Documentation	1410
10.393.3.1 vtkImageColorViewer()	1410
10.393.3.2 ~vtkImageColorViewer()	1410
10.393.4 Member Function Documentation	1410
10.393.4.1 AddInput()	1410

10.393.4.2 AddInputConnection()	1410
10.393.4.3 GetColorLevel()	1411
10.393.4.4 GetColorWindow()	1411
10.393.4.5 GetInput()	1411
10.393.4.6 GetOffScreenRendering()	1411
10.393.4.7 GetOverlayVisibility()	1411
10.393.4.8 GetPosition()	1411
10.393.4.9 GetSize()	1411
10.393.4.10 GetSliceMax()	1412
10.393.4.11 GetSliceMin()	1412
10.393.4.12 GetSliceRange() [1/3]	1412
10.393.4.13 GetSliceRange() [2/3]	1412
10.393.4.14 GetSliceRange() [3/3]	1412
10.393.4.15 GetWindowName()	1412
10.393.4.16 InstallPipeline()	1412
10.393.4.17 New()	1413
10.393.4.18 PrintSelf()	1413
10.393.4.19 Render()	1413
10.393.4.20 SetColorLevel()	1413
10.393.4.21 SetColorWindow()	1413
10.393.4.22 SetDisplayId()	1414
10.393.4.23 SetInput()	1414
10.393.4.24 SetInputConnection()	1414
10.393.4.25 SetOffScreenRendering()	1414
10.393.4.26 SetOverlayVisibility()	1414
10.393.4.27 SetParentId()	1414
10.393.4.28 SetPosition() [1/2]	1415
10.393.4.29 SetPosition() [2/2]	1415
10.393.4.30 SetRenderer()	1415
10.393.4.31 SetRenderWindow()	1415
10.393.4.32 SetSize() [1/2]	1415
10.393.4.33 SetSize() [2/2]	1416
10.393.4.34 SetSlice()	1416
10.393.4.35 SetSliceOrientation()	1416
10.393.4.36 SetSliceOrientationToXY()	1416
10.393.4.37 SetSliceOrientationToXZ()	1416
10.393.4.38 SetSliceOrientationToYZ()	1416
10.393.4.39 SetupInteractor()	1417
10.393.4.40 SetWindowId()	1417

10.393.4.41 UnInstallPipeline()	1417
10.393.4.42 UpdateDisplayExtent()	1417
10.393.4.43 UpdateOrientation()	1417
10.393.4.44 VTK_LEGACY() [1/4]	1417
10.393.4.45 VTK_LEGACY() [2/4]	1418
10.393.4.46 VTK_LEGACY() [3/4]	1418
10.393.4.47 VTK_LEGACY() [4/4]	1418
10.393.4.48 vtkBooleanMacro()	1418
10.393.4.49 vtkGetMacro() [1/2]	1418
10.393.4.50 vtkGetMacro() [2/2]	1418
10.393.4.51 vtkGetObjectMacro() [1/5]	1419
10.393.4.52 vtkGetObjectMacro() [2/5]	1419
10.393.4.53 vtkGetObjectMacro() [3/5]	1419
10.393.4.54 vtkGetObjectMacro() [4/5]	1419
10.393.4.55 vtkGetObjectMacro() [5/5]	1419
10.393.4.56 vtkTypeMacro()	1419
10.393.5 Friends And Related Function Documentation	1420
10.393.5.1 vtkImageColorViewerCallback	1420
10.393.6 Member Data Documentation	1420
10.393.6.1 FirstRender	1420
10.393.6.2 ImageActor	1420
10.393.6.3 Interactor	1420
10.393.6.4 InteractorStyle	1420
10.393.6.5 OverlayImageActor	1420
10.393.6.6 Renderer	1421
10.393.6.7 RenderWindow	1421
10.393.6.8 Slice	1421
10.393.6.9 SliceOrientation	1421
10.393.6.10 WindowLevel	1421
10.394 vtkImageMapToColors16 Class Reference	1422
10.394.1 Constructor & Destructor Documentation	1423
10.394.1.1 vtkImageMapToColors16()	1423
10.394.1.2 ~vtkImageMapToColors16()	1423
10.394.2 Member Function Documentation	1424
10.394.2.1 GetMTime()	1424
10.394.2.2 New()	1424
10.394.2.3 PrintSelf()	1424
10.394.2.4 RequestData()	1424
10.394.2.5 RequestInformation()	1424

10.394.2.6 SetLookupTable()	1425
10.394.2.7 SetOutputFormatToLuminance()	1425
10.394.2.8 SetOutputFormatToLuminanceAlpha()	1425
10.394.2.9 SetOutputFormatToRGB()	1425
10.394.2.10 SetOutputFormatToRGBA()	1425
10.394.2.11 ThreadedRequestData()	1425
10.394.2.12 vtkBooleanMacro()	1426
10.394.2.13 vtkGetMacro() [1/3]	1426
10.394.2.14 vtkGetMacro() [2/3]	1426
10.394.2.15 vtkGetMacro() [3/3]	1426
10.394.2.16 vtkGetObjectMacro()	1426
10.394.2.17 vtkSetMacro() [1/3]	1426
10.394.2.18 vtkSetMacro() [2/3]	1427
10.394.2.19 vtkSetMacro() [3/3]	1427
10.394.2.20 vtkTypeMacro()	1427
10.394.3 Member Data Documentation	1427
10.394.3.1 ActiveComponent	1427
10.394.3.2 DataWasPassed	1427
10.394.3.3 LookupTable	1427
10.394.3.4 OutputFormat	1428
10.394.3.5 PassAlphaToOutput	1428
10.395 vtkImageMapToWindowLevelColors2 Class Reference	1428
10.395.1 Constructor & Destructor Documentation	1429
10.395.1.1 vtkImageMapToWindowLevelColors2()	1429
10.395.1.2 ~vtkImageMapToWindowLevelColors2()	1429
10.395.2 Member Function Documentation	1430
10.395.2.1 New()	1430
10.395.2.2 PrintSelf()	1430
10.395.2.3 RequestData()	1430
10.395.2.4 RequestInformation()	1430
10.395.2.5 ThreadedRequestData()	1430
10.395.2.6 vtkGetMacro() [1/2]	1431
10.395.2.7 vtkGetMacro() [2/2]	1431
10.395.2.8 vtkSetMacro() [1/2]	1431
10.395.2.9 vtkSetMacro() [2/2]	1431
10.395.2.10 vtkTypeMacro()	1431
10.395.3 Member Data Documentation	1431
10.395.3.1 Level	1432
10.395.3.2 Window	1432

10.396 vtkImagePlanarComponentsToComponents Class Reference	1432
10.396.1 Constructor & Destructor Documentation	1433
10.396.1.1 vtkImagePlanarComponentsToComponents()	1433
10.396.1.2 ~vtkImagePlanarComponentsToComponents()	1433
10.396.2 Member Function Documentation	1433
10.396.2.1 New()	1433
10.396.2.2 PrintSelf()	1434
10.396.2.3 RequestData()	1434
10.396.2.4 vtkTypeMacro()	1434
10.397 vtkImageRGBToYBR Class Reference	1434
10.397.1 Constructor & Destructor Documentation	1435
10.397.1.1 vtkImageRGBToYBR()	1435
10.397.1.2 ~vtkImageRGBToYBR()	1435
10.397.2 Member Function Documentation	1436
10.397.2.1 New()	1436
10.397.2.2 PrintSelf()	1436
10.397.2.3 ThreadedExecute()	1436
10.397.2.4 vtkTypeMacro()	1436
10.398 vtkImageYBRToRGB Class Reference	1437
10.398.1 Constructor & Destructor Documentation	1438
10.398.1.1 vtkImageYBRToRGB()	1438
10.398.1.2 ~vtkImageYBRToRGB()	1438
10.398.2 Member Function Documentation	1438
10.398.2.1 New()	1438
10.398.2.2 PrintSelf()	1438
10.398.2.3 ThreadedExecute()	1439
10.398.2.4 vtkTypeMacro()	1439
10.399 vtkLookupTable16 Class Reference	1439
10.399.1 Constructor & Destructor Documentation	1440
10.399.1.1 vtkLookupTable16()	1441
10.399.1.2 ~vtkLookupTable16()	1441
10.399.2 Member Function Documentation	1441
10.399.2.1 Build()	1441
10.399.2.2 GetPointer()	1441
10.399.2.3 MapScalarsThroughTable2()	1441
10.399.2.4 New()	1442
10.399.2.5 PrintSelf()	1442
10.399.2.6 SetNumberOfTableValues()	1442
10.399.2.7 vtkTypeMacro()	1442

10.399.2.8 WritePointer()	1442
10.399.3 Member Data Documentation	1442
10.399.3.1 Table16	1443
10.400 vtkRTStructSetProperties Class Reference	1443
10.400.1 Detailed Description	1445
10.400.2 Constructor & Destructor Documentation	1445
10.400.2.1 vtkRTStructSetProperties()	1445
10.400.2.2 ~vtkRTStructSetProperties()	1445
10.400.3 Member Function Documentation	1445
10.400.3.1 AddContourReferencedFrameOfReference()	1446
10.400.3.2 AddReferencedFrameOfReference()	1446
10.400.3.3 AddStructureSetROI()	1446
10.400.3.4 AddStructureSetROIObservation()	1446
10.400.3.5 Clear()	1446
10.400.3.6 DeepCopy()	1447
10.400.3.7 GetContourReferencedFrameOfReferenceClassUID()	1447
10.400.3.8 GetContourReferencedFrameOfReferenceInstanceUID()	1447
10.400.3.9 GetNumberOfContourReferencedFrameOfReferences() [1/2]	1447
10.400.3.10 GetNumberOfContourReferencedFrameOfReferences() [2/2]	1447
10.400.3.11 GetNumberOfReferencedFrameOfReferences()	1447
10.400.3.12 GetNumberOfStructureSetROIs()	1448
10.400.3.13 GetReferencedFrameOfReferenceClassUID()	1448
10.400.3.14 GetReferencedFrameOfReferenceInstanceUID()	1448
10.400.3.15 GetStructureSetObservationNumber()	1448
10.400.3.16 GetStructureSetROIDescription()	1448
10.400.3.17 GetStructureSetROIGenerationAlgorithm()	1448
10.400.3.18 GetStructureSetROIName()	1449
10.400.3.19 GetStructureSetROINumber()	1449
10.400.3.20 GetStructureSetROIObservationLabel()	1449
10.400.3.21 GetStructureSetROIRefFrameRefUID()	1449
10.400.3.22 GetStructureSetRTROIInterpretedType()	1449
10.400.3.23 New()	1449
10.400.3.24 PrintSelf()	1450
10.400.3.25 vtkGetStringMacro() [1/9]	1450
10.400.3.26 vtkGetStringMacro() [2/9]	1450
10.400.3.27 vtkGetStringMacro() [3/9]	1450
10.400.3.28 vtkGetStringMacro() [4/9]	1450
10.400.3.29 vtkGetStringMacro() [5/9]	1450
10.400.3.30 vtkGetStringMacro() [6/9]	1451

10.400.3.31 vtkGetStringMacro() [7/9]	1451
10.400.3.32 vtkGetStringMacro() [8/9]	1451
10.400.3.33 vtkGetStringMacro() [9/9]	1451
10.400.3.34 vtkSetStringMacro() [1/9]	1451
10.400.3.35 vtkSetStringMacro() [2/9]	1451
10.400.3.36 vtkSetStringMacro() [3/9]	1452
10.400.3.37 vtkSetStringMacro() [4/9]	1452
10.400.3.38 vtkSetStringMacro() [5/9]	1452
10.400.3.39 vtkSetStringMacro() [6/9]	1452
10.400.3.40 vtkSetStringMacro() [7/9]	1452
10.400.3.41 vtkSetStringMacro() [8/9]	1452
10.400.3.42 vtkSetStringMacro() [9/9]	1453
10.400.3.43 vtkTypeMacro()	1453
10.400.4 Member Data Documentation	1453
10.400.4.1 Internals	1453
10.400.4.2 ReferenceFrameOfReferenceUID	1453
10.400.4.3 ReferenceSeriesInstanceUID	1453
10.400.4.4 SeriesInstanceUID	1453
10.400.4.5 SOPInstanceUID	1454
10.400.4.6 StructureSetDate	1454
10.400.4.7 StructureSetLabel	1454
10.400.4.8 StructureSetName	1454
10.400.4.9 StructureSetTime	1454
10.400.4.10 StudyInstanceUID	1454
10.401 gdcm::Waveform Class Reference	1454
10.401.1 Detailed Description	1455
10.401.2 Constructor & Destructor Documentation	1455
10.401.2.1 Waveform()	1455
10.402 gdcm::WLMFindQuery Class Reference	1455
10.402.1 Detailed Description	1456
10.402.2 Constructor & Destructor Documentation	1456
10.402.2.1 WLMFindQuery()	1457
10.402.3 Member Function Documentation	1457
10.402.3.1 GetAbstractSyntaxUID()	1457
10.402.3.2 GetTagListByLevel()	1457
10.402.3.3 GetValidDataSet()	1457
10.402.3.4 InitializeDataSet()	1457
10.402.3.5 ValidateQuery()	1458
10.402.4 Friends And Related Function Documentation	1458

10.402.4.1 QueryFactory	1458
10.403 gdcm::Writer Class Reference	1458
10.403.1 Detailed Description	1460
10.403.2 Constructor & Destructor Documentation	1461
10.403.2.1 Writer()	1461
10.403.2.2 ~Writer()	1461
10.403.3 Member Function Documentation	1461
10.403.3.1 CheckFileMetaInformationOff()	1461
10.403.3.2 CheckFileMetaInformationOn()	1461
10.403.3.3 GetCheckFileMetaInformation()	1461
10.403.3.4 GetFile()	1462
10.403.3.5 GetStreamPtr()	1462
10.403.3.6 SetCheckFileMetaInformation()	1462
10.403.3.7 SetFile()	1462
10.403.3.8 SetFileName()	1463
10.403.3.9 SetStream()	1463
10.403.3.10 SetWriteDataSetOnly()	1463
10.403.3.11 Write()	1463
10.403.4 Friends And Related Function Documentation	1464
10.403.4.1 StreamImageWriter	1464
10.403.5 Member Data Documentation	1464
10.403.5.1 Ofstream	1464
10.403.5.2 Stream	1464
10.404 gdcm::XMLDictReader Class Reference	1464
10.404.1 Detailed Description	1465
10.404.2 Constructor & Destructor Documentation	1465
10.404.2.1 XMLDictReader()	1465
10.404.2.2 ~XMLDictReader()	1466
10.404.3 Member Function Documentation	1466
10.404.3.1 CharacterDataHandler()	1466
10.404.3.2 EndElement()	1466
10.404.3.3 GetDict()	1466
10.404.3.4 HandleDescription()	1466
10.404.3.5 HandleEntry()	1467
10.404.3.6 StartElement()	1467
10.405 gdcm::XMLPrinter Class Reference	1467
10.405.1 Member Enumeration Documentation	1468
10.405.1.1 PrintStyles	1468
10.405.2 Constructor & Destructor Documentation	1469

10.405.2.1 XMLPrinter()	1469
10.405.2.2 ~XMLPrinter()	1469
10.405.3 Member Function Documentation	1469
10.405.3.1 GetPrintStyle()	1469
10.405.3.2 HandleBulkData()	1469
10.405.3.3 Print()	1469
10.405.3.4 PrintDataElement()	1470
10.405.3.5 PrintDataSet()	1470
10.405.3.6 PrintSQ()	1470
10.405.3.7 SetFile()	1470
10.405.3.8 SetStyle()	1470
10.405.4 Member Data Documentation	1470
10.405.4.1 F	1471
10.405.4.2 PrintStyle	1471
10.406 gdcm::XMLPrivateDictReader Class Reference	1471
10.406.1 Detailed Description	1472
10.406.2 Constructor & Destructor Documentation	1472
10.406.2.1 XMLPrivateDictReader()	1472
10.406.2.2 ~XMLPrivateDictReader()	1472
10.406.3 Member Function Documentation	1472
10.406.3.1 CharacterDataHandler()	1473
10.406.3.2 EndElement()	1473
10.406.3.3 GetPrivateDict()	1473
10.406.3.4 HandleDescription()	1473
10.406.3.5 HandleEntry()	1473
10.406.3.6 StartElement()	1473
11 File Documentation	1475
11.1 gdcmAAbortPDU.h File Reference	1475
11.2 gdcmAAssociateACPDU.h File Reference	1476
11.3 gdcmAAssociateRJPDU.h File Reference	1476
11.4 gdcmAAssociateRQPDU.h File Reference	1477
11.5 gdcmAbstractSyntax.h File Reference	1478
11.6 gdcmAnonymizeEvent.h File Reference	1479
11.7 gdcmAnonymizer.h File Reference	1480
11.8 gdcmApplicationContext.h File Reference	1481
11.9 gdcmApplicationEntity.h File Reference	1482
11.10 gdcmAReleaseRPPDU.h File Reference	1482
11.11 gdcmAReleaseRQPDU.h File Reference	1483

11.12 gdcmlARTIMTimer.h File Reference	1484
11.13 gdcmlASN1.h File Reference	1485
11.14 gdcmlAsynchronousOperationsWindowSub.h File Reference	1486
11.15 gdcmlAttribute.h File Reference	1486
11.16 gdcmlAudioCodec.h File Reference	1488
11.17 gdcmlBase64.h File Reference	1489
11.18 gdcmlBaseCompositeMessage.h File Reference	1489
11.19 gdcmlBaseNormalizedMessage.h File Reference	1490
11.20 gdcmlBasePDU.h File Reference	1491
11.21 gdcmlBaseQuery.h File Reference	1492
11.22 gdcmlBaseRootQuery.h File Reference	1493
11.23 gdcmlBasicOffsetTable.h File Reference	1494
11.24 gdcmlBitmap.h File Reference	1495
11.25 gdcmlBitmapToBitmapFilter.h File Reference	1496
11.26 gdcmlBoxRegion.h File Reference	1497
11.27 gdcmlByteBuffer.h File Reference	1497
11.28 gdcmlByteSwap.h File Reference	1499
11.29 gdcmlByteSwapFilter.h File Reference	1499
11.30 gdcmlByteValue.h File Reference	1500
11.31 gdcmlCAPICryptoFactory.h File Reference	1501
11.32 gdcmlCAPICryptographicMessageSyntax.h File Reference	1501
11.33 gdcmlCEchoMessages.h File Reference	1502
11.34 gdcmlCFindMessages.h File Reference	1503
11.35 gdcmlCleaner.h File Reference	1504
11.36 gdcmlCMoveMessages.h File Reference	1505
11.37 gdcmlCodec.h File Reference	1505
11.38 gdcmlCoder.h File Reference	1506
11.39 gdcmlCodeString.h File Reference	1507
11.40 gdcmlCommand.h File Reference	1508
11.41 gdcmlCommandDataSet.h File Reference	1510
11.42 gdcmlCompositeMessageFactory.h File Reference	1510
11.43 gdcmlCompositeNetworkFunctions.h File Reference	1511
11.44 gdcmlConstCharWrapper.h File Reference	1512
11.45 gdcmlCP246ExplicitDataElement.h File Reference	1512
11.46 gdcmlCryptoFactory.h File Reference	1513
11.47 gdcmlCryptographicMessageSyntax.h File Reference	1514
11.48 gdcmlCSAElement.h File Reference	1515
11.49 gdcmlCSAHeader.h File Reference	1516
11.50 gdcmlCSAHeaderDict.h File Reference	1517

11.51 gdcmsAHeaderDictEntry.h File Reference	1518
11.52 gdcmsStoreMessages.h File Reference	1519
11.53 gdcmsCurve.h File Reference	1520
11.54 gdcmsDataElement.h File Reference	1521
11.55 gdcmsDataEvent.h File Reference	1523
11.56 gdcmsDataSet.h File Reference	1524
11.57 gdcmsDataSetEvent.h File Reference	1525
11.58 gdcmsDataSetHelper.h File Reference	1525
11.59 gdcmsDecoder.h File Reference	1526
11.60 gdcmsDefinedTerms.h File Reference	1527
11.61 gdcmsDeflateStream.h File Reference	1528
11.62 gdcmsDefs.h File Reference	1528
11.63 gdcmsDeltaEncodingCodec.h File Reference	1529
11.64 gdcmsDICOMDIR.h File Reference	1530
11.65 gdcmsDICOMDIRGenerator.h File Reference	1531
11.66 gdcmsDict.h File Reference	1531
11.67 gdcmsDictConverter.h File Reference	1533
11.68 gdcmsDictEntry.h File Reference	1533
11.69 gdcmsDictPrinter.h File Reference	1535
11.70 gdcmsDicts.h File Reference	1535
11.71 gdcmsDIMSE.h File Reference	1536
11.72 gdcmsDirectionCosines.h File Reference	1537
11.73 gdcmsDirectory.h File Reference	1538
11.74 gdcmsDirectoryHelper.h File Reference	1539
11.75 gdcmsDPath.h File Reference	1539
11.76 gdcmsDummyValueGenerator.h File Reference	1540
11.77 gdcmsDumper.h File Reference	1541
11.78 gdcmsElement.h File Reference	1542
11.79 gdcmsEmptyMaskGenerator.h File Reference	1543
11.80 gdcmsEncapsulatedDocument.h File Reference	1544
11.81 gdcmsEnumeratedValues.h File Reference	1545
11.82 gdcmsEquipmentManufacturer.h File Reference	1545
11.83 gdcmsEvent.h File Reference	1546
11.83.1 Macro Definition Documentation	1547
11.83.1.1 gdcmsEventMacro	1547
11.84 gdcmsException.h File Reference	1548
11.85 gdcmsExplicitDataElement.h File Reference	1548
11.86 gdcmsExplicitImplicitDataElement.h File Reference	1549
11.87 gdcmsFiducials.h File Reference	1550

11.88 gdcmlFile.h File Reference	1551
11.89 gdcmlFileAnonymizer.h File Reference	1552
11.90 gdcmlFileChangeTransferSyntax.h File Reference	1553
11.91 gdcmlFileDecompressLookupTable.h File Reference	1553
11.92 gdcmlFileDerivation.h File Reference	1554
11.93 gdcmlFileExplicitFilter.h File Reference	1555
11.94 gdcmlFileMetaInformation.h File Reference	1556
11.95 gdcmlFilename.h File Reference	1557
11.96 gdcmlFileNameEvent.h File Reference	1557
11.97 gdcmlFilenameGenerator.h File Reference	1558
11.98 gdcmlFileSet.h File Reference	1559
11.99 gdcmlFileStreamer.h File Reference	1560
11.100 gdcmlFindPatientRootQuery.h File Reference	1561
11.101 gdcmlFindStudyRootQuery.h File Reference	1562
11.102 gdcmlFragment.h File Reference	1562
11.103 gdcmlGlobal.h File Reference	1564
11.104 gdcmlGroupDict.h File Reference	1565
11.105 gdcmlIconImage.h File Reference	1565
11.106 gdcmlIconImageFilter.h File Reference	1566
11.107 gdcmlIconImageGenerator.h File Reference	1567
11.108 gdcmlImage.h File Reference	1568
11.109 gdcmlImageApplyLookupTable.h File Reference	1569
11.110 gdcmlImageChangePhotometricInterpretation.h File Reference	1570
11.111 gdcmlImageChangePlanarConfiguration.h File Reference	1571
11.112 gdcmlImageChangeTransferSyntax.h File Reference	1571
11.113 gdcmlImageCodec.h File Reference	1572
11.114 gdcmlImageConverter.h File Reference	1573
11.115 gdcmlImageFragmentSplitter.h File Reference	1574
11.116 gdcmlImageHelper.h File Reference	1575
11.117 gdcmlImageReader.h File Reference	1576
11.118 gdcmlImageRegionReader.h File Reference	1577
11.119 gdcmlImageToImageFilter.h File Reference	1577
11.120 gdcmlImageWriter.h File Reference	1578
11.121 gdcmlImplementationClassUIDSub.h File Reference	1579
11.122 gdcmlImplementationUIDSub.h File Reference	1580
11.123 gdcmlImplementationVersionNameSub.h File Reference	1581
11.124 gdcmlImplicitDataElement.h File Reference	1582
11.125 gdcmlIOD.h File Reference	1583
11.126 gdcmlIODEntry.h File Reference	1584

11.127 gdcmlODs.h File Reference	1586
11.128 gdcmlPPSorter.h File Reference	1587
11.129 gdcmlItem.h File Reference	1588
11.130 gdcmlJPEG12Codec.h File Reference	1590
11.131 gdcmlJPEG16Codec.h File Reference	1590
11.132 gdcmlJPEG2000Codec.h File Reference	1591
11.133 gdcmlJPEG8Codec.h File Reference	1592
11.134 gdcmlJPEGCodec.h File Reference	1593
11.135 gdcmlJPEGLSCCodec.h File Reference	1594
11.136 gdcmlJSON.h File Reference	1594
11.137 gdcmlKAKADUCCodec.h File Reference	1595
11.138 gdcmlLegacyMacro.h File Reference	1596
11.138.1 Macro Definition Documentation	1596
11.138.1.1 GDCM_LEGACY	1597
11.138.1.2 GDCM_LEGACY_BODY	1597
11.138.1.3 GDCM_LEGACY_REPLACED_BODY	1597
11.138.1.4 GDCM_NOOP_STATEMENT	1597
11.139 gdcmlLO.h File Reference	1598
11.140 gdcmlLookupTable.h File Reference	1598
11.141 gdcmlMacro.h File Reference	1599
11.142 gdcmlMacroEntry.h File Reference	1601
11.142.1 Macro Definition Documentation	1602
11.142.1.1 GDCMMACROENTRY_H	1602
11.143 gdcmlMacros.h File Reference	1603
11.144 gdcmlMaximumLengthSub.h File Reference	1604
11.145 gdcmlMD5.h File Reference	1605
11.146 gdcmlMEC_MR3.h File Reference	1606
11.147 gdcmlMediaStorage.h File Reference	1606
11.148 gdcmlMeshPrimitive.h File Reference	1608
11.149 gdcmlModalityPerformedProcedureStepCreateQuery.h File Reference	1609
11.150 gdcmlModalityPerformedProcedureStepSetQuery.h File Reference	1610
11.151 gdcmlModule.h File Reference	1610
11.152 gdcmlModuleEntry.h File Reference	1612
11.153 gdcmlModules.h File Reference	1614
11.154 gdcmlMovePatientRootQuery.h File Reference	1615
11.155 gdcmlMoveStudyRootQuery.h File Reference	1616
11.156 gdcmlMrProtocol.h File Reference	1616
11.157 gdcmlNActionMessages.h File Reference	1618
11.158 gdcmlNCreateMessages.h File Reference	1618

11.159 gdcnDeleteMessages.h File Reference	1619
11.160 gdcnNestedModuleEntries.h File Reference	1620
11.161 gdcnNetworkEvents.h File Reference	1621
11.162 gdcnNetworkStateID.h File Reference	1622
11.163 gdcnNEventReportMessages.h File Reference	1623
11.164 gdcnNGetMessages.h File Reference	1624
11.165 gdcnNormalizedMessageFactory.h File Reference	1624
11.166 gdcnNormalizedNetworkFunctions.h File Reference	1625
11.167 gdcnNSetMessages.h File Reference	1626
11.168 gdcnObject.h File Reference	1626
11.169 gdcnOpenSSLCryptoFactory.h File Reference	1628
11.170 gdcnOpenSSLCryptographicMessageSyntax.h File Reference	1628
11.171 gdcnOpenSSLP7CryptoFactory.h File Reference	1630
11.172 gdcnOpenSSLP7CryptographicMessageSyntax.h File Reference	1630
11.173 gdcnOrientation.h File Reference	1632
11.174 gdcnOverlay.h File Reference	1632
11.175 gdcnParseException.h File Reference	1633
11.176 gdcnParser.h File Reference	1635
11.177 gdcnPatient.h File Reference	1635
11.178 gdcnPDataTFPDU.h File Reference	1636
11.179 gdcnPDBElement.h File Reference	1637
11.180 gdcnPDBHeader.h File Reference	1638
11.181 gdcnPDFCodec.h File Reference	1639
11.182 gdcnPDUFactory.h File Reference	1640
11.183 gdcnPersonName.h File Reference	1640
11.184 gdcnPGXCodec.h File Reference	1641
11.185 gdcnPhotometricInterpretation.h File Reference	1642
11.186 gdcnPixelFormat.h File Reference	1643
11.187 gdcnPixmap.h File Reference	1644
11.188 gdcnPixmapReader.h File Reference	1645
11.189 gdcnPixmapToPixmapFilter.h File Reference	1646
11.190 gdcnPixmapWriter.h File Reference	1647
11.191 gdcnPNMCodec.h File Reference	1648
11.192 gdcnPreamble.h File Reference	1648
11.193 gdcnPresentationContext.h File Reference	1650
11.194 gdcnPresentationContextAC.h File Reference	1651
11.195 gdcnPresentationContextGenerator.h File Reference	1652
11.196 gdcnPresentationContextRQ.h File Reference	1652
11.197 gdcnPresentationDataValue.h File Reference	1653

11.198 gdcPrinter.h File Reference	1654
11.199 gdcPrivateTag.h File Reference	1656
11.200 gdcProgressEvent.h File Reference	1657
11.201 gdcPVRGCodec.h File Reference	1658
11.202 gdcPythonFilter.h File Reference	1658
11.203 gdcQueryBase.h File Reference	1659
11.204 gdcQueryFactory.h File Reference	1660
11.205 gdcQueryImage.h File Reference	1661
11.206 gdcQueryPatient.h File Reference	1662
11.207 gdcQuerySeries.h File Reference	1663
11.208 gdcQueryStudy.h File Reference	1664
11.209 gdcRAWCodec.h File Reference	1665
11.210 gdcReader.h File Reference	1665
11.211 gdcRegion.h File Reference	1667
11.212 gdcRescaler.h File Reference	1668
11.213 gdcRLECodec.h File Reference	1669
11.214 gdcRoleSelectionSub.h File Reference	1669
11.215 gdcScanner.h File Reference	1670
11.216 gdcScanner2.h File Reference	1671
11.217 gdcSegment.h File Reference	1672
11.218 gdcSegmentedPaletteColorLookupTable.h File Reference	1673
11.219 gdcSegmentHelper.h File Reference	1674
11.220 gdcSegmentReader.h File Reference	1675
11.221 gdcSegmentWriter.h File Reference	1676
11.222 gdcSequenceOfFragments.h File Reference	1677
11.223 gdcSequenceOfItems.h File Reference	1678
11.224 gdcSerieHelper.h File Reference	1678
11.225 gdcSeries.h File Reference	1680
11.226 gdcServiceClassApplicationInformation.h File Reference	1681
11.227 gdcServiceClassUser.h File Reference	1682
11.228 gdcSHA1.h File Reference	1682
11.229 gdcSimpleSubjectWatcher.h File Reference	1683
11.230 gdcSmartPointer.h File Reference	1684
11.231 gdcSOPClassExtendedNegotiationSub.h File Reference	1685
11.232 gdcSOPClassUIDToIOD.h File Reference	1686
11.233 gdcSorter.h File Reference	1687
11.234 gdcSpacing.h File Reference	1689
11.235 gdcSpectroscopy.h File Reference	1689
11.236 gdcSplitMosaicFilter.h File Reference	1690

11.237 gdcStaticAssert.h File Reference	1690
11.237.1 Macro Definition Documentation	1691
11.237.1.1 GDCM_DO_JOIN	1691
11.237.1.2 GDCM_DO_JOIN2	1691
11.237.1.3 GDCM_JOIN	1691
11.237.1.4 GDCM_STATIC_ASSERT	1692
11.238 gdcStreamImageReader.h File Reference	1692
11.239 gdcStreamImageWriter.h File Reference	1693
11.240 gdcStrictScanner.h File Reference	1693
11.241 gdcStrictScanner2.h File Reference	1694
11.242 gdcString.h File Reference	1695
11.243 gdcStringFilter.h File Reference	1696
11.244 gdcStudy.h File Reference	1697
11.245 gdcSubject.h File Reference	1698
11.246 gdcSurface.h File Reference	1699
11.247 gdcSurfaceHelper.h File Reference	1700
11.248 gdcSurfaceReader.h File Reference	1701
11.249 gdcSurfaceWriter.h File Reference	1702
11.250 gdcSwapCode.h File Reference	1702
11.251 gdcSwapper.h File Reference	1704
11.252 gdcSystem.h File Reference	1705
11.253 gdcTable.h File Reference	1705
11.254 gdcTableEntry.h File Reference	1706
11.255 gdcTableReader.h File Reference	1708
11.256 gdcTag.h File Reference	1709
11.257 gdcTagPath.h File Reference	1710
11.258 gdcTagToVR.h File Reference	1710
11.259 gdcTerminal.h File Reference	1711
11.260 gdcTestDriver.h File Reference	1712
11.261 gdcTesting.h File Reference	1713
11.262 gdcTrace.h File Reference	1714
11.262.1 Macro Definition Documentation	1715
11.262.1.1 GDCM_FUNCTION	1715
11.262.1.2 gdcAssertAlwaysMacro	1715
11.262.1.3 gdcAssertMacro	1715
11.262.1.4 gdcDebugMacro	1716
11.262.1.5 gdcErrorMacro	1716
11.262.1.6 gdcWarningMacro	1717
11.263 gdcTransferSyntax.h File Reference	1717

11.264 gdcTransferSyntaxSub.h File Reference	1719
11.265 gdcType.h File Reference	1720
11.266 gdcTypes.h File Reference	1721
11.267 gdcUIDGenerator.h File Reference	1721
11.268 gdcUIDs.h File Reference	1722
11.269 gdcULAction.h File Reference	1723
11.270 gdcULActionAA.h File Reference	1724
11.271 gdcULActionAE.h File Reference	1724
11.272 gdcULActionAR.h File Reference	1725
11.273 gdcULActionDT.h File Reference	1726
11.274 gdcULBasicCallback.h File Reference	1726
11.275 gdcULConnection.h File Reference	1727
11.276 gdcULConnectionCallback.h File Reference	1728
11.277 gdcULConnectionInfo.h File Reference	1729
11.278 gdcULConnectionManager.h File Reference	1730
11.279 gdcULEvent.h File Reference	1731
11.280 gdcULTransitionTable.h File Reference	1732
11.281 gdcULWritingCallback.h File Reference	1733
11.282 gdcUNExplicitDataElement.h File Reference	1734
11.283 gdcUNExplicitImplicitDataElement.h File Reference	1734
11.284 gdcUnpacker12Bits.h File Reference	1735
11.285 gdcUsage.h File Reference	1736
11.286 gdcUserInformation.h File Reference	1738
11.287 gdcUUIDGenerator.h File Reference	1739
11.288 gdcValidate.h File Reference	1739
11.289 gdcValue.h File Reference	1740
11.290 gdcValueIO.h File Reference	1741
11.291 gdcVersion.h File Reference	1741
11.292 gdcVL.h File Reference	1742
11.293 gdcVM.h File Reference	1743
11.293.1 Macro Definition Documentation	1744
11.293.1.1 TYPETOLENGTH	1744
11.294 gdcVR.h File Reference	1745
11.294.1 Macro Definition Documentation	1746
11.294.1.1 TYPETOENCODING	1746
11.294.1.2 VRTypeTemplateCase	1747
11.295 gdcVR16ExplicitDataElement.h File Reference	1747
11.296 gdcWaveform.h File Reference	1748
11.297 gdcWin32.h File Reference	1748

11.297.1 Macro Definition Documentation	1748
11.297.1.1 GDCM_EXPORT	1749
11.298 gdcmWLMFindQuery.h File Reference	1749
11.299 gdcmWriter.h File Reference	1749
11.300 gdcmXMLDictReader.h File Reference	1751
11.301 gdcmXMLPrinter.h File Reference	1751
11.302 gdcmXMLPrivateDictReader.h File Reference	1752
11.303 README.txt File Reference	1753
11.304 TestsList.txt File Reference	1753
11.305 vtkGDCMImageReader.h File Reference	1753
11.305.1 Macro Definition Documentation	1754
11.305.1.1 VTK_CMYK	1754
11.305.1.2 VTK_INVERSE_LUMINANCE	1754
11.305.1.3 VTK_LOOKUP_TABLE	1754
11.305.1.4 VTK_YBR	1754
11.306 vtkGDCMImageReader2.h File Reference	1754
11.306.1 Macro Definition Documentation	1755
11.306.1.1 VTK_CMYK	1755
11.306.1.2 VTK_INVERSE_LUMINANCE	1755
11.306.1.3 VTK_LOOKUP_TABLE	1755
11.306.1.4 VTK_YBR	1755
11.307 vtkGDCMImageWriter.h File Reference	1756
11.308 vtkGDCMMedicalImageProperties.h File Reference	1756
11.309 vtkGDCMPolyDataReader.h File Reference	1757
11.310 vtkGDCMPolyDataWriter.h File Reference	1757
11.311 vtkGDCMTesting.h File Reference	1758
11.312 vtkGDCMThreadedImageReader.h File Reference	1758
11.313 vtkGDCMThreadedImageReader2.h File Reference	1759
11.314 vtkImageColorViewer.h File Reference	1759
11.315 vtkImageMapToColors16.h File Reference	1760
11.316 vtkImageMapToWindowLevelColors2.h File Reference	1760
11.317 vtkImagePlanarComponentsToComponents.h File Reference	1761
11.318 vtkImageRGBToYBR.h File Reference	1761
11.319 vtkImageYBRToRGB.h File Reference	1762
11.320 vtkLookupTable16.h File Reference	1762
11.321 vtkRTStructSetProperties.h File Reference	1763
12 Example Documentation	1765
12.1 TestByteSwap.cxx	1765

12.2 PatchFile.cxx	1767
12.3 SimplePrint.cs	1768
12.4 TestReader.cxx	1769
12.5 TestReader.py	1770
12.6 DecompressJPEGFile.cs	1771
12.7 ManipulateFile.cs	1772
12.8 ClinicalTrialIdentificationWorkflow.cs	1773
12.9 GenerateDICOMDIR.cs	1775
12.10 GenFakelImage.cxx	1776
12.11 ReformatFile.cs	1777
12.12 DecompressImage.cs	1778
12.13 StandardizeFiles.cs	1780
12.14 ScanDirectory.cs	1781
12.15 BasicAnonymizer.cs	1782
12.16 BasicImageAnonymizer.cs	1783
12.17 Cleaner.cs	1784
12.18 CompressLossyJPEG.cs	1786
12.19 DecompressImageMultiframe.cs	1787
12.20 DumpCSA.cs	1788
12.21 ExtractEncapsulatedFile.cs	1789
12.22 ExtractImageRegion.cs	1790
12.23 ExtractImageRegionWithLUT.cs	1791
12.24 ExtractOneFrame.cs	1792
12.25 FileAnonymize.cs	1793
12.26 FileChangeTS.cs	1794
12.27 FileChangeTSLossy.cs	1797
12.28 FileStreaming.cs	1799
12.29 GetArray.cs	1800
12.30 MpegVideoInfo.cs	1801
12.31 NewSequence.cs	1804
12.32 RescaleImage.cs	1805
12.33 SendFileSCU.cs	1806
12.34 SimplePrintPatientName.cs	1807
12.35 SortImage2.cs	1807
12.36 CStoreQtProgress.cxx	1808
12.37 ChangePrivateTags.cxx	1810
12.38 ChangeSequenceUltrasound.cxx	1811
12.39 CheckBigEndianBug.cxx	1812
12.40 ClinicalTrialAnnotate.cxx	1813

12.41 CompressImage.cxx	1814
12.42 ConvertToQImage.cxx	1815
12.43 CreateARGBImage.cxx	1817
12.44 CreateCMYKImage.cxx	1818
12.45 CreateJPIPDataSet.cxx	1818
12.46 DeriveSeries.cxx	1819
12.47 DiffFile.cxx	1820
12.48 DiscriminateVolume.cxx	1821
12.49 DumpADAC.cxx	1825
12.50 DumpExamCard.cxx	1829
12.51 DumpGEMSMovieGroup.cxx	1837
12.52 DumpImageHeaderInfo.cxx	1842
12.53 DumpPhilipsECHO.cxx	1845
12.54 DumpSiemensBase64.cxx	1849
12.55 DumpToSQLITE3.cxx	1850
12.56 DumpToshibaDTI.cxx	1852
12.57 DumpToshibaDTI2.cxx	1853
12.58 DumpVisusChange.cxx	1854
12.59 DuplicatePCDE.cxx	1856
12.60 ELSCINT1WaveToText.cxx	1859
12.61 EmptyMask.cxx	1860
12.62 EncapsulateFileInRawData.cxx	1861
12.63 ExtractEncryptedContent.cxx	1862
12.64 ExtractIconFromFile.cxx	1863
12.65 Extracting_All_Resolution.cxx	1864
12.66 Fake_Image_Using_Stream_Image_Writer.cxx	1868
12.67 FixBrokenJ2K.cxx	1871
12.68 FixJAIBugJPEGLS.cxx	1872
12.69 FixOrientation.cxx	1875
12.70 GenAllVR.cxx	1876
12.71 GenFakeIdentifyFile.cxx	1878
12.72 GenLongSeqs.cxx	1880
12.73 GenSeqs.cxx	1881
12.74 GenerateStandardSOPClasses.cxx	1883
12.75 GetJPEGSamplePrecision.cxx	1883
12.76 GetSequenceUltrasound.cxx	1885
12.77 GetSubSequenceData.cxx	1886
12.78 HelloVizWorld.cxx	1888
12.79 HelloWorld.cxx	1889

12.80 LargeVRDSExplicit.cxx	1890
12.81 MakeTemplate.cxx	1892
12.82 MergeTwoFiles.cxx	1893
12.83 MrProtocol.cxx	1894
12.84 PrintLUT.cxx	1901
12.85 PublicDict.cxx	1901
12.86 QIDO-RS.cxx	1902
12.87 ReadAndDumpDICOMDIR.cxx	1903
12.88 ReadAndDumpDICOMDIR2.cxx	1905
12.89 ReadAndPrintAttributes.cxx	1909
12.90 ReadExplicitLengthSQIVR.cxx	1910
12.91 ReadGEMSSDO.cxx	1911
12.92 ReadMultiTimesException.cxx	1913
12.93 ReadUTF8QtDir.cxx	1914
12.94 SimpleScanner.cxx	1915
12.95 SortImage.cxx	1916
12.96 StreamImageReaderTest.cxx	1918
12.97 TemplateEmptyImage.cxx	1921
12.98 TraverseModules.cxx	1922
12.99 VolumeSorter.cxx	1923
12.100 csa2img.cxx	1925
12.101 iU22tomultisc.cxx	1927
12.102 pmsct_rgb1.cxx	1928
12.103 rle2img.cxx	1931
12.104 uid_unique.cxx	1934
12.105 DecompressImage.java	1935
12.106 DecompressPixmap.java	1935
12.107 ExtractImageRegion.java	1936
12.108 FileAnonymize.java	1937
12.109 HelloSimple.java	1938
12.110 ReadFiles.java	1939
12.111 ScanDirectory.java	1940
12.112 SimplePrint.java	1943
12.113 AddPrivateAttribute.py	1944
12.114 ConvertMPL.py	1945
12.115 ConvertNumpy.py	1946
12.116 ConvertPIL.py	1947
12.117 CreateRAWStorage.py	1948
12.118 DecompressImage.py	1950

12.119 DumbAnonymizer.py	1950
12.120 ExtractImageRegion.py	1952
12.121 FindAllPatientName.py	1953
12.122 FixCommaBug.py	1953
12.123 GetPortionCSAHeader.py	1954
12.124 HelloWorld.py	1955
12.125 ManipulateFile.py	1956
12.126 ManipulateSequence.py	1957
12.127 MergeFile.py	1958
12.128 NewSequence.py	1959
12.129 PhilipsPrivateRescaleInterceptSlope.py	1959
12.130 PlaySound.py	1960
12.131 PrivateDict.py	1961
12.132 ReWriteSCAsMR.py	1962
12.133 ReadAndDumpDICOMDIR.py	1963
12.134 RemovePrivateTags.py	1965
12.135 ScanDirectory.py	1965
12.136 SortImage.py	1966
12.137 WriteBuffer.py	1967
12.138 HelloActiviz.cs	1968
12.139 HelloActiviz2.cs	1969
12.140 HelloActiviz3.cs	1970
12.141 HelloActiviz4.cs	1970
12.142 HelloActiviz5.cs	1971
12.143 HelloVTKWorld.cs	1972
12.144 HelloVTKWorld2.cs	1973
12.145 MetalImageMD5Activiz.cs	1973
12.146 RefCounting.cs	1975
12.147 Compute3DSpacing.cxx	1975
12.148 Convert16BitsTo8Bits.cxx	1976
12.149 ConvertMultiFrameToSingleFrame.cxx	1977
12.150 ConvertRGBToLuminance.cxx	1978
12.151 ConvertSingleBitTo8Bits.cxx	1979
12.152 CreateFakePET.cxx	1980
12.153 CreateFakeRTDOSE.cxx	1982
12.154 GenerateRTSTRUCT.cxx	1983
12.155 MagnifyFile.cxx	1985
12.156 gdcmmorthoplanes.cxx	1986
12.157 gdcmreslice.cxx	1992

12.158 gdcmrptionplan.cxx	1994
12.159 gdcmrtpplan.cxx	1997
12.160 gdcmscene.cxx	2001
12.161 gdcmttexture.cxx	2002
12.162 gdcmvolume.cxx	2004
12.163 offscreenimage.cxx	2005
12.164 reslicesphere.cxx	2006
12.165 rtstructapp.cxx	2013
12.166 threadgdc.m.cxx	2014
12.167 AWTMedical3.java	2017
12.168 HelloVTKWorld.java	2021
12.169 MIPViewer.java	2022
12.170 MPRViewer.java	2024
12.171 MPRViewer2.java	2026
12.172 ReadSeriesIntoVTK.java	2030
12.173 CastConvertPhilips.py	2031
12.174 headsq2dcm.py	2033

Index**2035**

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

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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:

gdc	43
gdc::network	78
gdc::SegmentHelper	84
gdc::terminal	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	122
gdcmm::ApplicationEntity	124
gdcmm::network::ARTIMTimer	132
gdcmm::ASN1	133
gdcmm::network::AsynchronousOperationsWindowSub	135
gdcmm::Attribute< Group, Element, TVR, TVM >	137
gdcmm::Attribute< Group, Element, TVR, VM::VM1 >	147
gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >	156
gdcmm::Attribute< Group, Element, TVR, VM::VM1_3 >	154
gdcmm::Attribute< Group, Element, TVR, VM::VM1_8 >	155
gdcmm::Attribute< Group, Element, TVR, VM::VM2_n >	164
gdcmm::Attribute< Group, Element, TVR, VM::VM2_2n >	163
gdcmm::Attribute< Group, Element, TVR, VM::VM3_n >	167
gdcmm::Attribute< Group, Element, TVR, VM::VM3_3n >	166
gdcmm::Base64	171
gdcmm::network::BaseCompositeMessage	174
gdcmm::network::CEchoRQ	240
gdcmm::network::CEchoRSP	242
gdcmm::network::CFindCancelRQ	243
gdcmm::network::CFindRQ	245
gdcmm::network::CFindRSP	246
gdcmm::network::CMoveCancelRq	254
gdcmm::network::CMoveRQ	255
gdcmm::network::CMoveRSP	256
gdcmm::network::CStoreRQ	309
gdcmm::network::CStoreRSP	310
gdcmm::network::BaseNormalizedMessage	176
gdcmm::network::NActionRQ	737
gdcmm::network::NActionRSP	738

gdcmm::network::NCreateRQ	740
gdcmm::network::NCreateRSP	741
gdcmm::network::NDeleteRQ	743
gdcmm::network::NDeleteRSP	744
gdcmm::network::NEventReportRQ	749
gdcmm::network::NEventReportRSP	750
gdcmm::network::NGetRQ	752
gdcmm::network::NGetRSP	753
gdcmm::network::NSetRQ	760
gdcmm::network::NSetRSP	762
gdcmm::network::BasePDU	178
gdcmm::network::AAabortPDU	89
gdcmm::network::AAAssociateACPDU	92
gdcmm::network::AAAssociateRJPDU	96
gdcmm::network::AAAssociateRQPDU	99
gdcmm::network::AReleaseRPPDU	127
gdcmm::network::AReleaseRQPDU	129
gdcmm::network::PDataTFPDU	799
std::basic_string< Char >	
std::string	
gdcmm::String< TDelimiter, TMaxLength, TPadChar >	1084
gdcmm::SegmentHelper::BasicCodedEntry	191
gdcmm::BitmapToBitmapFilter	212
gdcmm::PixmapToPixmapFilter	843
gdcmm::ImageToImageFilter	594
gdcmm::ImageApplyLookupTable	544
gdcmm::ImageChangePhotometricInterpretation	547
gdcmm::ImageChangePlanarConfiguration	551
gdcmm::ImageChangeTransferSyntax	555
gdcmm::ImageFragmentSplitter	576
gdcmm::ByteBuffer	220
gdcmm::ByteSwap< T >	222
gdcmm::ByteSwapFilter	224
gdcmm::network::CFind	243
gdcmm::Coder	259
gdcmm::Codec	258
gdcmm::AudioCodec	169
gdcmm::ImageCodec	560
gdcmm::DeltaEncodingCodec	361
gdcmm::JPEG2000Codec	634
gdcmm::JPEGCodec	645
gdcmm::JPEG12Codec	628
gdcmm::JPEG16Codec	631
gdcmm::JPEG8Codec	641
gdcmm::JPEGLSCCodec	653
gdcmm::KAKADUCCodec	662
gdcmm::PGXCodec	817
gdcmm::PNMCodec	851
gdcmm::PVRGCodec	893
gdcmm::RAWCodec	914
gdcmm::RLECodec	935
gdcmm::PDFCodec	808
gdcmm::CodeString	261

gdcmm::network::CompositeMessageFactory	272
gdcmm::CompositeNetworkFunctions	273
gdcmm::ConstCharWrapper	278
gdcmm::CryptoFactory	281
gdcmm::CAPICryptoFactory	235
gdcmm::OpenSSLCryptoFactory	767
gdcmm::OpenSSLP7CryptoFactory	772
gdcmm::CryptographicMessageSyntax	284
gdcmm::CAPICryptographicMessageSyntax	236
gdcmm::OpenSSLCryptographicMessageSyntax	769
gdcmm::OpenSSLP7CryptographicMessageSyntax	774
gdcmm::CSAElement	287
gdcmm::CSAHeader	295
gdcmm::CSAHeaderDict	301
gdcmm::CSAHeaderDictEntry	304
gdcmm::DataElement	318
gdcmm::CP246ExplicitDataElement	279
gdcmm::ExplicitDataElement	453
gdcmm::ExplicitImplicitDataElement	456
gdcmm::Fragment	519
gdcmm::BasicOffsetTable	194
gdcmm::ImplicitDataElement	605
gdcmm::Item	622
gdcmm::UNExplicitDataElement	1294
gdcmm::UNExplicitImplicitDataElement	1297
gdcmm::VR16ExplicitDataElement	1334
gdcmm::DataSet	336
gdcmm::CommandDataSet	269
gdcmm::FileMetaInformation	482
gdcmm::DataSetHelper	353
gdcmm::Decoder	354
gdcmm::Codec	258
gdcmm::DefinedTerms	356
gdcmm::Defs	356
gdcmm::DICOMDIR	363
gdcmm::DICOMDIRGenerator	364
gdcmm::Dict	368
gdcmm::DictConverter	372
gdcmm::DictEntry	377
gdcmm::Dicts	385
gdcmm::network::DIMSE	389
gdcmm::DirectionCosines	391
gdcmm::Directory	394
gdcmm::DirectoryHelper	399
gdcmm::DPath	402
gdcmm::DummyValueGenerator	404
gdcmm::Element< TVR, TVM >	407
gdcmm::Element< TVR, VM::VM1_n >	415
gdcmm::Element< TVR, VM::VM1_2 >	413
gdcmm::Element< TVR, VM::VM2_n >	422
gdcmm::Element< TVR, VM::VM2_2n >	420
gdcmm::Element< TVR, VM::VM3_4 >	426

gdcmm::Element< TVR, VM::VM3_n >	428
gdcmm::Element< TVR, VM::VM3_3n >	424
gdcmm::Element< VR::AS, VM::VM5 >	429
gdcmm::Element< VR::OB, VM::VM1_n >	407
gdcmm::Element< VR::OB, VM::VM1 >	430
gdcmm::Element< VR::OW, VM::VM1_n >	407
gdcmm::Element< VR::OW, VM::VM1 >	432
gdcmm::ElementDisableCombinations< TVR, TVM >	434
gdcmm::ElementDisableCombinations< VR::OB, VM::VM1_n >	435
gdcmm::ElementDisableCombinations< VR::OW, VM::VM1_n >	435
gdcmm::EmptyMaskGenerator	435
gdcmm::EncapsulatedDocument	438
gdcmm::EncodingImplementation< T >	439
gdcmm::EncodingImplementation< VR::VRASCII >	440
gdcmm::EncodingImplementation< VR::VRBINARY >	441
gdcmm::EnumeratedValues	444
gdcmm::EquipmentManufacturer	444
gdcmm::Event	446
gdcmm::AnyEvent	121
gdcmm::AbortEvent	105
gdcmm::AnonymizeEvent	109
gdcmm::DataEvent	332
gdcmm::DataSetEvent	349
gdcmm::EndEvent	443
gdcmm::ExitEvent	452
gdcmm::FileNameEvent	495
gdcmm::InitializeEvent	608
gdcmm::IterationEvent	627
gdcmm::ModifiedEvent	718
gdcmm::ProgressEvent	890
gdcmm::StartEvent	1051
gdcmm::UserEvent	1303
gdcmm::NoEvent	755
std::exception	
gdcmm::CSAHeaderDictException	308
gdcmm::DataElementException	332
gdcmm::Exception	450
gdcmm::ParseException	791
gdcmm::Fiducials	459
gdcmm::FileDerivation	475
gdcmm::FileExplicitFilter	479
gdcmm::Filename	491
gdcmm::FilenameGenerator	499
gdcmm::FileSet	503
gdcmm::Global	522
gdcmm::GroupDict	526
gdcmm::IconImageFilter	529
gdcmm::IconImageGenerator	532
gdcmm::ignore_char	536
gdcmm::ImageConverter	574
gdcmm::ImageHelper	579
gdcmm::network::ImplementationClassUIDSub	601
gdcmm::network::ImplementationUIDSub	602

gdcm::network::ImplementationVersionNameSub	603
gdcm::IOD	609
gdcm::IODEntry	611
gdcm::IODs	614
gdcm::JSON	660
gdcm::Scanner2::ltstr	678
gdcm::Scanner::ltstr	679
gdcm::StrictScanner2::ltstr	679
gdcm::StrictScanner::ltstr	680
gdcm::Macro	680
gdcm::Macros	683
gdcm::network::MaximumLengthSub	685
gdcm::MD5	687
gdcm::MEC_MR3	688
gdcm::MediaStorage	690
gdcm::Module	719
gdcm::ModuleEntry	722
gdcm::NestedModuleEntries	746
gdcm::Modules	726
gdcm::MrProtocol	734
gdcm::network::NormalizedMessageFactory	756
gdcm::NormalizedNetworkFunctions	757
gdcm::Object	763
gdcm::BaseQuery	180
gdcm::BaseRootQuery	186
gdcm::FindPatientRootQuery	513
gdcm::FindStudyRootQuery	516
gdcm::MovePatientRootQuery	729
gdcm::MoveStudyRootQuery	732
gdcm::WLMFindQuery	1455
gdcm::ModalityPerformedProcedureStepCreateQuery	712
gdcm::ModalityPerformedProcedureStepSetQuery	715
gdcm::Bitmap	197
gdcm::Pixmap	833
gdcm::Image	537
gdcm::Curve	312
gdcm::File	459
gdcm::FileWithName	510
gdcm::LookupTable	670
gdcm::SegmentedPaletteColorLookupTable	974
gdcm::MeshPrimitive	706
gdcm::Overlay	780
gdcm::Segment	964
gdcm::Subject	1095
gdcm::Anonymizer	112
gdcm::Cleaner	248
gdcm::Command	266
gdcm::MemberCommand< T >	700
gdcm::SimpleMemberCommand< T >	1020
gdcm::FileAnonymizer	464
gdcm::FileChangeTransferSyntax	468
gdcm::FileDecompressLookupTable	472
gdcm::FileStreamer	505

gdcmm::Scanner	943
gdcmm::Scanner2	952
gdcmm::ServiceClassUser	1010
gdcmm::StrictScanner	1064
gdcmm::StrictScanner2	1073
gdcmm::network::ULConnectionManager	1280
gdcmm::Surface	1099
gdcmm::Value	1310
gdcmm::ByteValue	226
gdcmm::SequenceOfFragments	985
gdcmm::SequenceOfItems	992
gdcmm::Orientation	777
gdcmm::Parser	793
gdcmm::Patient	798
gdcmm::PDBelement	802
gdcmm::PDBHeader	805
gdcmm::network::PDUFactory	811
gdcmm::PersonName	814
gdcmm::PhotometricInterpretation	820
gdcmm::PixelFormat	824
gdcmm::Preamble	854
gdcmm::PresentationContext	859
gdcmm::network::PresentationContextAC	863
gdcmm::PresentationContextGenerator	865
gdcmm::network::PresentationContextRQ	869
gdcmm::network::PresentationDataValue	873
gdcmm::Printer	877
gdcmm::DictPrinter	382
gdcmm::Dumper	405
gdcmm::PrivateDict	882
gdcmm::PythonFilter	897
gdcmm::QueryBase	899
gdcmm::QueryImage	904
gdcmm::QueryPatient	906
gdcmm::QuerySeries	909
gdcmm::QueryStudy	911
gdcmm::QueryFactory	902
gdcmm::Reader	918
gdcmm::PixmapReader	839
gdcmm::ImageReader	586
gdcmm::ImageRegionReader	590
gdcmm::SegmentReader	977
gdcmm::SurfaceReader	1117
gdcmm::RealWorldValueMappingContent	926
gdcmm::Region	927
gdcmm::BoxRegion	215
gdcmm::Rescaler	930
gdcmm::network::RoleSelectionSub	941
gdcmm::SerieHelper	1001
gdcmm::Series	1007
gdcmm::network::ServiceClassApplicationInformation	1008
gdcmm::SHA1	1018
gdcmm::SimpleSubjectWatcher	1025

gdcm::MrProtocol::Slice	1029
gdcm::MrProtocol::SliceArray	1030
gdcm::SmartPointer< ObjectType >	1031
gdcm::SmartPointer< gdcm::Bitmap >	1031
gdcm::SmartPointer< gdcm::File >	1031
gdcm::SmartPointer< gdcm::Image >	1031
gdcm::SmartPointer< gdcm::MemberCommand >	1031
gdcm::SmartPointer< gdcm::MeshPrimitive >	1031
gdcm::SmartPointer< gdcm::Pixmap >	1031
gdcm::SmartPointer< gdcm::SimpleMemberCommand >	1031
gdcm::SmartPointer< gdcm::Subject >	1031
gdcm::SmartPointer< LookupTable >	1031
gdcm::SmartPointer< Segment >	1031
gdcm::SmartPointer< Surface >	1031
gdcm::SmartPointer< Value >	1031
gdcm::network::SOPClassExtendedNegociationSub	1035
gdcm::SOPClassUIDToIOD	1037
gdcm::Sorter	1039
gdcm::IPPSorter	617
gdcm::Spacing	1044
gdcm::Spectroscopy	1046
gdcm::SplitMosaicFilter	1047
gdcm::static_assert_test< x >	1052
gdcm::STATIC_ASSERTION_FAILURE< x >	1052
gdcm::STATIC_ASSERTION_FAILURE< true >	1052
gdcm::StreamImageReader	1053
gdcm::StreamImageWriter	1057
String<'\\', 64 >	
gdcm::LO	666
gdcm::StringFilter	1090
gdcm::Study	1094
gdcm::SurfaceHelper	1114
gdcm::SwapCode	1124
gdcm::SwapperDoOp	1126
gdcm::SwapperNoOp	1127
gdcm::System	1128
gdcm::Table	1136
gdcm::TableEntry	1139
gdcm::TableReader	1140
gdcm::XMLDictReader	1464
gdcm::XMLPrivateDictReader	1471
gdcm::network::TableRow	1144
gdcm::Tag	1145
gdcm::PrivateTag	885
gdcm::TagPath	1156
gdcm::Testing	1159
gdcm::Trace	1167
gdcm::TransferSyntax	1172
gdcm::network::TransferSyntaxSub	1179
gdcm::network::Transition	1181
gdcm::Type	1183
gdcm::UI	1186
gdcm::UIDGenerator	1186

gdcM::UIDs	1189
gdcM::network::ULAction	1227
gdcM::network::ULActionAA1	1230
gdcM::network::ULActionAA2	1231
gdcM::network::ULActionAA3	1232
gdcM::network::ULActionAA4	1234
gdcM::network::ULActionAA5	1235
gdcM::network::ULActionAA6	1236
gdcM::network::ULActionAA7	1238
gdcM::network::ULActionAA8	1239
gdcM::network::ULActionAE1	1240
gdcM::network::ULActionAE2	1242
gdcM::network::ULActionAE3	1243
gdcM::network::ULActionAE4	1244
gdcM::network::ULActionAE5	1246
gdcM::network::ULActionAE6	1247
gdcM::network::ULActionAE7	1248
gdcM::network::ULActionAE8	1250
gdcM::network::ULActionAR1	1251
gdcM::network::ULActionAR10	1252
gdcM::network::ULActionAR2	1254
gdcM::network::ULActionAR3	1255
gdcM::network::ULActionAR4	1256
gdcM::network::ULActionAR5	1258
gdcM::network::ULActionAR6	1259
gdcM::network::ULActionAR7	1260
gdcM::network::ULActionAR8	1262
gdcM::network::ULActionAR9	1263
gdcM::network::ULActionDT1	1264
gdcM::network::ULActionDT2	1266
gdcM::network::ULConnection	1269
gdcM::network::ULConnectionCallback	1275
gdcM::network::ULBasicCallback	1267
gdcM::network::ULWritingCallback	1292
gdcM::network::ULConnectionInfo	1278
gdcM::network::ULEvent	1288
gdcM::network::ULTransitionTable	1290
gdcM::Unpacker12Bits	1299
gdcM::Usage	1300
gdcM::network::UserInformation	1304
gdcM::UUIDGenerator	1306
gdcM::Validate	1307
gdcM::ValueIO< TDE, TSwap, TType >	1313
gdcM::MrProtocol::Vector3	1314
gdcM::Version	1314
gdcM::VL	1317
gdcM::VM	1321
gdcM::VMToLength< T >	1326
gdcM::VR	1326
gdcM::VRToEncoding< T >	1336
gdcM::VRToType< T >	1336
gdcM::VRToType< TagToType< Group, Element >::VRType >	1336
gdcM::VRToType< TVR >	1336
gdcM::VRVLSIZE< T >	1337

gdcm::VRVLSize< 0 >1337
gdcm::VRVLSize< 1 >1337
vtkImageAlgorithm	
vtkImagePlanarComponentsToComponents1432
vtkImageMapToColors	
vtkImageMapToWindowLevelColors21428
vtkImageWriter	
vtkGDCMImageWriter1368
vtkLookupTable	
vtkLookupTable161439
vtkMedicalImageProperties	
vtkGDCMMedicalImageProperties1377
vtkMedicalImageReader2	
vtkGDCMImageReader1338
vtkGDCMThreadedImageReader1394
vtkGDCMImageReader21353
vtkObject	
vtkGDCMTesting1390
vtkImageColorViewer1407
vtkRTStructSetProperties1443
vtkPolyDataAlgorithm	
vtkGDCMPolyDataReader1380
vtkPolyDataWriter	
vtkGDCMPolyDataWriter1385
vtkThreadedImageAlgorithm	
vtkGDCMThreadedImageReader21398
vtkImageMapToColors161422
vtkImageRGBToYBR1434
vtkImageYBRToRGB1437
gdcm::Waveform1454
gdcm::Writer1458
gdcm::PixmapWriter846
gdcm::ImageWriter597
gdcm::SegmentWriter981
gdcm::SurfaceWriter1121
gdcm::XMLPrinter1467

Chapter 7

Class Index

7.1 Class List

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

gdcmm::network::AAabortPDU	
AAabortPDU	89
gdcmm::network::AAAssociateACPDU	
AAAssociateACPDU	92
gdcmm::network::AAAssociateRJPDU	
AAAssociateRJPDU	96
gdcmm::network::AAAssociateRQPDU	
AAAssociateRQPDU	99
gdcmm::AbortEvent	105
gdcmm::network::AbstractSyntax	
AbstractSyntax	106
gdcmm::AnonymizeEvent	
AnonymizeEvent	109
gdcmm::Anonymizer	
Anonymizer	112
gdcmm::AnyEvent	121
gdcmm::network::ApplicationContext	
ApplicationContext	122
gdcmm::ApplicationEntity	
ApplicationEntity	124
gdcmm::network::AReleaseRPPDU	
AReleaseRPPDU	127
gdcmm::network::AReleaseRQPDU	
AReleaseRQPDU	129
gdcmm::network::ARTIMTimer	
ARTIMTimer	132
gdcmm::ASN1	
Class for ASN1	133
gdcmm::network::AsynchronousOperationsWindowSub	
AsynchronousOperationsWindowSub	135

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	137
gdcmm::Attribute< Group, Element, TVR, VM::VM1 >	147
gdcmm::Attribute< Group, Element, TVR, VM::VM1_3 >	154
gdcmm::Attribute< Group, Element, TVR, VM::VM1_8 >	155
gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >	156
gdcmm::Attribute< Group, Element, TVR, VM::VM2_2n >	163
gdcmm::Attribute< Group, Element, TVR, VM::VM2_n >	164
gdcmm::Attribute< Group, Element, TVR, VM::VM3_3n >	166
gdcmm::Attribute< Group, Element, TVR, VM::VM3_n >	167
gdcmm::AudioCodec	
AudioCodec	169
gdcmm::Base64	
Class for Base64	171
gdcmm::network::BaseCompositeMessage	
BaseCompositeMessage	174
gdcmm::network::BaseNormalizedMessage	
BaseNormalizedMessage	176
gdcmm::network::BasePDU	
BasePDU	178
gdcmm::BaseQuery	
BaseQuery	180
gdcmm::BaseRootQuery	
BaseRootQuery	186
gdcmm::SegmentHelper::BasicCodedEntry	
This structure defines a basic coded entry with all of its attributes	191
gdcmm::BasicOffsetTable	
Class to represent a BasicOffsetTable	194
gdcmm::Bitmap	
Bitmap class	197
gdcmm::BitmapToBitmapFilter	
BitmapToBitmapFilter class	212
gdcmm::BoxRegion	
Class for manipulation box region	215
gdcmm::ByteBuffer	
ByteBuffer	220
gdcmm::ByteSwap< T >	
ByteSwap	222
gdcmm::ByteSwapFilter	
ByteSwapFilter	224
gdcmm::ByteValue	
Class to represent binary value (array of bytes)	226
gdcmm::CAPICryptoFactory	235
gdcmm::CAPICryptographicMessageSyntax	236
gdcmm::network::CEchoRQ	
CEchoRQ	240
gdcmm::network::CEchoRSP	
CEchoRSP this file defines the messages for the cecho action	242
gdcmm::network::CFind	243
gdcmm::network::CFindCancelRQ	
CFindCancelRQ this file defines the messages for the cfind action	243
gdcmm::network::CFindRQ	
CFindRQ	245

gdcm::network::CFindRSP	
CFindRSP this file defines the messages for the cfind action	246
gdcm::Cleaner	
Cleaner	248
gdcm::network::CMoveCancelRq	254
gdcm::network::CMoveRQ	
CMoveRQ	255
gdcm::network::CMoveRSP	
CMoveRSP this file defines the messages for the cmove action	256
gdcm::Codec	
Codec class	258
gdcm::Coder	
Coder	259
gdcm::CodeString	
CodeString	261
gdcm::Command	
Command superclass for callback/observer methods	266
gdcm::CommandDataSet	
Class to represent a Command DataSet	269
gdcm::network::CompositeMessageFactory	
CompositeMessageFactory	272
gdcm::CompositeNetworkFunctions	
Composite Network Functions	273
gdcm::ConstCharWrapper	
Do not use me	278
gdcm::CP246ExplicitDataElement	
Class to read/write a DataElement as CP246Explicit Data Element	279
gdcm::CryptoFactory	
Class to do handle the crypto factory	281
gdcm::CryptographicMessageSyntax	284
gdcm::CSAElement	
Class to represent a CSA Element	287
gdcm::CSAHeader	
Class for CSAHeader	295
gdcm::CSAHeaderDict	
Class to represent a map of CSAHeaderDictEntry	301
gdcm::CSAHeaderDictEntry	
Class to represent an Entry in the Dict	304
gdcm::CSAHeaderDictException	308
gdcm::network::CStoreRQ	
CStoreRQ	309
gdcm::network::CStoreRSP	
CStoreRSP this file defines the messages for the cecho action	310
gdcm::Curve	
Curve class to handle element 50xx,3000 Curve Data	312
gdcm::DataElement	
Class to represent a Data Element either Implicit or Explicit	318
gdcm::DataElementException	332
gdcm::DataEvent	
DataEvent	332
gdcm::DataSet	
Class to represent a Data Set (which contains Data Elements)	336
gdcm::DataSetEvent	
DataSetEvent	349

gdcm::DataSetHelper	
DataSetHelper (internal class, not intended for user level)	353
gdcm::Decoder	
Decoder	354
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	356
gdcm::Defs	
FIXME I do not like the name 'Defs'	356
gdcm::DeltaEncodingCodec	
DeltaEncodingCodec compression used by some private vendor	361
gdcm::DICOMDIR	
DICOMDIR class	363
gdcm::DICOMDIRGenerator	
DICOMDIRGenerator class	364
gdcm::Dict	
Class to represent a map of DictEntry	368
gdcm::DictConverter	
Class to convert a .dic file into something else:	372
gdcm::DictEntry	
Class to represent an Entry in the Dict	377
gdcm::DictPrinter	
DictPrinter class	382
gdcm::Dicts	
Class to manipulate the sum of knowledge (all the dict user load)	385
gdcm::network::DIMSE	
DIMSE	389
gdcm::DirectionCosines	
Class to handle DirectionCosines	391
gdcm::Directory	
Class for manipulation directories	394
gdcm::DirectoryHelper	
DirectoryHelper	399
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 https://groups.google.com/g/comp.protocols.dicom/c/IyIH0IOBMPA	402
gdcm::DummyValueGenerator	
Class for generating dummy value	404
gdcm::Dumper	
Codec class	405
gdcm::Element< TVR, TVM >	
Element class	407
gdcm::Element< TVR, VM::VM1_2 >	413
gdcm::Element< TVR, VM::VM1_n >	415
gdcm::Element< TVR, VM::VM2_2n >	420
gdcm::Element< TVR, VM::VM2_n >	422

gdcm::Element< TVR, VM::VM3_3n >	424
gdcm::Element< TVR, VM::VM3_4 >	426
gdcm::Element< TVR, VM::VM3_n >	428
gdcm::Element< VR::AS, VM::VM5 >	429
gdcm::Element< VR::OB, VM::VM1 >	430
gdcm::Element< VR::OW, VM::VM1 >	432
gdcm::ElementDisableCombinations< TVR, TVM >	
A class which is used to produce compile errors for an invalid combination of template parameters	434
gdcm::ElementDisableCombinations< VR::OB, VM::VM1_n >	435
gdcm::ElementDisableCombinations< VR::OW, VM::VM1_n >	435
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	435
gdcm::EncapsulatedDocument	
EncapsulatedDocument	438
gdcm::EncodingImplementation< T >	
EncodingImplementation	439
gdcm::EncodingImplementation< VR::VRASCII >	440
gdcm::EncodingImplementation< VR::VRBINARY >	441
gdcm::EndEvent	443
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:	444
gdcm::EquipmentManufacturer	444
gdcm::Event	
Superclass for callback/observer methods	446
gdcm::Exception	
Exception	450
gdcm::ExitEvent	452
gdcm::ExplicitDataElement	
Class to read/write a DataElement as Explicit Data Element	453
gdcm::ExplicitImplicitDataElement	
Class to read/write a DataElement as ExplicitImplicit Data Element	456
gdcm::Fiducials	
Fiducials	459
gdcm::File	
DICOM File	459
gdcm::FileAnonymizer	
FileAnonymizer	464
gdcm::FileChangeTransferSyntax	
FileChangeTransferSyntax	468
gdcm::FileDecompressLookupTable	
FileDecompressLookupTable class	472
gdcm::FileDerivation	
FileDerivation class	475
gdcm::FileExplicitFilter	
FileExplicitFilter class	479
gdcm::FileMetaInformation	
Class to represent a File Meta Information	482
gdcm::Filename	
Class to manipulate file name's	491

gdcm::FileNameEvent	
FileNameEvent	495
gdcm::FilenameGenerator	
FilenameGenerator	499
gdcm::FileSet	503
gdcm::FileStreamer	
FileStreamer	505
gdcm::FileWithName	
FileWithName	510
gdcm::FindPatientRootQuery	
PatientRootQuery	513
gdcm::FindStudyRootQuery	
FindStudyRootQuery	516
gdcm::Fragment	
Class to represent a Fragment	519
gdcm::Global	
Global	522
gdcm::GroupDict	
Class to represent the mapping from group number to its abbreviation and name	526
gdcm::IconImageFilter	
IconImageFilter	529
gdcm::IconImageGenerator	
IconImageGenerator	532
gdcm::ignore_char	536
gdcm::Image	
Image	537
gdcm::ImageApplyLookupTable	
ImageApplyLookupTable class	544
gdcm::ImageChangePhotometricInterpretation	
ImageChangePhotometricInterpretation class	547
gdcm::ImageChangePlanarConfiguration	
ImageChangePlanarConfiguration class	551
gdcm::ImageChangeTransferSyntax	
ImageChangeTransferSyntax class	555
gdcm::ImageCodec	
ImageCodec	560
gdcm::ImageConverter	
Image Converter	574
gdcm::ImageFragmentSplitter	
ImageFragmentSplitter class	576
gdcm::ImageHelper	
ImageHelper (internal class, not intended for user level)	579
gdcm::ImageReader	
ImageReader	586
gdcm::ImageRegionReader	
ImageRegionReader	590
gdcm::ImageToImageFilter	
ImageToImageFilter class	594
gdcm::ImageWriter	
ImageWriter	597
gdcm::network::ImplementationClassUIDSub	
ImplementationClassUIDSub	601
gdcm::network::ImplementationUIDSub	
ImplementationUIDSub	602

gdcm::network::ImplementationVersionNameSub	
ImplementationVersionNameSub	603
gdcm::ImplicitDataElement	
Class to represent an <i>Implicit VR</i> Data Element	605
gdcm::InitializeEvent	608
gdcm::IOD	
Class for representing a IOD	609
gdcm::IODEntry	
Class for representing a IODEntry	611
gdcm::IODs	
Class for representing a IODs	614
gdcm::IPPSorter	
IPPSorter	617
gdcm::Item	
Class to represent an Item	622
gdcm::IterationEvent	627
gdcm::JPEG12Codec	
Class to do JPEG 12bits (lossy & lossless)	628
gdcm::JPEG16Codec	
Class to do JPEG 16bits (lossless)	631
gdcm::JPEG2000Codec	
Class to do JPEG 2000	634
gdcm::JPEG8Codec	
Class to do JPEG 8bits (lossy & lossless)	641
gdcm::JPEGCodec	
JPEG codec	645
gdcm::JPEGLSCodec	
JPEG-LS	653
gdcm::JSON	660
gdcm::KAKADUCodec	
KAKADUCodec	662
gdcm::LO	
LO	666
gdcm::LookupTable	
LookupTable class	670
gdcm::Scanner2::Itstr	678
gdcm::Scanner::Itstr	679
gdcm::StrictScanner2::Itstr	679
gdcm::StrictScanner::Itstr	680
gdcm::Macro	
Class for representing a Macro	680
gdcm::Macros	
Class for representing a Modules	683
gdcm::network::MaximumLengthSub	
MaximumLengthSub	685
gdcm::MD5	
Class for MD5	687
gdcm::MEC_MR3	
Class for MEC_MR3	688
gdcm::MediaStorage	
MediaStorage	690
gdcm::MemberCommand< T >	
Command subclass that calls a pointer to a member function	700

gdcmmesh::MeshPrimitive	
This class defines surface mesh primitives	706
gdcmmesh::ModalityPerformedProcedureStepCreateQuery	
ModalityPerformedProcedureStepCreateQuery	712
gdcmmesh::ModalityPerformedProcedureStepSetQuery	
ModalityPerformedProcedureStepSetQuery	715
gdcmmesh::ModifiedEvent	718
gdcmmesh::Module	
Class for representing a Module	719
gdcmmesh::ModuleEntry	
Class for representing a ModuleEntry	722
gdcmmesh::Modules	
Class for representing a Modules	726
gdcmmesh::MovePatientRootQuery	
MovePatientRootQuery	729
gdcmmesh::MoveStudyRootQuery	
MoveStudyRootQuery	732
gdcmmesh::MrProtocol	
Class for MrProtocol	734
gdcmmesh::network::NActionRQ	
NActionRQ	737
gdcmmesh::network::NActionRSP	
NActionRSP this file defines the messages for the NAction action	738
gdcmmesh::network::NCreateRQ	
NCreateRQ	740
gdcmmesh::network::NCreateRSP	
NCreateRSP this file defines the messages for the ncreate action	741
gdcmmesh::network::NDeleteRQ	
NDeleteRQ	743
gdcmmesh::network::NDeleteRSP	
NDeleteRSP this file defines the messages for the ndelete action	744
gdcmmesh::NestedModuleEntries	
Class for representing a NestedModuleEntries	746
gdcmmesh::network::NEventReportRQ	
NEventReportRQ	749
gdcmmesh::network::NEventReportRSP	
NEventReportRSP this file defines the messages for the neventreport action	750
gdcmmesh::network::NGetRQ	
NGetRQ	752
gdcmmesh::network::NGetRSP	
NGetRSP this file defines the messages for the nget action	753
gdcmmesh::NoEvent	755
gdcmmesh::network::NormalizedMessageFactory	756
gdcmmesh::NormalizedNetworkFunctions	
Normalized Network Functions	757
gdcmmesh::network::NSetRQ	
NSetRQ	760
gdcmmesh::network::NSetRSP	
NSetRSP this file defines the messages for the nset action	762
gdcmmesh::Object	
Object	763
gdcmmesh::OpenSSLCryptoFactory	767
gdcmmesh::OpenSSLCryptographicMessageSyntax	769
gdcmmesh::OpenSSLP7CryptoFactory	772

gdcmm::OpenSSLP7CryptographicMessageSyntax	774
gdcmm::Orientation	
Class to handle Orientation	777
gdcmm::Overlay	
Overlay class	780
gdcmm::ParseException	
ParseException Standard exception handling object	791
gdcmm::Parser	
Parser ala XML_Parser from expat (SAX)	793
gdcmm::Patient	
See PS 3.3 - 2007 DICOM MODEL OF THE REAL-WORLD, p 54	798
gdcmm::network::PDataTFPDU	
PDataTFPDU	799
gdcmm::PDBelement	
Class to represent a PDB Element	802
gdcmm::PDBHeader	
Class for PDBHeader	805
gdcmm::PDFCodec	
PDFCodec class	808
gdcmm::network::PDUFactory	
PDUFactory basically, given an initial byte, construct the	811
gdcmm::PersonName	
PersonName class	814
gdcmm::PGXCodec	
Class to do PGX	817
gdcmm::PhotometricInterpretation	
Class to represent an PhotometricInterpretation	820
gdcmm::PixelFormat	
PixelFormat	824
gdcmm::Pixmap	
Pixmap class	833
gdcmm::PixmapReader	
PixmapReader	839
gdcmm::PixmapToPixmapFilter	
PixmapToPixmapFilter class	843
gdcmm::PixmapWriter	
PixmapWriter	846
gdcmm::PNMCodec	
Class to do PNM	851
gdcmm::Preamble	
DICOM Preamble (Part 10)	854
gdcmm::PresentationContext	
PresentationContext	859
gdcmm::network::PresentationContextAC	
PresentationContextAC	863
gdcmm::PresentationContextGenerator	
PresentationContextGenerator	865
gdcmm::network::PresentationContextRQ	
PresentationContextRQ	869
gdcmm::network::PresentationDataValue	
PresentationDataValue	873
gdcmm::Printer	
Printer class	877

gdcmm::PrivateDict	
Private Dict	882
gdcmm::PrivateTag	
Class to represent a Private DICOM Data Element (Attribute) Tag (Group, Element , Owner)	885
gdcmm::ProgressEvent	
ProgressEvent	890
gdcmm::PVRGCodec	
PVRGCodec	893
gdcmm::PythonFilter	
PythonFilter PythonFilter is the class that make gdcmm2.x looks more like gdcmm1 and transform the binary blob contained in a DataElement into a string, typically this is a nice feature to have for wrapped language	897
gdcmm::QueryBase	
QueryBase	899
gdcmm::QueryFactory	
QueryFactory.h	902
gdcmm::QueryImage	
QueryImage	904
gdcmm::QueryPatient	
QueryPatient	906
gdcmm::QuerySeries	
QuerySeries	909
gdcmm::QueryStudy	
QueryStudy.h	911
gdcmm::RAWCodec	
RAWCodec class	914
gdcmm::Reader	
Reader ala DOM (Document Object Model)	918
gdcmm::RealWorldValueMappingContent	926
gdcmm::Region	
Class for manipulation region	927
gdcmm::Rescaler	
Rescale class	930
gdcmm::RLECodec	
Class to do RLE	935
gdcmm::network::RoleSelectionSub	
RoleSelectionSub	941
gdcmm::Scanner	
Scanner	943
gdcmm::Scanner2	
Scanner2	952
gdcmm::Segment	
This class defines a segment	964
gdcmm::SegmentedPaletteColorLookupTable	
SegmentedPaletteColorLookupTable class	974
gdcmm::SegmentReader	
This class defines a segment reader	977
gdcmm::SegmentWriter	
This class defines a segment writer	981
gdcmm::SequenceOfFragments	
Class to represent a Sequence Of Fragments	985
gdcmm::SequenceOfItems	
Class to represent a Sequence Of Items	992

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
	1001
gdcm::Series	
Series
	1007
gdcm::network::ServiceClassApplicationInformation
	1008
gdcm::ServiceClassUser	
ServiceClassUser
	1010
gdcm::SHA1	
Class for SHA1
	1018
gdcm::SimpleMemberCommand< T >	
Command	subclass that calls a pointer to a member function
	1020
gdcm::SimpleSubjectWatcher	
SimpleSubjectWatcher
	1025
gdcm::MrProtocol::Slice
	1029
gdcm::MrProtocol::SliceArray
	1030
gdcm::SmartPointer< ObjectType >	
Class for Smart Pointer
	1031
gdcm::network::SOPClassExtendedNegociationSub	
SOPClassExtendedNegociationSub
	1035
gdcm::SOPClassUIDToIOD	
Class convert a class SOP Class UID into IOD
	1037
gdcm::Sorter	
Sorter
	1039
gdcm::Spacing	
Class for Spacing
	1044
gdcm::Spectroscopy	
Spectroscopy class
	1046
gdcm::SplitMosaicFilter	
SplitMosaicFilter class
	1047
gdcm::StartEvent
	1051
gdcm::static_assert_test< x >
	1052
gdcm::STATIC_ASSERTION_FAILURE< x >
	1052
gdcm::STATIC_ASSERTION_FAILURE< true >
	1052
gdcm::StreamImageReader	
StreamImageReader
	1053
gdcm::StreamImageWriter	
StreamImageReader
	1057
gdcm::StrictScanner	
StrictScanner
	1064
gdcm::StrictScanner2	
StrictScanner2
	1073
gdcm::String< TDelimiter, TMaxLength, TPadChar >	
String
	1084
gdcm::StringFilter	
StringFilter
	1090
gdcm::Study	
Study
	1094
gdcm::Subject	
Subject
	1095
gdcm::Surface	
This class defines a SURFACE IE
	1099
gdcm::SurfaceHelper	
SurfaceHelper
	1114

gdcmm::SurfaceReader	
This class defines a SURFACE IE reader	1117
gdcmm::SurfaceWriter	
This class defines a SURFACE IE writer	1121
gdcmm::SwapCode	
SwapCode representation	1124
gdcmm::SwapperDoOp	1126
gdcmm::SwapperNoOp	1127
gdcmm::System	
Class to do system operation	1128
gdcmm::Table	
Table	1136
gdcmm::TableEntry	
TableEntry	1139
gdcmm::TableReader	
Class for representing a TableReader	1140
gdcmm::network::TableRow	1144
gdcmm::Tag	
Class to represent a DICOM Data Element (Attribute) Tag (Group, Element)	1145
gdcmm::TagPath	
Class to handle a path of tag	1156
gdcmm::Testing	
Class for testing	1159
gdcmm::Trace	
Trace	1167
gdcmm::TransferSyntax	
Class to manipulate Transfer Syntax	1172
gdcmm::network::TransferSyntaxSub	
TransferSyntaxSub	1179
gdcmm::network::Transition	1181
gdcmm::Type	
Type	1183
gdcmm::UI	1186
gdcmm::UIDGenerator	
Class for generating unique UID	1186
gdcmm::UIDs	
All known uids	1189
gdcmm::network::ULAction	
ULAction	1227
gdcmm::network::ULActionAA1	1230
gdcmm::network::ULActionAA2	1231
gdcmm::network::ULActionAA3	1232
gdcmm::network::ULActionAA4	1234
gdcmm::network::ULActionAA5	1235
gdcmm::network::ULActionAA6	1236
gdcmm::network::ULActionAA7	1238
gdcmm::network::ULActionAA8	1239
gdcmm::network::ULActionAE1	1240
gdcmm::network::ULActionAE2	1242
gdcmm::network::ULActionAE3	1243
gdcmm::network::ULActionAE4	1244
gdcmm::network::ULActionAE5	1246
gdcmm::network::ULActionAE6	1247
gdcmm::network::ULActionAE7	1248

gdcm::network::ULActionAE8	1250
gdcm::network::ULActionAR1	1251
gdcm::network::ULActionAR10	1252
gdcm::network::ULActionAR2	1254
gdcm::network::ULActionAR3	1255
gdcm::network::ULActionAR4	1256
gdcm::network::ULActionAR5	1258
gdcm::network::ULActionAR6	1259
gdcm::network::ULActionAR7	1260
gdcm::network::ULActionAR8	1262
gdcm::network::ULActionAR9	1263
gdcm::network::ULActionDT1	1264
gdcm::network::ULActionDT2	1266
gdcm::network::ULBasicCallback	
ULBasicCallback	1267
gdcm::network::ULConnection	
ULConnection	1269
gdcm::network::ULConnectionCallback	1275
gdcm::network::ULConnectionInfo	
ULConnectionInfo	1278
gdcm::network::ULConnectionManager	
ULConnectionManager	1280
gdcm::network::ULEvent	
ULEvent	1288
gdcm::network::ULTransitionTable	
ULTransitionTable The transition table of all the ULEvents, new ULActions, and ULStates	1290
gdcm::network::ULWritingCallback	1292
gdcm::UNExplicitDataElement	
Class to read/write a DataElement as UNExplicit Data Element	1294
gdcm::UNExplicitImplicitDataElement	
Class to read/write a DataElement as ExplicitImplicit Data Element	1297
gdcm::Unpacker12Bits	
Pack/Unpack 12 bits pixel into 16bits	1299
gdcm::Usage	
Usage	1300
gdcm::UserEvent	1303
gdcm::network::UserInformation	
UserInformation	1304
gdcm::UUIDGenerator	
Class for generating unique UUID	1306
gdcm::Validate	
Validate class	1307
gdcm::Value	
Class to represent the value of a Data Element	1310
gdcm::ValueIO< TDE, TSwap, TType >	
Class to dispatch template calls	1313
gdcm::MrProtocol::Vector3	1314
gdcm::Version	
Major/minor and build version	1314
gdcm::VL	
Value Length	1317
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	1321

gdcm::VMToLength< T >	1326
gdcm::VR	
VR class	1326
gdcm::VR16ExplicitDataElement	
Class to read/write a DataElement as Explicit Data Element	1334
gdcm::VRToEncoding< T >	1336
gdcm::VRToType< T >	1336
gdcm::VRVLSize< T >	1337
gdcm::VRVLSize< 0 >	1337
gdcm::VRVLSize< 1 >	1337
vtkGDCMImageReader	1338
vtkGDCMImageReader2	1353
vtkGDCMImageWriter	1368
vtkGDCMMedicalImageProperties	1377
vtkGDCMPolyDataReader	1380
vtkGDCMPolyDataWriter	1385
vtkGDCMTesting	1390
vtkGDCMThreadedImageReader	1394
vtkGDCMThreadedImageReader2	1398
vtkImageColorViewer	1407
vtkImageMapToColors16	1422
vtkImageMapToWindowLevelColors2	1428
vtkImagePlanarComponentsToComponents	1432
vtkImageRGBToYBR	1434
vtkImageYBRToRGB	1437
vtkLookupTable16	1439
vtkRTStructSetProperties	1443
gdcm::Waveform	
Waveform class	1454
gdcm::WLMFindQuery	
PatientRootQuery	1455
gdcm::Writer	
Writer ala DOM (Document Object Model)	1458
gdcm::XMLDictReader	
Class for representing a XMLDictReader	1464
gdcm::XMLPrinter	1467
gdcm::XMLPrivateDictReader	
Class for representing a XMLPrivateDictReader	1471

Chapter 8

File Index

8.1 File List

Here is a list of all files with brief descriptions:

gdcmAAabortPDU.h	1475
gdcmAAAssociateACPDU.h	1476
gdcmAAAssociateRJPDU.h	1476
gdcmAAAssociateRQPDU.h	1477
gdcmAbstractSyntax.h	1478
gdcmAnonymizeEvent.h	1479
gdcmAnonymizer.h	1480
gdcmApplicationContext.h	1481
gdcmApplicationEntity.h	1482
gdcmAReleaseRPPDU.h	1482
gdcmAReleaseRQPDU.h	1483
gdcmARTIMTimer.h	1484
gdcmASN1.h	1485
gdcmAsynchronousOperationsWindowSub.h	1486
gdcmAttribute.h	1486
gdcmAudioCodec.h	1488
gdcmBase64.h	1489
gdcmBaseCompositeMessage.h	1489
gdcmBaseNormalizedMessage.h	1490
gdcmBasePDU.h	1491
gdcmBaseQuery.h	1492
gdcmBaseRootQuery.h	1493
gdcmBasicOffsetTable.h	1494
gdcmBitmap.h	1495
gdcmBitmapToBitmapFilter.h	1496
gdcmBoxRegion.h	1497
gdcmByteBuffer.h	1497
gdcmByteSwap.h	1499
gdcmByteSwapFilter.h	1499
gdcmByteValue.h	1500
gdcmCAPICryptoFactory.h	1501

gdcmCAPICryptographicMessageSyntax.h	1501
gdcmCEchoMessages.h	1502
gdcmCFindMessages.h	1503
gdcmCleaner.h	1504
gdcmCMoveMessages.h	1505
gdcmCodec.h	1505
gdcmCoder.h	1506
gdcmCodeString.h	1507
gdcmCommand.h	1508
gdcmCommandDataSet.h	1510
gdcmCompositeMessageFactory.h	1510
gdcmCompositeNetworkFunctions.h	1511
gdcmConstCharWrapper.h	1512
gdcmCP246ExplicitDataElement.h	1512
gdcmCryptoFactory.h	1513
gdcmCryptographicMessageSyntax.h	1514
gdcmCSAElement.h	1515
gdcmCSAHeader.h	1516
gdcmCSAHeaderDict.h	1517
gdcmCSAHeaderDictEntry.h	1518
gdcmCStoreMessages.h	1519
gdcmCurve.h	1520
gdcmDataElement.h	1521
gdcmDataEvent.h	1523
gdcmDataSet.h	1524
gdcmDataSetEvent.h	1525
gdcmDataSetHelper.h	1525
gdcmDecoder.h	1526
gdcmDefinedTerms.h	1527
gdcmDeflateStream.h	1528
gdcmDefs.h	1528
gdcmDeltaEncodingCodec.h	1529
gdcmDICOMDIR.h	1530
gdcmDICOMDIRGenerator.h	1531
gdcmDict.h	1531
gdcmDictConverter.h	1533
gdcmDictEntry.h	1533
gdcmDictPrinter.h	1535
gdcmDicts.h	1535
gdcmDIMSE.h	1536
gdcmDirectionCosines.h	1537
gdcmDirectory.h	1538
gdcmDirectoryHelper.h	1539
gdcmDPath.h	1539
gdcmDummyValueGenerator.h	1540
gdcmDumper.h	1541
gdcmElement.h	1542
gdcmEmptyMaskGenerator.h	1543
gdcmEncapsulatedDocument.h	1544
gdcmEnumeratedValues.h	1545
gdcmEquipmentManufacturer.h	1545
gdcmEvent.h	1546
gdcmException.h	1548
gdcmExplicitDataElement.h	1548

gdcmExplicitImplicitDataElement.h	1549
gdcmFiducials.h	1550
gdcmFile.h	1551
gdcmFileAnonymizer.h	1552
gdcmFileChangeTransferSyntax.h	1553
gdcmFileDecompressLookupTable.h	1553
gdcmFileDerivation.h	1554
gdcmFileExplicitFilter.h	1555
gdcmFileMetaInformation.h	1556
gdcmFilename.h	1557
gdcmFileNameEvent.h	1557
gdcmFilenameGenerator.h	1558
gdcmFileSet.h	1559
gdcmFileStreamer.h	1560
gdcmFindPatientRootQuery.h	1561
gdcmFindStudyRootQuery.h	1562
gdcmFragment.h	1562
gdcmGlobal.h	1564
gdcmGroupDict.h	1565
gdcmIconImage.h	1565
gdcmIconImageFilter.h	1566
gdcmIconImageGenerator.h	1567
gdcmImage.h	1568
gdcmImageApplyLookupTable.h	1569
gdcmImageChangePhotometricInterpretation.h	1570
gdcmImageChangePlanarConfiguration.h	1571
gdcmImageChangeTransferSyntax.h	1571
gdcmImageCodec.h	1572
gdcmImageConverter.h	1573
gdcmImageFragmentSplitter.h	1574
gdcmImageHelper.h	1575
gdcmImageReader.h	1576
gdcmImageRegionReader.h	1577
gdcmImageToImageFilter.h	1577
gdcmImageWriter.h	1578
gdcmImplementationClassUIDSub.h	1579
gdcmImplementationUIDSub.h	1580
gdcmImplementationVersionNameSub.h	1581
gdcmImplicitDataElement.h	1582
gdcmIOD.h	1583
gdcmIODEntry.h	1584
gdcmIODs.h	1586
gdcmIPPSorter.h	1587
gdcmItem.h	1588
gdcmJPEG12Codec.h	1590
gdcmJPEG16Codec.h	1590
gdcmJPEG2000Codec.h	1591
gdcmJPEG8Codec.h	1592
gdcmJPEGCodec.h	1593
gdcmJPEGLSCodec.h	1594
gdcmJSON.h	1594
gdcmKAKADUCodec.h	1595
gdcmLegacyMacro.h	1596
gdcmLO.h	1598

gdcmLookupTable.h	1598
gdcmMacro.h	1599
gdcmMacroEntry.h	1601
gdcmMacros.h	1603
gdcmMaximumLengthSub.h	1604
gdcmMD5.h	1605
gdcmMEC_MR3.h	1606
gdcmMediaStorage.h	1606
gdcmMeshPrimitive.h	1608
gdcmModalityPerformedProcedureStepCreateQuery.h	1609
gdcmModalityPerformedProcedureStepSetQuery.h	1610
gdcmModule.h	1610
gdcmModuleEntry.h	1612
gdcmModules.h	1614
gdcmMovePatientRootQuery.h	1615
gdcmMoveStudyRootQuery.h	1616
gdcmMrProtocol.h	1616
gdcmNActionMessages.h	1618
gdcmNCreateMessages.h	1618
gdcmNDeleteMessages.h	1619
gdcmNestedModuleEntries.h	1620
gdcmNetworkEvents.h	1621
gdcmNetworkStateID.h	1622
gdcmNEventReportMessages.h	1623
gdcmNGetMessages.h	1624
gdcmNormalizedMessageFactory.h	1624
gdcmNormalizedNetworkFunctions.h	1625
gdcmNSetMessages.h	1626
gdcmObject.h	1626
gdcmOpenSSLCryptoFactory.h	1628
gdcmOpenSSLCryptographicMessageSyntax.h	1628
gdcmOpenSSLP7CryptoFactory.h	1630
gdcmOpenSSLP7CryptographicMessageSyntax.h	1630
gdcmOrientation.h	1632
gdcmOverlay.h	1632
gdcmParseException.h	1633
gdcmParser.h	1635
gdcmPatient.h	1635
gdcmPDataTFPDU.h	1636
gdcmPDBElement.h	1637
gdcmPDBHeader.h	1638
gdcmPDFCodec.h	1639
gdcmPDUFactory.h	1640
gdcmPersonName.h	1640
gdcmPGXCodec.h	1641
gdcmPhotometricInterpretation.h	1642
gdcmPixelFormat.h	1643
gdcmPixmap.h	1644
gdcmPixmapReader.h	1645
gdcmPixmapToPixmapFilter.h	1646
gdcmPixmapWriter.h	1647
gdcmPNMCodec.h	1648
gdcmPreamble.h	1648
gdcmPresentationContext.h	1650

gdcmPresentationContextAC.h	1651
gdcmPresentationContextGenerator.h	1652
gdcmPresentationContextRQ.h	1652
gdcmPresentationDataValue.h	1653
gdcmPrinter.h	1654
gdcmPrivateTag.h	1656
gdcmProgressEvent.h	1657
gdcmPVRGCodec.h	1658
gdcmPythonFilter.h	1658
gdcmQueryBase.h	1659
gdcmQueryFactory.h	1660
gdcmQueryImage.h	1661
gdcmQueryPatient.h	1662
gdcmQuerySeries.h	1663
gdcmQueryStudy.h	1664
gdcmRAWCodec.h	1665
gdcmReader.h	1665
gdcmRegion.h	1667
gdcmRescaler.h	1668
gdcmRLECodec.h	1669
gdcmRoleSelectionSub.h	1669
gdcmScanner.h	1670
gdcmScanner2.h	1671
gdcmSegment.h	1672
gdcmSegmentedPaletteColorLookupTable.h	1673
gdcmSegmentHelper.h	1674
gdcmSegmentReader.h	1675
gdcmSegmentWriter.h	1676
gdcmSequenceOfFragments.h	1677
gdcmSequenceOfItems.h	1678
gdcmSerieHelper.h	1678
gdcmSeries.h	1680
gdcmServiceClassApplicationInformation.h	1681
gdcmServiceClassUser.h	1682
gdcmSHA1.h	1682
gdcmSimpleSubjectWatcher.h	1683
gdcmSmartPointer.h	1684
gdcmSOPClassExtendedNegociationSub.h	1685
gdcmSOPClassUIDToIOD.h	1686
gdcmSorter.h	1687
gdcmSpacing.h	1689
gdcmSpectroscopy.h	1689
gdcmSplitMosaicFilter.h	1690
gdcmStaticAssert.h	1690
gdcmStreamImageReader.h	1692
gdcmStreamImageWriter.h	1693
gdcmStrictScanner.h	1693
gdcmStrictScanner2.h	1694
gdcmString.h	1695
gdcmStringFilter.h	1696
gdcmStudy.h	1697
gdcmSubject.h	1698
gdcmSurface.h	1699
gdcmSurfaceHelper.h	1700

gdcmSurfaceReader.h	1701
gdcmSurfaceWriter.h	1702
gdcmSwapCode.h	1702
gdcmSwapper.h	1704
gdcmSystem.h	1705
gdcmTable.h	1705
gdcmTableEntry.h	1706
gdcmTableReader.h	1708
gdcmTag.h	1709
gdcmTagPath.h	1710
gdcmTagToVR.h	1710
gdcmTerminal.h	1711
gdcmTestDriver.h	1712
gdcmTesting.h	1713
gdcmTrace.h	1714
gdcmTransferSyntax.h	1717
gdcmTransferSyntaxSub.h	1719
gdcmType.h	1720
gdcmTypes.h	1721
gdcmUIDGenerator.h	1721
gdcmUIDs.h	1722
gdcmULAction.h	1723
gdcmULActionAA.h	1724
gdcmULActionAE.h	1724
gdcmULActionAR.h	1725
gdcmULActionDT.h	1726
gdcmULBasicCallback.h	1726
gdcmULConnection.h	1727
gdcmULConnectionCallback.h	1728
gdcmULConnectionInfo.h	1729
gdcmULConnectionManager.h	1730
gdcmULEvent.h	1731
gdcmULTransitionTable.h	1732
gdcmULWritingCallback.h	1733
gdcmUNExplicitDataElement.h	1734
gdcmUNExplicitImplicitDataElement.h	1734
gdcmUnpacker12Bits.h	1735
gdcmUsage.h	1736
gdcmUserInformation.h	1738
gdcmUUIDGenerator.h	1739
gdcmValidate.h	1739
gdcmValue.h	1740
gdcmValueIO.h	1741
gdcmVersion.h	1741
gdcmVL.h	1742
gdcmVM.h	1743
gdcmVR.h	1745
gdcmVR16ExplicitDataElement.h	1747
gdcmWaveform.h	1748
gdcmWin32.h	1748
gdcmWLMFindQuery.h	1749
gdcmWriter.h	1749
gdcmXMLDictReader.h	1751
gdcmXMLPrinter.h	1751

gdcmlXMLPrivateDictReader.h	1752
vtkGDCMImageReader.h	1753
vtkGDCMImageReader2.h	1754
vtkGDCMImageWriter.h	1756
vtkGDCMMedicalImageProperties.h	1756
vtkGDCMPolyDataReader.h	1757
vtkGDCMPolyDataWriter.h	1757
vtkGDCMTesting.h	1758
vtkGDCMThreadedImageReader.h	1758
vtkGDCMThreadedImageReader2.h	1759
vtkImageColorViewer.h	1759
vtkImageMapToColors16.h	1760
vtkImageMapToWindowLevelColors2.h	1760
vtkImagePlanarComponentsToComponents.h	1761
vtkImageRGBToYBR.h	1761
vtkImageYBRToRGB.h	1762
vtkLookupTable16.h	1762
vtkRTStructSetProperties.h	1763

Chapter 9

Namespace Documentation

9.1 gdcn Namespace Reference

Namespaces

- [network](#)
- [SegmentHelper](#)
- [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 > [UCComp](#)
- 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 FileMetaInformation &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 PDSElement &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> gdcM::LTComp
```

9.1.2.11 MacroEntry

```
typedef ModuleEntry gdcM::MacroEntry
```

9.1.2.12 NestedMacroEntries

```
typedef NestedModuleEntries gdcM::NestedMacroEntries
```

9.1.2.13 PNComp

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

9.1.2.14 SHComp

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

9.1.2.15 STComp

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

9.1.2.16 TMComp

```
typedef String<'\\', 16> gdcM::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 gdcn::add1 (  
    char * buf,  
    int n ) [static]
```

Referenced by doround().

9.1.4.2 backslash()

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

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

9.1.4.3 Clamp()

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

9.1.4.4 clean()

```
static void gdcn::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& gdcm::operator<< (
    std::ostream & _os,
    const IOD & _val ) [inline]
```

9.1.4.11 operator<<() [3/59]

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

9.1.4.12 operator<<() [4/59]

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

9.1.4.13 operator<<() [5/59]

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

9.1.4.14 operator<<() [6/59]

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

9.1.4.15 operator<<() [7/59]

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

9.1.4.23 operator<<() [15/59]

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

9.1.4.24 operator<<() [16/59]

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

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

9.1.4.25 operator<<() [17/59]

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

9.1.4.26 operator<<() [18/59]

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

9.1.4.34 operator<<() [26/59]

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

9.1.4.35 operator<<() [27/59]

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

9.1.4.36 operator<<() [28/59]

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

9.1.4.37 operator<<() [29/59]

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

9.1.4.38 operator<<() [30/59]

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

9.1.4.46 operator<<() [38/59]

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

9.1.4.47 operator<<() [39/59]

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

9.1.4.48 operator<<() [40/59]

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

9.1.4.49 operator<<() [41/59]

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

9.1.4.50 operator<<() [42/59]

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

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

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

9.1.4.68 operator==(

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

Examples

[DumpPhilipsECHO.cxx](#).

9.1.4.69 operator>>() [1/3]

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

9.1.4.70 operator>>() [2/3]

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

References [gdcm::ignore_char::m_char](#).

9.1.4.71 operator>>() [3/3]

```
template<char TDelimiter, unsigned int TMaxLength, char TPadChar>
std::istream& gdcm::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](#) ,
[eAABORTPDURReceivedOpen](#) ,
[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 gdcm::network::EEventID
```

Enumerator

eAASSOCIATERequestLocalUser	
eTransportConnConfirmLocal	
eASSOCIATE_ACPDUreceived	
eASSOCIATE_RJPDUreceived	
eTransportConnIndicLocal	
eAASSOCIATE_RQPDUreceived	
eAASSOCIATEResponseAccept	
eAASSOCIATEResponseReject	

Enumerator

ePDATArequest	
ePDATATFPDU	
eARELEASERequest	
eARELEASE_RQPDUReceivedOpen	
eARELEASE_RPPDUReceived	
eARELEASEResponse	
eAABORTRequest	
eAABORTPDUReceivedOpen	
eTransportConnectionClosed	
eARTIMTimerExpired	
eUnrecognizedPDUReceived	
eEventDoesNotExist	

9.2.1.2 EStateID

```
enum gdcn::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, eSta13↵
AwaitingClose, eSta1Idle, eSta2Open, eSta3WaitLocalAssoc, eSta4LocalAssocDone, eSta5WaitRemoteAssoc, e↵
Sta6TransferReady, eSta7WaitRelease, eSta8WaitLocalRelease, eSta9ReleaseCollisionRqLocal, and eStaDoesNot↵
Exist.

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

Implements [gdcm::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:

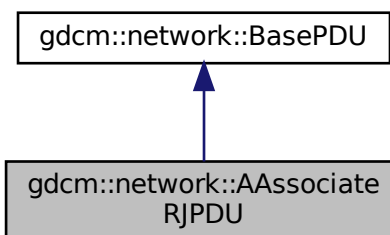
- [gdcmAAssociateACPDU.h](#)

10.3 gdcm::network::AAssociateRJPDU Class Reference

[AAssociateRJPDU](#).

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

Inheritance diagram for `gdcm::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 gdcM::network::AAssociateRJPDU::IsLastFragment ( ) const [inline], [override], [virtual]
```

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

10.3.3.2 Print()

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

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

10.3.3.3 Read()

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

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

10.3.3.4 Size()

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

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

10.3.3.5 Write()

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

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

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

- [gdcMAAssociateRJPDU.h](#)

10.4 gdcmm::network::AAssociateRQPDU Class Reference

[AAssociateRQPDU](#).

```
#include <gdcmAAssociateRQPDU.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 SetUserInfoInformation()

```
void gdcm::network::AAssociateRQPDU::SetUserInfoInformation (
    UserInfoInformation 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& gdcM::network::AbstractSyntax::Read (
    std::istream & is )
```

10.6.3.6 SetName()

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

10.6.3.7 SetNameFromUID()

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

10.6.3.8 Size()

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

10.6.3.9 Write()

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

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

- [gdcMAbstractSyntax.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 [gdcmm::Event](#) *e) const override
- const char * [GetEventName](#) () const override
- [Tag](#) const & [GetTag](#) () const
- [gdcmm::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](#)

10.7.2 Member Typedef Documentation

10.7.2.1 Self

```
typedef AnonymizeEvent gdcmm::AnonymizeEvent::Self
```

10.7.2.2 Superclass

```
typedef AnyEvent gdcmm::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]
```

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:

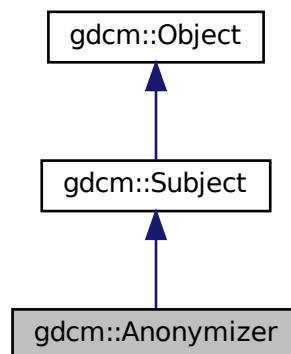
- [gdcMAnonymizeEvent.h](#)

10.8 gdcM::Anonymizer Class Reference

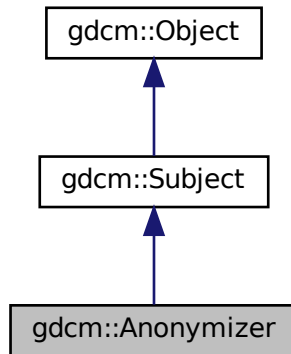
[Anonymizer](#).

```
#include <gdcMAnonymizer.h>
```

Inheritance diagram for gdcM::Anonymizer:



Collaboration diagram for gdcmm::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 [BALCPPProtect](#) ([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*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

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

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

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::GetBasicApplicationLevelConfidentialityProfileAttributes
( ) [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]
```

10.8.3.12 New()

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

for wrapped language: instantiate a reference counted object

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](#).

10.8.3.17 RemovePrivateTags()

```
bool gdcm::Anonymizer::RemovePrivateTags ( )
```

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

Examples

[ClinicalTrialAnnotate.cxx](#).

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](#), and [EncapsulateFileInRawData.cxx](#).

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.

10.8.3.24 SetFile()

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

Set/Get [File](#).

Examples

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

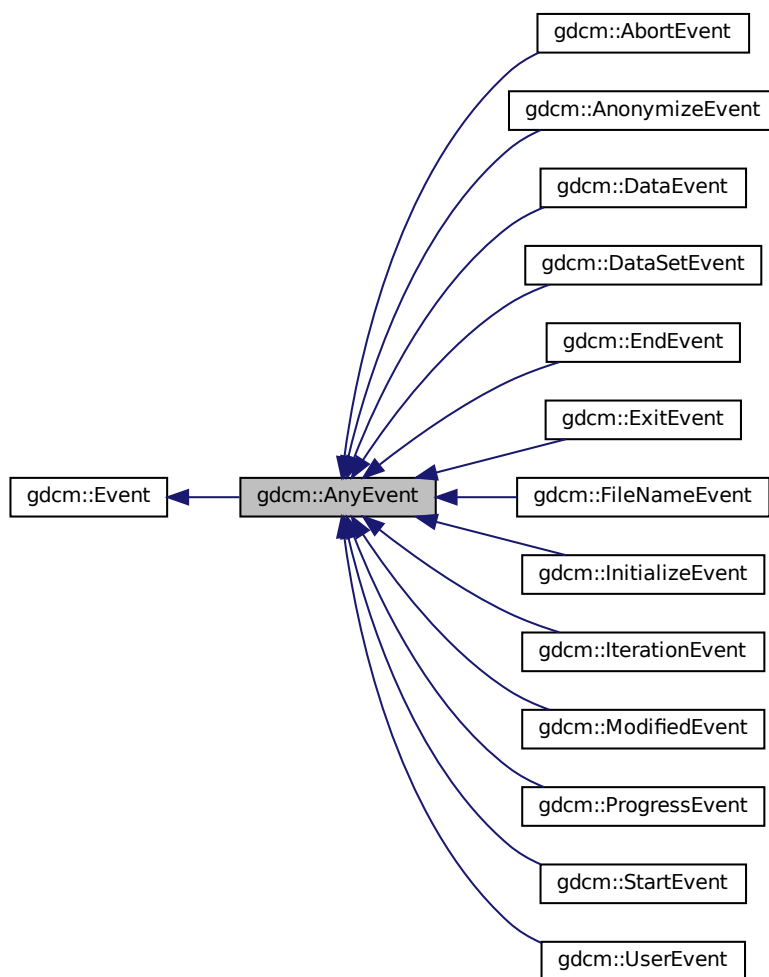
The documentation for this class was generated from the following file:

- [gdcMAnonymizer.h](#)

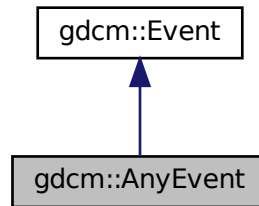
10.9 gdcm::AnyEvent Class Reference

```
#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 gdcn::network::ApplicationContext::Size ( ) const
```

10.10.3.6 Write()

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

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

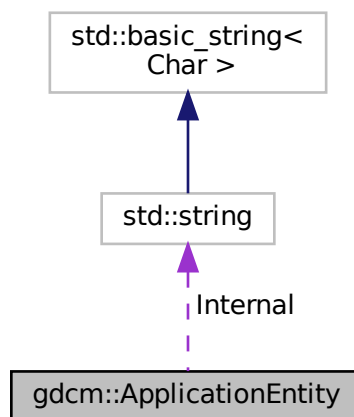
- [gdcnApplicationContext.h](#)

10.11 gdcn::ApplicationEntity Class Reference

[ApplicationEntity](#).

```
#include <gdcnApplicationEntity.h>
```

Collaboration diagram for gdcn::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 gdcm::ApplicationEntity::IsValid ( ) const [inline]
```

10.11.2.2 Print()

```
void gdcm::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 gdcmm::ApplicationEntity::Separator = ' ' [static]
```

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

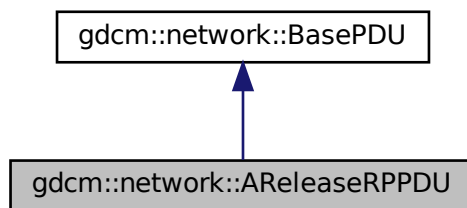
- [gdcmmApplicationEntity.h](#)

10.12 gdcmm::network::AReleaseRPPDU Class Reference

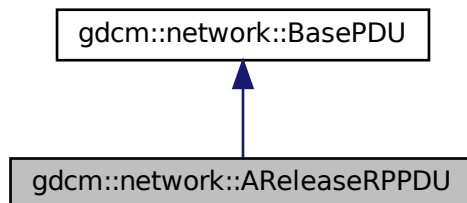
[AReleaseRPPDU](#).

```
#include <gdcmmAReleaseRPPDU.h>
```

Inheritance diagram for gdcmm::network::AReleaseRPPDU:



Collaboration diagram for gdcmm::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()

```
gdcn::network::AReleaseRPPDU::AReleaseRPPDU ( )
```

10.12.3 Member Function Documentation

10.12.3.1 IsLastFragment()

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

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

10.12.3.2 Print()

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

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

10.12.3.3 Read()

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

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

10.12.3.4 Size()

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

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

10.12.3.5 Write()

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

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

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

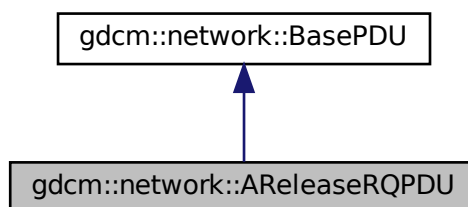
- [gdcmmAReleaseRPPDU.h](#)

10.13 gdcmm::network::AReleaseRQPDU Class Reference

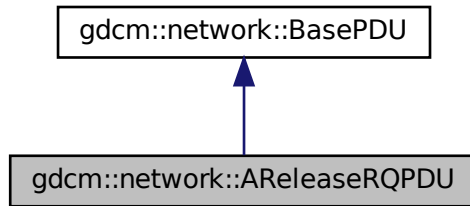
[AReleaseRQPDU](#).

```
#include <gdcmmAReleaseRQPDU.h>
```

Inheritance diagram for gdcmm::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 gdcm::network::AReleaseRQPDU::IsLastFragment ( ) const [inline], [override], [virtual]
```

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

10.13.3.2 Print()

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

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

10.13.3.3 Read()

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

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

10.13.3.4 Size()

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

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

10.13.3.5 Write()

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

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

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

- [gdcmAReleaseRQPDU.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:

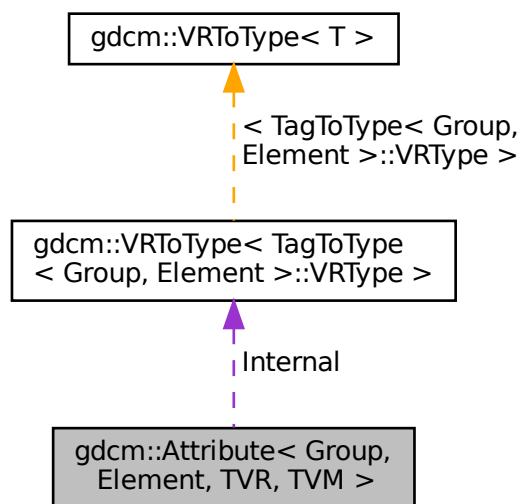
- [gdcmAsynchronousOperationsWindowSub.h](#)

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](#), [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
```

Examples

[ReadAndPrintAttributes.cxx](#).

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 >::operator<()>`.

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](#), [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& gdcmm::Attribute< Group, Element, TVR, TVM >::GetValue (
    unsigned int idx = 0 ) [inline]
```

Examples

[DeriveSeries.cxx](#), [FixOrientation.cxx](#), [GetSequenceUltrasound.cxx](#), [PatchFile.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [gdcmmrtionplan.cxx](#), [gdcmmrtplan.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& gdcmm::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* gdcmm::Attribute< Group, Element, TVR, TVM >::GetValues ( ) const [inline]
```

Examples

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

Referenced by `gdcmm::Attribute< Group, Element, TVR, TVM >::operator!=()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator!=()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::operator<()`, `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator<()`, `gdcmm::Attribute< Group, Element, TVR, TVM >::operator==()`, and `gdcmm::Attribute< Group, Element, TVR, VM::VM1 >::operator==()`.

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 gdcmm::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 >::GetValues().

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](#), [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]
```

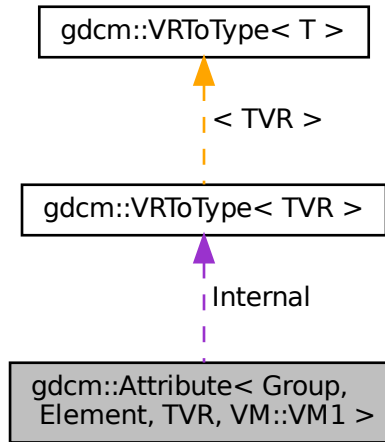
The documentation for this class was generated from the following file:

- [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>
gdcm::Attribute< Group, Element, TVR, VM::VM1 >::GDCM_STATIC_ASSERT (
    (((VR::VRType) TVR & VR::VR_VM1) && ((VM::VMType) VM::VM1==VM::VM1)) || !((VR::VRType)
TVR & VR::VR_VM1)) )
```

10.18.3.2 GDCM_STATIC_ASSERT() [2/4]

```
template<uint16_t Group, uint16_t Element, long long TVR>
gdcm::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>
gdcm::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>
gdcm::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 >::GetValues().

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
```

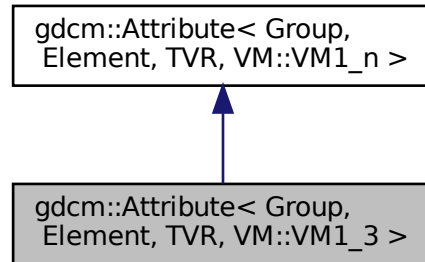
The documentation for this class was generated from the following file:

- [gdcmAttribute.h](#)

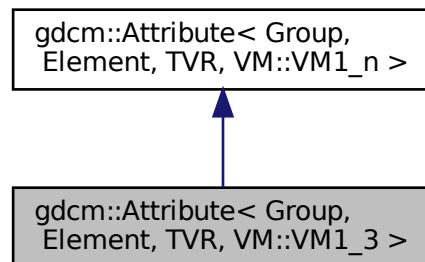
10.19 gdcm::Attribute< Group, Element, TVR, VM::VM1_3 > Class Template Reference

```
#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]
```

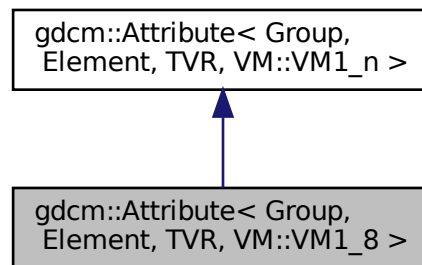
The documentation for this class was generated from the following file:

- [gdcmAttribute.h](#)

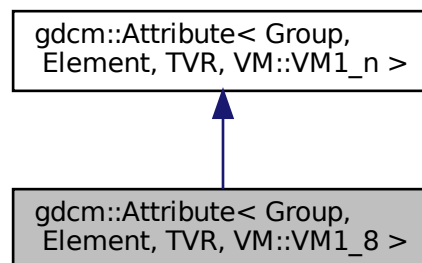
10.20 gdcm::Attribute< Group, Element, TVR, VM::VM1_8 > Class Template Reference

```
#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]
```

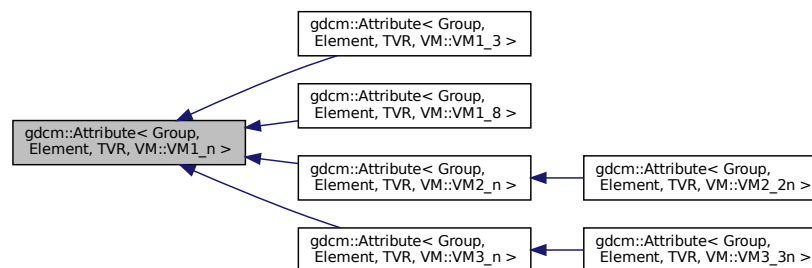
The documentation for this class was generated from the following file:

- [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]
```

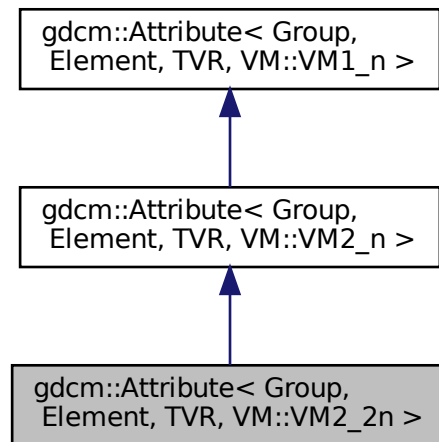
The documentation for this class was generated from the following file:

- [gdcMAttribute.h](#)

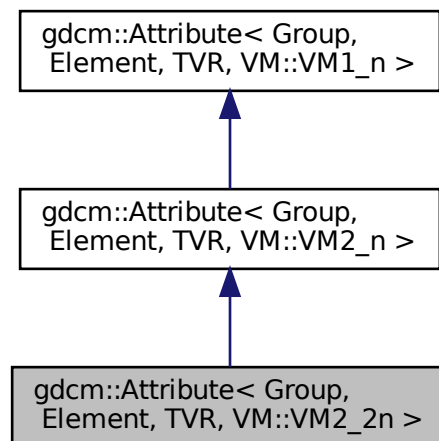
10.22 gdcm::Attribute< Group, Element, TVR, VM::VM2_2n > Class Template Reference

```
#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](#)

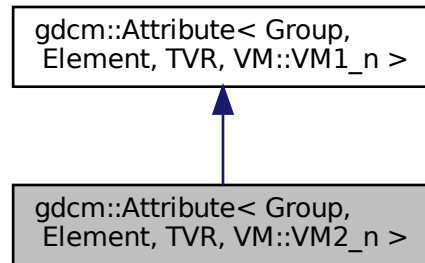
10.23 [gdcM::Attribute](#)< Group, Element, TVR, VM::VM2_n > Class Template Reference

```
#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]
```

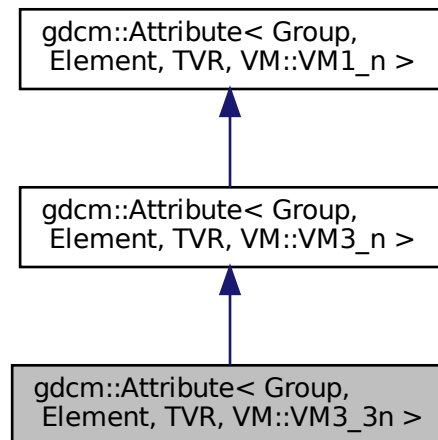
The documentation for this class was generated from the following file:

- [gdcmAttribute.h](#)

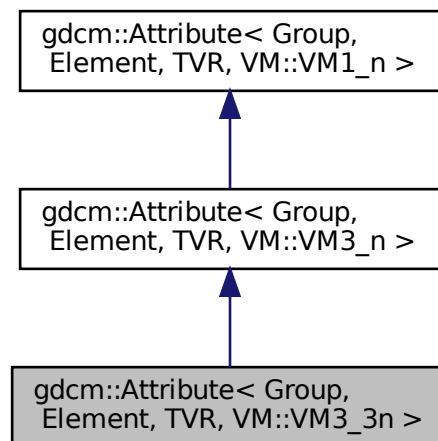
10.24 gdcm::Attribute< Group, Element, TVR, VM::VM3_3n > Class Template Reference

```
#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](#)

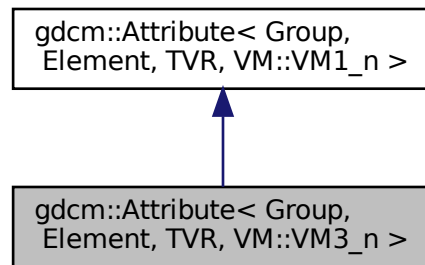
10.25 gdcm::Attribute< Group, Element, TVR, VM::VM3_n > Class Template Reference

```
#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:

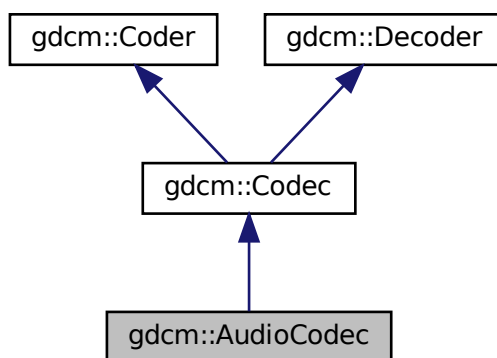
- [gdcmAttribute.h](#)

10.26 gdcm::AudioCodec Class Reference

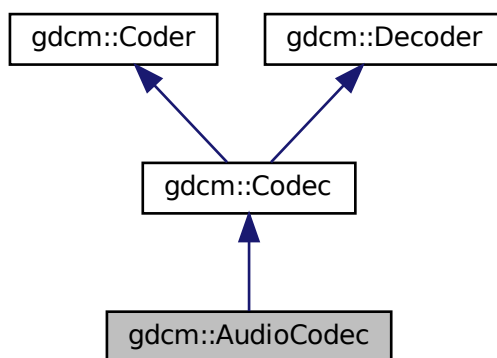
[AudioCodec.](#)

```
#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()

```
gdcm::Base64::Base64 (
    const Base64 & ) [delete]
```

10.27.3 Member Function Documentation

10.27.3.1 Decode()

```
static size_t gdcm::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::CMoveRQ](#), [gdcm::network::CFindRQ](#), and [gdcm::network::CEchoRQ](#).

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

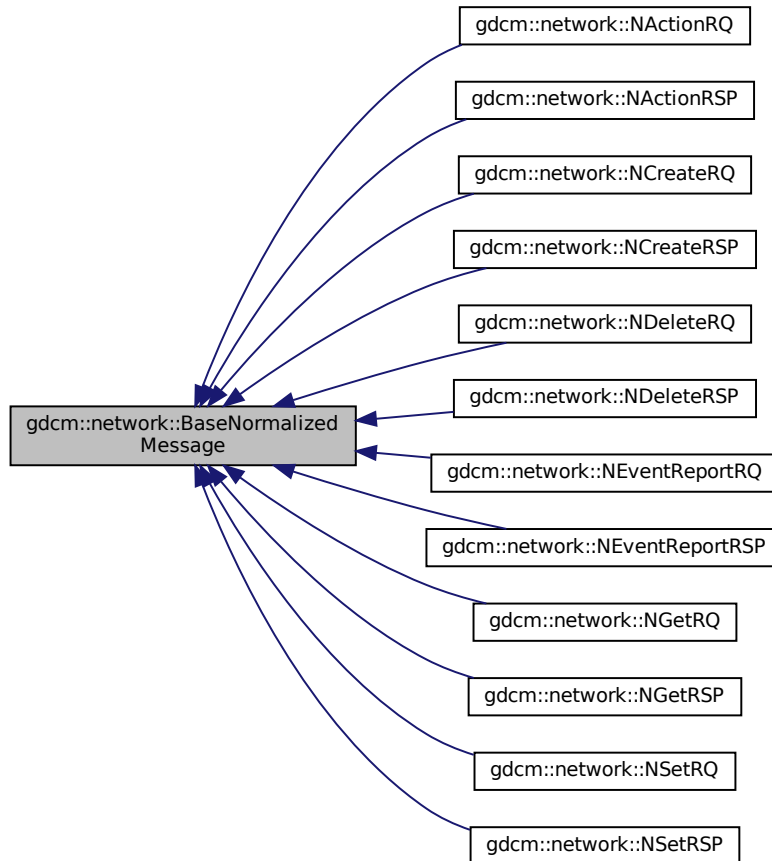
- [gdcmBaseCompositeMessage.h](#)

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::NSetRQ](#), [gdcm::network::NGetRQ](#), [gdcm::network::NEventReportRQ](#), [gdcm::network::NDeleteRQ](#), [gdcm::network::NCreateRQ](#), and [gdcm::network::NActionRQ](#).

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

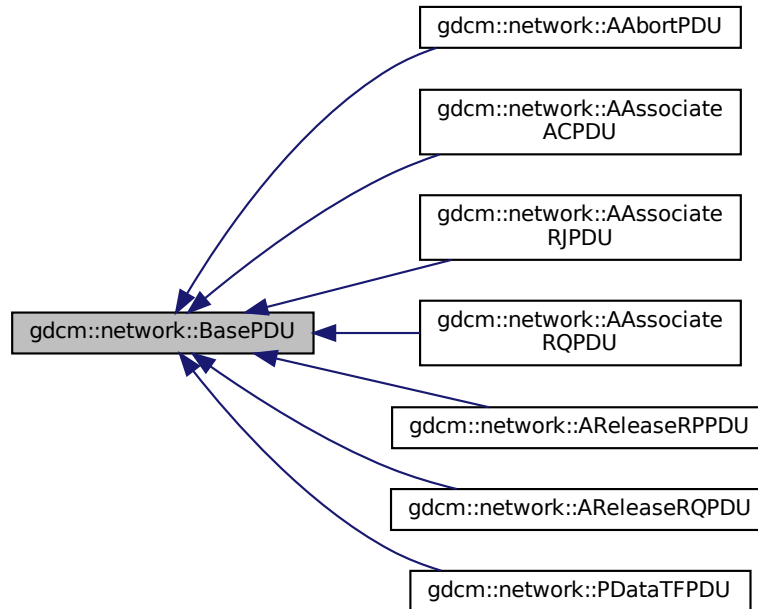
- [gdcmBaseNormalizedMessage.h](#)

10.30 gdcmm::network::BasePDU Class Reference

[BasePDU](#).

```
#include <gdcmmBasePDU.h>
```

Inheritance diagram for gdcmm::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 gdcmm::network::BasePDU::~BasePDU ( ) [virtual], [default]
```

10.30.3 Member Function Documentation

10.30.3.1 IsLastFragment()

```
virtual bool gdcmm::network::BasePDU::IsLastFragment ( ) const [pure virtual]
```

Implemented in [gdcmm::network::PDataTFPDU](#), [gdcmm::network::AReleaseRQPDU](#), [gdcmm::network::AReleaseRPPDU](#), [gdcmm::network::AAssociateRQPDU](#), [gdcmm::network::AAssociateRJPDU](#), [gdcmm::network::AAssociateACPDU](#), and [gdcmm::network::AAbortPDU](#).

10.30.3.2 Print()

```
virtual void gdcmm::network::BasePDU::Print (
    std::ostream & os ) const [pure virtual]
```

Implemented in [gdcmm::network::PDataTFPDU](#), [gdcmm::network::AReleaseRQPDU](#), [gdcmm::network::AReleaseRPPDU](#), [gdcmm::network::AAssociateRQPDU](#), [gdcmm::network::AAssociateRJPDU](#), [gdcmm::network::AAssociateACPDU](#), and [gdcmm::network::AAbortPDU](#).

10.30.3.3 Read()

```
virtual std::istream& gdcm::network::BasePDU::Read (  
    std::istream & is ) [pure virtual]
```

Implemented in [gdcm::network::PDataTFPDU](#), [gdcm::network::AReleaseRQPDU](#), [gdcm::network::AReleaseRPPDU](#), [gdcm::network::AAssociateRQPDU](#), [gdcm::network::AAssociateRJPDU](#), [gdcm::network::AAssociateACPDU](#), and [gdcm::network::AAbortPDU](#).

10.30.3.4 Size()

```
virtual size_t gdcm::network::BasePDU::Size ( ) const [pure virtual]
```

Implemented in [gdcm::network::PDataTFPDU](#), [gdcm::network::AReleaseRQPDU](#), [gdcm::network::AReleaseRPPDU](#), [gdcm::network::AAssociateRQPDU](#), [gdcm::network::AAssociateRJPDU](#), [gdcm::network::AAssociateACPDU](#), and [gdcm::network::AAbortPDU](#).

10.30.3.5 Write()

```
virtual const std::ostream& gdcm::network::BasePDU::Write (  
    std::ostream & os ) const [pure virtual]
```

Implemented in [gdcm::network::PDataTFPDU](#), [gdcm::network::AReleaseRQPDU](#), [gdcm::network::AReleaseRPPDU](#), [gdcm::network::AAssociateRQPDU](#), [gdcm::network::AAssociateRJPDU](#), [gdcm::network::AAssociateACPDU](#), and [gdcm::network::AAbortPDU](#).

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

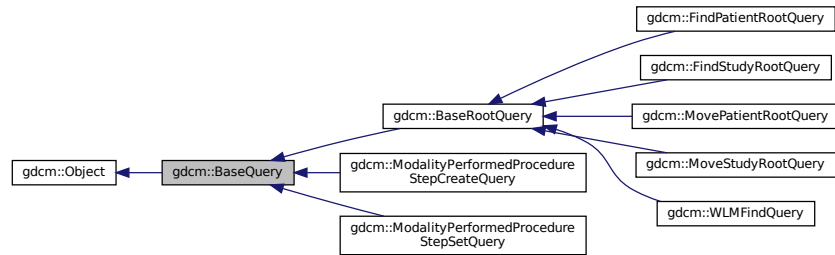
- [gdcmBasePDU.h](#)

10.31 gdcm::BaseQuery Class Reference

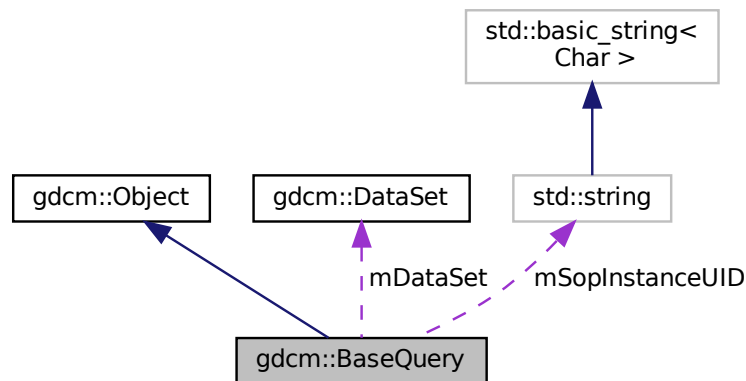
[BaseQuery](#).

```
#include <gdcmBaseQuery.h>
```

Inheritance diagram for gdcmm::BaseQuery:



Collaboration diagram for gdcmm::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()

```
gdcm::BaseQuery::BaseQuery ( ) [protected]
```

10.31.2.2 ~BaseQuery()

```
gdcm::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::WLMFindQuery](#), [gdcm::MoveStudyRootQuery](#), [gdcm::MovePatientRootQuery](#), [gdcm::ModalityPerformedProcedureStepCreateQuery](#), [gdcm::FindStudyRootQuery](#), and [gdcm::FindPatientRootQuery](#).

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::BaseRootQuery](#), [gdcM::WLMFindQuery](#), [gdcM::MoveStudyRootQuery](#), [gdcM::MovePatientRootQuery](#), [gdcM::ModalityPerformedProcedureStepSetQuery](#), [gdcM::ModalityPerformedProcedureStepCreateQuery](#), [gdcM::FindStudyRootQuery](#), and [gdcM::FindPatientRootQuery](#).

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:

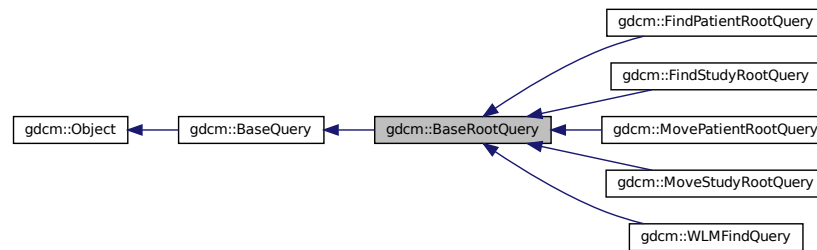
- [gdcMBaseQuery.h](#)

10.32 gdcM::BaseRootQuery Class Reference

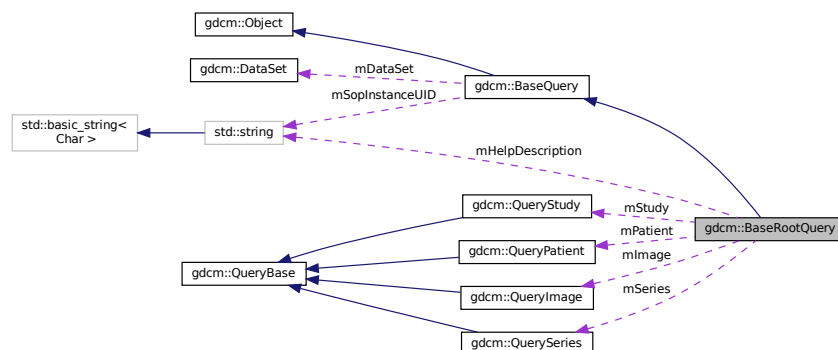
[BaseRootQuery.](#)

```
#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 qllevel ) [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::WLMFindQuery](#), [gdcm::MoveStudyRootQuery](#), [gdcm::MovePatientRootQuery](#), [gdcm::FindStudyRootQuery](#), and [gdcm::FindPatientRootQuery](#).

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::WLMFindQuery](#), [gdcm::MoveStudyRootQuery](#), [gdcm::MovePatientRootQuery](#), [gdcm::FindStudyRootQuery](#), and [gdcm::FindPatientRootQuery](#).

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::WLMFindQuery](#), [gdcm::MoveStudyRootQuery](#), [gdcm::MovePatientRootQuery](#), [gdcm::FindStudyRootQuery](#), and [gdcm::FindPatientRootQuery](#).

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:

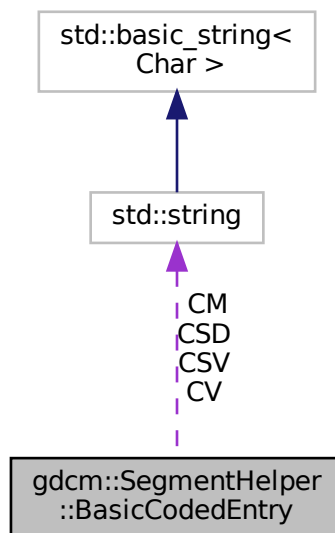
- [gdcmBaseRootQuery.h](#)

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:

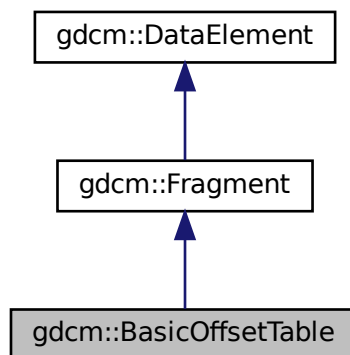
- [gdcmSegmentHelper.h](#)

10.34 gdcm::BasicOffsetTable Class Reference

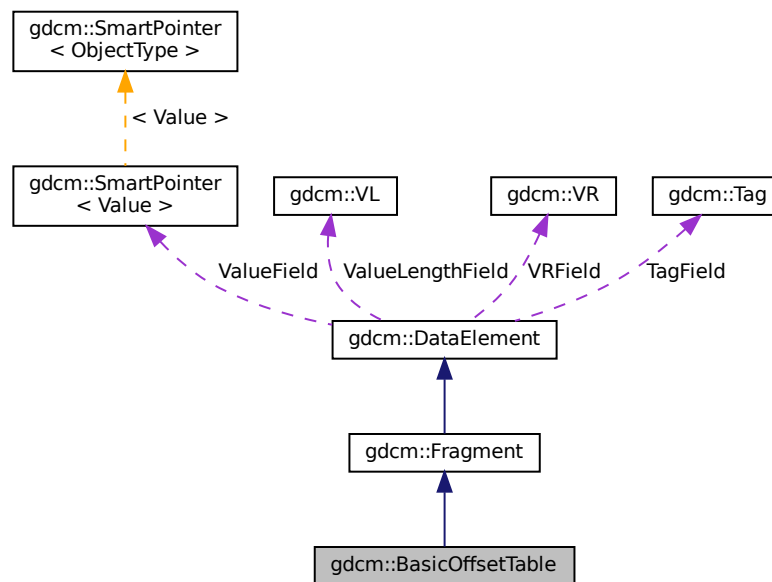
Class to represent a [BasicOffsetTable](#).

```
#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:

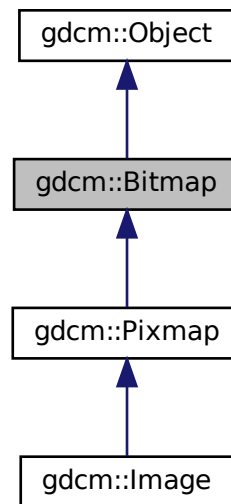
- [gdcmBasicOffsetTable.h](#)

10.35 gdcm::Bitmap Class Reference

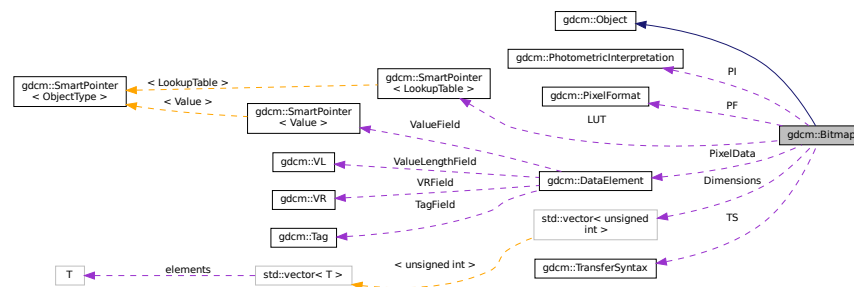
[Bitmap](#) class.

```
#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

[ConvertToQImage.cxx](#), [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

[ConvertToQImage.cxx](#), [GenFakelImage.cxx](#), [GetSubSequenceData.cxx](#), [PatchFile.cxx](#), [ReadMultiTimesException.cxx](#), 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
```

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](#), 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

[HelloVizWorld.cxx](#), and [threadgdcm.cxx](#).

10.35.4.16 GetPhotometricInterpretation()

```
const PhotometricInterpretation& gdcm::Bitmap::GetPhotometricInterpretation ( ) const
```

return the photometric interpretation

Examples

[ConvertToQImage.cxx](#), [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](#), [ExtractIconFromFile.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GenFakeImage.cxx](#), [GetJPEGSamplePrecision.cxx](#), [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::Image](#), and [gdcm::Pixmap](#).

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

[CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [GenFakeImage.cxx](#), [GetSubSequenceData.cxx](#), [csa2img.cxx](#), and [iU22tomultisc.cxx](#).

10.35.4.28 SetDimension()

```
void gdcM::Bitmap::SetDimension (
    unsigned int idx,
    unsigned int dim )
```

Examples

[GenFakeImage.cxx](#), [GetSubSequenceData.cxx](#), [csa2img.cxx](#), and [iU22tomultisc.cxx](#).

10.35.4.29 SetDimensions()

```
void gdcM::Bitmap::SetDimensions (
    const unsigned int dims[3] )
```

Examples

[CreateARGBImage.cxx](#), and [CreateCMYKImage.cxx](#).

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](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [GenFakeImage.cxx](#), [GetSubSequenceData.cxx](#), [csa2img.cxx](#), and [iU22tomultisc.cxx](#).

10.35.4.34 SetPhotometricInterpretation()

```
void gdcm::Bitmap::SetPhotometricInterpretation (
    PhotometricInterpretation const & pi )
```

Examples

[CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [GenFakeImage.cxx](#), [GetSubSequenceData.cxx](#), [csa2img.cxx](#), and [iU22tomultisc.cxx](#).

10.35.4.35 SetPixelFormat()

```
void gdcm::Bitmap::SetPixelFormat (
    PixelFormat const & pf ) [inline]
```

Examples

[CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [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

[CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), and [MergeTwoFiles.cxx](#).

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:

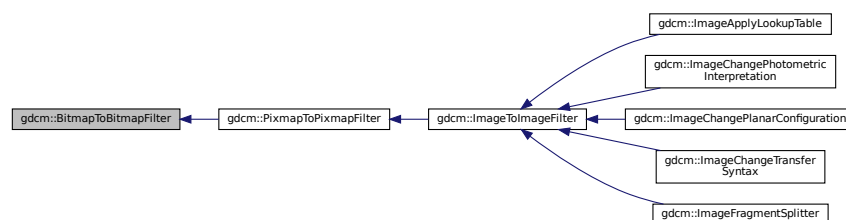
- [gdcmBitmap.h](#)

10.36 gdcm::BitmapToBitmapFilter Class Reference

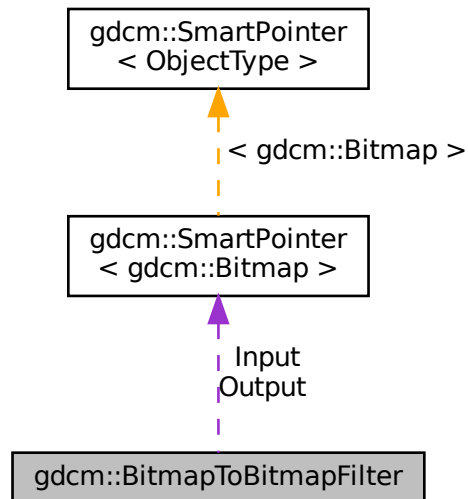
[BitmapToBitmapFilter](#) class.

```
#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

[CompressImage.cxx](#).

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:

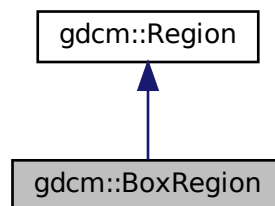
- [gdcmBitmapToBitmapFilter.h](#)

10.37 gdcm::BoxRegion Class Reference

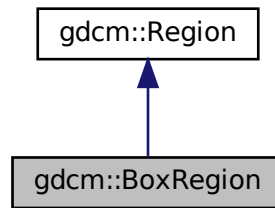
Class for manipulation box region.

```
#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)

10.37.2 Constructor & Destructor Documentation

10.37.2.1 BoxRegion() [1/2]

```
gdcmm::BoxRegion::BoxRegion ( )
```

10.37.2.2 ~BoxRegion()

```
gdcmm::BoxRegion::~~BoxRegion ( ) [override]
```

10.37.2.3 BoxRegion() [2/2]

```
gdcmm::BoxRegion::BoxRegion (
    const BoxRegion & )
```

copy/cstor and al.

10.37.3 Member Function Documentation

10.37.3.1 Area()

```
size_t gdcmm::BoxRegion::Area ( ) const [override], [virtual]
```

compute the area

Implements [gdcmm::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.

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:

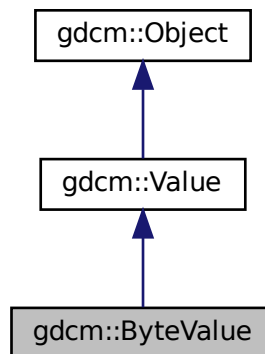
- [gdcmByteSwapFilter.h](#)

10.41 gdcm::ByteValue Class Reference

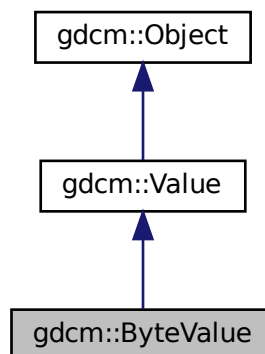
Class to represent binary value (array of bytes)

```
#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](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncryptedContent.cxx](#), [ExtractIconFromFile.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGSL.cxx](#), [MrProtocol.cxx](#), [PatchFile.cxx](#), [pmsct_rgb1.cxx](#), and [rle2img.cxx](#).

10.41.2 Constructor & Destructor Documentation

10.41.2.1 ByteValue() [1/2]

```
gdcmm::ByteValue::ByteValue (
    const char * array = nullptr,
    VL const & vl = 0 ) [inline]
```

References [gdcmmDebugMacro](#).

10.41.2.2 ByteValue() [2/2]

```
gdcmm::ByteValue::ByteValue (
    std::vector< char > & v ) [inline]
```

Warning

casting to `uint32_t`

10.41.2.3 ~ByteValue()

```
gdcmm::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

[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](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncryptedContent.cxx](#), [ExtractIconFromFile.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [MrProtocol.cxx](#), [PatchFile.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::Attribute< Group, Element, TVR, VM::VM1 >::SetByteValueNoSwap\(\)](#), [gdcM::Element< TVR, TVM >::SetNoSwap\(\)](#), [gdcM::Element< TVR, VM::VM1↵_n >::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](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncryptedContent.cxx](#), [ExtractIconFromFile.cxx](#), [MrProtocol.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::Attribute< Group, Element, TVR, VM::VM1 >::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 gdcm::ByteValue::operator== (
    const ByteValue & val ) const [inline]
```

10.41.3.15 operator==() [2/2]

```
bool gdcm::ByteValue::operator== (
    const Value & val ) const [inline], [override], [virtual]
```

Implements [gdcm::Value](#).

10.41.3.16 Print()

```
void gdcm::ByteValue::Print (
    std::ostream & os ) const [inline], [override], [protected], [virtual]
```

Reimplemented from [gdcm::Object](#).

10.41.3.17 PrintASCII()

```
void gdcm::ByteValue::PrintASCII (
    std::ostream & os,
    VL maxlength ) const
```

10.41.3.18 PrintASCIIXML()

```
void gdcm::ByteValue::PrintASCIIXML (
    std::ostream & os ) const
```

10.41.3.19 PrintGroupLength()

```
void gdcm::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 PrintPXML()

```
void gdcm::ByteValue::PrintPXML (
    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](#).

Examples

[ReadExplicitLengthSQIVR.cxx](#).

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]
```

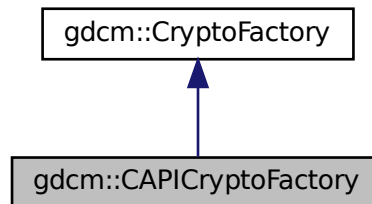
The documentation for this class was generated from the following file:

- [gdcmByteValue.h](#)

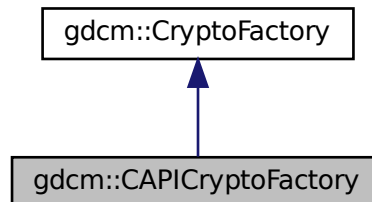
10.42 gdcm::CAPICryptoFactory Class Reference

```
#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](#).

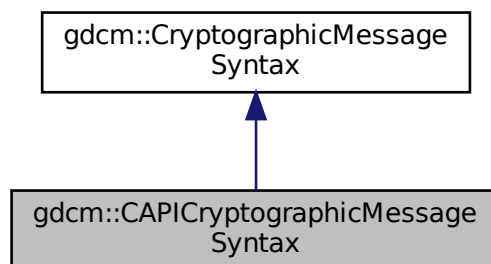
The documentation for this class was generated from the following file:

- [gdcMCAPICryptoFactory.h](#)

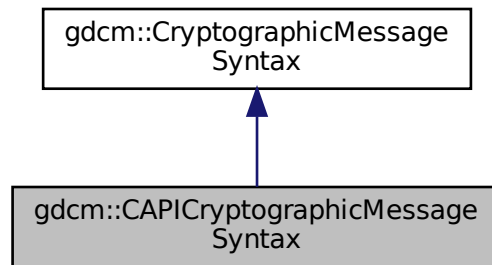
10.43 gdcM::CAPICryptographicMessageSyntax Class Reference

```
#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()

```
gdcmm::CAPICryptographicMessageSyntax::~~CAPICryptographicMessageSyntax ( )
```

10.43.2 Member Function Documentation

10.43.2.1 Decrypt()

```
bool gdcmm::CAPICryptographicMessageSyntax::Decrypt (
    char * output,
    size_t & outlen,
    const char * array,
    size_t len ) const [virtual]
```

decrypt content from a CMS envelopedData structure

Implements [gdcmm::CryptographicMessageSyntax](#).

10.43.2.2 Encrypt()

```
bool gdcmm::CAPICryptographicMessageSyntax::Encrypt (
    char * output,
    size_t & outlen,
    const char * array,
    size_t len ) const [virtual]
```

create a CMS envelopedData structure

Implements [gdcmm::CryptographicMessageSyntax](#).

10.43.2.3 GetCipherType()

```
CipherTypes gdcmm::CAPICryptographicMessageSyntax::GetCipherType ( ) const [virtual]
```

Implements [gdcmm::CryptographicMessageSyntax](#).

10.43.2.4 GetInitialized()

```
bool gdcmm::CAPICryptographicMessageSyntax::GetInitialized ( ) const [inline]
```

10.43.2.5 ParseCertificateFile()

```
bool gdcmm::CAPICryptographicMessageSyntax::ParseCertificateFile (
    const char * filename ) [virtual]
```

Implements [gdcmm::CryptographicMessageSyntax](#).

10.43.2.6 ParseKeyFile()

```
bool gdcmm::CAPICryptographicMessageSyntax::ParseKeyFile (
    const char * filename ) [virtual]
```

Implements [gdcmm::CryptographicMessageSyntax](#).

10.43.2.7 SetCipherType()

```
void gdcmm::CAPICryptographicMessageSyntax::SetCipherType (
    CipherTypes type ) [virtual]
```

Implements [gdcmm::CryptographicMessageSyntax](#).

10.43.2.8 SetPassword()

```
bool gdcmm::CAPICryptographicMessageSyntax::SetPassword (
    const char * pass,
    size_t passLen ) [virtual]
```

Implements [gdcmm::CryptographicMessageSyntax](#).

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

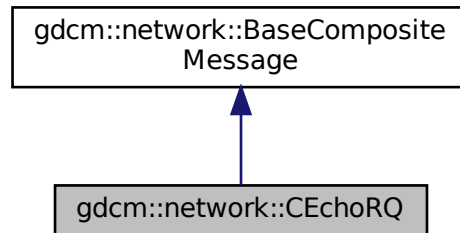
- [gdcmmCAPICryptographicMessageSyntax.h](#)

10.44 gdcm::network::CEchoRQ Class Reference

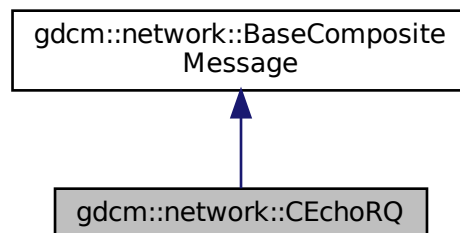
[CEchoRQ](#).

```
#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:

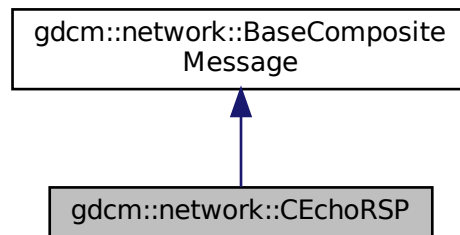
- [gdcmCEchoMessages.h](#)
- [gdcmDIMSE.h](#)

10.45 gdcm::network::CEchoRSP Class Reference

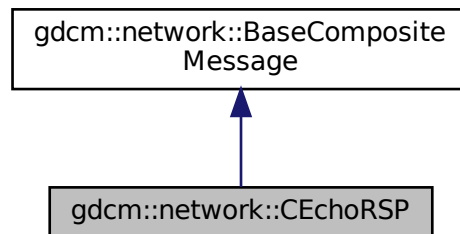
[CEchoRSP](#) this file defines the messages for the cecho action.

```
#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:

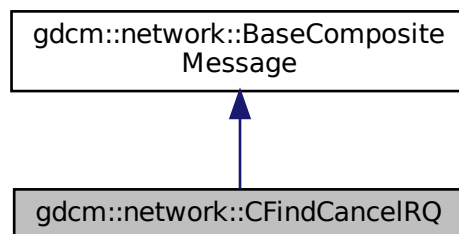
- [gdcmDIMSE.h](#)

10.47 gdcm::network::CFindCancelRQ Class Reference

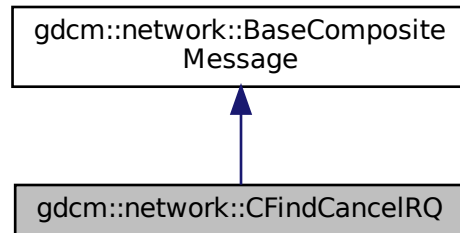
[CFindCancelRQ](#) this file defines the messages for the cfind action.

```
#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:

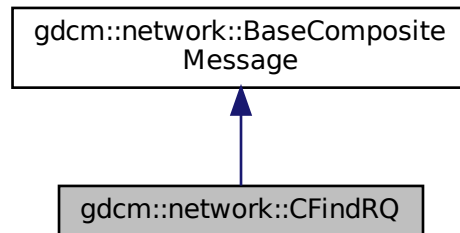
- [gdcmCFindMessages.h](#)

10.48 gdcm::network::CFindRQ Class Reference

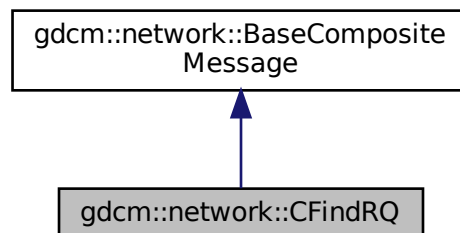
[CFindRQ](#).

```
#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:

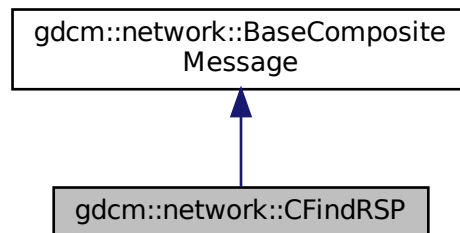
- [gdcmCFindMessages.h](#)

10.49 gdcm::network::CFindRSP Class Reference

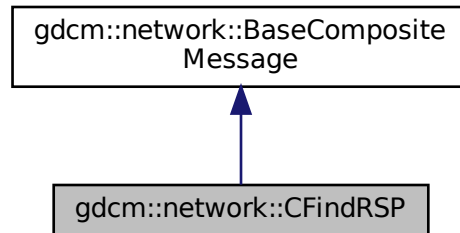
[CFindRSP](#) this file defines the messages for the cfind action.

```
#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:

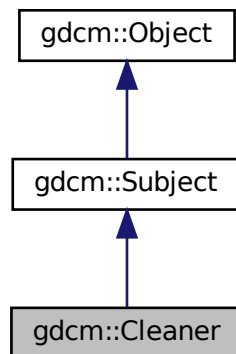
- [gdcmCFindMessages.h](#)

10.50 gdcm::Cleaner Class Reference

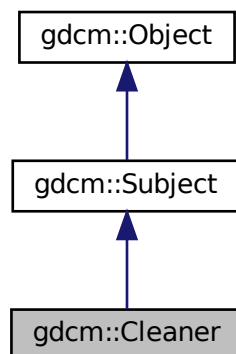
[Cleaner.](#)

```
#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](#)

10.50.2 Constructor & Destructor Documentation

10.50.2.1 Cleaner()

```
gdcM::Cleaner::Cleaner ( )
```

10.50.2.2 ~Cleaner()

```
gdcM::Cleaner::~~Cleaner ( ) [override]
```

10.50.3 Member Function Documentation

10.50.3.1 Clean()

```
bool gdcM::Cleaner::Clean ( )
```

main loop

10.50.3.2 Empty() [1/4]

```
bool gdcM::Cleaner::Empty (
    DPath const & dpath )
```

10.50.3.3 Empty() [2/4]

```
bool gdcM::Cleaner::Empty (
    PrivateTag const & pt )
```

10.50.3.4 Empty() [3/4]

```
bool gdcm::Cleaner::Empty (
    Tag const & t )
```

10.50.3.5 Empty() [4/4]

```
bool gdcm::Cleaner::Empty (
    VR const & vr )
```

10.50.3.6 GetFile()

```
File& gdcm::Cleaner::GetFile ( ) [inline]
```

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 gdcm::Cleaner::Preserve (
    DPath const & dpath )
```

10.50.3.9 Remove() [1/4]

```
bool gdcm::Cleaner::Remove (
    DPath const & dpath )
```

10.50.3.10 Remove() [2/4]

```
bool gdcM::Cleaner::Remove (
    PrivateTag const & pt )
```

10.50.3.11 Remove() [3/4]

```
bool gdcM::Cleaner::Remove (
    Tag const & t )
```

10.50.3.12 Remove() [4/4]

```
bool gdcM::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 gdcm::Cleaner::Scrub (
    Tag const & t )
```

Clean digital tash (typically SIEMENS CSA header):

10.50.3.20 Scrub() [4/4]

```
bool gdcm::Cleaner::Scrub (
    VR const & vr )
```

10.50.3.21 SetFile()

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

Set/Get [File](#).

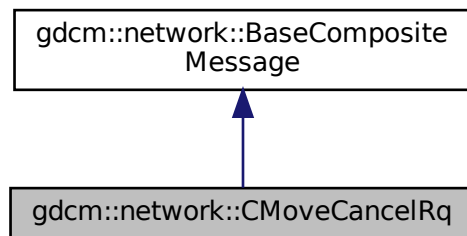
The documentation for this class was generated from the following file:

- [gdcmCleaner.h](#)

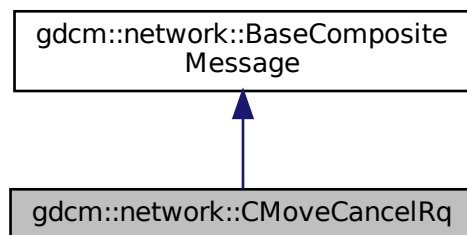
10.51 gdcm::network::CMoveCancelRq Class Reference

```
#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:

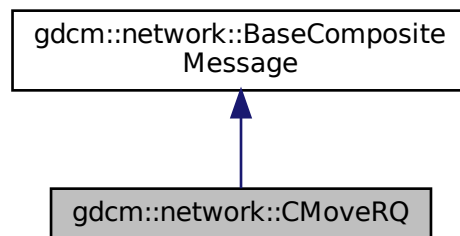
- [gdcmCMoveMessages.h](#)

10.52 gdcm::network::CMoveRQ Class Reference

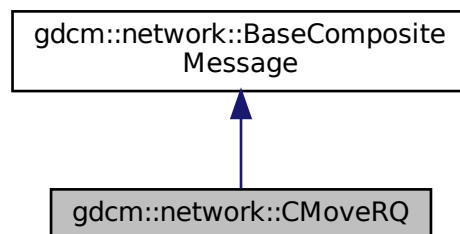
[CMoveRQ](#).

```
#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:

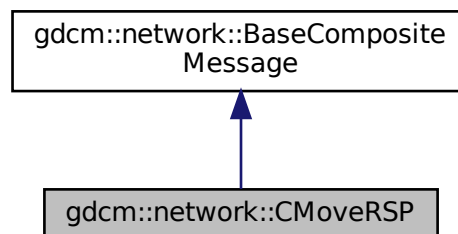
- [gdcmCMoveMessages.h](#)

10.53 gdcm::network::CMoveRSP Class Reference

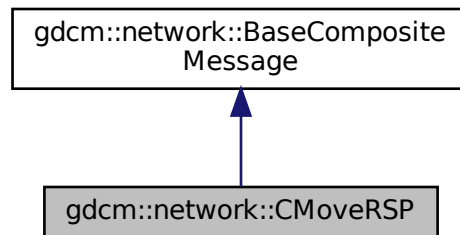
[CMoveRSP](#) this file defines the messages for the cmove action.

```
#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:

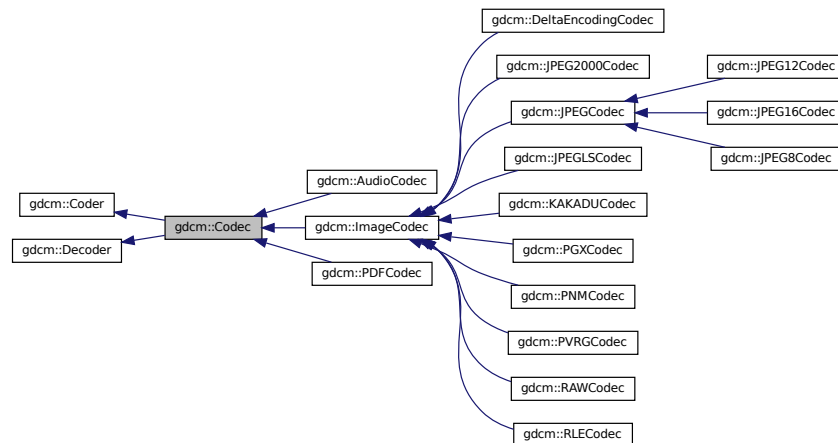
- [gdcmCMoveMessages.h](#)

10.54 gdcm::Codec Class Reference

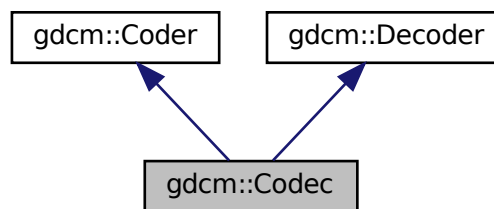
[Codec](#) class.

```
#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:

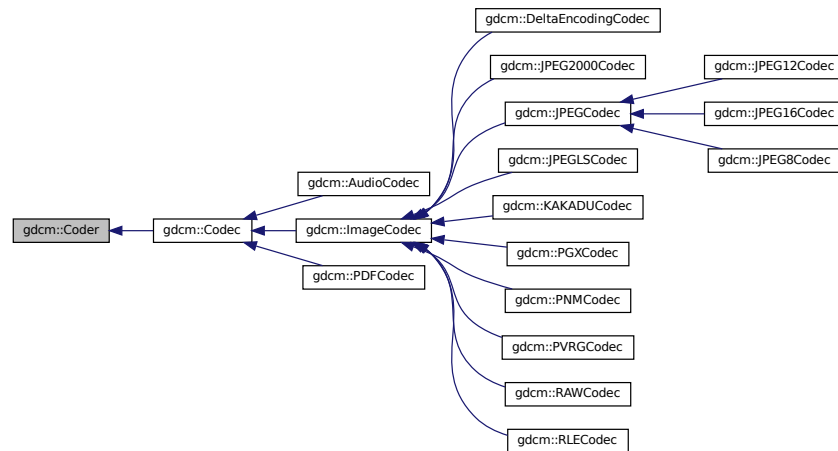
- [gdcmCodec.h](#)

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::RLECodec](#), [gdcm::RAWCodec](#), [gdcm::PVRGCodec](#), [gdcm::PNMCodec](#), [gdcm::PGXCodec](#), [gdcm::KAKADUCodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), [gdcm::JPEG2000Codec](#), [gdcm::PDFCodec](#), [gdcm::ImageCodec](#), and [gdcm::AudioCodec](#).

10.55.3.2 Code()

```
virtual bool gdcm::Coder::Code (
    DataElement const & in_,
    DataElement & out_ ) [inline], [virtual]
```

Code.

Reimplemented in [gdcm::RLECodec](#), [gdcm::RAWCodec](#), [gdcm::PVRGCodec](#), [gdcm::KAKADUCodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), and [gdcm::JPEG2000Codec](#).

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::JPEG8Codec](#), [gdcm::JPEG16Codec](#), and [gdcm::JPEG12Codec](#).

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:

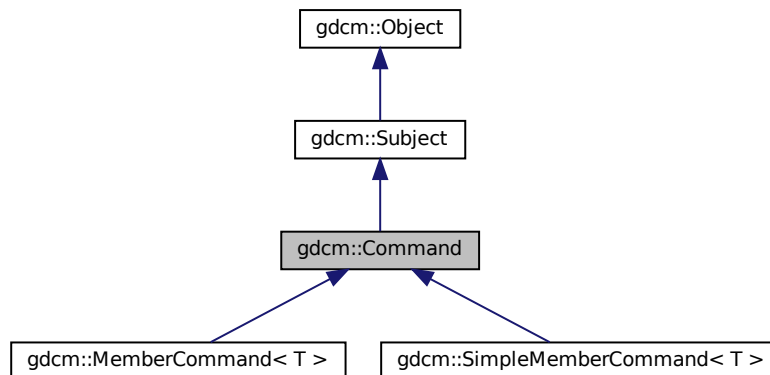
- [gdcmCodeString.h](#)

10.57 gdcm::Command Class Reference

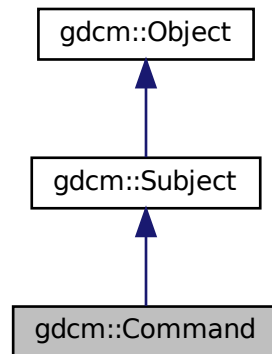
[Command](#) superclass for callback/observer methods.

```
#include <gdcmCommand.h>
```

Inheritance diagram for gdcm::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::MemberCommand< T >](#), and [gdcmm::SimpleMemberCommand< 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::MemberCommand< T >](#), and [gdcmm::SimpleMemberCommand< T >](#).

10.57.3.3 operator=()

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

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

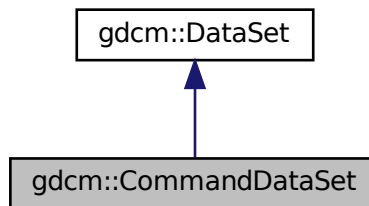
- [gdcmCommand.h](#)

10.58 gdcm::CommandDataSet Class Reference

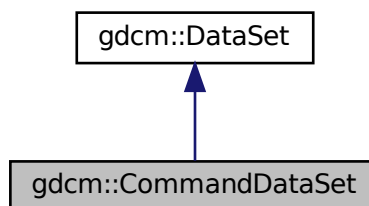
Class to represent a [Command DataSet](#).

```
#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()

```
gdcmm::CommandDataSet::CommandDataSet ( ) [default]
```

10.58.2.2 ~CommandDataSet()

```
gdcmm::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::ConstructCEchoRQ (
    const ULConnection & inConnection ) [static]
```

10.59.2.2 ConstructCFindRQ()

```
static std::vector<PresentationDataValue> gdcm::network::CompositeMessageFactory::ConstructCFindRQ (
    const ULConnection & inConnection,
    const BaseRootQuery * inRootQuery ) [static]
```

10.59.2.3 ConstructCMoveRQ()

```
static std::vector<PresentationDataValue> gdcm::network::CompositeMessageFactory::ConstructCMoveRQ (
    const ULConnection & inConnection,
    const BaseRootQuery * inRootQuery ) [static]
```

10.59.2.4 ConstructCStoreRQ()

```
static std::vector<PresentationDataValue> gdcm::network::CompositeMessageFactory::ConstructCStoreRQ (
    const ULConnection & inConnection,
    const File & file,
    bool writeDataSet = true ) [static]
```

10.59.2.5 ConstructCStoreRSP()

```
static std::vector<PresentationDataValue> gdcm::network::CompositeMessageFactory::ConstructCStoreRSP (
    const DataSet * inDataSet,
    const BasePDU * inPC ) [static]
```

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

- [gdcmCompositeMessageFactory.h](#)

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)

10.60.2 Member Typedef Documentation

10.60.2.1 KeyValuePairArrayType

```
typedef std::vector< KeyValuePairType > gdcm::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 gdcmm::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.

10.60.3.2 CFind()

```
static bool gdcmm::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 gdcml::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* gdcml::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* gdcm::CompositeNetworkFunctions::ConstructQuery (
    ERootType inRootType,
    EQueryLevel inQueryLevel,
    const KeyValuePairArrayType & keys,
    EQueryType queryType = eFind ) [static]
```

Deprecated

10.60.3.6 CStore()

```
static bool gdcm::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

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:

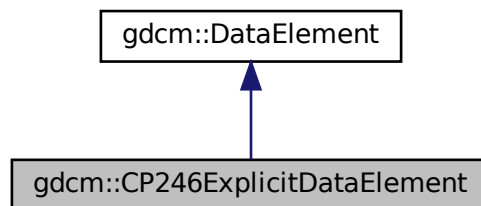
- [gdcmConstCharWrapper.h](#)

10.62 gdcm::CP246ExplicitDataElement Class Reference

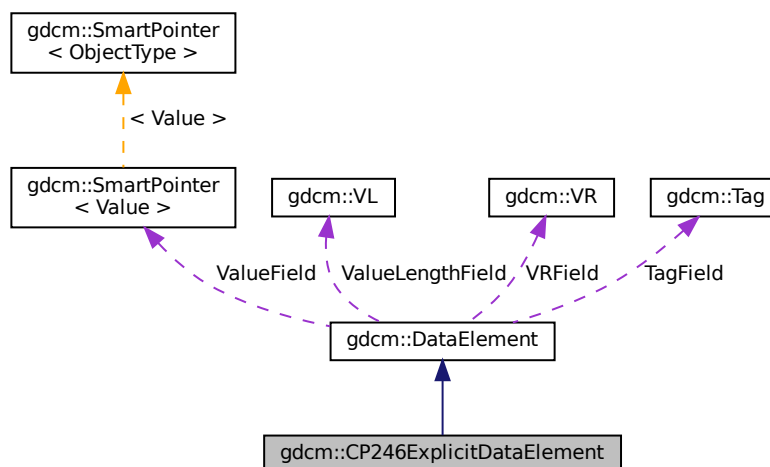
Class to read/write a [DataElement](#) as CP246Explicit Data [Element](#).

```
#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:

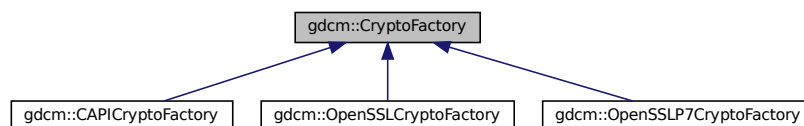
- [gdcmCP246ExplicitDataElement.h](#)

10.63 gdcm::CryptoFactory Class Reference

Class to do handle the crypto factory.

```
#include <gdcmCryptoFactory.h>
```

Inheritance diagram for gdcm::CryptoFactory:



Public Types

- enum `CryptoLib` {
 `DEFAULT` = 0 ,
 `OPENSSL` = 1 ,
 `CAPI` = 2 ,
 `OPENSSLP7` = 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.

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::OpenSSLP7CryptoFactory](#), [gdcm::OpenSSLCryptoFactory](#), and [gdcm::CAPICryptoFactory](#).

10.63.4.2 GetFactoryInstance()

```
static CryptoFactory* gdcm::CryptoFactory::GetFactoryInstance (
    CryptoLib id = DEFAULT ) [static]
```

Examples

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

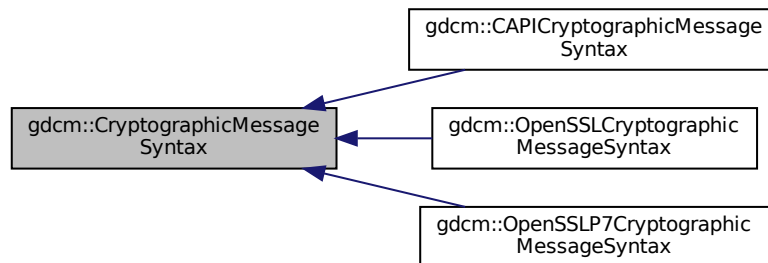
The documentation for this class was generated from the following file:

- [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 [CipherType](#) [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 Member Enumeration Documentation

10.64.1.1 CipherTypes

```
enum gdcm::CryptographicMessageSyntax::CipherTypes
```

Enumerator

DES3_CIPHER	
AES128_CIPHER	
AES192_CIPHER	
AES256_CIPHER	

10.64.2 Constructor & Destructor Documentation

10.64.2.1 CryptographicMessageSyntax() [1/2]

```
gdcmm::CryptographicMessageSyntax::CryptographicMessageSyntax ( ) [default]
```

10.64.2.2 ~CryptographicMessageSyntax()

```
virtual gdcmm::CryptographicMessageSyntax::~~CryptographicMessageSyntax ( ) [virtual], [default]
```

10.64.2.3 CryptographicMessageSyntax() [2/2]

```
gdcmm::CryptographicMessageSyntax::CryptographicMessageSyntax (
    const CryptographicMessageSyntax & ) [delete]
```

10.64.3 Member Function Documentation

10.64.3.1 Decrypt()

```
virtual bool gdcmm::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 [gdcmm::OpenSSLP7CryptographicMessageSyntax](#), [gdcmm::OpenSSLCryptographicMessageSyntax](#), and [gdcmm::CAPICryptographicMessageSyntax](#).

10.64.3.2 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::OpenSSLP7CryptographicMessageSyntax](#), [gdcM::OpenSSLCryptographicMessageSyntax](#), and [gdcM::CAPICryptographicMessageSyntax](#).

10.64.3.3 GetCipherType()

```
virtual CipherTypes gdcM::CryptographicMessageSyntax::GetCipherType ( ) const [pure virtual]
```

Implemented in [gdcM::OpenSSLP7CryptographicMessageSyntax](#), [gdcM::OpenSSLCryptographicMessageSyntax](#), and [gdcM::CAPICryptographicMessageSyntax](#).

10.64.3.4 operator=()

```
void gdcM::CryptographicMessageSyntax::operator= (
    const CryptographicMessageSyntax & ) [delete]
```

10.64.3.5 ParseCertificateFile()

```
virtual bool gdcM::CryptographicMessageSyntax::ParseCertificateFile (
    const char * filename ) [pure virtual]
```

Implemented in [gdcM::OpenSSLP7CryptographicMessageSyntax](#), [gdcM::OpenSSLCryptographicMessageSyntax](#), and [gdcM::CAPICryptographicMessageSyntax](#).

10.64.3.6 ParseKeyFile()

```
virtual bool gdcM::CryptographicMessageSyntax::ParseKeyFile (
    const char * filename ) [pure virtual]
```

Implemented in [gdcM::OpenSSLP7CryptographicMessageSyntax](#), [gdcM::OpenSSLCryptographicMessageSyntax](#), and [gdcM::CAPICryptographicMessageSyntax](#).

10.64.3.7 SetCipherType()

```
virtual void gdcM::CryptographicMessageSyntax::SetCipherType (
    CipherTypes type ) [pure virtual]
```

Implemented in [gdcM::OpenSSLP7CryptographicMessageSyntax](#), [gdcM::OpenSSLCryptographicMessageSyntax](#), and [gdcM::CAPICryptographicMessageSyntax](#).

10.64.3.8 SetPassword()

```
virtual bool gdcM::CryptographicMessageSyntax::SetPassword (
    const char * pass,
    size_t passLen ) [pure virtual]
```

Implemented in [gdcM::OpenSSLCryptographicMessageSyntax](#), [gdcM::CAPICryptographicMessageSyntax](#), and [gdcM::OpenSSLP7CryptographicMessageSyntax](#).

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

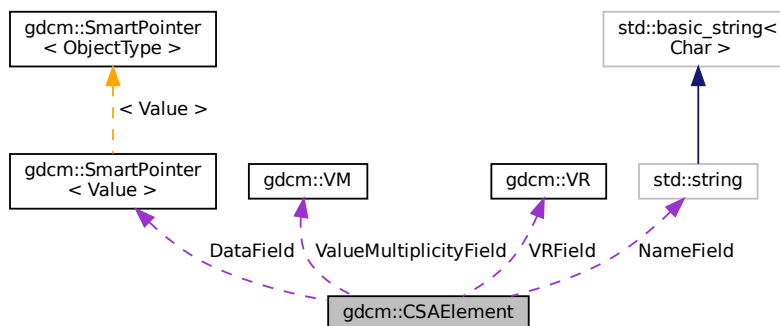
- [gdcMCryptographicMessageSyntax.h](#)

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

[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

Examples

[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

[DumpSiemensBase64.cxx](#), [MrProtocol.cxx](#), and [csa2img.cxx](#).

10.66.4.2 GetCSADataInfo()

```
static const PrivateTag& gdcm::CSAHeader::GetCSADataInfo ( ) [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

[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

[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

[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::VMO,
    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]
```

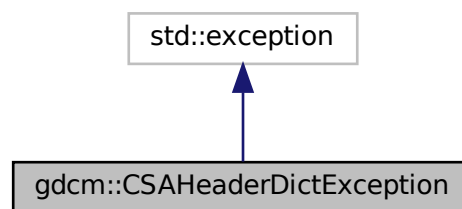
The documentation for this class was generated from the following file:

- [gdcmCSAHeaderDictEntry.h](#)

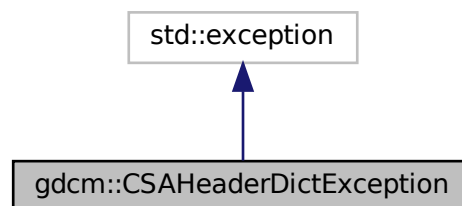
10.69 gdcm::CSAHeaderDictException Class Reference

```
#include <gdcmCSAHeaderDict.h>
```

Inheritance diagram for gdcm::CSAHeaderDictException:



Collaboration diagram for gdcm::CSAHeaderDictException:



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

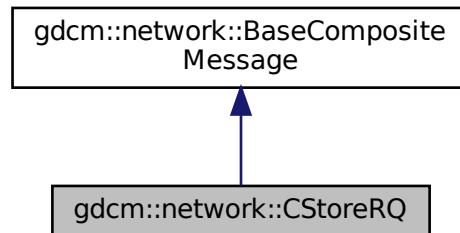
- [gdcmCSAHeaderDict.h](#)

10.70 gdcm::network::CStoreRQ Class Reference

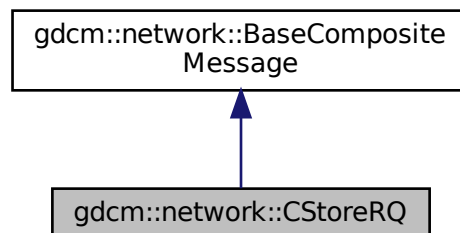
[CStoreRQ](#).

```
#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:

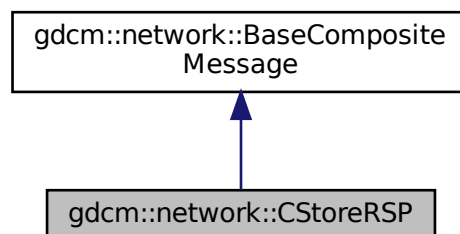
- [gdcMCSStoreMessages.h](#)

10.71 gdcM::network::CStoreRSP Class Reference

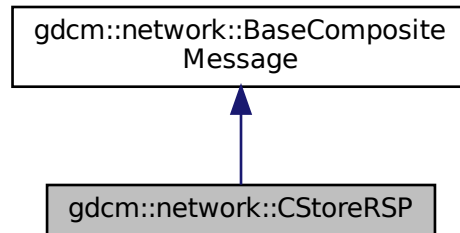
[CStoreRSP](#) this file defines the messages for the cecho action.

```
#include <gdcMCSStoreMessages.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:

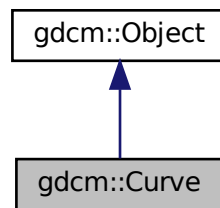
- [gdcmCStoreMessages.h](#)

10.72 gdcm::Curve Class Reference

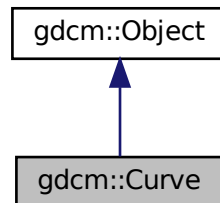
[Curve](#) class to handle element 50xx,3000 [Curve](#) Data.

```
#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/integriss_HV_5000/xa_integriss.dcm
- TOSHIBA-CurveData[1-3].dcm

10.72.2 Constructor & Destructor Documentation

10.72.2.1 Curve() [1/2]

```
gdcm::Curve::Curve ( )
```

10.72.2.2 ~Curve()

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

10.72.2.3 Curve() [2/2]

```
gdcm::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:

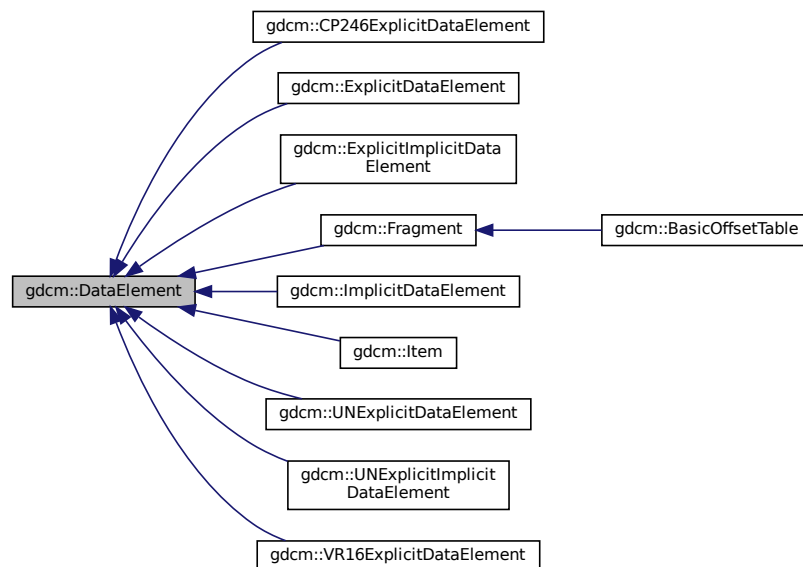
- [gdcMCurve.h](#)

10.73 gdcM::DataElement Class Reference

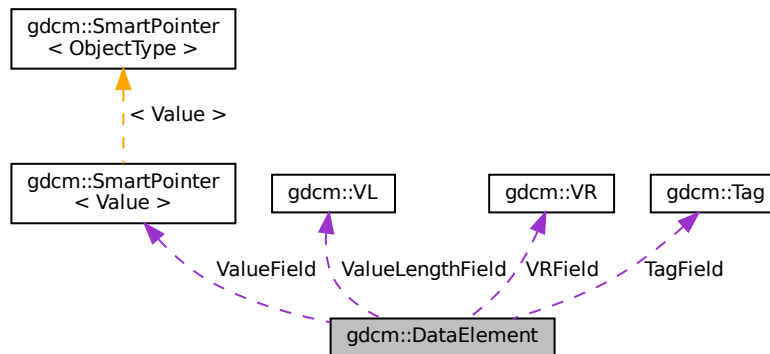
Class to represent a Data [Element](#) either Implicit or Explicit.

```
#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 0xfffe tags), [Value](#) is NULL

See also

[ExplicitDataElement](#) [ImplicitDataElement](#)

Examples

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [DiffFile.cxx](#), [DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDT1.cxx](#), [DumpToshibaDT12.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncryptedContent.cxx](#), [ExtractIconFromFile.cxx](#), [Extracting_All_Resolution.cxx](#), [Fake_Image_Using_Stream_Image_Writer.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenFakeImage.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetJPEGSamplePrecision.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [LargeVRDSExplicit.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [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](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncryptedContent.cxx](#), [ExtractIconFromFile.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAI BugJPEGLS.cxx](#), [PatchFile.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [pmsct_rgb1.cxx](#), and [rle2img.cxx](#).

Referenced by `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()`.

10.73.4.4 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

[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](#), [DuplicatePCDE.cxx](#), 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 >::SetFromDataElement\(\)](#).

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](#), [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](#).

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](#), [DumpExamCard.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& gdcm::DataElement::ReadOrSkip (
    std::istream & is,
    std::set< Tag > const & skiptags ) [inline]
```

10.73.4.22 ReadPreValue()

```
template<typename TDE , typename TSwap >
std::istream& gdcm::DataElement::ReadPreValue (
    std::istream & is,
    std::set< Tag > const & skiptags ) [inline]
```

10.73.4.23 ReadValue()

```
template<typename TDE , typename TSwap >
std::istream& gdcm::DataElement::ReadValue (
    std::istream & is,
    std::set< Tag > const & skiptags ) [inline]
```

10.73.4.24 ReadValueWithLength()

```
template<typename TDE , typename TSwap >
std::istream& gdcm::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& gdcm::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

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [Fake_Image_Using_Stream_Image_Writer.cxx](#), [FileChangeTS.cs](#), [FileChangeTSLossy.cs](#), [FixBrokenJ2K.cxx](#), [FixJAI BugJPEGLS.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenFakeImage.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetSubSequenceData.cxx](#), [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

[DuplicatePCDE.cxx](#), [Fake_Image_Using_Stream_Image_Writer.cxx](#), [FixBrokenJ2K.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), and [GenSeqs.cxx](#).

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==().

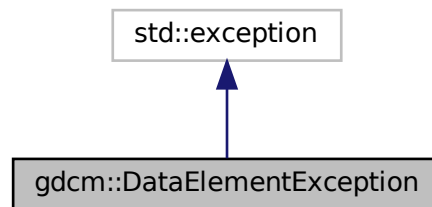
The documentation for this class was generated from the following file:

- [gdcmDataElement.h](#)

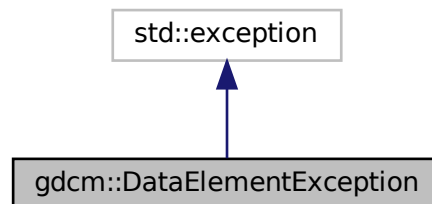
10.74 gdcm::DataElementException Class Reference

```
#include <gdcmDataSet.h>
```

Inheritance diagram for `gdcm::DataElementException`:



Collaboration diagram for `gdcm::DataElementException`:



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

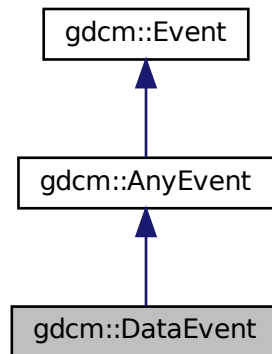
- [gdcmDataSet.h](#)

10.75 gdcm::DataEvent Class Reference

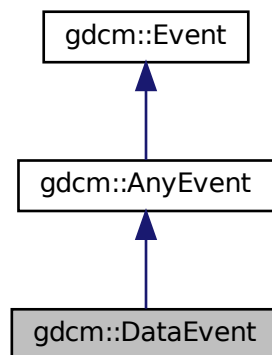
[DataEvent](#).

```
#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:

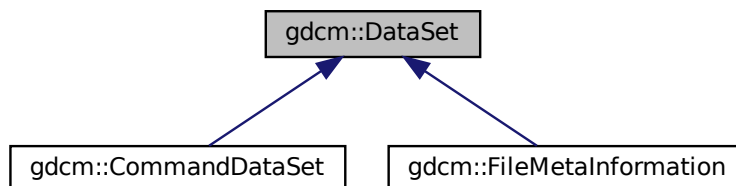
- [gdcMDataEvent.h](#)

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 DataSet::const_iterator [ConstIterator](#)
- typedef std::set< [DataElement](#) > [DataElementSet](#)
- typedef DataSet::iterator [Iterator](#)
- typedef DataSet::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](#), [CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [DeriveSeries.cxx](#), [DiffFile.cxx](#), [DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncryptedContent.cxx](#), [Extracting_All_Resolution.cxx](#), [Fake_Image_Using_Stream_Image_Writer.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](#), [PatchFile.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndPrintAttributes.cxx](#), [SortImage.cxx](#), [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 DataElementSet::const_iterator gdcm::DataSet::ConstIterator
```

Examples

[DumpVisusChange.cxx](#).

10.76.2.2 DataElementSet

```
typedef std::set<DataElement> gdcm::DataSet::DataElementSet
```

10.76.2.3 Iterator

```
typedef DataElementSet::iterator gdcm::DataSet::Iterator
```

10.76.2.4 SizeType

```
typedef DataElementSet::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](#), 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](#), 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](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncryptedContent.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [LargeVRDSExplicit.cxx](#), [MrProtocol.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndPrintAttributes.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](#), [DeriveSeries.cxx](#), [DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncryptedContent.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GetJPEGSamplePrecision.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [LargeVRDSExplicit.cxx](#), [MrProtocol.cxx](#), [PatchFile.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadExplicitLengthSQIVR.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](#), [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](#), [HelloWorld.cxx](#),
[LargeVRDSExplicit.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:

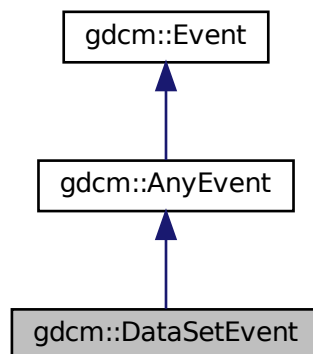
- [gdcmDataSet.h](#)

10.77 gdcm::DataSetEvent Class Reference

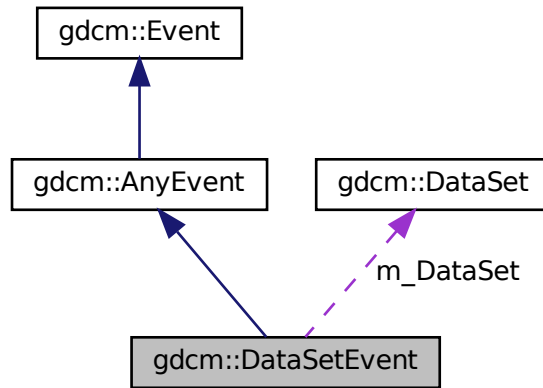
[DataSetEvent](#).

```
#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)

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

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

- [gdcmDataSetHelper.h](#)

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::RLECodec](#), [gdcm::RAWCodec](#), [gdcm::PVRGCodec](#), [gdcm::PNMCodec](#), [gdcm::PGXCodec](#), [gdcm::KAKADUCodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), [gdcm::JPEG2000Codec](#), [gdcm::PDFCodec](#), [gdcm::ImageCodec](#), and [gdcm::AudioCodec](#).

10.79.3.2 Decode()

```
virtual bool gdcm::Decoder::Decode (
    DataElement const & ,
    DataElement & ) [inline], [virtual]
```

Decode.

Reimplemented in [gdcm::ImageCodec](#), [gdcm::RLECodec](#), [gdcm::RAWCodec](#), [gdcm::PVRGCodec](#), [gdcm::PDFCodec](#), [gdcm::KAKADUCodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), [gdcm::JPEG2000Codec](#), [gdcm::AudioCodec](#), and [gdcm::DeltaEncodingCodec](#).

10.79.3.3 DecodeByStreams()

```
virtual bool gdcm::Decoder::DecodeByStreams (
    std::istream & ,
    std::ostream & ) [inline], [protected], [virtual]
```

Reimplemented in [gdcm::ImageCodec](#), [gdcm::RLECodec](#), [gdcm::RAWCodec](#), [gdcm::JPEGCodec](#), [gdcm::JPEG8Codec](#), [gdcm::JPEG2000Codec](#), [gdcm::JPEG16Codec](#), and [gdcm::JPEG12Codec](#).

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](#).

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]
```

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

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]
```

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:

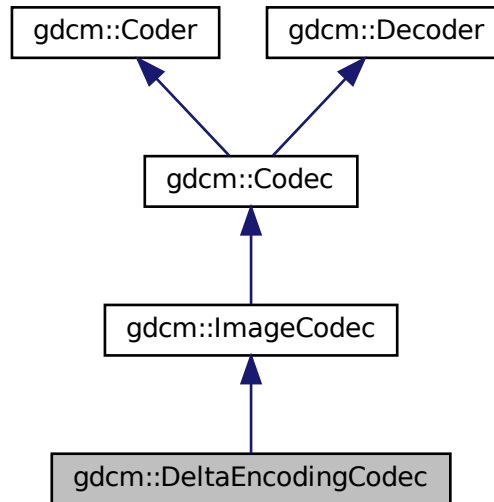
- [gdcMDefs.h](#)

10.82 gdcm::DeltaEncodingCodec Class Reference

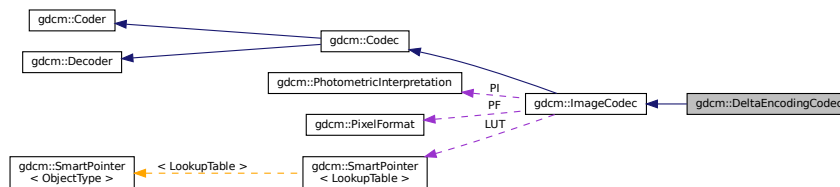
[DeltaEncodingCodec](#) compression used by some private vendor.

```
#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](#)

10.84.2 Member Typedef Documentation

10.84.2.1 FilenamesType

```
typedef Directory::FilenamesType gdcmm::DICOMDIRGenerator::FilenamesType
```

10.84.2.2 FilenameType

```
typedef Directory::FilenameType gdcmm::DICOMDIRGenerator::FilenameType
```

10.84.3 Constructor & Destructor Documentation

10.84.3.1 DICOMDIRGenerator()

```
gdcmm::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](#).

10.84.4.6 GetFile()

```
File& gdcm::DICOMDIRGenerator::GetFile ( )
```

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

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 (
    FileNamesType const & fns )
```

Set the list of filenames from which the [DICOMDIR](#) should be generated from.

10.84.4.11 SetRootDirectory()

```
void gdcmm::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:

- [gdcmmDICOMDIRGenerator.h](#)

10.85 gdcmm::Dict Class Reference

Class to represent a map of [DictEntry](#).

```
#include <gdcmmDict.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

[GenFakeldentifyFile.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& gdcm::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 uniq and can be uniquely link to a tag

Examples

[ReadAndPrintAttributes.cxx](#).

10.85.4.7 GetKeywordFromTag()

```
const char* gdcm::Dict::GetKeywordFromTag (
    Tag const & tag ) const [inline]
```

Function to return the Keyword from a [Tag](#).

10.85.4.8 IsEmpty()

```
bool gdcM::Dict::IsEmpty ( ) const [inline]
```

10.85.4.9 LoadDefault()

```
void gdcM::Dict::LoadDefault ( ) [protected]
```

10.85.4.10 operator=()

```
Dict& gdcM::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 `gdcm::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](#), and [PublicDict.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:

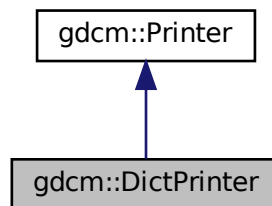
- [gdcDictEntry.h](#)

10.88 gdcDictPrinter Class Reference

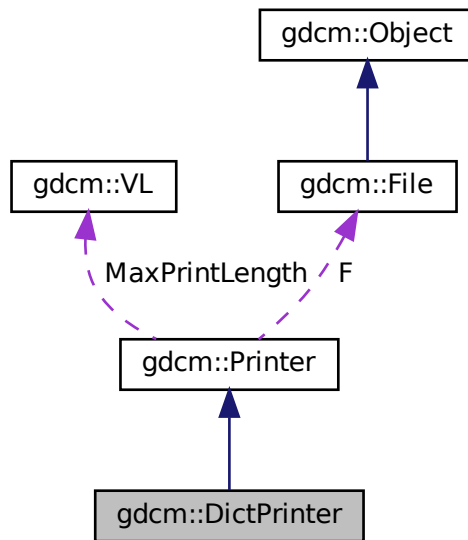
[DictPrinter](#) class.

```
#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](#), and [ReadAndPrintAttributes.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](#).

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:

- [gdcmmDicts.h](#)

10.90 gdcmm::network::DIMSE Class Reference

[DIMSE](#).

```
#include <gdcmmDIMSE.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 gdcmm::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 gdcmm::DirectionCosines::Dot ( ) const
```

Compute Dot.

10.91.3.5 Dot() [2/2]

```
static double gdcmm::DirectionCosines::Dot (
    const double x[3],
    const double y[3] ) [static]
```

Compute Dot.

10.91.3.6 IsValid()

```
bool gdcmm::DirectionCosines::IsValid ( ) const
```

Return whether or not this is a valid direction cosines.

10.91.3.7 Normalize() [1/2]

```
void gdcmm::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

[DiscriminateVolume.cxx](#), [DumpToSQLITE3.cxx](#), [DumpVisusChange.cxx](#), [GenerateRTSTRUCT.cxx](#), [ReadUTF8QtDir.cxx](#), [SortImage.cxx](#), [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](#), and [GenerateRTSTRUCT.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

[DiscriminateVolume.cxx](#), [DumpToSQLITE3.cxx](#), [DumpVisusChange.cxx](#), [GenerateRTSTRUCT.cxx](#), [ReadUTF8QtDir.cxx](#), [SortImage.cxx](#), [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

[DecompressImageMultiframe.cs](#), [DiscriminateVolume.cxx](#), [DumpToSQLITE3.cxx](#), [DumpVisusChange.cxx](#), [GenerateRTSTRUCT.cxx](#), [ReadUTF8QtDir.cxx](#), [SortImage.cxx](#), [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]
```

Examples

[GenerateRTSTRUCT.cxx.](#)

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]
```

Examples

[GenerateRTSTRUCT.cxx.](#)

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](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)

10.94.2 Constructor & Destructor Documentation

10.94.2.1 DPath()

```
gdcm::DPath::DPath ( )
```

10.94.2.2 ~DPath()

```
gdcmm::DPath::~~DPath ( )
```

10.94.3 Member Function Documentation

10.94.3.1 ConstructFromString()

```
bool gdcmm::DPath::ConstructFromString (
    const char * path )
```

Examples

[Cleaner.cs](#).

10.94.3.2 IsValid()

```
static bool gdcmm::DPath::IsValid (
    const char * path ) [static]
```

Return if path is valid or not.

10.94.3.3 Match()

```
bool gdcmm::DPath::Match (
    DPath const & other ) const
```

Return whether or not 'other' match the template [DPath](#).

10.94.3.4 operator<()

```
bool gdcmm::DPath::operator< (
    const DPath & rhs ) const
```

10.94.3.5 Print()

```
void gdcmm::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:

- [gdcmmDPath.h](#)

10.95 gdcmm::DummyValueGenerator Class Reference

Class for generating dummy value.

```
#include <gdcmmDummyValueGenerator.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:

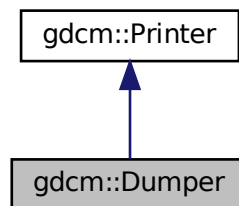
- [gdcmDummyValueGenerator.h](#)

10.96 gdcm::Dumper Class Reference

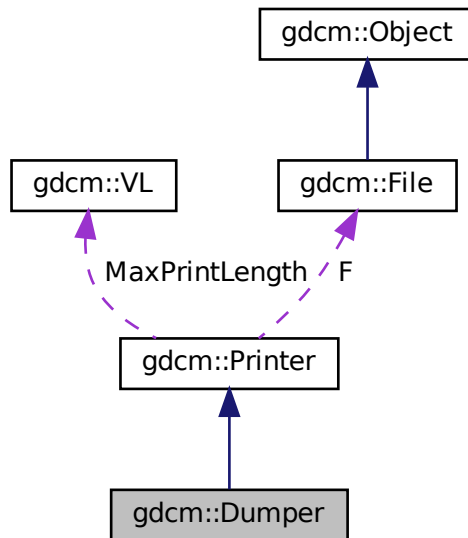
[Codec](#) class.

```
#include <gdcmDumper.h>
```

Inheritance diagram for gdcm::Dumper:



Collaboration diagram for `gdcmm::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:

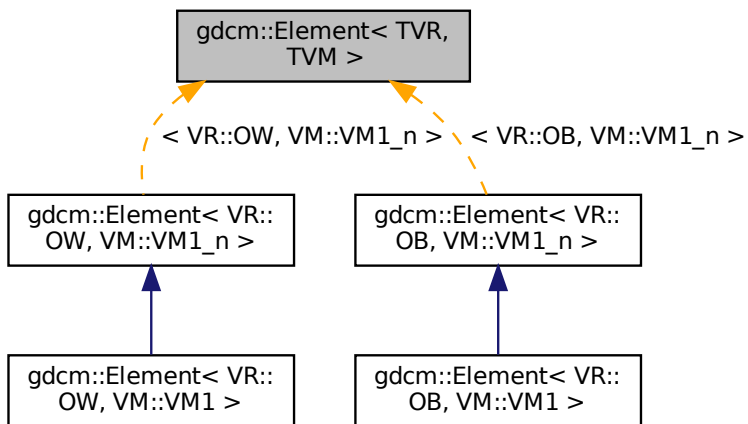
- [gdcmmDumper.h](#)

10.97 gdcmm::Element< TVR, TVM > Class Template Reference

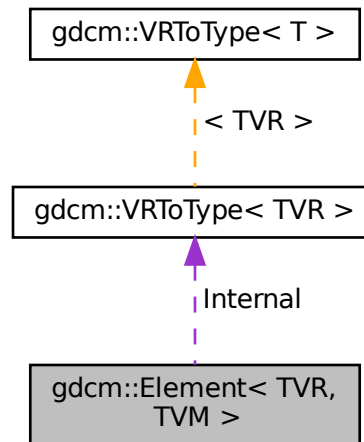
[Element](#) class.

```
#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](#), [Extracting_All_Resolution.cxx](#), [Fake_Image_Using_Stream_Image_Writer.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](#), 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 gdcmm::Element< TVR, TVM >::SetFromDataElement (
    DataElement< TVR, TVM > const & de ) [inline]
```

Examples

[DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), and [iU22tomultisc.cxx](#).

References [gdcmm::DataElement::GetByteValue\(\)](#), [gdcmm::DataElement::GetValue\(\)](#), and [gdcmm::DataElement::GetVR\(\)](#).

10.97.3.13 SetNoSwap()

```
template<long long TVR, int TVM>
void gdcmm::Element< TVR, TVM >::SetNoSwap (
    Value const & v ) [inline], [protected]
```

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

10.97.3.14 SetValue()

```
template<long long TVR, int TVM>
void gdcmm::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 gdcmm::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 gdcmm::Element< TVR, TVM >::Internal[VMToLength< TVM >::Length]
```

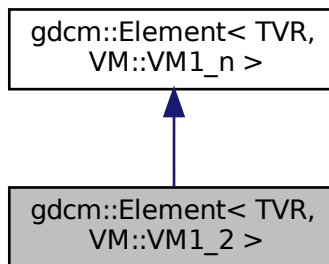
The documentation for this class was generated from the following file:

- [gdcmmElement.h](#)

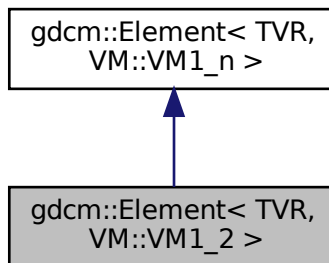
10.98 gdcmm::Element< TVR, VM::VM1_2 > Class Template Reference

```
#include <gdcmmElement.h>
```

Inheritance diagram for gdcmm::Element< TVR, VM::VM1_2 >:



Collaboration diagram for gdcmm::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]
```

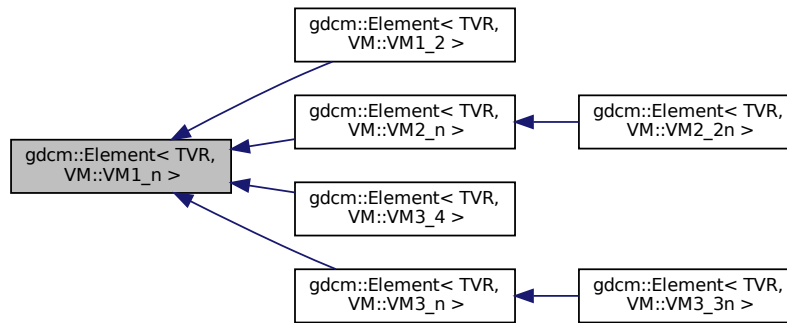
The documentation for this class was generated from the following file:

- [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]
```

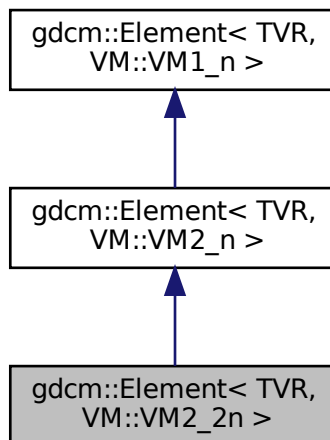
The documentation for this class was generated from the following file:

- [gdcmElement.h](#)

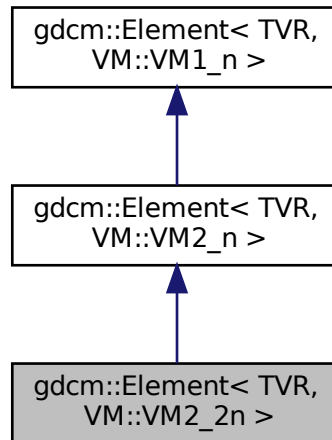
10.100 gdcm::Element< TVR, VM::VM2_2n > Class Template Reference

```
#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]
```

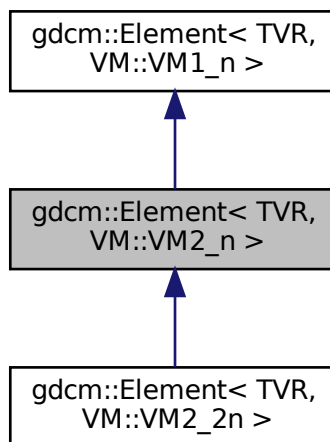
The documentation for this class was generated from the following file:

- [gdcMElement.h](#)

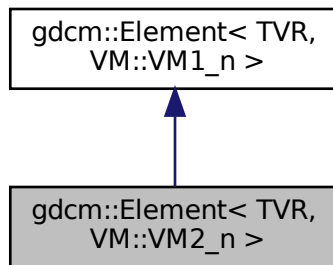
10.101 gdcM::Element< TVR, VM::VM2_n > Class Template Reference

```
#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]
```

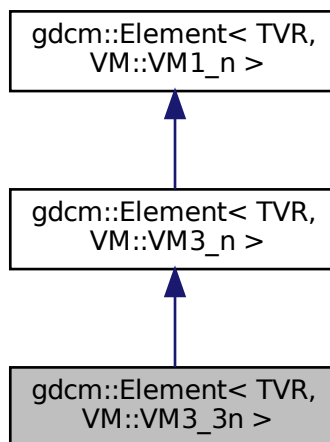
The documentation for this class was generated from the following file:

- [gdcMElement.h](#)

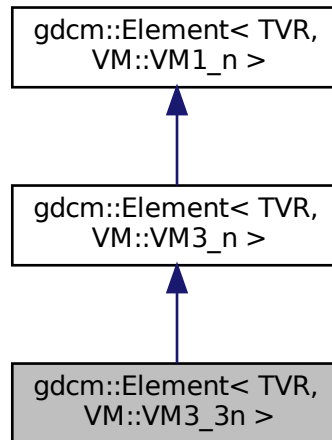
10.102 gdcM::Element< TVR, VM::VM3_3n > Class Template Reference

```
#include <gdcMElement.h>
```

Inheritance diagram for gdcM::Element< TVR, VM::VM3_3n >:



Collaboration diagram for gdcmm::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> gdcmm::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]
```

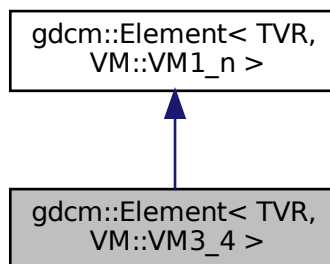
The documentation for this class was generated from the following file:

- [gdcmElement.h](#)

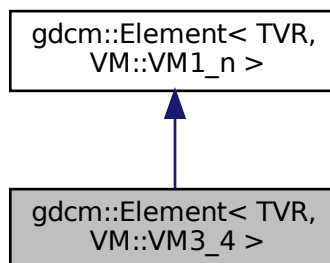
10.103 gdcm::Element< TVR, VM::VM3_4 > Class Template Reference

```
#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]
```

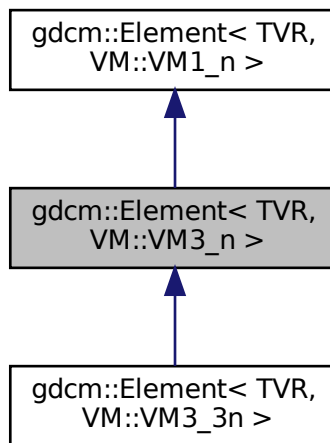
The documentation for this class was generated from the following file:

- [gdcmElement.h](#)

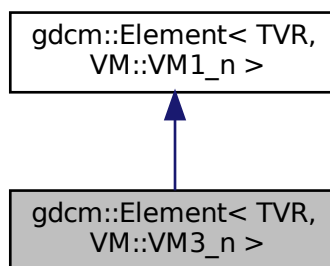
10.104 gdcmm::Element< TVR, VM::VM3_n > Class Template Reference

```
#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)]
```

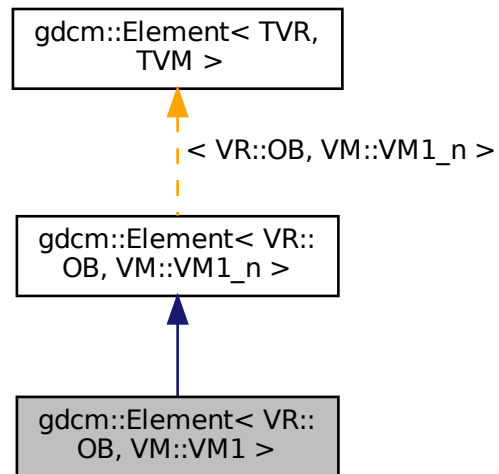
The documentation for this class was generated from the following file:

- [gdcMElement.h](#)

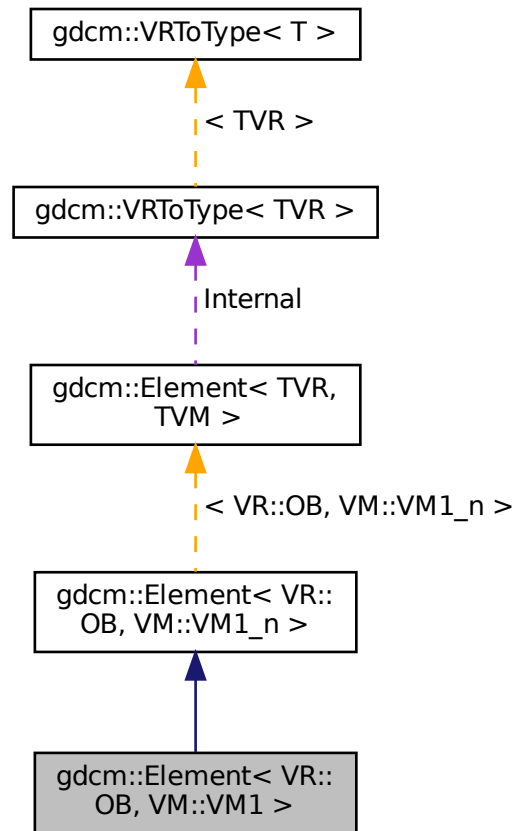
10.106 gdcM::Element< VR::OB, VM::VM1 > Class Reference

```
#include <gdcMElement.h>
```


Inheritance diagram for gdcm::Element< VR::OB, VM::VM1 >:



Collaboration diagram for `gdcm::Element< VR::OB, VM::VM1 >`:



Additional Inherited Members

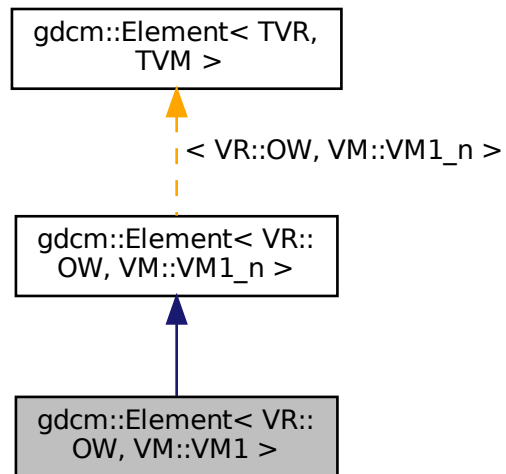
The documentation for this class was generated from the following file:

- [gdcmElement.h](#)

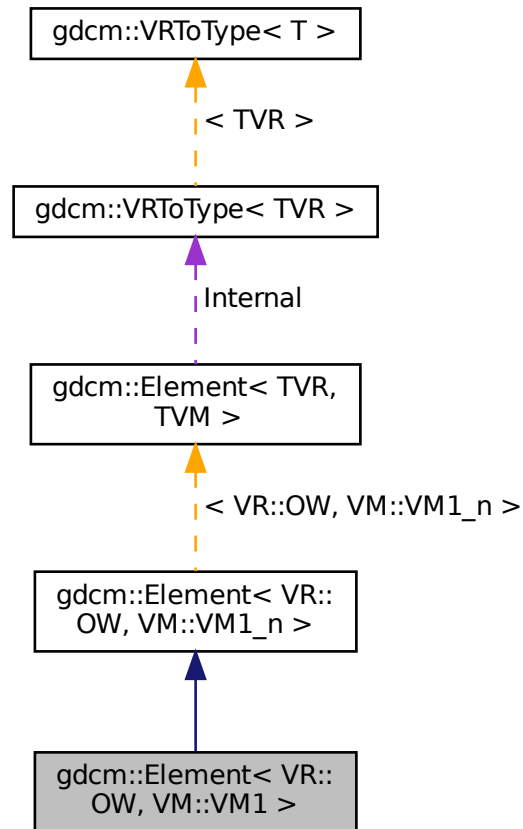
10.107 `gdcm::Element< VR::OW, VM::VM1 >` Class Reference

```
#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]
```

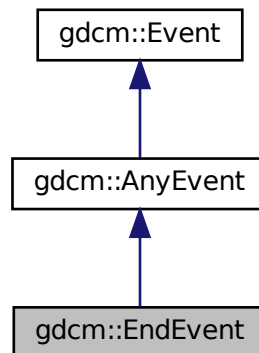
The documentation for this class was generated from the following file:

- [gdcmElement.h](#)

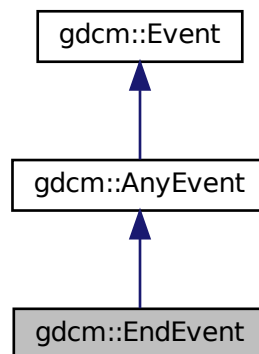
10.116 gdcm::EndEvent Class Reference

```
#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:

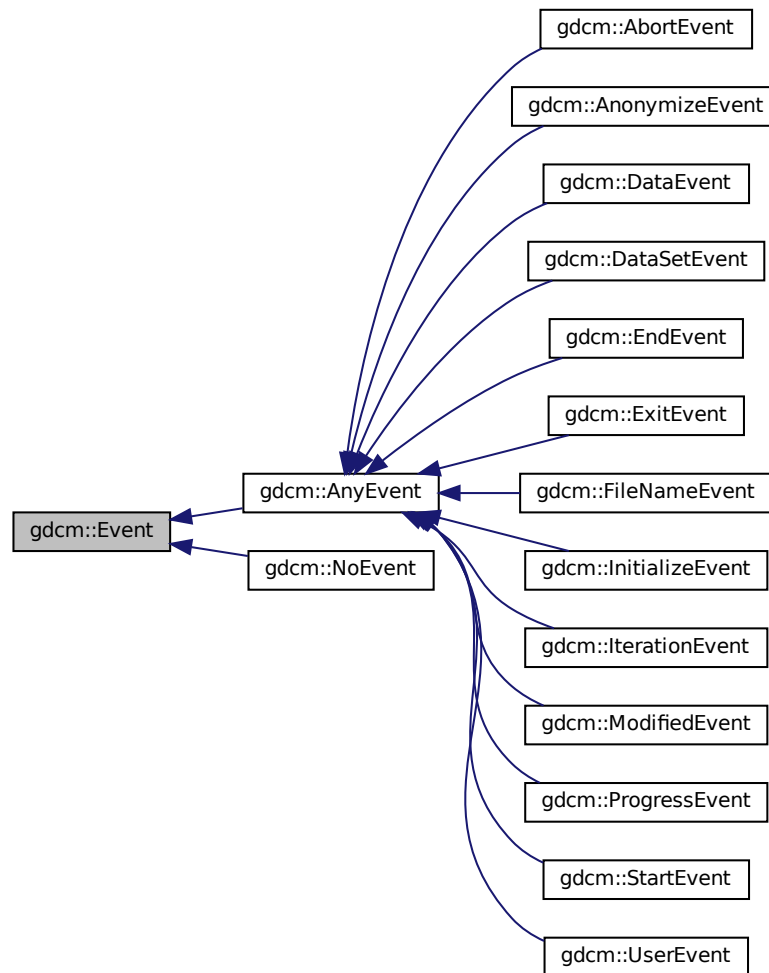
- [gdcMEquipmentManufacturer.h](#)

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

[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::AnonymizeEvent](#), [gdcm::DataSetEvent](#), [gdcm::ProgressEvent](#), [gdcm::FileNameEvent](#), and [gdcm::DataEvent](#).

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::AnonymizeEvent](#), [gdcm::DataSetEvent](#), [gdcm::ProgressEvent](#), [gdcm::FileNameEvent](#), and [gdcm::DataEvent](#).

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:

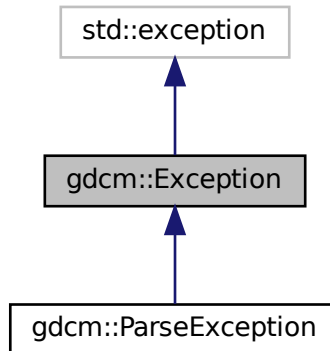
- [gdcmEvent.h](#)

10.120 gdcm::Exception Class Reference

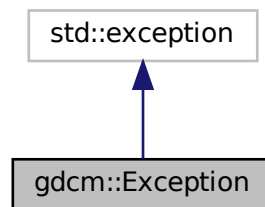
[Exception](#).

```
#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.

10.120.2 Constructor & Destructor Documentation

10.120.2.1 Exception()

```
gdcm::Exception::Exception (
    const char * desc = "None",
    const char * file = __FILE__,
    unsigned int lineNumber = __LINE__,
    const char * func = "" ) [inline], [explicit]
```

Explicit constructor, initializing the description and the text returned by [what\(\)](#).

Note

The last parameter is ignored for the time being. It may be used to specify the function where the exception was thrown.

10.120.2.2 ~Exception()

```
gdcm::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()`.

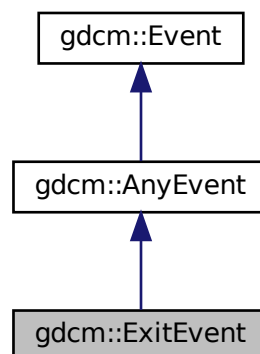
The documentation for this class was generated from the following file:

- [gdcmException.h](#)

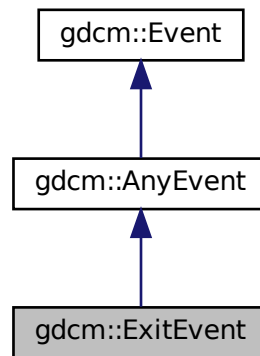
10.121 gdcm::ExitEvent Class Reference

```
#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:

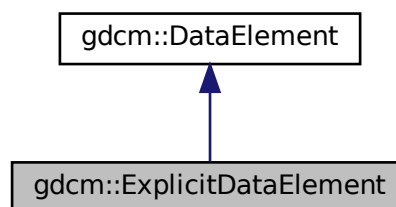
- [gdcmEvent.h](#)

10.122 gdcm::ExplicitDataElement Class Reference

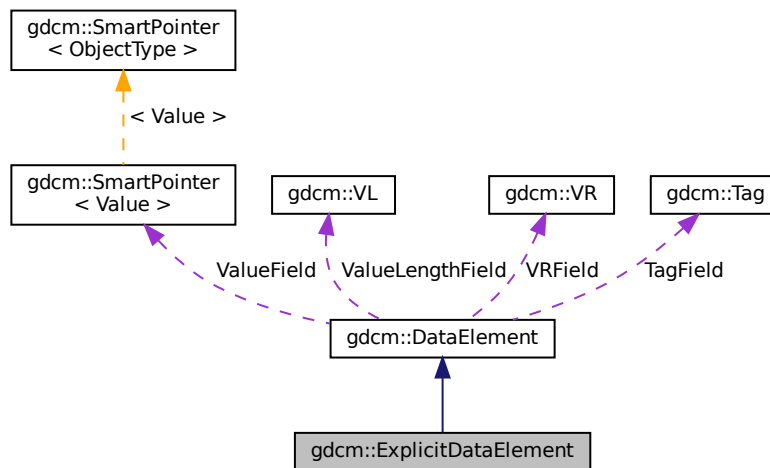
Class to read/write a [DataElement](#) as Explicit Data [Element](#).

```
#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](#), [DumpToshibaDT1.cxx](#), [DumpToshibaDT12.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:

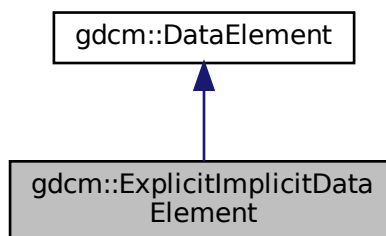
- [gdcmExplicitDataElement.h](#)

10.123 gdcm::ExplicitImplicitDataElement Class Reference

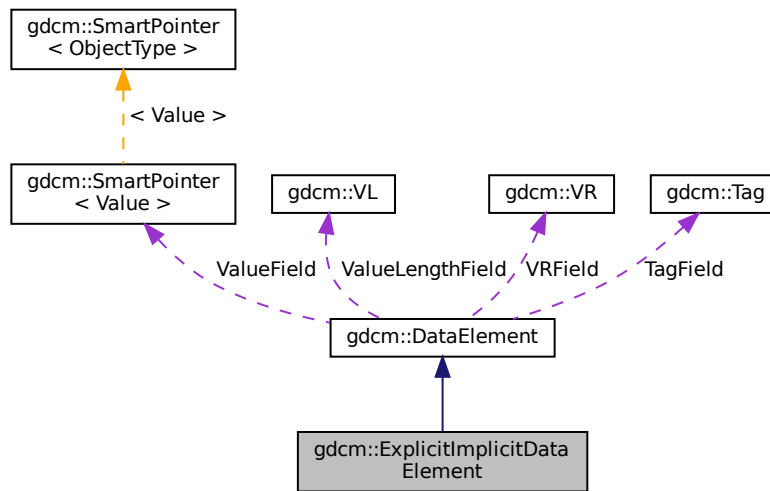
Class to read/write a [DataElement](#) as ExplicitImplicit Data [Element](#).

```
#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:

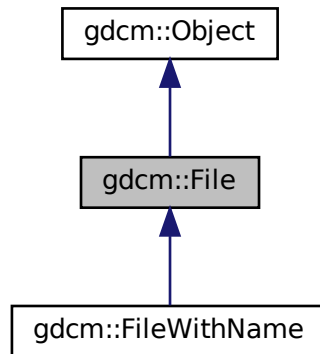
- [gdcmFiducials.h](#)

10.125 gdcm::File Class Reference

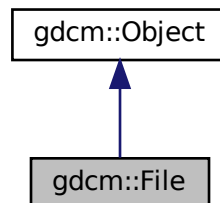
a DICOM [File](#)

```
#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](#), [CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [DeriveSeries.cxx](#), [DiffFile.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [EncapsulateFileInRawData.cxx](#), [ExtractEncryptedContent.cxx](#), [Extracting_All_Resolution.cxx](#), [Fake_Image_Using_Stream_Image_Writer.cxx](#), [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](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndPrintAttributes.cxx](#), [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](#), [CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [DeriveSeries.cxx](#), [DiffFile.cxx](#), [DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncryptedContent.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](#), [GetJPEGSamplePrecision.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MergeTwoFiles.cxx](#), [MrProtocol.cxx](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [ReadAndPrintAttributes.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [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](#), [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:

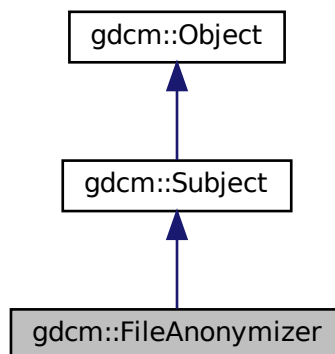
- [gdcMFile.h](#)

10.126 gdcM::FileAnonymizer Class Reference

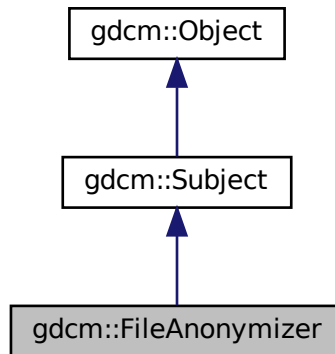
[FileAnonymizer](#).

```
#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

[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

[MakeTemplate.cxx](#).

10.126.3.2 Remove()

```
void gdcmm::FileAnonymizer::Remove (
    Tag const & t )
```

remove a tag (even a SQ can be removed)

10.126.3.3 Replace() [1/2]

```
void gdcmm::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 gdcmm::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](#) !

10.126.3.5 SetInputFileName()

```
void gdcmm::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

[MakeTemplate.cxx](#).

10.126.3.7 Write()

```
bool gdcM::FileAnonymizer::Write ( )
```

Write the output file.

Examples

[MakeTemplate.cxx](#).

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

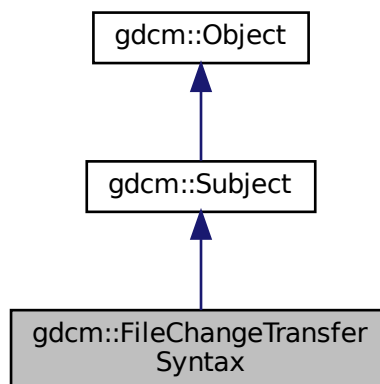
- [gdcMFileAnonymizer.h](#)

10.127 gdcM::FileChangeTransferSyntax Class Reference

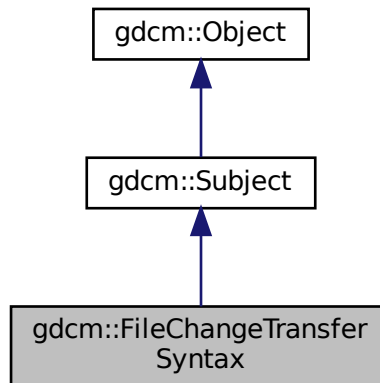
[FileChangeTransferSyntax](#).

```
#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

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.

10.127.3.2 GetCodec()

```
ImageCodec\* gdcm::FileChangeTransferSyntax::GetCodec ( )
```

Retrieve the actual codec (valid after calling SetTransferSyntax) Only advanced users should call this function.

10.127.3.3 New()

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

for wrapped language: instantiate a reference counted object

10.127.3.4 SetInputFileName()

```
void gdcm::FileChangeTransferSyntax::SetInputFileName (  
    const char * filename_native )
```

Set input filename (raw DICOM)

10.127.3.5 SetOutputFileName()

```
void gdcm::FileChangeTransferSyntax::SetOutputFileName (  
    const char * filename_native )
```

Set output filename (target compressed DICOM)

10.127.3.6 SetTransferSyntax()

```
void gdcm::FileChangeTransferSyntax::SetTransferSyntax (  
    TransferSyntax const & ts )
```

Specify the Target Transfer Syntax.

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

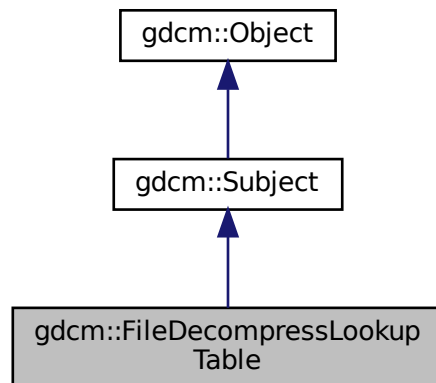
- [gdcmFileChangeTransferSyntax.h](#)

10.128 gdcm::FileDecompressLookupTable Class Reference

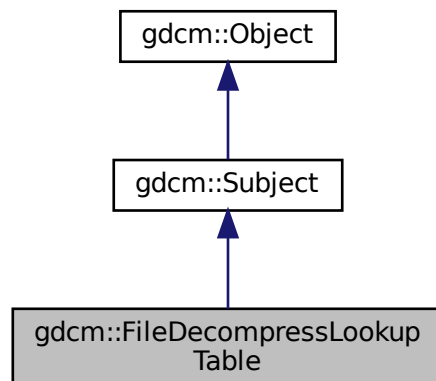
[FileDecompressLookupTable](#) class.

```
#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

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](#), and [GenFakelImage.cxx](#).

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](#), and [GenFakelImage.cxx](#).

10.129.3.4 AddSourceImageSequence()

```
bool gdcm::FileDerivation::AddSourceImageSequence ( ) [protected]
```

10.129.3.5 Derive()

```
bool gdcm::FileDerivation::Derive ( )
```

Change.

Examples

[DeriveSeries.cxx](#), and [GenFakelImage.cxx](#).

10.129.3.6 GetFile() [1/2]

```
File& gdcm::FileDerivation::GetFile ( ) [inline]
```

Examples

[GenFakelImage.cxx](#).

10.129.3.7 GetFile() [2/2]

```
const File& gdcm::FileDerivation::GetFile ( ) const [inline]
```

10.129.3.8 SetAppendDerivationHistory()

```
void gdcm::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 gdcM::FileDerivation::SetDerivationCodeSequenceCodeValue (
    unsigned int codevalue )
```

Specify the Derivation Code Sequence Code [Value](#). Eg 113040.

Examples

[DeriveSeries.cxx](#), and [GenFakelImage.cxx](#).

10.129.3.10 SetDerivationDescription()

```
void gdcM::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](#), and [GenFakelImage.cxx](#).

10.129.3.12 SetPurposeOfReferenceCodeSequenceCodeValue()

```
void gdcM::FileDerivation::SetPurposeOfReferenceCodeSequenceCodeValue (
    unsigned int codevalue )
```

Specify the Purpose Of Reference Code [Value](#). Eg. 121320.

Examples

[DeriveSeries.cxx](#), and [GenFakelImage.cxx](#).

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

[GenAIIVR.cxx](#), and [LargeVRDSEExplicit.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:

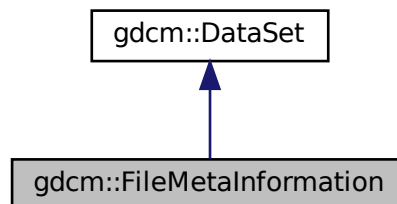
- [gdcmFileExplicitFilter.h](#)

10.131 gdcm::FileMetaInformation Class Reference

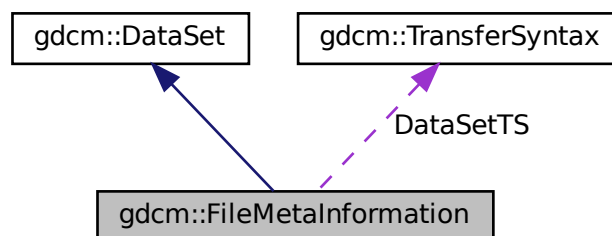
Class to represent a [File](#) Meta Information.

```
#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

[DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), and [ReadAndDumpDICOMDIR.cxx](#).

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& gdcmm::FileMetaInformation::Read (
    std::istream & is )
```

Read.

10.131.3.24 ReadCompat()

```
std::istream& gdcmm::FileMetaInformation::ReadCompat (
    std::istream & is )
```

10.131.3.25 ReadCompatInternal()

```
template<typename TSwap >
std::istream& gdcmm::FileMetaInformation::ReadCompatInternal (
    std::istream & is ) [protected]
```

10.131.3.26 Replace()

```
void gdcmm::FileMetaInformation::Replace (
    const DataElement & de ) [inline]
```

Examples

[LargeVRDSExplicit.cxx](#).

References [gdcmm::DataElement::GetTag\(\)](#).

10.131.3.27 SetDataSetTransferSyntax()

```
void gdcmm::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)

10.132.2 Constructor & Destructor Documentation

10.132.2.1 [Filename\(\)](#)

```
gdcmm::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:

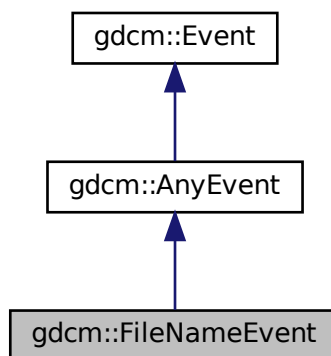
- [gdcmFilename.h](#)

10.133 gdcm::FileNameEvent Class Reference

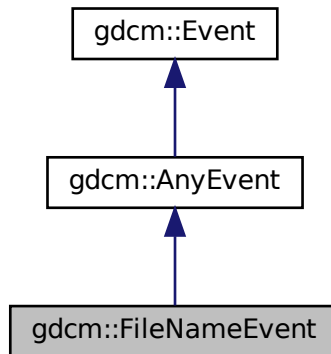
[FileNameEvent](#).

```
#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

[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

[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 gdcm::FileNameEvent::SetFileName (
    const char * f ) [inline]
```

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

- [gdcmFileNameEvent.h](#)

10.134 gdcm::FilenameGenerator Class Reference

[FilenameGenerator](#).

```
#include <gdcmFilenameGenerator.h>
```

Public Types

- typedef std::vector< [FilenameType](#) > [FilenamesType](#)
- typedef std::string [FilenameType](#)
- typedef FilenamesType::size_type [SizeType](#)

Public Member Functions

- [FilenameGenerator](#) ()
- [~FilenameGenerator](#) ()=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:

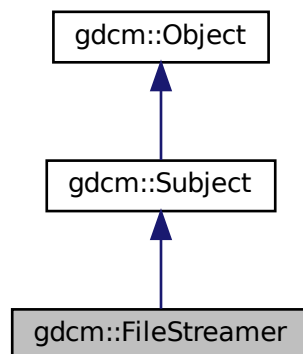
- [gdcmFileSet.h](#)

10.136 gdcm::FileStreamer Class Reference

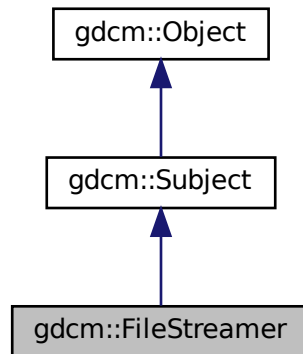
[FileStreamer.](#)

```
#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.

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.

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)

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>maxsizede</i>	. When not specified, maxsizede 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). Value should be in [0x0, 0xff] This will find the first available private creator.
------------------	--

Bug maxsizede should be a value lower than the actual total size of the buffer to be copied

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.

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

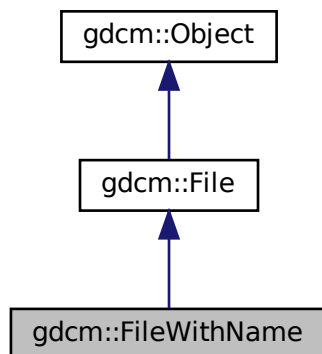
- [gdcmFileStreamer.h](#)

10.137 gdcm::FileWithName Class Reference

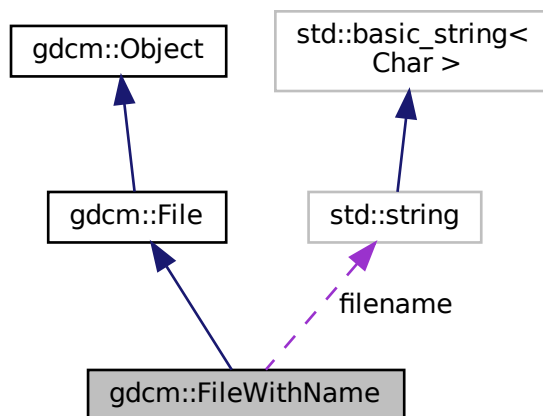
[FileWithName.](#)

```
#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:

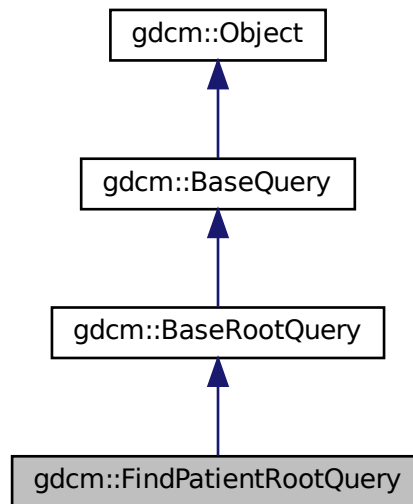
- [gdcmSerieHelper.h](#)

10.138 gdcmm::FindPatientRootQuery Class Reference

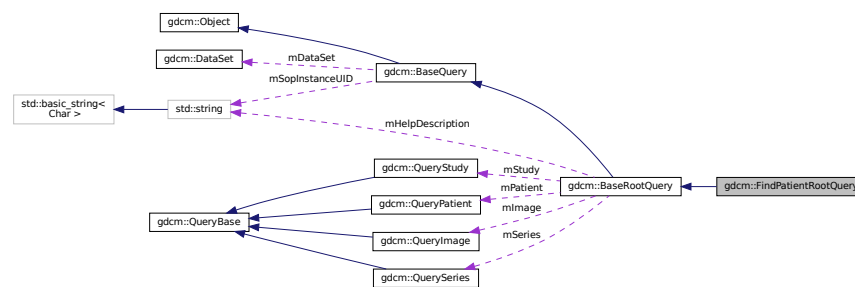
PatientRootQuery.

```
#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 gdcm::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 [gdcm::BaseRootQuery](#).

10.138.3.4 ValidateQuery()

```
bool gdcm::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 [gdcm::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:

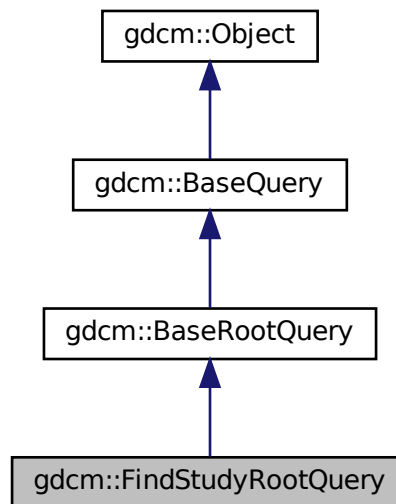
- [gdcmFindPatientRootQuery.h](#)

10.139 gdcm::FindStudyRootQuery Class Reference

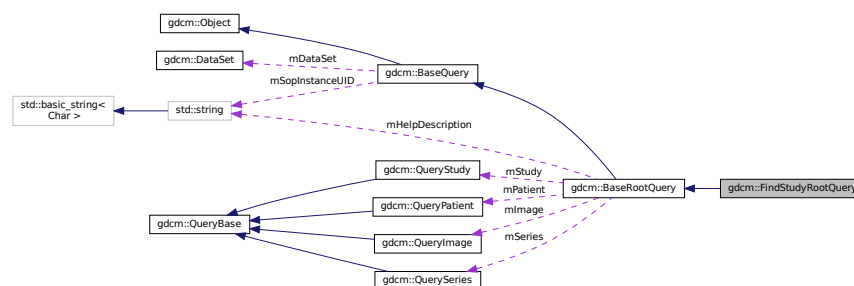
[FindStudyRootQuery](#).

```
#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:

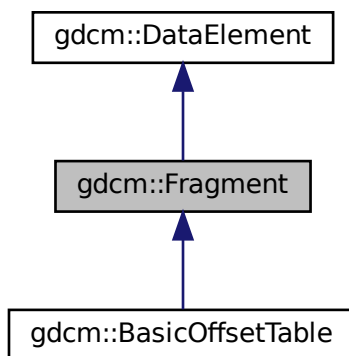
- [gdcMFindStudyRootQuery.h](#)

10.140 gdcm::Fragment Class Reference

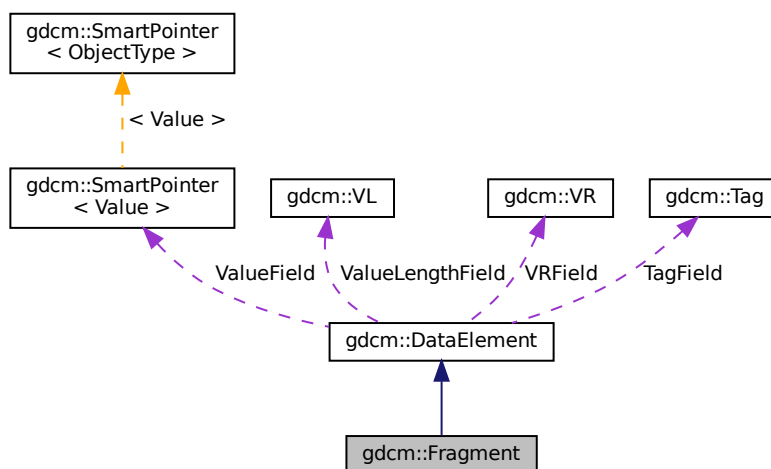
Class to represent a [Fragment](#).

```
#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

[FixBrokenJ2K.cxx](#), and [FixJAIBugJPEGLS.cxx](#).

10.140.2 Constructor & Destructor Documentation

10.140.2.1 [Fragment\(\)](#)

```
gdcmm::Fragment::Fragment ( ) [inline]
```

10.140.3 Member Function Documentation

10.140.3.1 ComputeLength()

```
VL gdcm::Fragment::ComputeLength ( ) const
```

10.140.3.2 GetLength()

```
VL gdcm::Fragment::GetLength ( ) const
```

10.140.3.3 Read()

```
template<typename TSwap >  
std::istream& gdcm::Fragment::Read (   
    std::istream & is ) [inline]
```

Referenced by `gdcm::SequenceOfFragments::ReadValue()`.

10.140.3.4 ReadBacktrack()

```
template<typename TSwap >  
std::istream& gdcm::Fragment::ReadBacktrack (   
    std::istream & is ) [inline]
```

References `gdcmErrorMacro`, `gdcmWarningMacro`, and `gdcm::ParseException::SetLastElement()`.

Referenced by `gdcm::SequenceOfFragments::ReadValue()`.

10.140.3.5 ReadPreValue()

```
template<typename TSwap >  
std::istream& gdcm::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

[GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenerateStandardSOPClasses.cxx](#), [PublicDict.cxx](#), and [ReadAndPrintAttributes.cxx](#).

10.141.2 Constructor & Destructor Documentation

10.141.2.1 Global() [1/2]

```
gdcmm::Global::Global ( )
```

10.141.2.2 ~Global()

```
gdcmm::Global::~~Global ( )
```

10.141.2.3 Global() [2/2]

```
gdcmm::Global::Global (
    const Global & _val ) [delete]
```

10.141.3 Member Function Documentation

10.141.3.1 Append()

```
bool gdcmm::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& gdcmm::Global::GetDefs ( ) const
```

retrieve the default/internal (Part 3) You need to explicitly call LoadResourcesFiles before

Examples

[GenerateStandardSOPClasses.cxx](#).

10.141.3.3 GetDicts() [1/2]

```
Dicts& gdcmm::Global::GetDicts ( )
```

10.141.3.4 GetDicts() [2/2]

```
Dicts const& gdcmm::Global::GetDicts ( ) const
```

retrieve the default/internal dicts (Part 6) This dict is filled up at load time

Examples

[GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [MrProtocol.cxx](#), [PublicDict.cxx](#), and [ReadAndPrintAttributes.cxx](#).

10.141.3.5 GetInstance()

```
static Global& gdcmm::Global::GetInstance ( ) [static]
```

return the singleton instance

Examples

[BasicAnonymizer.cs](#), [Cleaner.cs](#), [ClinicalTrialIdentificationWorkflow.cs](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenerateStandardSOPClasses.cxx](#), [MrProtocol.cxx](#), [PublicDict.cxx](#), [ReadAndPrintAttributes.cxx](#), and [TraverseModules.cxx](#).

10.141.3.6 LoadResourcesFiles()

```
bool gdcmm::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

[GenerateStandardSOPClasses.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> gdcm::GroupDict::GroupStringVector
```

10.142.3 Constructor & Destructor Documentation

10.142.3.1 GroupDict()

```
gdcM::GroupDict::GroupDict ( ) [inline]
```

10.142.3.2 ~GroupDict()

```
gdcM::GroupDict::~~GroupDict ( ) [default]
```

10.142.4 Member Function Documentation

10.142.4.1 Add()

```
void gdcM::GroupDict::Add (
    std::string const & abbreviation,
    std::string const & name ) [protected]
```

10.142.4.2 GetAbbreviation()

```
std::string const& gdcM::GroupDict::GetAbbreviation (
    uint16_t num ) const
```

10.142.4.3 GetName()

```
std::string const& gdcM::GroupDict::GetName (
    uint16_t num ) const
```

10.142.4.4 Insert()

```
void gdcM::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 ExtractVeprolIconImages()

```
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()

```
gdcm::ignore_char::ignore_char (  
    char c ) [inline]
```

10.145.2 Member Data Documentation

10.145.2.1 m_char

```
char gdcm::ignore_char::m_char
```

Referenced by `gdcm::operator>>()`.

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

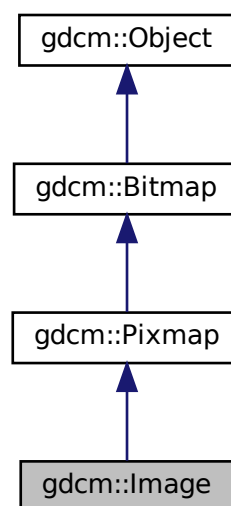
- [gdcmElement.h](#)

10.146 gdcm::Image Class Reference

[Image](#).

```
#include <gdcmImage.h>
```

Inheritance diagram for `gdcm::Image`:



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

[CompressImage.cxx](#), [ConvertToQImage.cxx](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [ExtractIconFromFile.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GenFakeImage.cxx](#), [GetJPEGSamplePrecision.cxx](#), [GetSubSequenceData.cxx](#), [HelloVizWorld.cxx](#), [PatchFile.cxx](#), [PrintLUT.cxx](#), [ReadMultiTimesException.cxx](#), [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:

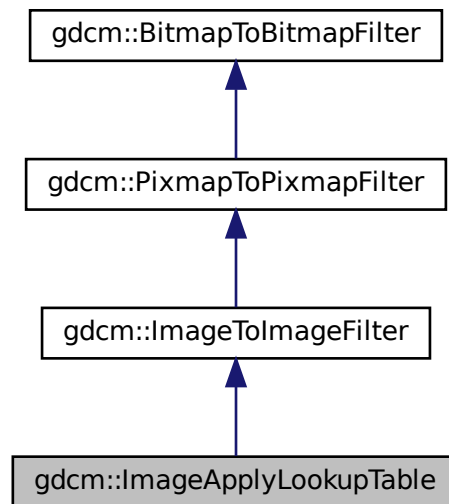
- [gdcmImage.h](#)

10.147 gdcm::ImageApplyLookupTable Class Reference

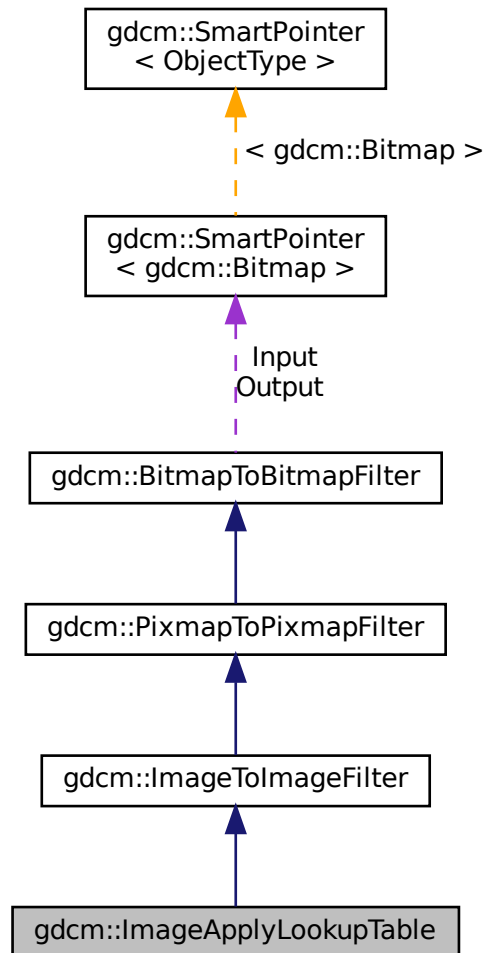
[ImageApplyLookupTable](#) class.

```
#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:

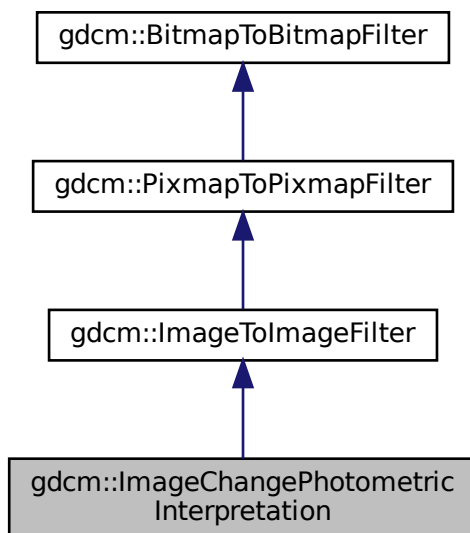
- [gdcmImageApplyLookupTable.h](#)

10.148 gdcm::ImageChangePhotometricInterpretation Class Reference

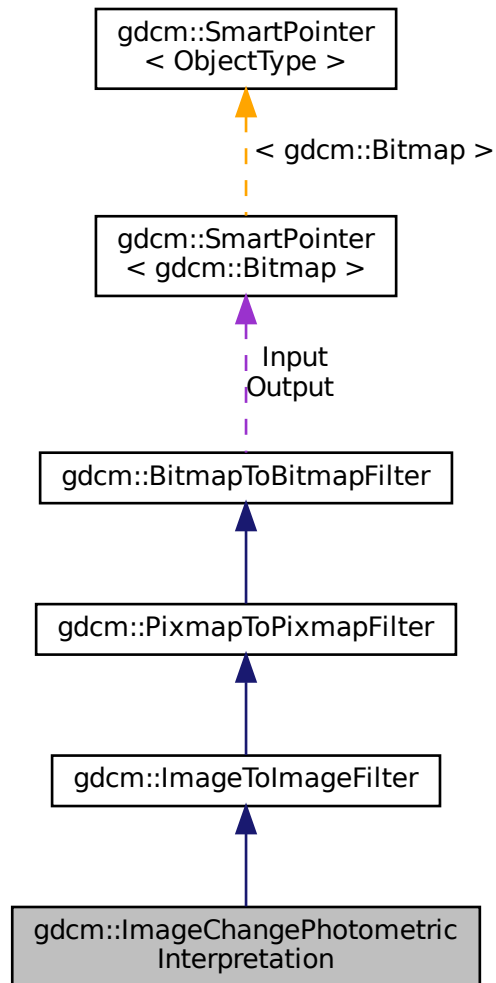
[ImageChangePhotometricInterpretation](#) class.

```
#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::GetPhotometricInterpretation ( ) 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:

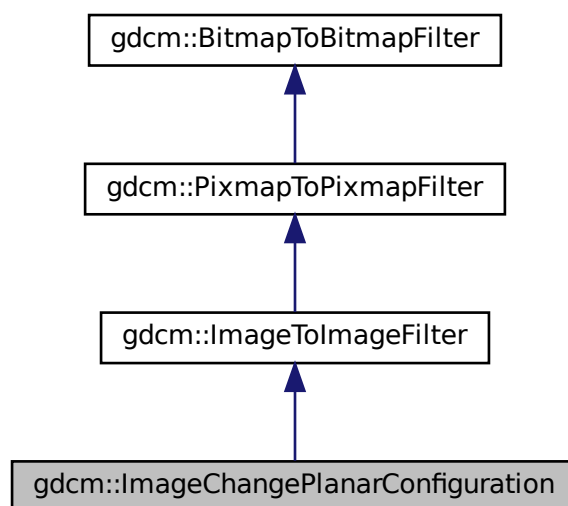
- [gdcmImageChangePhotometricInterpretation.h](#)

10.149 gdcm::ImageChangePlanarConfiguration Class Reference

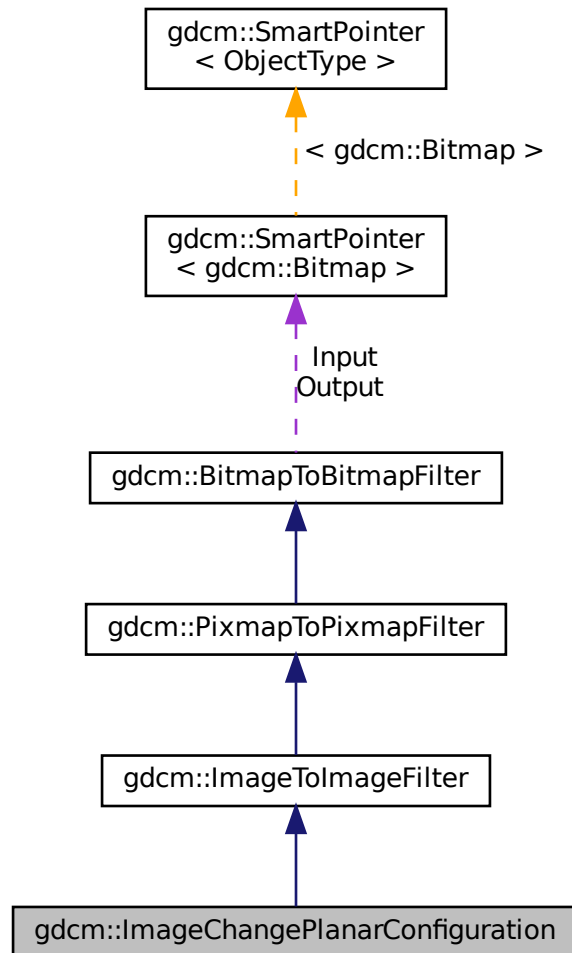
[ImageChangePlanarConfiguration](#) class.

```
#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:

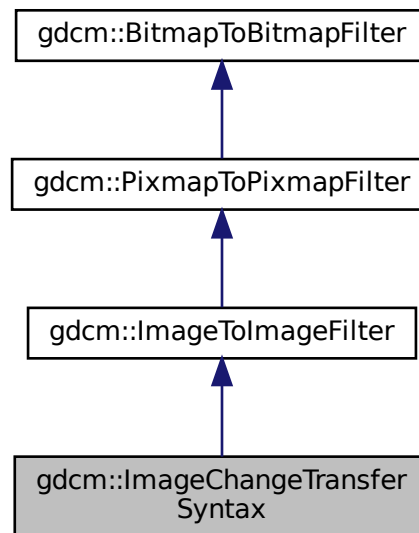
- [gdcmImageChangePlanarConfiguration.h](#)

10.150 gdcm::ImageChangeTransferSyntax Class Reference

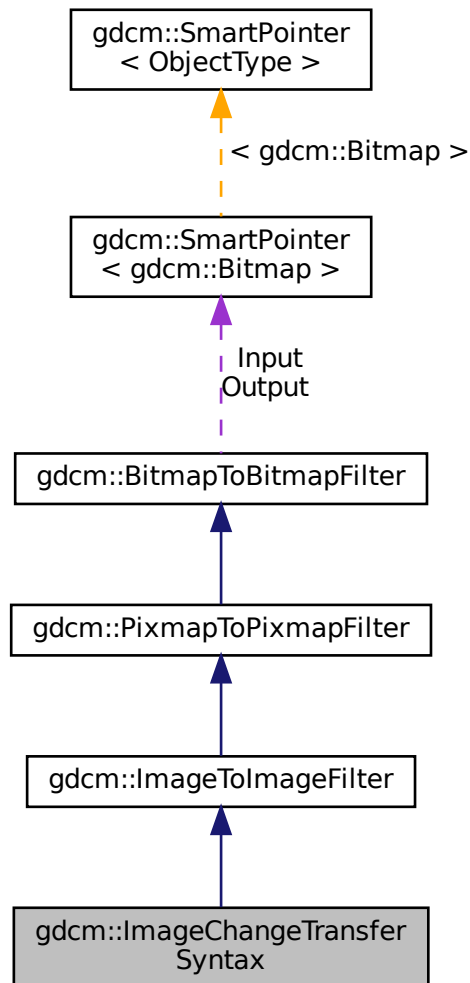
[ImageChangeTransferSyntax](#) class.

```
#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

[CompressImage.cxx](#).

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

[CompressImage.cxx](#).

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

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

10.150.3.5 SetTransferSyntax()

```
void gdcm::ImageChangeTransferSyntax::SetTransferSyntax (
    const TransferSyntax & ts ) [inline]
```

Set target Transfer Syntax.

Examples

[CompressImage.cxx](#).

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)`

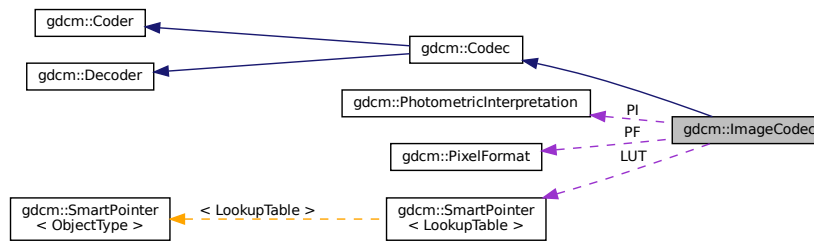
10.150.3.7 TryJPEG2000Codec()

```
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]
```


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

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::RLECodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), and [gdcm::JPEG2000Codec](#).

10.151.4.2 AppendRowEncode()

```
virtual bool gdcm::ImageCodec::AppendRowEncode (
    std::ostream & out,
    const char * data,
    size_t datalen ) [protected], [virtual]
```

Reimplemented in [gdcm::RLECodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), and [gdcm::JPEG2000Codec](#).

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::RLECodec](#), [gdcm::RAWCodec](#), [gdcm::PVRGCodec](#), [gdcm::PNMCodec](#), [gdcm::PGXCodec](#), [gdcm::KAKADUCodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), and [gdcm::JPEG2000Codec](#).

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::RLECodec](#), [gdcm::RAWCodec](#), [gdcm::PVRGCodec](#), [gdcm::PNMCodec](#), [gdcm::PGXCodec](#), [gdcm::KAKADUCodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), and [gdcm::JPEG2000Codec](#).

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::RLECodec](#), [gdcm::RAWCodec](#), [gdcm::PVRGCodec](#), [gdcm::PNMCodec](#), [gdcm::PGXCodec](#), [gdcm::KAKADUCodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), and [gdcm::JPEG2000Codec](#).

10.151.4.7 Decode()

```
bool gdcm::ImageCodec::Decode (
    DataElement const & ,
    DataElement & ) [override], [virtual]
```

Decode.

Reimplemented from [gdcm::Decoder](#).

Reimplemented in [gdcm::RLECodec](#), [gdcm::RAWCodec](#), [gdcm::PVRGCodec](#), [gdcm::KAKADUCodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), and [gdcm::JPEG2000Codec](#).

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::RLECodec](#), [gdcm::RAWCodec](#), [gdcm::JPEGCodec](#), [gdcm::JPEG8Codec](#), [gdcm::JPEG2000Codec](#), [gdcm::JPEG16Codec](#), and [gdcm::JPEG12Codec](#).

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::RLECodec](#), [gdcm::RAWCodec](#), [gdcm::PNMCodec](#), [gdcm::PGXCodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), [gdcm::JPEG8Codec](#), [gdcm::JPEG2000Codec](#), [gdcm::JPEG16Codec](#), and [gdcm::JPEG12Codec](#).

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::RLECodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), and [gdcm::JPEG2000Codec](#).

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::RLECodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), and [gdcm::JPEG2000Codec](#).

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::RLECodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), and [gdcm::JPEG2000Codec](#).

10.151.4.42 StopEncode()

```
virtual bool gdcm::ImageCodec::StopEncode (
    std::ostream & os ) [protected], [virtual]
```

Reimplemented in [gdcm::RLECodec](#), [gdcm::JPEGLSCodec](#), [gdcm::JPEGCodec](#), and [gdcm::JPEG2000Codec](#).

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:

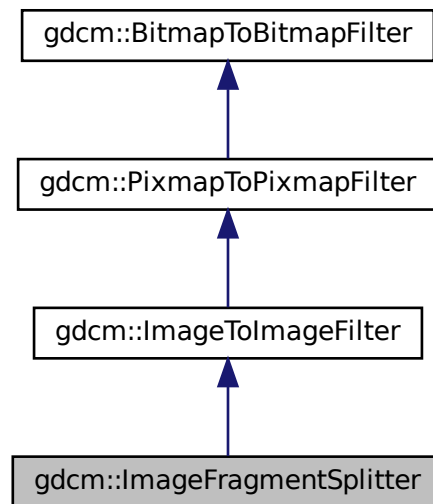
- [gdcmImageConverter.h](#)

10.153 gdcm::ImageFragmentSplitter Class Reference

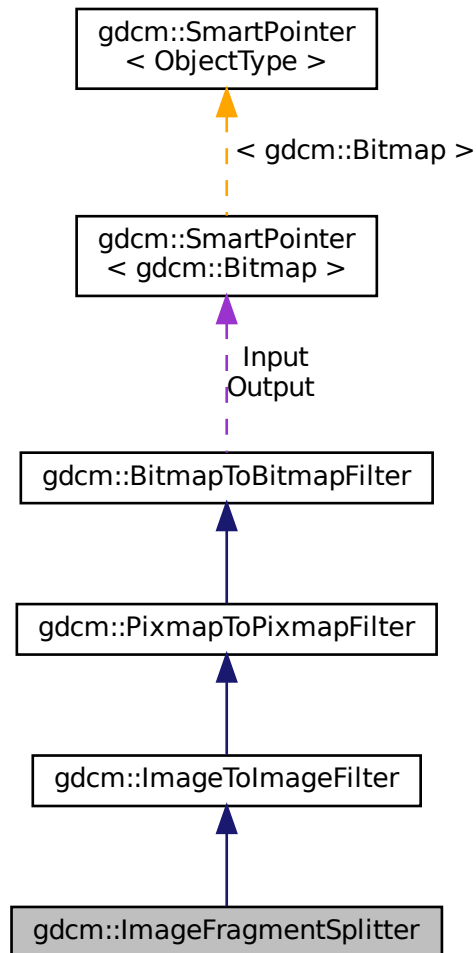
[ImageFragmentSplitter](#) class.

```
#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 gdcm::ImageFragmentSplitter::SetFragmentSizeMax (
    unsigned int fragsize )
```

FragmentSizeMax needs to be an even number.

10.153.3.4 Split()

```
bool gdcm::ImageFragmentSplitter::Split ( )
```

Split.

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

- [gdcmImageFragmentSplitter.h](#)

10.154 gdcm::ImageHelper Class Reference

[ImageHelper](#) (internal class, not intended for user level)

```
#include <gdcmImageHelper.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.

10.154.2 Member Function Documentation

10.154.2.1 ComputeMediaStorageFromModality()

```
static MediaStorage gdcmm::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

[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]
```

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:

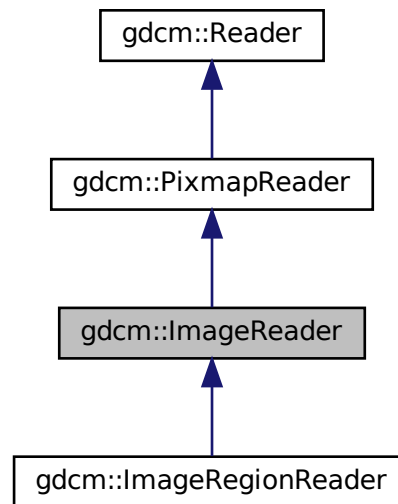
- [gdcmImageHelper.h](#)

10.155 gdcm::ImageReader Class Reference

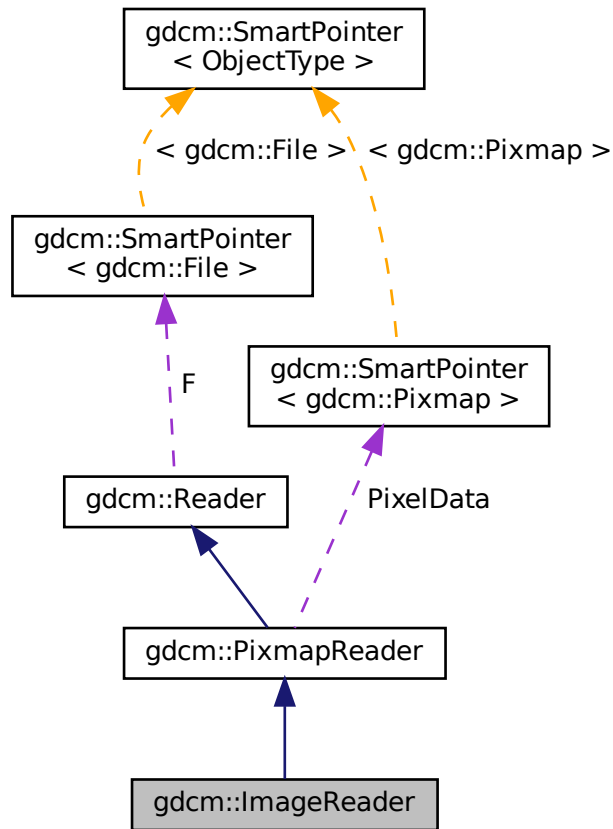
[ImageReader](#).

```
#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

[CheckBigEndianBug.cxx](#), [CompressImage.cxx](#), [ConvertToQImage.cxx](#), [ExtractIconFromFile.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GetJPEGSamplePrecision.cxx](#), [HelloVizWorld.cxx](#), [MergeTwoFiles.cxx](#), [MrProtocol.cxx](#), [PatchFile.cxx](#), [PrintLUT.cxx](#), [ReadMultiTimesException.cxx](#), and [threadgdc.cxx](#).

10.155.2 Constructor & Destructor Documentation

10.155.2.1 ImageReader()

```
gdc::ImageReader::ImageReader ( )
```

10.155.2.2 ~ImageReader()

```
gdc::ImageReader::~ImageReader ( ) [override]
```

10.155.3 Member Function Documentation

10.155.3.1 GetImage() [1/2]

```
Image& gdc::ImageReader::GetImage ( )
```

10.155.3.2 GetImage() [2/2]

```
const Image& gdcm::ImageReader::GetImage ( ) const
```

Return the read image.

Examples

[CompressImage.cxx](#), [ConvertToQImage.cxx](#), [ExtractIconFromFile.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GetJPEGSamplePrecision.cxx](#), [HelloVizWorld.cxx](#), [MergeTwoFiles.cxx](#), [PatchFile.cxx](#), [PrintLUT.cxx](#), [ReadMultiTimesException.cxx](#), [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

[CheckBigEndianBug.cxx](#), [CompressImage.cxx](#), [ConvertToQImage.cxx](#), [ExtractIconFromFile.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GetJPEGSamplePrecision.cxx](#), [HelloVizWorld.cxx](#), [MergeTwoFiles.cxx](#), [MrProtocol.cxx](#), [PatchFile.cxx](#), [PrintLUT.cxx](#), [ReadMultiTimesException.cxx](#), 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:

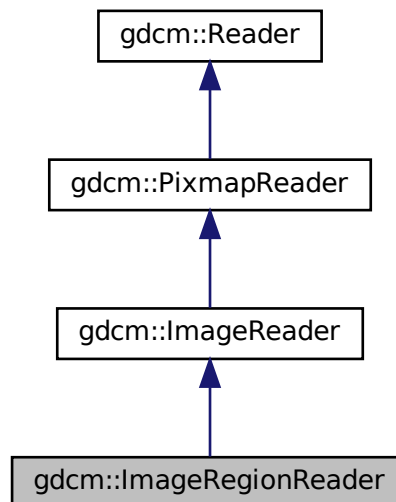
- [gdcMImageReader.h](#)

10.156 gdcM::ImageRegionReader Class Reference

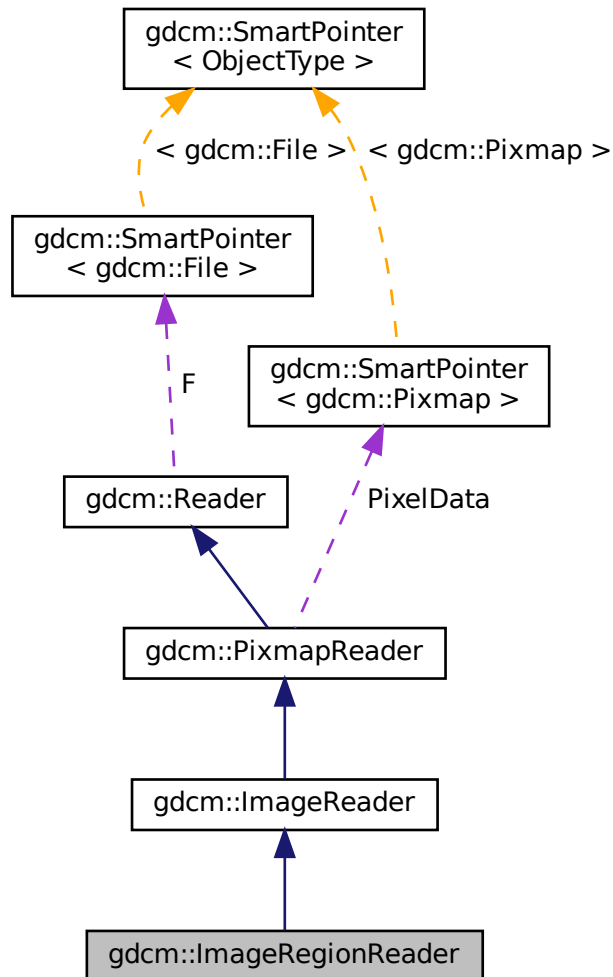
[ImageRegionReader](#).

```
#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 ®ion)

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

See also

[ImageReader](#)

Examples

[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

[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

10.156.3.6 SetRegion()

```
void gdcm::ImageRegionReader::SetRegion (
    Region const & region )
```

Set/Get [Region](#) to be read.

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

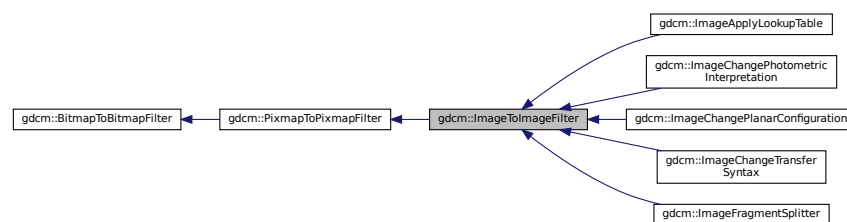
- [gdcmImageRegionReader.h](#)

10.157 gdcm::ImageToImageFilter Class Reference

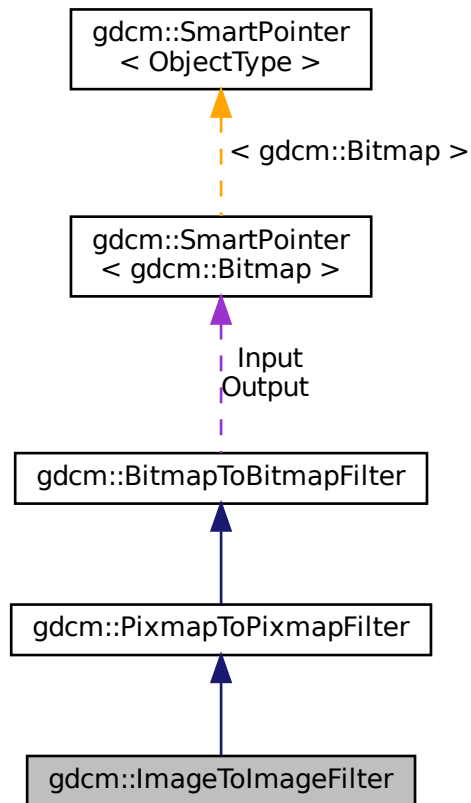
[ImageToImageFilter](#) class.

```
#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

[CompressImage.cxx](#).

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

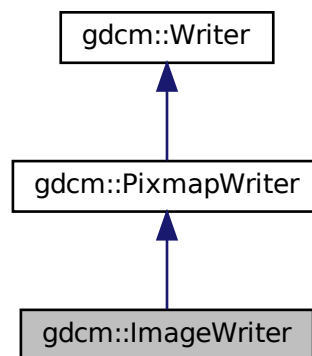
- [gdcmImageToImageFilter.h](#)

10.158 gdcm::ImageWriter Class Reference

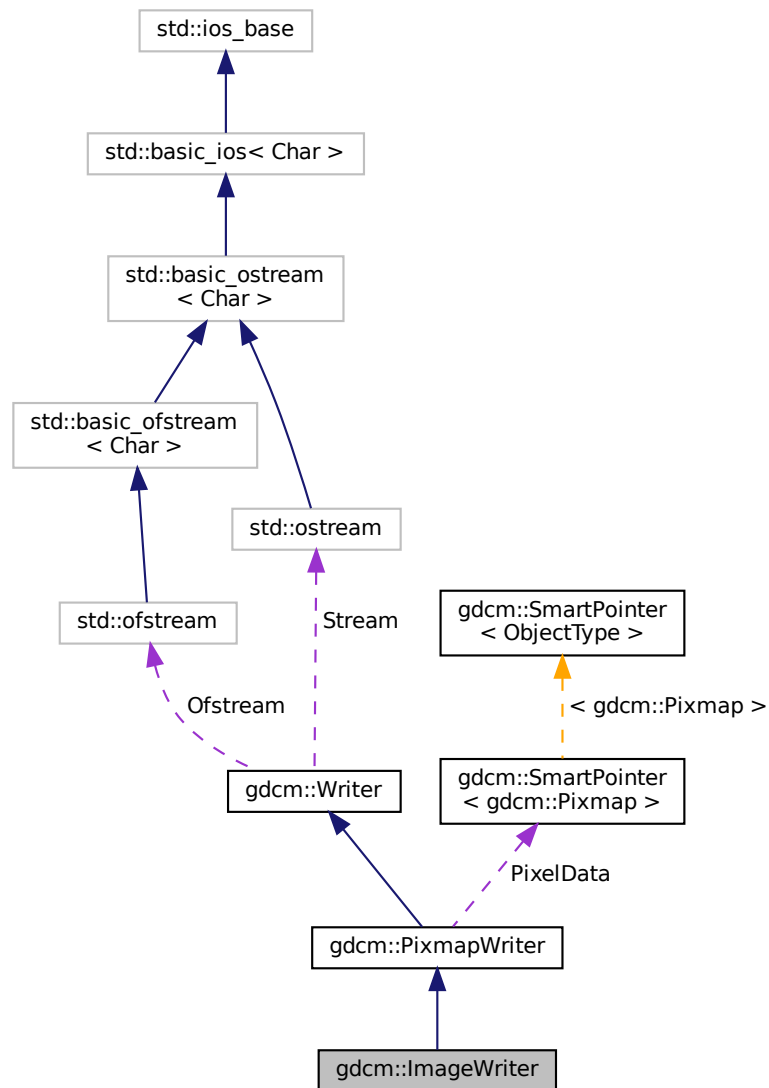
[ImageWriter](#).

```
#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

[CompressImage.cxx](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [GenFakeImage.cxx](#), [GetSubSequenceData.cxx](#), [HelloVizWorld.cxx](#), [MergeTwoFiles.cxx](#), [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

`CompressImage.cxx`, `CreateARGBImage.cxx`, `CreateCMYKImage.cxx`, `GenFakelImage.cxx`, `GetSubSequenceData.cxx`, `HelloVizWorld.cxx`, `MergeTwoFiles.cxx`, `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& gdcmm::network::ImplementationClassUIDSub::Read (
    std::istream & is )
```

10.159.3.3 Size()

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

10.159.3.4 Write()

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

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

- [gdcmmImplementationClassUIDSub.h](#)

10.160 gdcmm::network::ImplementationUIDSub Class Reference

[ImplementationUIDSub.](#)

```
#include <gdcmmImplementationUIDSub.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()

```
gdcm::network::ImplementationUIDSub::ImplementationUIDSub ( )
```

10.160.3 Member Function Documentation

10.160.3.1 Write()

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

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

- [gdcmImplementationUIDSub.h](#)

10.161 gdcm::network::ImplementationVersionNameSub Class Reference

[ImplementationVersionNameSub.](#)

```
#include <gdcmImplementationVersionNameSub.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()

```
gdcmm::network::ImplementationVersionNameSub::ImplementationVersionNameSub ( )
```

10.161.3 Member Function Documentation

10.161.3.1 Print()

```
void gdcmm::network::ImplementationVersionNameSub::Print (
    std::ostream & os ) const
```

10.161.3.2 Read()

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

10.161.3.3 Size()

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

10.161.3.4 Write()

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

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

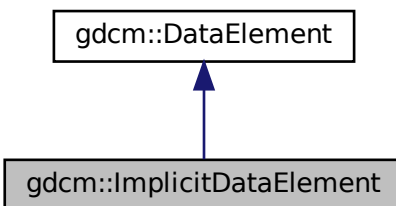
- [gdcmmImplementationVersionNameSub.h](#)

10.162 gdcm::ImplicitDataElement Class Reference

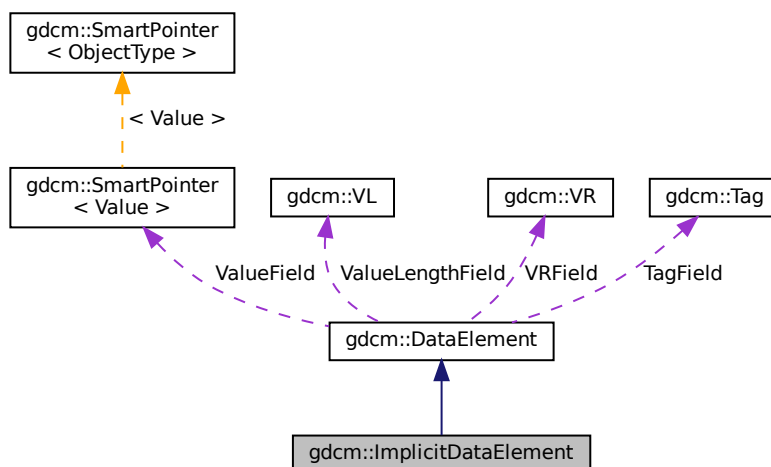
Class to represent an *Implicit VR Data Element*.

```
#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

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& gdcm::ImplicitDataElement::ReadPreValue (
    std::istream & is )
```


10.162.2.4 ReadValue()

```
template<typename TSwap >
std::istream& gdcm::ImplicitDataElement::ReadValue (
    std::istream & is,
    bool readvalues = true )
```

10.162.2.5 ReadValueWithLength()

```
template<typename TSwap >
std::istream& gdcm::ImplicitDataElement::ReadValueWithLength (
    std::istream & is,
    VL & length,
    bool readvalues = true )
```

10.162.2.6 ReadWithLength()

```
template<typename TSwap >
std::istream& gdcm::ImplicitDataElement::ReadWithLength (
    std::istream & is,
    VL & length,
    bool readvalues = true )
```

10.162.2.7 Write()

```
template<typename TSwap >
const std::ostream& gdcm::ImplicitDataElement::Write (
    std::ostream & os ) const
```

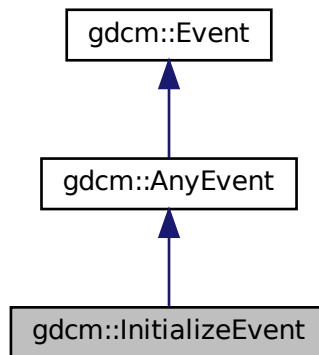
The documentation for this class was generated from the following file:

- [gdcmImplicitDataElement.h](#)

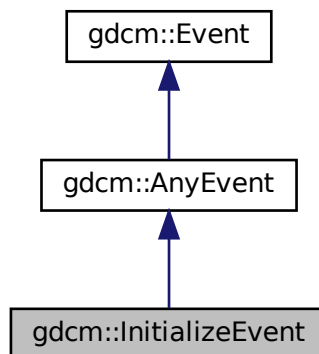
10.163 gdcmm::InitializeEvent Class Reference

```
#include <gdcmmEvent.h>
```

Inheritance diagram for gdcmm::InitializeEvent:



Collaboration diagram for gdcmm::InitializeEvent:



Additional Inherited Members

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

- [gdcmmEvent.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](#)

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]
```

10.164.4.4 GetNumberOfIODs()

```
SizeType gdcm::IOD::GetNumberOfIODs ( ) const [inline]
```

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](#)

10.165.2 Constructor & Destructor Documentation

10.165.2.1 IODEntry()

```
gdcm::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]
```

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](#)

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
```

Examples

[TraverseModules.cxx](#).

10.166.2.3 IODName

```
typedef std::string gdcm::IODs::IODName
```

Examples

[TraverseModules.cxx](#).

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]
```

10.166.4.3 Clear()

```
void gdcm::IODs::Clear ( ) [inline]
```

10.166.4.4 End()

```
IODMapTypeConstIterator gdcm::IODs::End ( ) const [inline]
```

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:

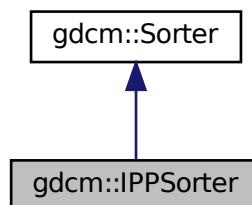
- [gdcmIODs.h](#)

10.167 gdcm::IPPSorter Class Reference

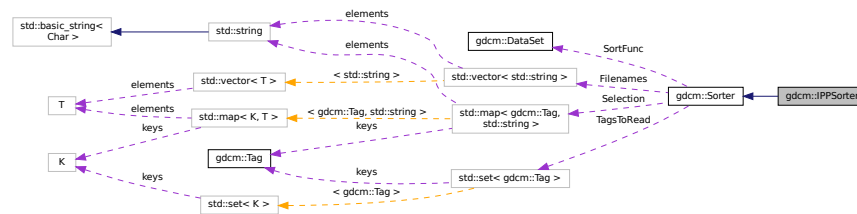
[IPPSorter.](#)

```
#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

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. `MRImageStorage`, `CTImageStorage`, `PETImageStorage`)

Examples

[Compute3DSpacing.cxx](#), [VolumeSorter.cxx](#), [gdcmorthoplanes.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 gdc::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](#), [gdcmorphoplanes.cxx](#), and [reslicesphere.cxx](#).

10.167.3.3 GetZSpacingTolerance()

```
double gdc::IPPSorter::GetZSpacingTolerance ( ) const [inline]
```

10.167.3.4 SetComputeZSpacing()

```
void gdc::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](#), [gdcmorphoplanes.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 gdcm::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 gdcm::IPPSorter::SetZSpacingTolerance (
    double tol ) [inline]
```

1. Another reason for failure is that that Z-Spacing is only slightly changing (eg 1e-3) along the series, a human can determine that this is ok and change the tolerance from its default value: 1e-6

Examples

[Compute3DSpacing.cxx](#), [gdcmorthoplanes.cxx](#), and [reslicesphere.cxx](#).

10.167.3.8 Sort()

```
bool gdcm::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 [gdcm::Sorter](#).

Examples

[Compute3DSpacing.cxx](#), [VolumeSorter.cxx](#), [gdcmorthoplanes.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:

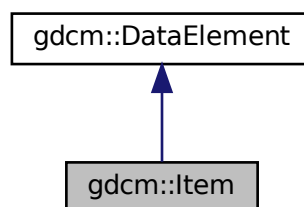
- [gdcMIPPSorter.h](#)

10.168 gdcM::Item Class Reference

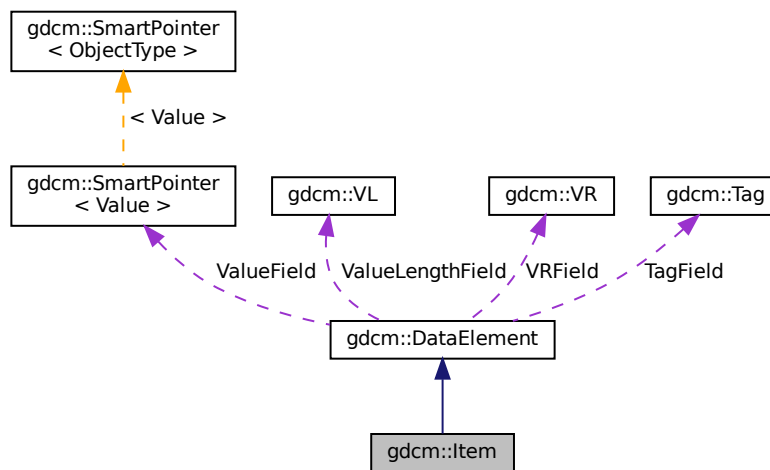
Class to represent an [Item](#).

```
#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](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [ExtractEncryptedContent.cxx](#), [Extracting_All_Resolution.cxx](#), [Fake_Image_Using_Stream_Image_Writer.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetSequenceUltrasound.cxx](#), [LargeVRDSExplicit.cxx](#), [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](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [ExtractEncryptedContent.cxx](#), [Extracting_All_Resolution.cxx](#), [Fake_Image_Using_Stream_Image_Writer.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenSeqs.cxx](#), [GetSequenceUltrasound.cxx](#), [LargeVRDSExplicit.cxx](#), [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]
```

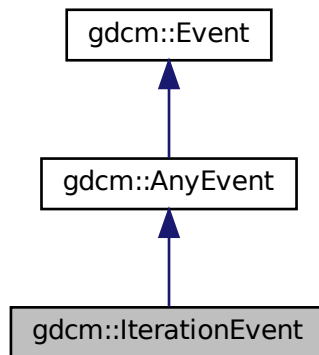
The documentation for this class was generated from the following file:

- [gdcMItem.h](#)

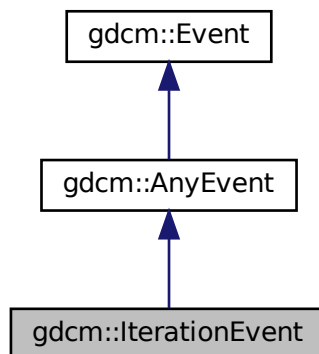
10.169 gdcm::IterationEvent Class Reference

```
#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:

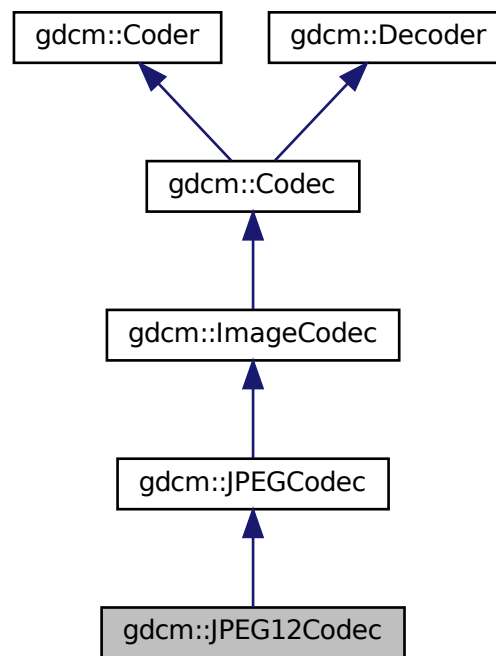
- [gdcmEvent.h](#)

10.170 gdcm::JPEG12Codec Class Reference

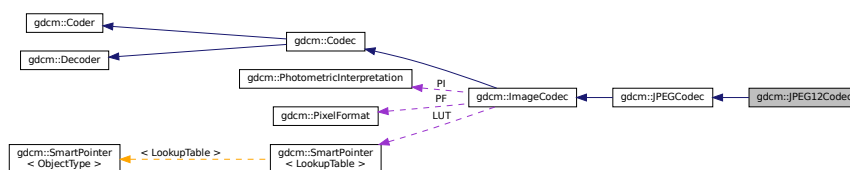
Class to do JPEG 12bits (lossy & lossless)

```
#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:

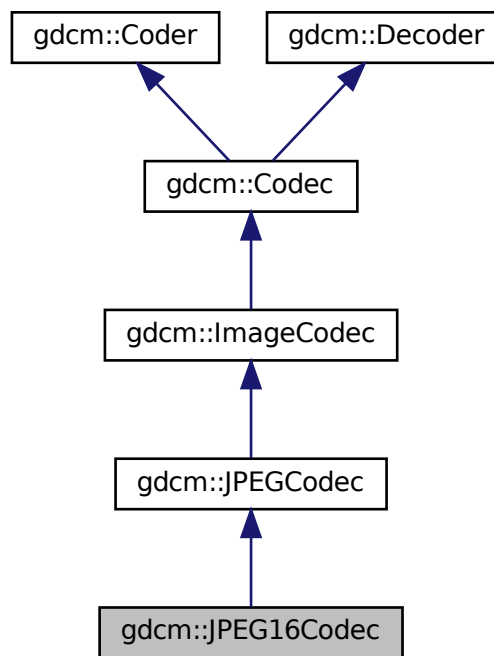
- [gdcmJPEG12Codec.h](#)

10.171 gdcm::JPEG16Codec Class Reference

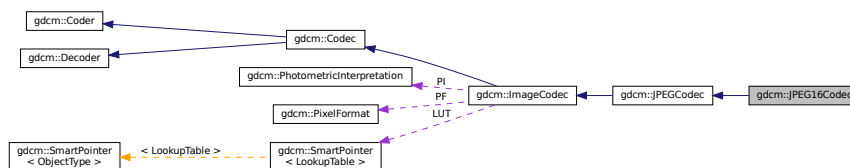
Class to do JPEG 16bits (lossless)

```
#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 gdcm::JPEG16Codec::DecodeByStreams (
    std::istream & is,
    std::ostream & os ) [override], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

10.171.3.2 EncodeBuffer()

```
bool gdcm::JPEG16Codec::EncodeBuffer (
    std::ostream & os,
    const char * data,
    size_t datalen ) [override], [protected], [virtual]
```

Reimplemented from [gdcm::JPEGCodec](#).

10.171.3.3 GetHeaderInfo()

```
bool gdcm::JPEG16Codec::GetHeaderInfo (
    std::istream & is,
    TransferSyntax & ts ) [override], [virtual]
```

Reimplemented from [gdcm::ImageCodec](#).

10.171.3.4 InternalCode()

```
bool gdcm::JPEG16Codec::InternalCode (
    const char * input,
    unsigned long len,
    std::ostream & os ) [override], [virtual]
```

Reimplemented from [gdcm::Coder](#).

10.171.3.5 IsStateSuspension()

```
bool gdcm::JPEG16Codec::IsStateSuspension ( ) const [override], [protected], [virtual]
```

Reimplemented from [gdcm::JPEGCodec](#).

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

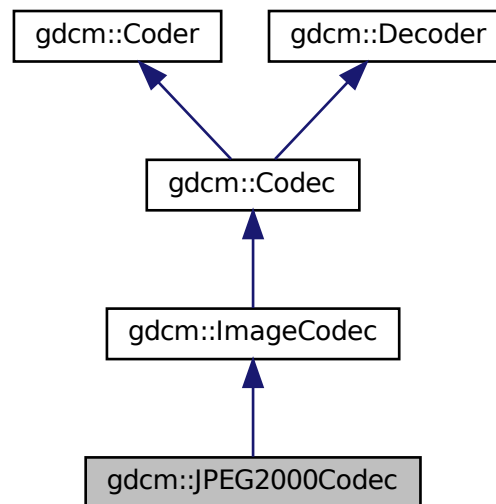
- [gdcmJPEG16Codec.h](#)

10.172 gdcm::JPEG2000Codec Class Reference

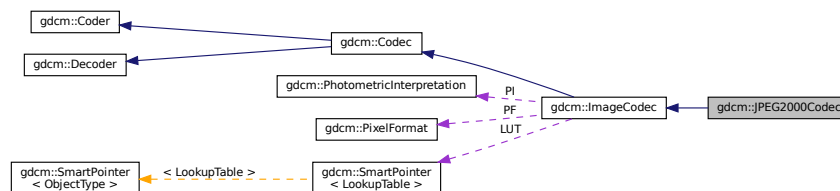
Class to do JPEG 2000.

```
#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:

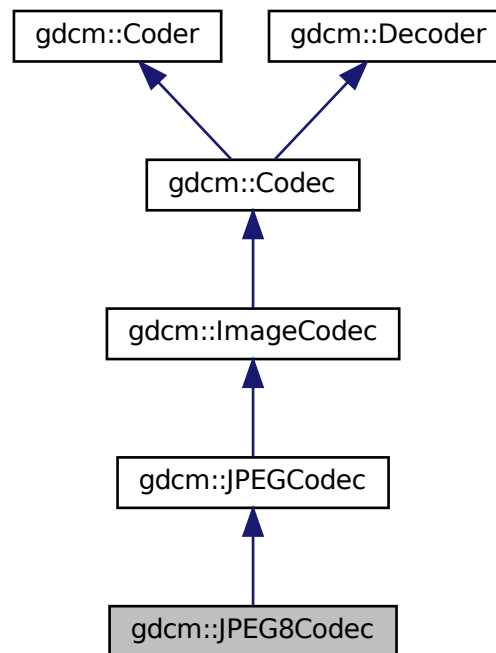
- [gdcmJPEG2000Codec.h](#)

10.173 gdcm::JPEG8Codec Class Reference

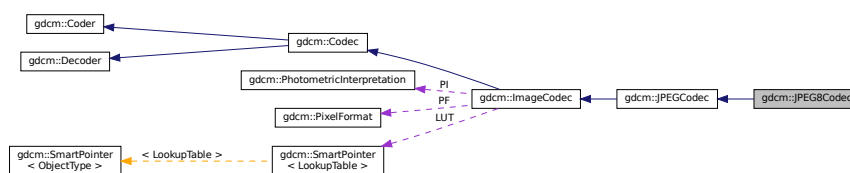
Class to do JPEG 8bits (lossy & lossless)

```
#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:

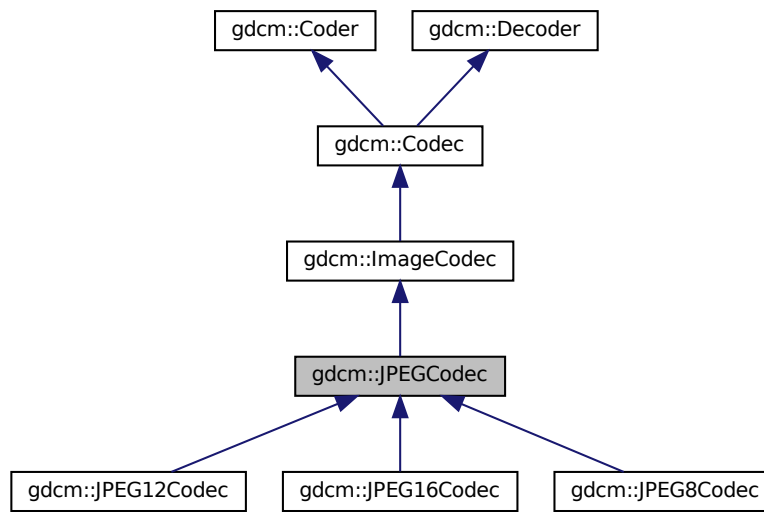
- [gdcmJPEG8Codec.h](#)

10.174 gdcm::JPEGCodec Class Reference

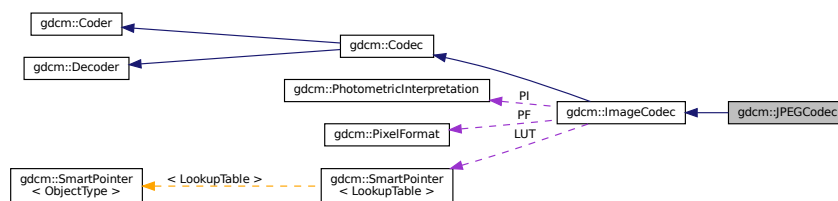
JPEG codec.

```
#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/75fdfccc65a62
- http://groups.google.com/group/comp.protocols.dicom/browse_thread/thread/2d525ef6a2f09
- http://groups.google.com/group/comp.protocols.dicom/browse_thread/thread/6b93af410f8c

Examples

[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](#).

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::JPEG8Codec](#), [gdcm::JPEG16Codec](#), and [gdcm::JPEG12Codec](#).

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::JPEG8Codec](#), [gdcm::JPEG16Codec](#), and [gdcm::JPEG12Codec](#).

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 )
```

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 )
```

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:

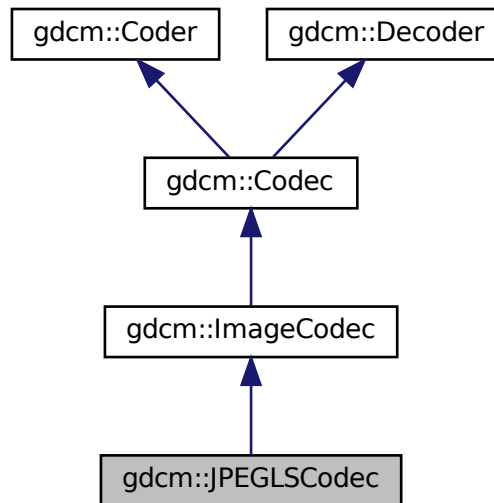
- [gdcmJPEGCodec.h](#)

10.175 gdcm::JPEGLSCodec Class Reference

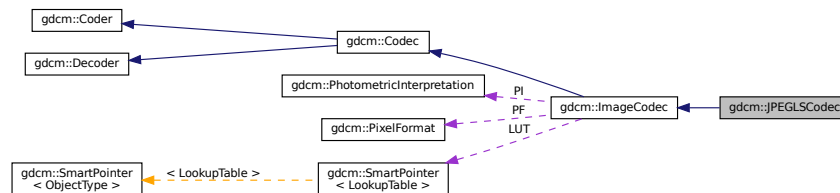
JPEG-LS.

```
#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 gdcmm::JPEGLSCodec::StopEncode (
    std::ostream & ) [override], [protected], [virtual]
```

Reimplemented from [gdcmm::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:

- [gdcmmJPEGLSCodec.h](#)

10.176 gdcmm::JSON Class Reference

```
#include <gdcmmJSON.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:

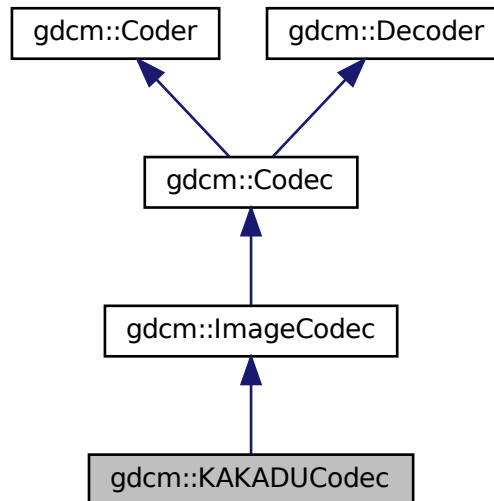
- [gdcMJSON.h](#)

10.177 gdcM::KAKADUCodec Class Reference

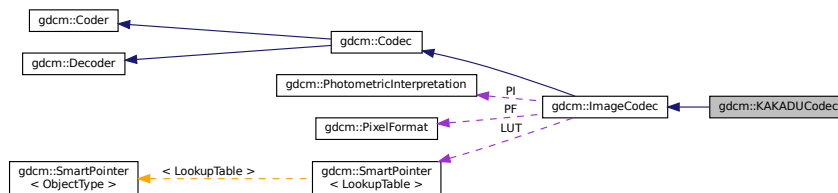
[KAKADUCodec](#).

```
#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:

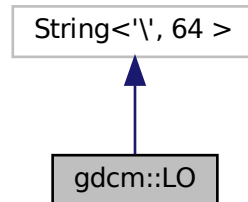
- [gdcmKAKADUCodec.h](#)

10.178 gdcm::LO Class Reference

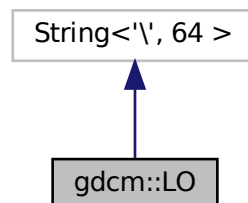
[LO](#).

```
#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:

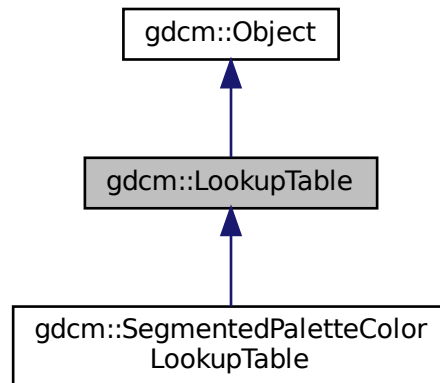
- [gdcmmLO.h](#)

10.179 gdcm::LookupTable Class Reference

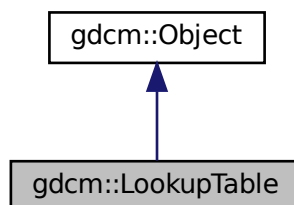
[LookupTable](#) class.

```
#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

[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]

```
gdcmm::LookupTable::LookupTable (
    LookupTable const & lut ) [inline]
```

10.179.4 Member Function Documentation

10.179.4.1 Allocate()

```
void gdcmm::LookupTable::Allocate (
    unsigned short bitsample = 8 )
```

Allocate the LUT.

10.179.4.2 Clear()

```
void gdcmm::LookupTable::Clear ( )
```

Clear the LUT.

10.179.4.3 Decode() [1/2]

```
bool gdcmm::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 gdcmm::LookupTable::Decode (
    std::istream & is,
    std::ostream & os ) const
```

Decode the LUT.

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
```

Examples

[ExtractImageRegionWithLUT.cs](#).

10.179.4.9 GetLUTDescriptor()

```
void gdcm::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 ArrayIncludeMacroType

```
typedef std::vector<std::string> gdcmmacro::Macro::ArrayIncludeMacroType
```

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 gdcm::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:

- [gdcmMacro.h](#)

10.185 gdcm::Macros Class Reference

Class for representing a [Modules](#).

```
#include <gdcmMacros.h>
```

Public Types

- typedef std::map< std::string, [Macro](#) > [ModuleMapType](#)

Public Member Functions

- [Macros](#) ()=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](#)

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()

```
gdcmm::network::MaximumLengthSub::MaximumLengthSub ( )
```

10.186.3 Member Function Documentation

10.186.3.1 GetMaximumLength()

```
uint32_t gdcmm::network::MaximumLengthSub::GetMaximumLength ( ) const [inline]
```

10.186.3.2 Print()

```
void gdcmm::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](#), [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

MediaStorageDirectoryStorage	
ComputedRadiographyImageStorage	
DigitalXRayImageStorageForPresentation	
DigitalXRayImageStorageForProcessing	
DigitalMammographyImageStorageForPresentation	
DigitalMammographyImageStorageForProcessing	
DigitalIntraoralXrayImageStorageForPresentation	
DigitalIntraoralXRayImageStorageForProcessing	
CTImageStorage	
EnhancedCTImageStorage	
UltrasoundImageStorageRetired	
UltrasoundImageStorage	
UltrasoundMultiFrameImageStorageRetired	
UltrasoundMultiFrameImageStorage	
MRImageStorage	

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](#).

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](#), [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 gdcM::MediaStorage::SetFromModality (
    DataSet const & ds )
```

10.189.4.17 SetFromSourceImageSequence()

```
void gdcM::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:

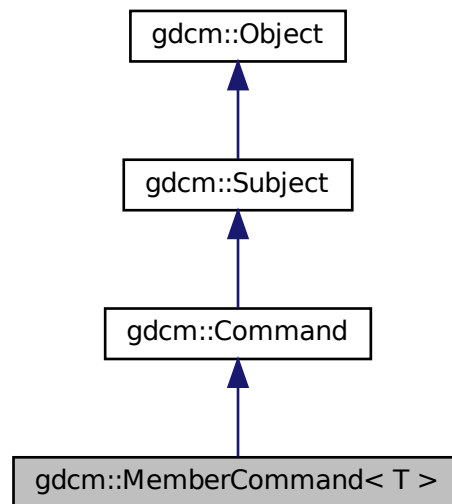
- [gdcMMediaStorage.h](#)

10.190 gdcM::MemberCommand< T > Class Template Reference

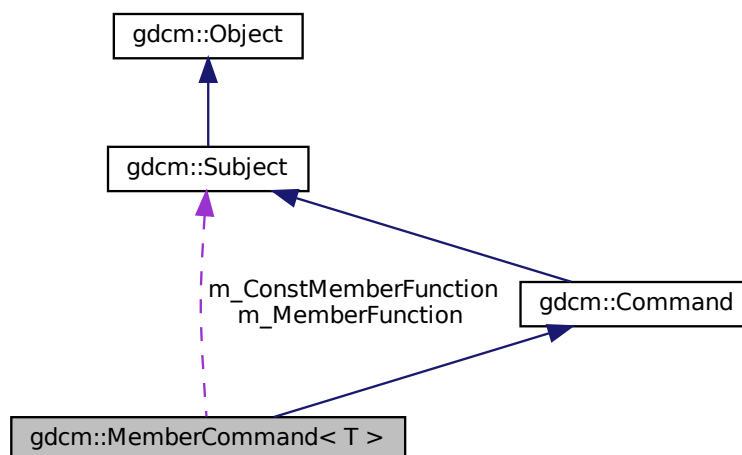
[Command](#) subclass that calls a pointer to a member function.

```
#include <gdcMCommand.h>
```

Inheritance diagram for gdcM::MemberCommand< T >:



Collaboration diagram for gdcM::MemberCommand< T >:



Public Types

- typedef [MemberCommand](#) Self

- typedef void(T::* [TConstMemberFunctionPointer](#)) (const [Subject](#) *, const [Event](#) &)
- typedef void(T::* [TMemberFunctionPointer](#)) ([Subject](#) *, const [Event](#) &)

Public Member Functions

- [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:

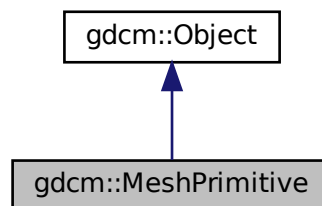
- [gdcMCommand.h](#)

10.191 gdcM::MeshPrimitive Class Reference

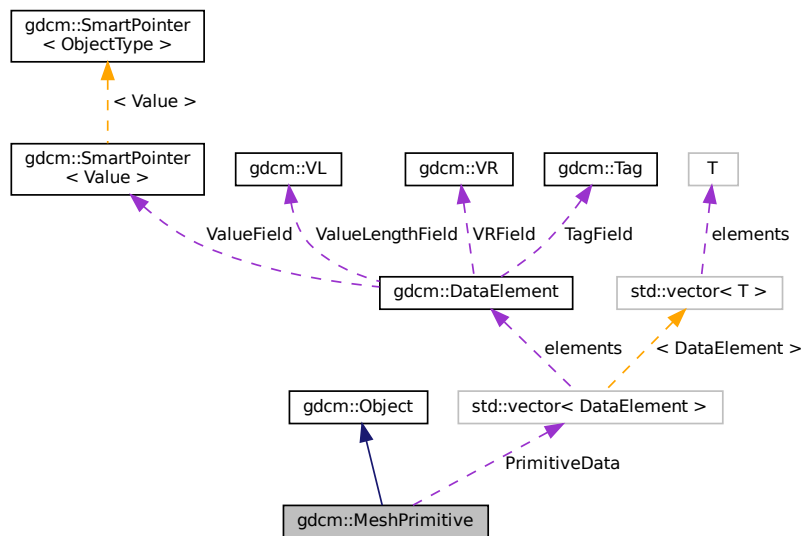
This class defines surface mesh primitives.

```
#include <gdcMMeshPrimitive.h>
```

Inheritance diagram for `gdcM::MeshPrimitive`:



Collaboration diagram for gdcM::MeshPrimitive:



Public Types

- enum `MPTType` {
`VERTEX` = 0 ,
`EDGE` ,
`TRIANGLE` ,
`TRIANGLE_STRIP` ,
`TRIANGLE_FAN` ,
`LINE` ,
`FACET` ,
`MPTType_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

```
MPTType gdcM::MeshPrimitive::PrimitiveType [protected]
```

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

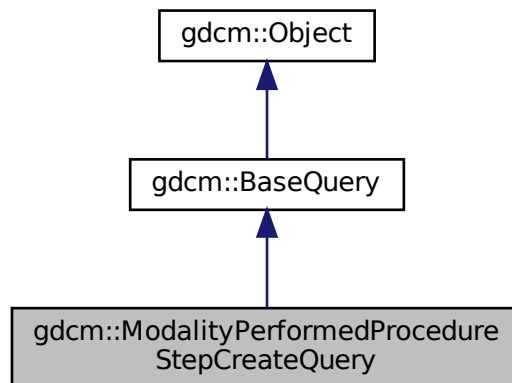
- [gdcMMeshPrimitive.h](#)

10.192 gdcM::ModalityPerformedProcedureStepCreateQuery Class Reference

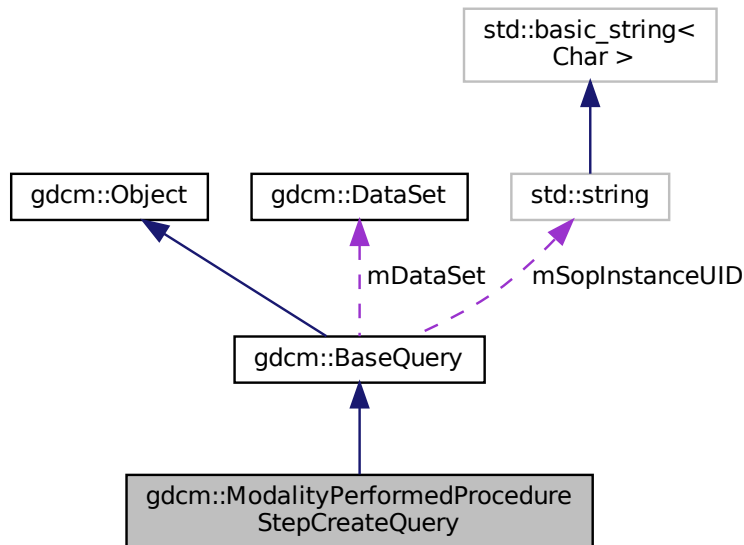
[ModalityPerformedProcedureStepCreateQuery.](#)

```
#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:

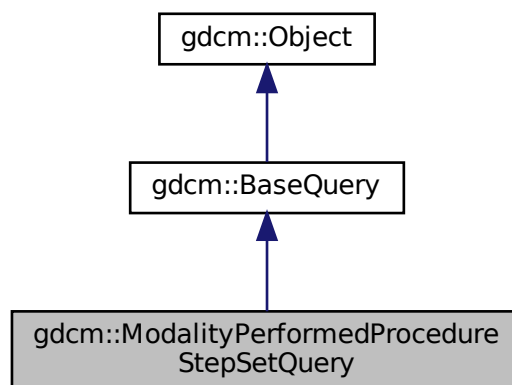
- [gdcmModalityPerformedProcedureStepCreateQuery.h](#)

10.193 gdcm::ModalityPerformedProcedureStepSetQuery Class Reference

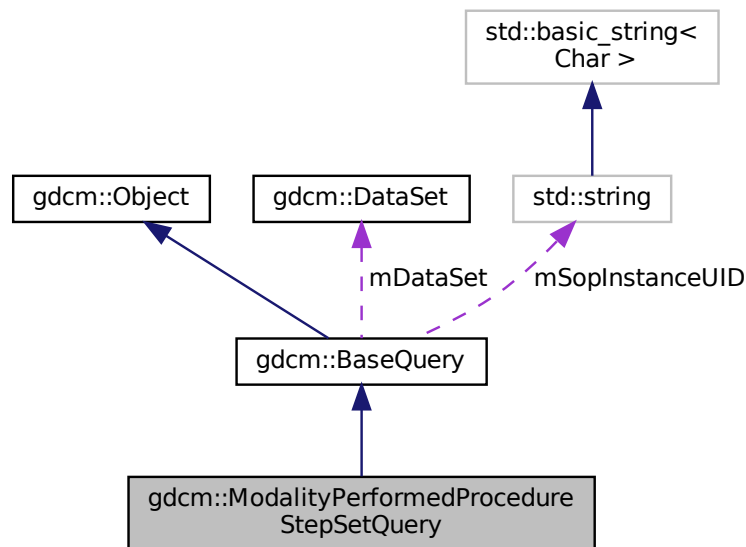
[ModalityPerformedProcedureStepSetQuery](#).

```
#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]
```

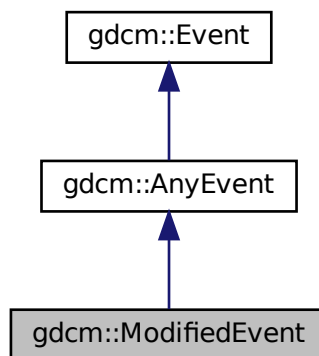
The documentation for this class was generated from the following file:

- [gdcmModalityPerformedProcedureStepSetQuery.h](#)

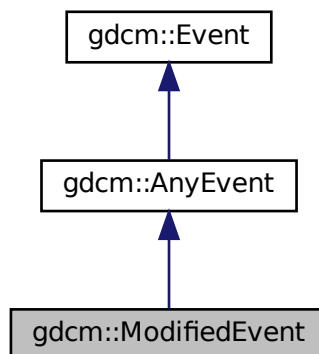
10.194 gdcm::ModifiedEvent Class Reference

```
#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 ¯os, const [Tag](#) &tag) const
- const [ModuleEntry](#) & [GetModuleEntryInMacros](#) ([Macros](#) const ¯os, 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](#)

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.

10.195.4.5 GetModuleEntryInMacros()

```
const ModuleEntry& gdcmmodule::Module::GetModuleEntryInMacros (
    Macros const & macros,
    const Tag & tag ) const
```

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 gdcmmodule::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:

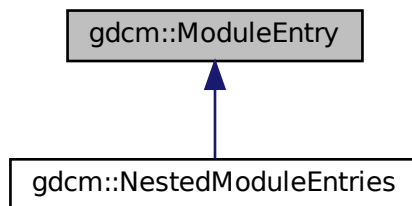
- [gdcModule.h](#)

10.196 gdc::ModuleEntry Class Reference

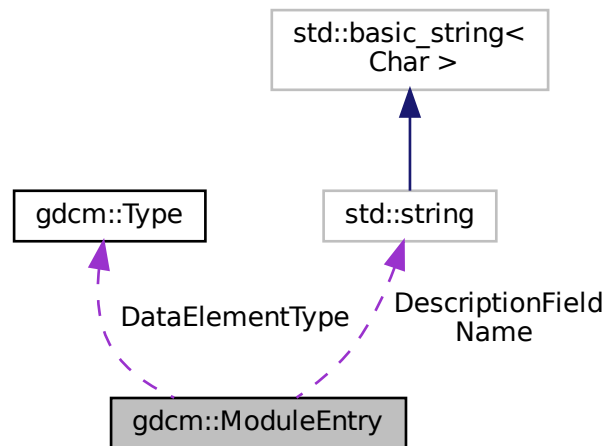
Class for representing a [ModuleEntry](#).

```
#include <gdcModuleEntry.h>
```

Inheritance diagram for gdc::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](#)

10.196.2 Member Typedef Documentation

10.196.2.1 Description

```
typedef std::string gdcm::ModuleEntry::Description
```

10.196.3 Constructor & Destructor Documentation

10.196.3.1 ModuleEntry()

```
gdcm::ModuleEntry::ModuleEntry (
    const char * name = "",
    const char * type = "3",
    const char * description = "" ) [inline]
```

References [gdcm::Type::GetTypeType\(\)](#).

10.196.3.2 ~ModuleEntry()

```
virtual gdcm::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]
```

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](#)

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()

```
gdcm::Modules::Modules ( ) [default]
```

10.197.4 Member Function Documentation

10.197.4.1 AddModule()

```
void gdcM::Modules::AddModule (
    const char * ref,
    const Module & module ) [inline]
```

10.197.4.2 Clear()

```
void gdcM::Modules::Clear ( ) [inline]
```

10.197.4.3 GetModule()

```
const Module& gdcM::Modules::GetModule (
    const char * name ) const [inline]
```

10.197.4.4 IsEmpty()

```
bool gdcM::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:

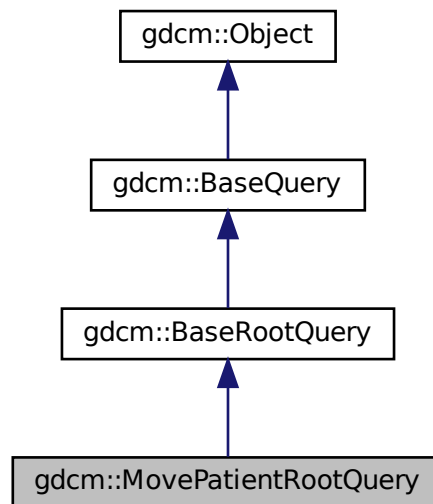
- [gdcMModules.h](#)

10.198 gdcm::MovePatientRootQuery Class Reference

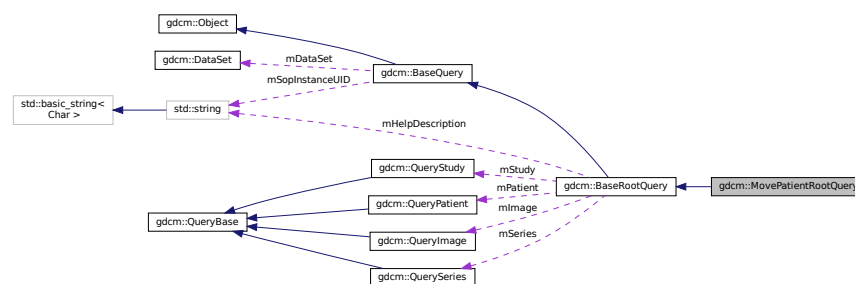
[MovePatientRootQuery](#).

```
#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 dcmTk

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:

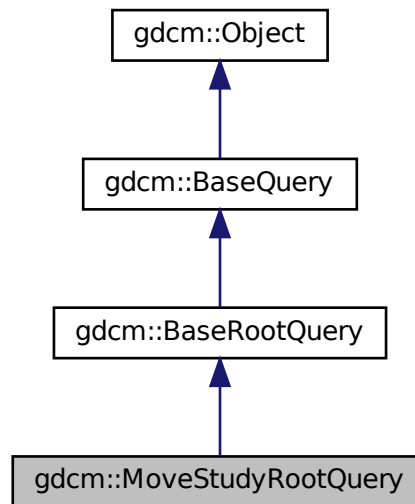
- [gdcmMovePatientRootQuery.h](#)

10.199 gdcm::MoveStudyRootQuery Class Reference

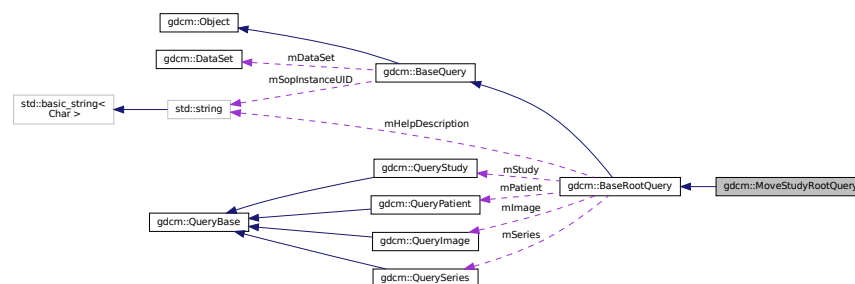
[MoveStudyRootQuery](#).

```
#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:

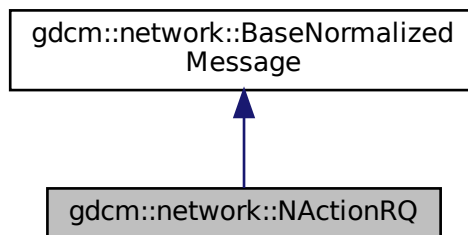
- [gdcmMrProtocol.h](#)

10.201 gdcm::network::NActionRQ Class Reference

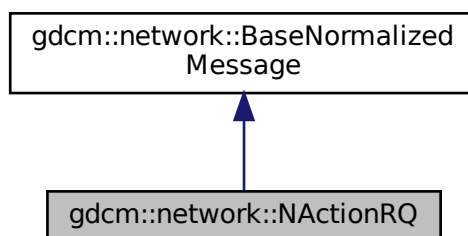
[NActionRQ](#).

```
#include <gdcmNActionMessages.h>
```

Inheritance diagram for gdcm::network::NActionRQ:



Collaboration diagram for gdcm::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:

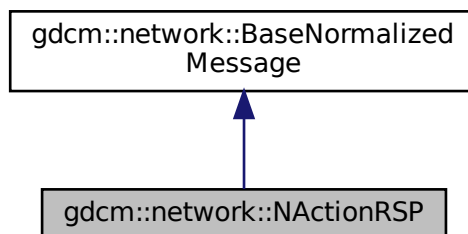
- [gdcmNActionMessages.h](#)

10.202 gdcm::network::NActionRSP Class Reference

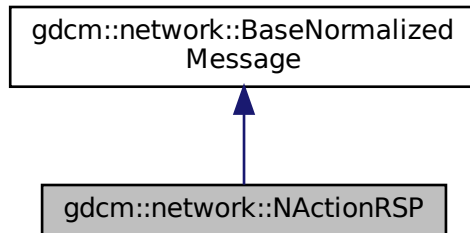
[NActionRSP](#) this file defines the messages for the NAction action.

```
#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:

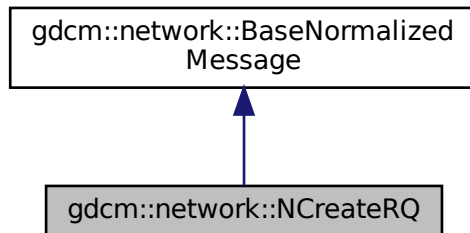
- [gdcmNActionMessages.h](#)

10.203 gdcmm::network::NCreateRQ Class Reference

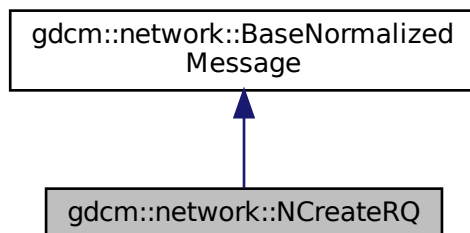
[NCreateRQ](#).

```
#include <gdcmmNCreateMessages.h>
```

Inheritance diagram for gdcmm::network::NCreateRQ:



Collaboration diagram for gdcmm::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:

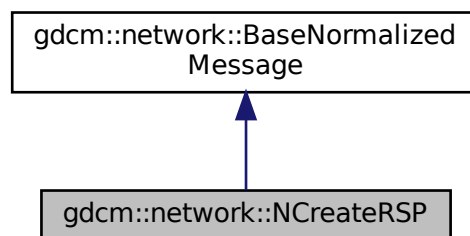
- [gdcmNCreateMessages.h](#)

10.204 gdcm::network::NCreateRSP Class Reference

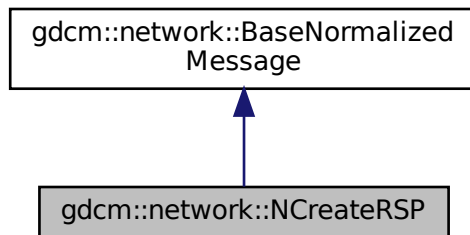
[NCreateRSP](#) this file defines the messages for the ncreate action.

```
#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:

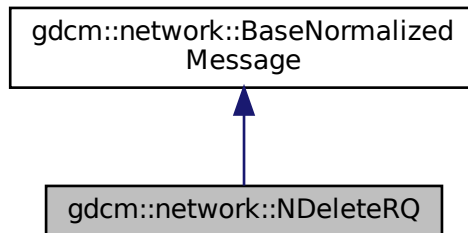
- [gdcmNCreateMessages.h](#)

10.205 gdcm::network::NDeleteRQ Class Reference

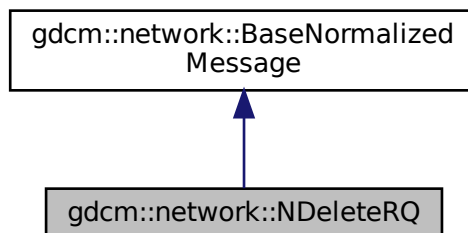
[NDeleteRQ](#).

```
#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:

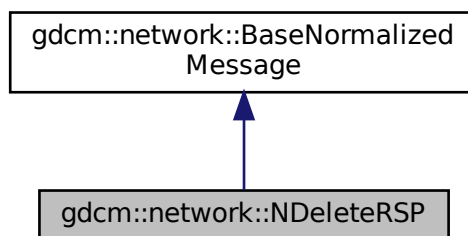
- [gdcMNDeleteMessages.h](#)

10.206 gdcM::network::NDeleteRSP Class Reference

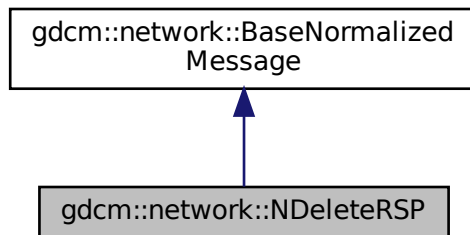
[NDeleteRSP](#) this file defines the messages for the ndelete action.

```
#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:

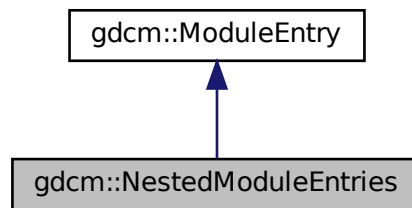
- [gdcmNDeleteMessages.h](#)

10.207 gdcm::NestedModuleEntries Class Reference

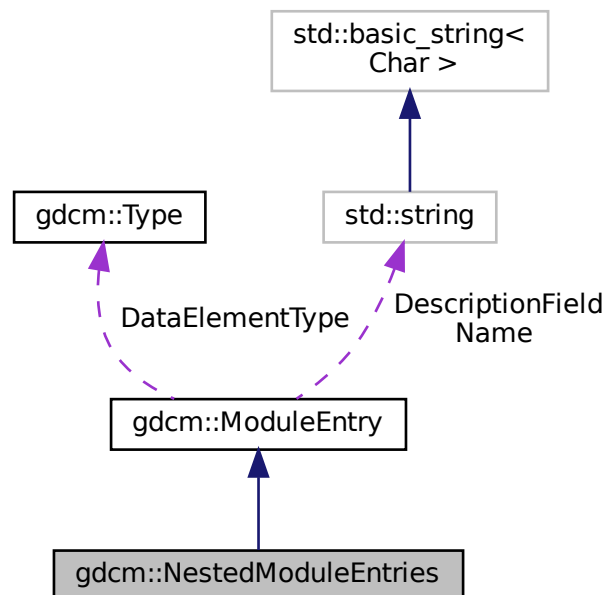
Class for representing a [NestedModuleEntries](#).

```
#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 gdcmm::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:

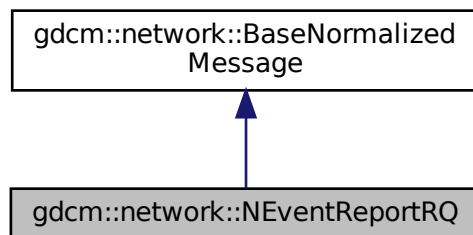
- [gdcmNestedModuleEntries.h](#)

10.208 gdcm::network::NEventReportRQ Class Reference

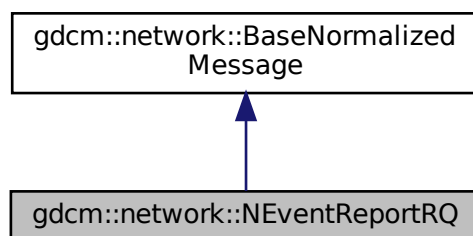
[NEventReportRQ](#).

```
#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:

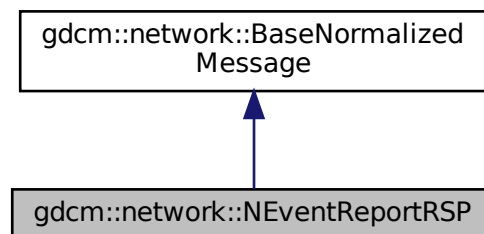
- [gdcmNEventReportMessages.h](#)

10.209 gdcm::network::NEventReportRSP Class Reference

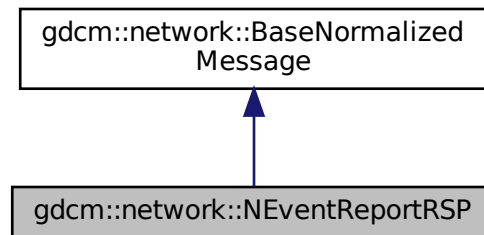
[NEventReportRSP](#) this file defines the messages for the neventreport action.

```
#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:

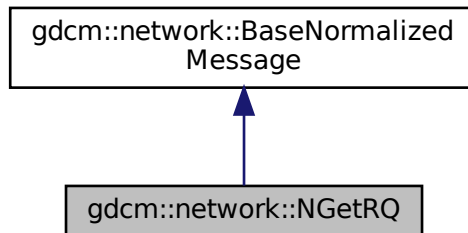
- [gdcmNEventReportMessages.h](#)

10.210 gdcm::network::NGetRQ Class Reference

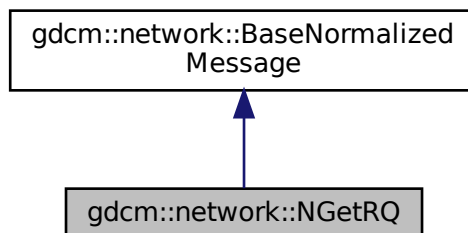
[NGetRQ](#).

```
#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:

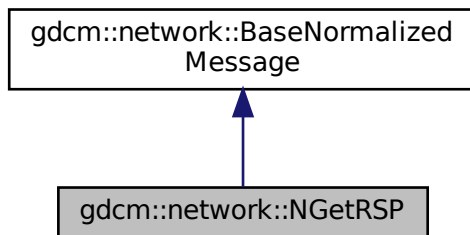
- [gdcmNGetMessages.h](#)

10.211 gdcm::network::NGetRSP Class Reference

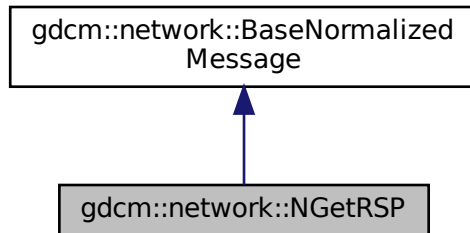
[NGetRSP](#) this file defines the messages for the nget action.

```
#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 )
```

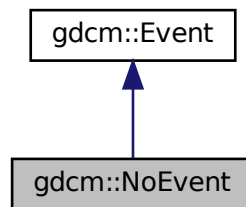
The documentation for this class was generated from the following file:

- [gdcmNGetMessages.h](#)

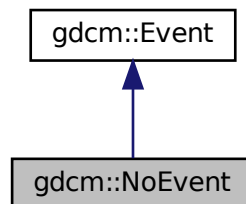
10.212 gdcm::NoEvent Class Reference

```
#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::Construct←
NAction (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [static]
```

10.213.1.2 ConstructNCreate()

```
static std::vector<PresentationDataValue> gdcm::network::NormalizedMessageFactory::Construct←
NCreate (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [static]
```

10.213.1.3 ConstructNDelete()

```
static std::vector<PresentationDataValue> gdcm::network::NormalizedMessageFactory::ConstructNDelete (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [static]
```

10.213.1.4 ConstructNEventReport()

```
static std::vector<PresentationDataValue> gdcm::network::NormalizedMessageFactory::ConstructNEventReport (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [static]
```

10.213.1.5 ConstructNGet()

```
static std::vector<PresentationDataValue> gdcm::network::NormalizedMessageFactory::ConstructNGet (
    const ULConnection & inConnection,
    const BaseQuery * inQuery ) [static]
```

10.213.1.6 ConstructNSet()

```
static std::vector<PresentationDataValue> gdcm::network::NormalizedMessageFactory::ConstructNSet (
    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:

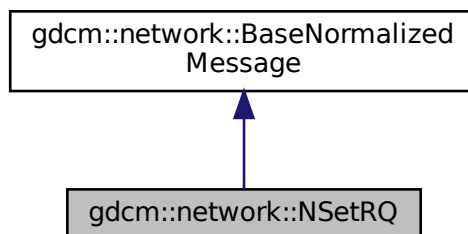
- [gdcMNormalizedNetworkFunctions.h](#)

10.215 gdcM::network::NSetRQ Class Reference

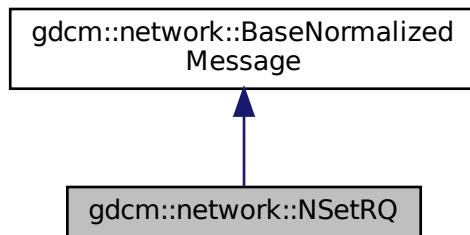
[NSetRQ](#).

```
#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:

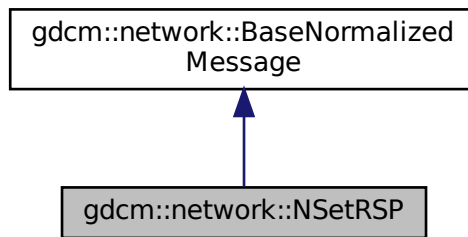
- [gdcmNSetMessages.h](#)

10.216 gdcm::network::NSetRSP Class Reference

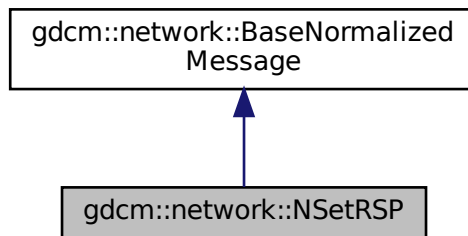
[NSetRSP](#) this file defines the messages for the nset action.

```
#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> gdcmm::network::NSetRSP::ConstructPDVByDataSet (
    const DataSet * inDataSet )
```

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

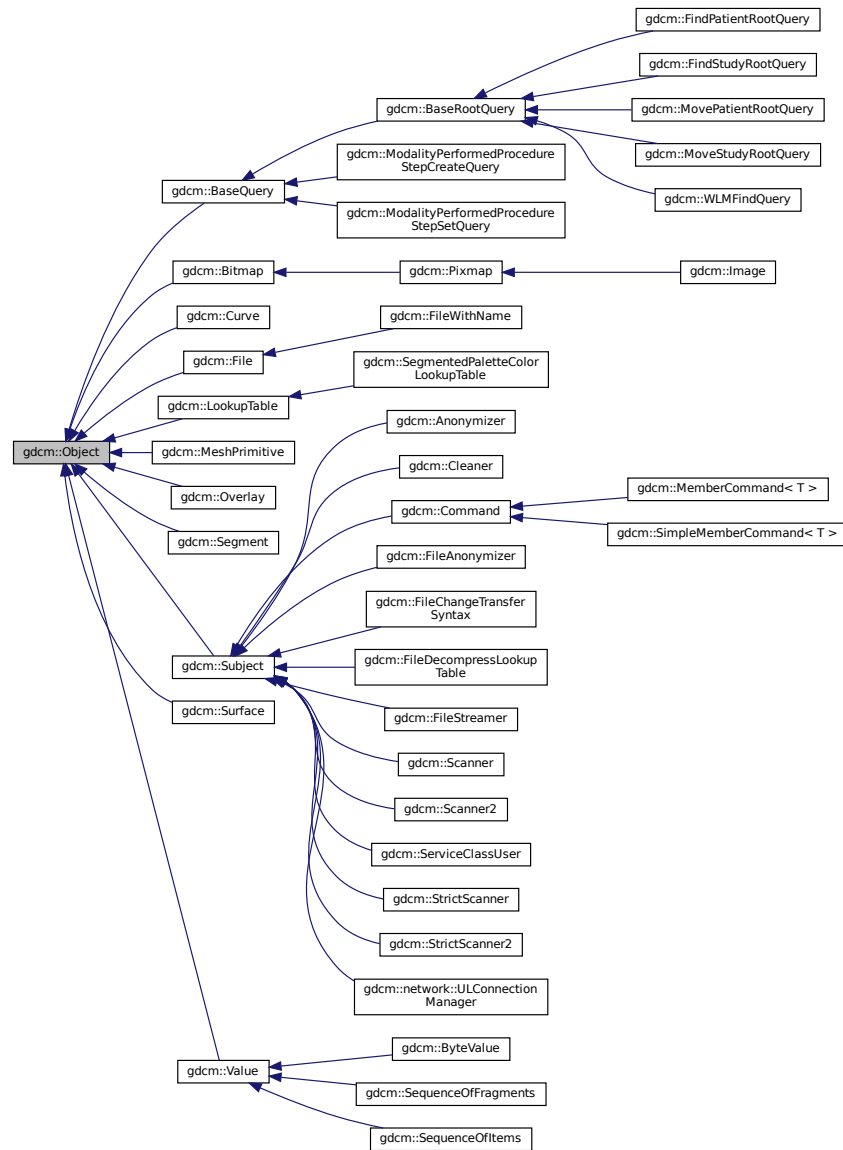
- [gdcmmNSetMessages.h](#)

10.217 gdcmm::Object Class Reference

[Object.](#)

```
#include <gdcmmObject.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::BaseQuery](#), [gdcM::StrictScanner2](#), [gdcM::StrictScanner](#), [gdcM::Scanner2](#), [gdcM::Scanner](#), [gdcM::Image](#), [gdcM::SequenceOfItems](#), [gdcM::SequenceOfFragments](#), [gdcM::ByteValue](#), [gdcM::SegmentedPaletteColorLookupTable](#), [gdcM::Pixmap](#), [gdcM::Overlay](#), [gdcM::LookupTable](#), [gdcM::Curve](#), and [gdcM::Bitmap](#).

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]
```

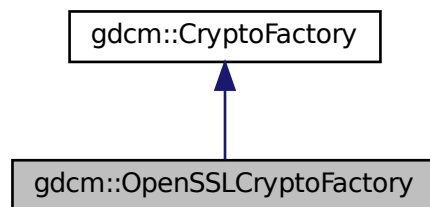
The documentation for this class was generated from the following file:

- [gdcmObject.h](#)

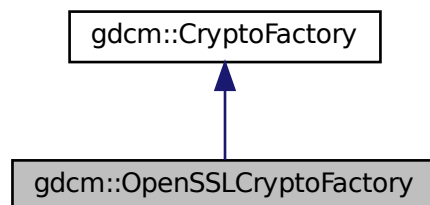
10.218 gdcm::OpenSSLCryptoFactory Class Reference

```
#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]
```

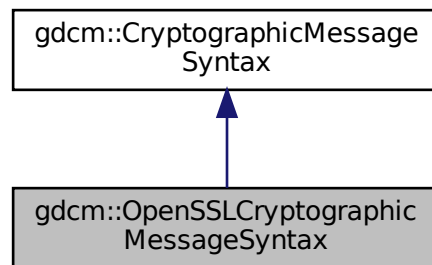
The documentation for this class was generated from the following file:

- [gdcmmOpenSSLCryptoFactory.h](#)

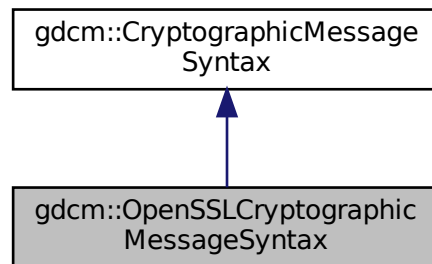
10.219 gdcm::OpenSSLCryptographicMessageSyntax Class Reference

```
#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 gdcmm::OpenSSLCryptographicMessageSyntax::Encrypt (
    char * output,
    size_t & outlen,
    const char * array,
    size_t len ) const [virtual]
```

create a CMS envelopedData structure

Implements [gdcmm::CryptographicMessageSyntax](#).

10.219.2.3 GetCipherType()

```
CipherTypes gdcmm::OpenSSLCryptographicMessageSyntax::GetCipherType ( ) const [virtual]
```

Implements [gdcmm::CryptographicMessageSyntax](#).

10.219.2.4 ParseCertificateFile()

```
bool gdcmm::OpenSSLCryptographicMessageSyntax::ParseCertificateFile (
    const char * filename ) [virtual]
```

Implements [gdcmm::CryptographicMessageSyntax](#).

10.219.2.5 ParseKeyFile()

```
bool gdcmm::OpenSSLCryptographicMessageSyntax::ParseKeyFile (
    const char * filename ) [virtual]
```

Implements [gdcmm::CryptographicMessageSyntax](#).

10.219.2.6 SetCipherType()

```
void gdcmm::OpenSSLCryptographicMessageSyntax::SetCipherType (
    CipherTypes type ) [virtual]
```

Set Cipher [Type](#). Default is: AES256_CIPHER

Implements [gdcmm::CryptographicMessageSyntax](#).

10.219.2.7 SetPassword()

```
bool gdcM::OpenSSLCryptographicMessageSyntax::SetPassword (
    const char * pass,
    size_t passLen ) [virtual]
```

Implements [gdcM::CryptographicMessageSyntax](#).

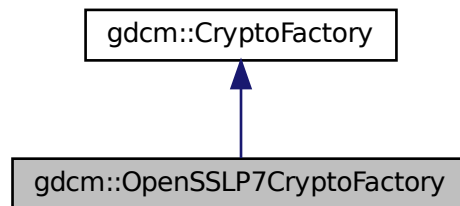
The documentation for this class was generated from the following file:

- [gdcMOpenSSLCryptographicMessageSyntax.h](#)

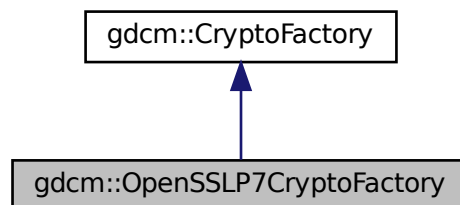
10.220 gdcM::OpenSSLP7CryptoFactory Class Reference

```
#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](#).

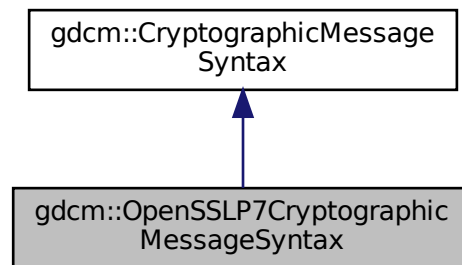
The documentation for this class was generated from the following file:

- [gdcmmOpenSSLP7CryptoFactory.h](#)

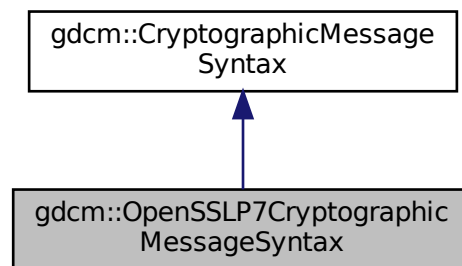
10.221 gdcmm::OpenSSL7CryptographicMessageSyntax Class Reference

```
#include <gdcmmOpenSSL7CryptographicMessageSyntax.h>
```

Inheritance diagram for gdcmm::OpenSSL7CryptographicMessageSyntax:



Collaboration diagram for gdcmm::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

10.221.2 Constructor & Destructor Documentation

10.221.2.1 OpenSSLP7CryptographicMessageSyntax()

```
gdcm::OpenSSLP7CryptographicMessageSyntax::OpenSSLP7CryptographicMessageSyntax ( )
```

10.221.2.2 ~OpenSSLP7CryptographicMessageSyntax()

```
gdcm::OpenSSLP7CryptographicMessageSyntax::~~OpenSSLP7CryptographicMessageSyntax ( )
```

10.221.3 Member Function Documentation

10.221.3.1 Decrypt()

```
bool gdcm::OpenSSLP7CryptographicMessageSyntax::Decrypt (
    char * output,
    size_t & outlen,
    const char * array,
    size_t len ) const [virtual]
```

decrypt content from a PKCS#7 envelopedData structure

Implements [gdcm::CryptographicMessageSyntax](#).

10.221.3.2 Encrypt()

```
bool gdcM::OpenSSL7CryptographicMessageSyntax::Encrypt (
    char * output,
    size_t & outlen,
    const char * array,
    size_t len ) const [virtual]
```

create a PKCS#7 envelopedData structure

Implements [gdcM::CryptographicMessageSyntax](#).

10.221.3.3 GetCipherType()

```
CipherTypes gdcM::OpenSSL7CryptographicMessageSyntax::GetCipherType ( ) const [virtual]
```

Implements [gdcM::CryptographicMessageSyntax](#).

10.221.3.4 ParseCertificateFile()

```
bool gdcM::OpenSSL7CryptographicMessageSyntax::ParseCertificateFile (
    const char * filename ) [virtual]
```

Implements [gdcM::CryptographicMessageSyntax](#).

10.221.3.5 ParseKeyFile()

```
bool gdcM::OpenSSL7CryptographicMessageSyntax::ParseKeyFile (
    const char * filename ) [virtual]
```

Implements [gdcM::CryptographicMessageSyntax](#).

10.221.3.6 SetCipherType()

```
void gdcM::OpenSSL7CryptographicMessageSyntax::SetCipherType (
    CipherTypes type ) [virtual]
```

Set Cipher [Type](#). Default is: AES256_CIPHER

Implements [gdcM::CryptographicMessageSyntax](#).

10.221.3.7 SetPassword()

```
bool gdcm::OpenSSL7CryptographicMessageSyntax::SetPassword (
    const char * ,
    size_t ) [inline], [virtual]
```

Implements [gdcm::CryptographicMessageSyntax](#).

References [gdcmWarningMacro](#).

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

- [gdcmOpenSSL7CryptographicMessageSyntax.h](#)

10.222 gdcm::Orientation Class Reference

class to handle [Orientation](#)

```
#include <gdcmOrientation.h>
```

Public Types

- enum [OrientationType](#) {
 [UNKNOWN](#) ,
 [AXIAL](#) ,
 [CORONAL](#) ,
 [SAGITTAL](#) ,
 [OBLIQUE](#) }

Public Member Functions

- [Orientation](#) ()
- [~Orientation](#) ()
- void [Print](#) (std::ostream &) const
 Print.

Static Public Member Functions

- static const char * [GetLabel](#) ([OrientationType](#) type)
 Return the label of an Orientation.
- static double [GetObliquityThresholdCosineValue](#) ()
- static [OrientationType](#) [GetType](#) (const double dircos[6])
- static void [SetObliquityThresholdCosineValue](#) (double val)
 ObliquityThresholdCosineValue stuff.

Static Protected Member Functions

- static char [GetMajorAxisFromPatientRelativeDirectionCosine](#) (double x, double y, double z)

Friends

- std::ostream & [operator<<](#) (std::ostream &_os, const [Orientation](#) &o)

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 gdcmm::Orientation::Print (
    std::ostream & ) const
```

Print.

10.222.4.6 SetObliquityThresholdCosineValue()

```
static void gdcmm::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:

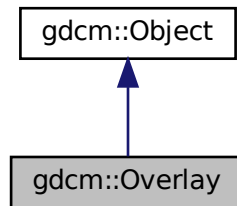
- [gdcmmOrientation.h](#)

10.223 gdcmm::Overlay Class Reference

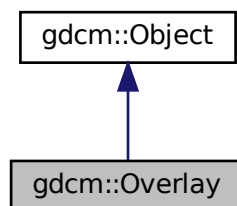
[Overlay](#) class.

```
#include <gdcmmOverlay.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 gdcmm::Overlay::SetDescription (
    const char * description )
```

set description

10.223.4.27 SetFrameOrigin()

```
void gdcmm::Overlay::SetFrameOrigin (
    unsigned short frameorigin )
```

set frame origin

10.223.4.28 SetGroup()

```
void gdcmm::Overlay::SetGroup (
    unsigned short group )
```

Set Group number.

10.223.4.29 SetNumberOfFrames()

```
void gdcmm::Overlay::SetNumberOfFrames (
    unsigned int numberofframes )
```

set number of frames

10.223.4.30 SetOrigin()

```
void gdcmm::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:

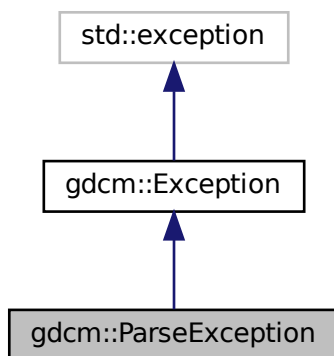
- [gdcMOverlay.h](#)

10.224 gdcm::ParseException Class Reference

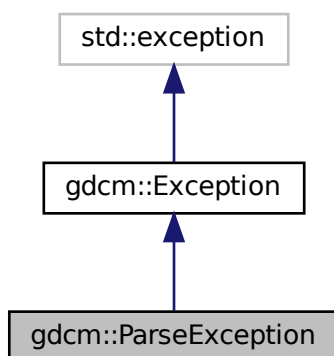
[ParseException](#) Standard exception handling object.

```
#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 gdcM::Parser::SetElementHandler (
    StartElementHandler start,
    EndElementHandler end )
```

10.225.5.10 SetUserData()

```
void gdcM::Parser::SetUserData (
    void * userData )
```

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

- [gdcMParser.h](#)

10.226 gdcM::Patient Class Reference

See PS 3.3 - 2007 DICOM MODEL OF THE REAL-WORLD, p 54.

```
#include <gdcMPatient.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()

```
gdcM::Patient::Patient ( ) [default]
```

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

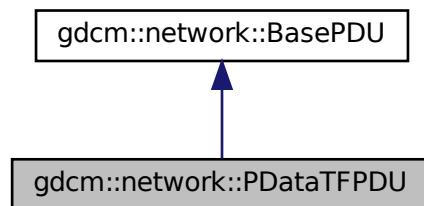
- [gdcMPatient.h](#)

10.227 gdcm::network::PDataTFPDU Class Reference

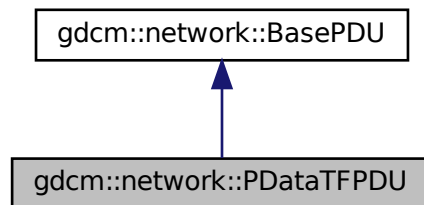
[PDataTFPDU](#).

```
#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 gdcm::network::PDataTFPDU::GetNumberOfPresentationDataValues ( ) const [inline]
```

10.227.4.3 GetPresentationDataValue()

```
PresentationDataValue const& gdcm::network::PDataTFPDU::GetPresentationDataValue (
    SizeType i ) const [inline]
```

10.227.4.4 IsLastFragment()

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

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

10.227.4.5 Print()

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

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

10.227.4.6 Read()

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

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

10.227.4.7 ReadInto()

```
std::istream& gdcm::network::PDataTFPDU::ReadInto (
    std::istream & is,
    std::ostream & os ) [protected]
```

10.227.4.8 Size()

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

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

10.227.4.9 Write()

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

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

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

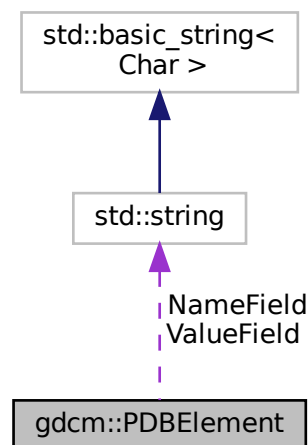
- [gdcnPDataTFPDU.h](#)

10.228 gdcn::PDBelement Class Reference

Class to represent a PDB [Element](#).

```
#include <gdcnPDBelement.h>
```

Collaboration diagram for gdcn::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:

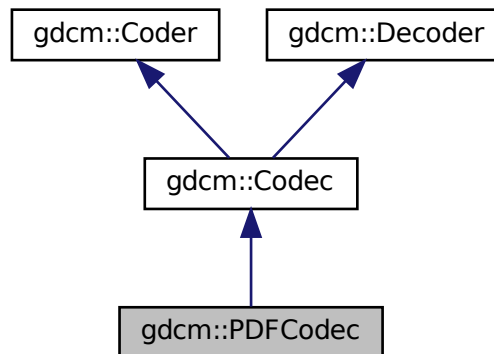
- [gdcM_PDBHeader.h](#)

10.230 gdcM::PDFCodec Class Reference

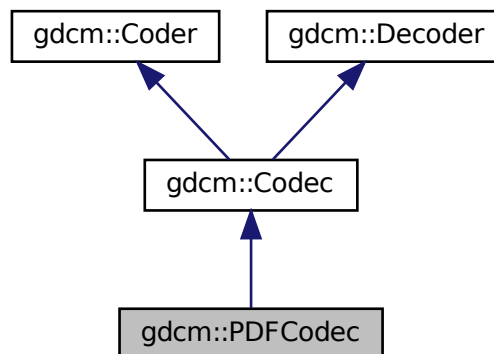
[PDFCodec](#) class.

```
#include <gdcM_PDFCodec.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* gdcn::network::PDUFactory::ConstructAbortPDU ( ) [static]
```

10.231.2.2 ConstructPDU()

```
static BasePDU* gdcn::network::PDUFactory::ConstructPDU (
    uint8_t itemtype ) [static]
```

10.231.2.3 ConstructReleasePDU()

```
static BasePDU* gdcn::network::PDUFactory::ConstructReleasePDU ( ) [static]
```

10.231.2.4 CreateCEchoPDU()

```
static std::vector<BasePDU> gdcn::network::PDUFactory::CreateCEchoPDU (
    const ULConnection & inConnection ) [static]
```

10.231.2.5 CreateCFindPDU()

```
static std::vector<BasePDU> gdcn::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 gdcmm::PersonName::GetMaxLength ( ) const [inline]
```

10.232.2.2 GetNumberOfComponents()

```
unsigned int gdcmm::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:

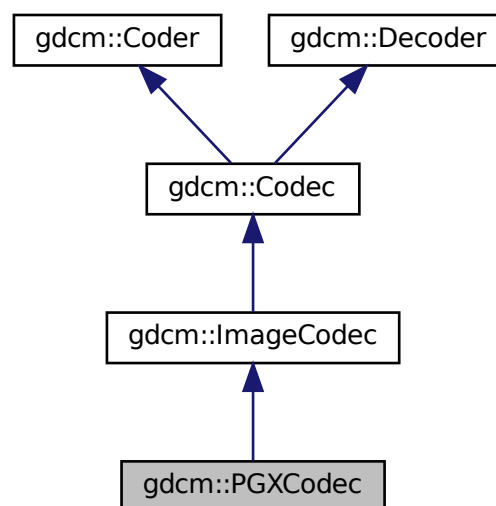
- [gdcmPersonName.h](#)

10.233 gdcm::PGXCodec Class Reference

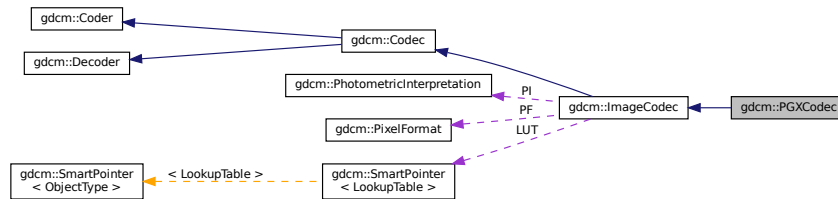
Class to do PGX.

```
#include <gdcmPGXCodec.h>
```

Inheritance diagram for gdcm::PGXCodec:



Collaboration diagram for `gdcm::PGXCodec`:



Public Member Functions

- `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`

Additional Inherited Members

10.233.1 Detailed Description

Class to do PGX.

See PGX as used in JPEG 2000 implementation and reference images

10.233.2 Constructor & Destructor Documentation

10.233.2.1 PGXCodec()

```
gdcm::PGXCodec::PGXCodec ( )
```

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 gdcmm::PGXCodec::Read (
    const char * filename,
    DataElement & out ) const
```

10.233.3.6 Write()

```
bool gdcmm::PGXCodec::Write (
    const char * filename,
    const DataElement & out ) const
```

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

- [gdcmmPGXCodec.h](#)

10.234 gdcmm::PhotometricInterpretation Class Reference

Class to represent an [PhotometricInterpretation](#).

```
#include <gdcmmPhotometricInterpretation.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](#), [HelloVizWorld.cxx](#), [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	

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 GetPIType()

```
static PType gdcm::PhotometricInterpretation::GetPIType (
    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](#), [FixJAIBugJPEGLS.cxx](#), [GetJPEGSamplePrecision.cxx](#), [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	

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

[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.

10.235.4.10 GetScalarTypeAsString()

```
const char* gdcm::PixelFormat::GetScalarTypeAsString ( ) const
```

10.235.4.11 IsCompatible()

```
bool gdcmm::PixelFormat::IsCompatible (
    const TransferSyntax & ts ) const
```

10.235.4.12 IsValid()

```
bool gdcmm::PixelFormat::IsValid ( ) const
```

```
return IsValid
```

10.235.4.13 operator ScalarType()

```
gdcmm::PixelFormat::operator ScalarType ( ) const [inline]
```

10.235.4.14 operator!=() [1/2]

```
bool gdcmm::PixelFormat::operator!= (
    const PixelFormat & pf ) const [inline]
```

10.235.4.15 operator!=() [2/2]

```
bool gdcmm::PixelFormat::operator!= (
    ScalarType st ) const [inline]
```

10.235.4.16 operator==() [1/2]

```
bool gdcmm::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:

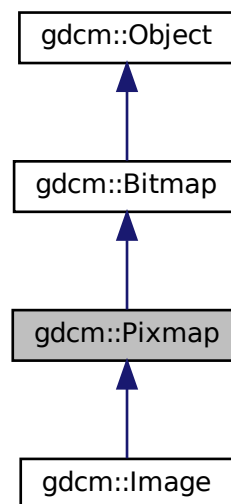
- [gdcmPixelFormat.h](#)

10.236 gdcm::Pixmap Class Reference

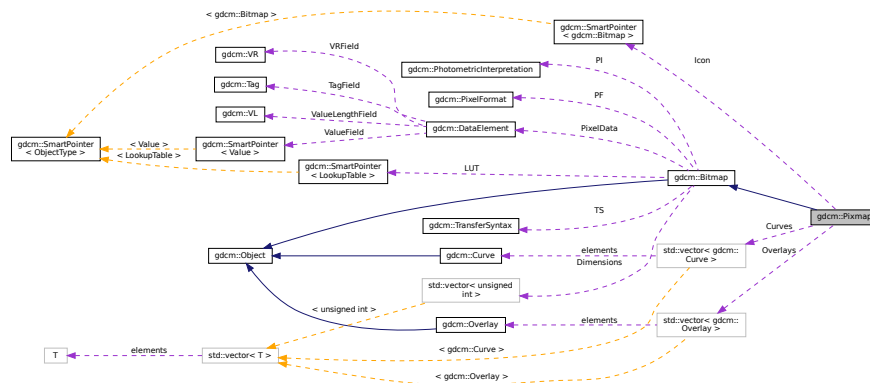
[Pixmap](#) class.

```
#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](#)

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:

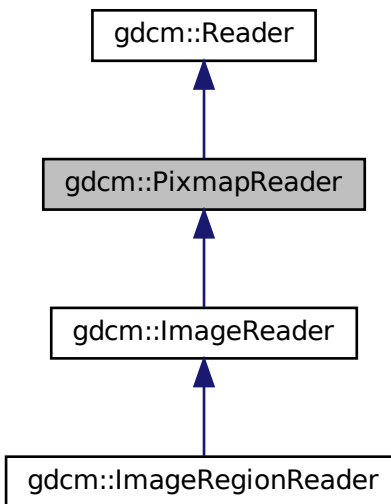
- [gdcMPixmap.h](#)

10.237 gdcm::PixmapReader Class Reference

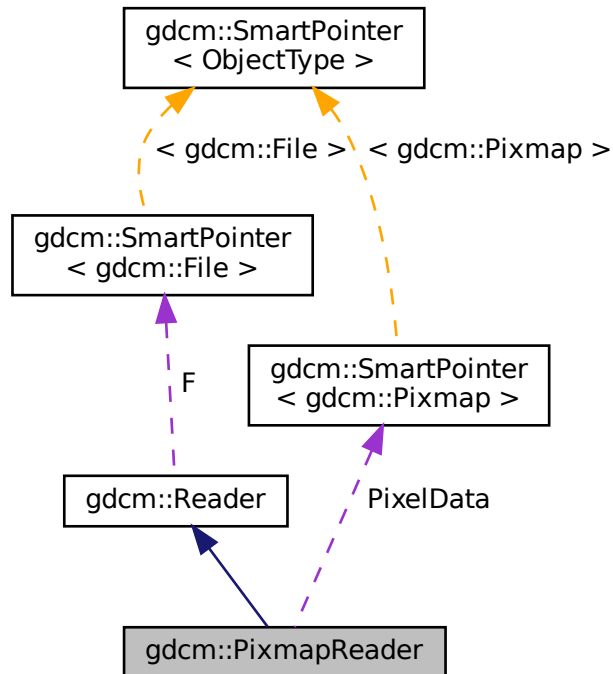
[PixmapReader](#).

```
#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](#)

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)

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](#).

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:

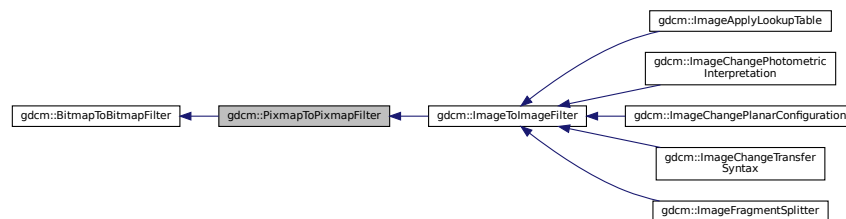
- [gdcmPixmapReader.h](#)

10.238 gdcm::PixmapToPixmapFilter Class Reference

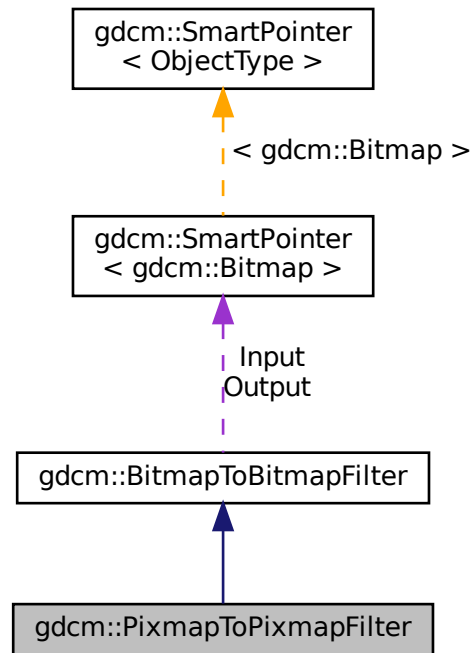
[PixmapToPixmapFilter](#) class.

```
#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

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:

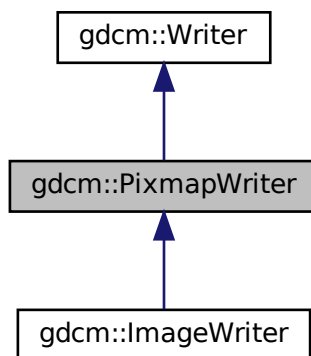
- [gdcmPixmapToPixmapFilter.h](#)

10.239 gdcm::PixmapWriter Class Reference

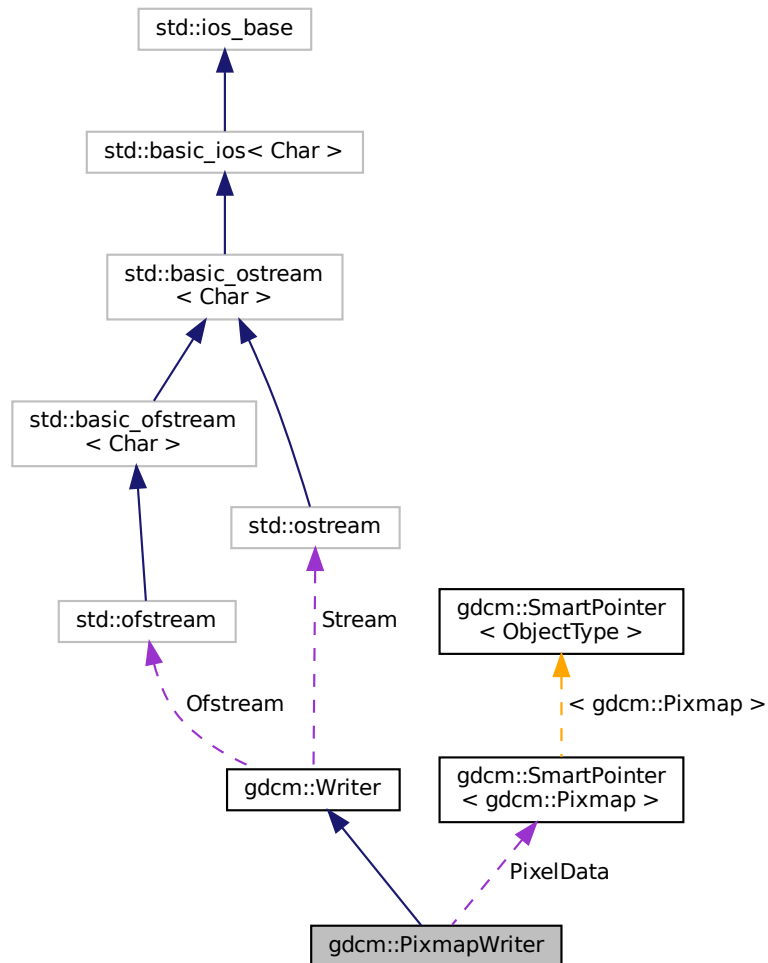
[PixmapWriter](#).

```
#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)

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

[CompressImage.cxx](#), [GenFakelImage.cxx](#), [GetSubSequenceData.cxx](#), [HelloVizWorld.cxx](#), [MergeTwoFiles.cxx](#), and [TemplateEmptyImage.cxx](#).

10.239.3.8 SetPixmap()

```
void gdcm::PixmapWriter::SetPixmap (
    Pixmap const & img )
```

10.239.3.9 Write()

```
bool gdcm::PixmapWriter::Write ( ) [override], [virtual]
```

Write.

Reimplemented from [gdcm::Writer](#).

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:

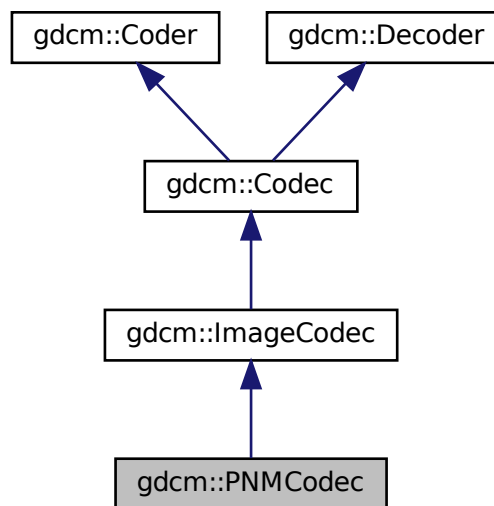
- [gdcmPixmapWriter.h](#)

10.240 gdcm::PNMCodec Class Reference

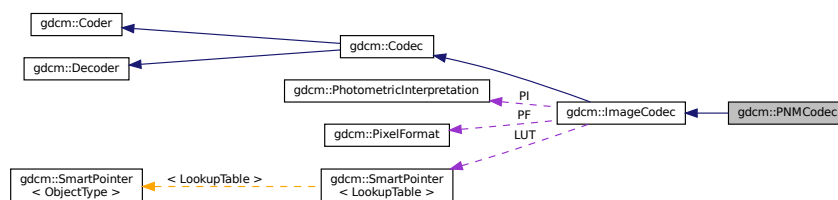
Class to do PNM.

```
#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:

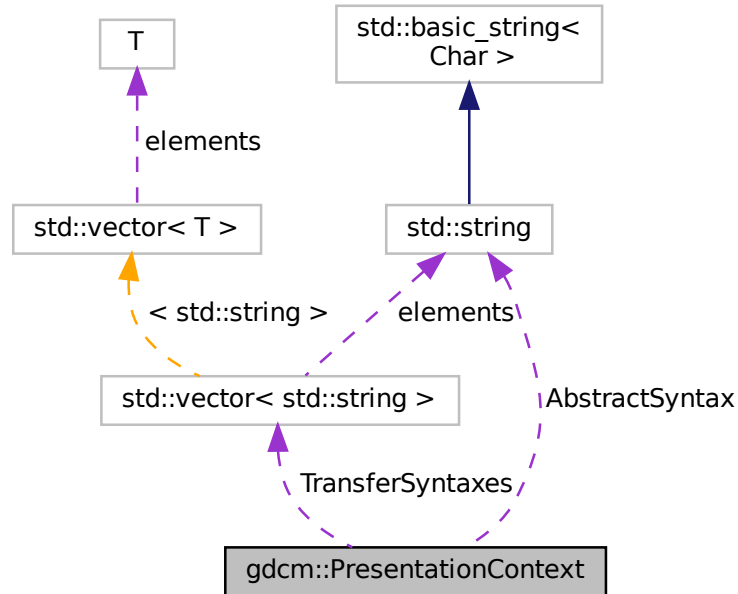
- [gdcMPreamble.h](#)

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 tname=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& gdcmm::network::PresentationContextRQ::GetTransferSyntax (
    SizeType i ) const [inline]
```

10.245.4.8 GetTransferSyntaxes()

```
std::vector<TransferSyntaxSub> const& gdcmm::network::PresentationContextRQ::GetTransferSyntaxes (
) const [inline]
```

10.245.4.9 operator==()

```
bool gdcmm::network::PresentationContextRQ::operator== (
    const PresentationContextRQ & pc ) const [inline]
```

10.245.4.10 Print()

```
void gdcmm::network::PresentationContextRQ::Print (
    std::ostream & os ) const
```

10.245.4.11 Read()

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

10.245.4.12 SetAbstractSyntax()

```
void gdcmm::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:

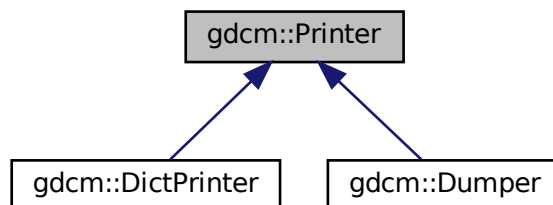
- [gdcmPresentationDataValue.h](#)

10.247 gdcm::Printer Class Reference

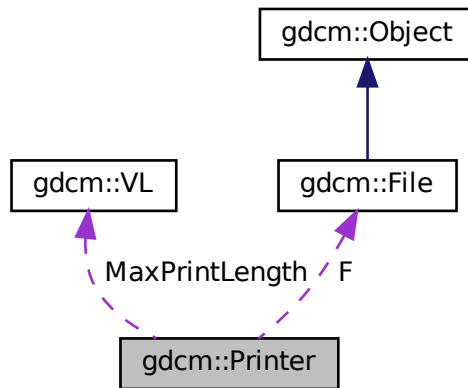
[Printer](#) class.

```
#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:

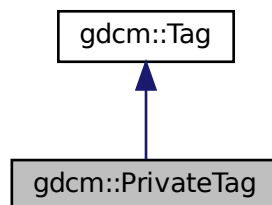
- [gdcmDict.h](#)

10.249 gdcm::PrivateTag Class Reference

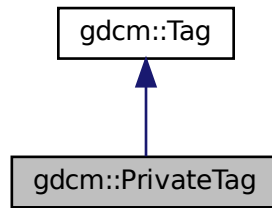
Class to represent a Private DICOM Data [Element](#) ([Attribute](#)) [Tag](#) (Group, [Element](#), Owner)

```
#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](#), [DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [ELSCINT1WaveToText.cxx](#), [MrProtocol.cxx](#), [PublicDict.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:

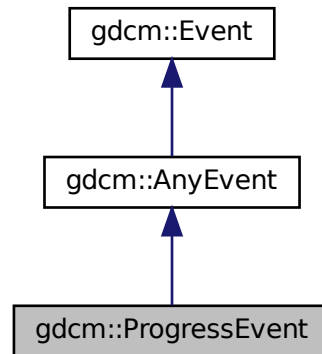
- [gdcmPrivateTag.h](#)

10.250 gdcM::ProgressEvent Class Reference

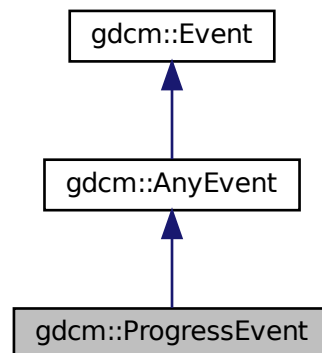
[ProgressEvent](#).

```
#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](#)

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]
```

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:

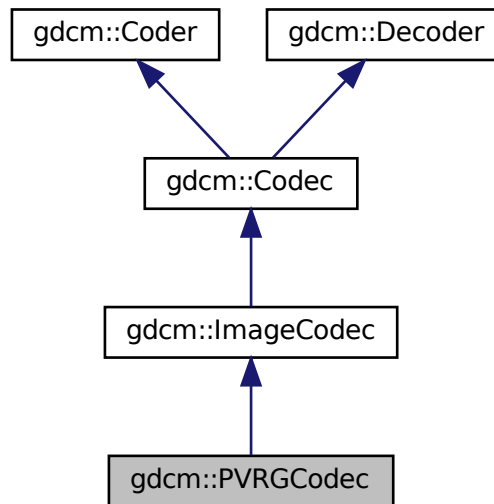
- [gdcmProgressEvent.h](#)

10.251 gdcm::PVRGCodec Class Reference

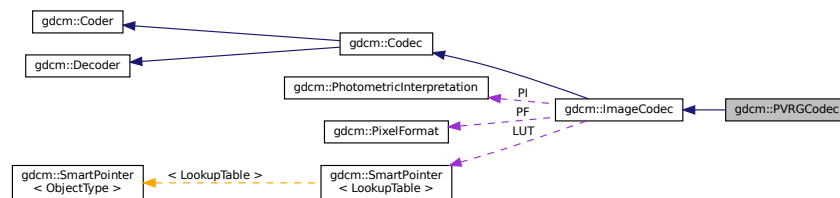
[PVRGCodec](#).

```
#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

pvrj 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:

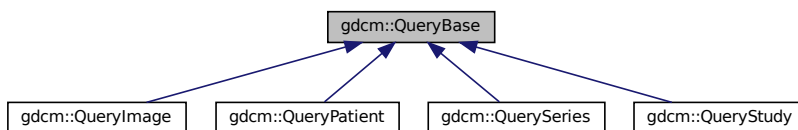
- [gdcmPythonFilter.h](#)

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::QueryStudy](#), [gdcm::QuerySeries](#), [gdcm::QueryPatient](#), and [gdcm::QueryImage](#).

10.253.3.4 GetName()

```
virtual const char* gdcm::QueryBase::GetName ( ) const [pure virtual]
```

Implemented in [gdcm::QueryStudy](#), [gdcm::QuerySeries](#), [gdcm::QueryPatient](#), and [gdcm::QueryImage](#).

10.253.3.5 GetOptionalTags()

```
virtual std::vector<Tag> gdcm::QueryBase::GetOptionalTags (
    const ERootType & inRootType ) const [pure virtual]
```

Implemented in [gdcm::QueryStudy](#), [gdcm::QuerySeries](#), [gdcm::QueryPatient](#), and [gdcm::QueryImage](#).

10.253.3.6 GetQueryLevel()

```
virtual DataElement gdcm::QueryBase::GetQueryLevel ( ) const [pure virtual]
```

Implemented in [gdcm::QueryStudy](#), [gdcm::QuerySeries](#), [gdcm::QueryPatient](#), and [gdcm::QueryImage](#).

10.253.3.7 GetRequiredTags()

```
virtual std::vector<Tag> gdcm::QueryBase::GetRequiredTags (
    const ERootType & inRootType ) const [pure virtual]
```

Implemented in [gdcm::QueryStudy](#), [gdcm::QuerySeries](#), [gdcm::QueryPatient](#), and [gdcm::QueryImage](#).

10.253.3.8 GetUniqueTags()

```
virtual std::vector<Tag> gdcm::QueryBase::GetUniqueTags (
    const ERootType & inRootType ) const [pure virtual]
```

Implemented in [gdcm::QueryStudy](#), [gdcm::QuerySeries](#), [gdcm::QueryPatient](#), and [gdcm::QueryImage](#).

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:

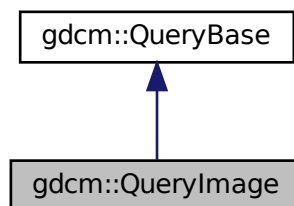
- [gdcMQueryFactory.h](#)

10.255 gdcM::QueryImage Class Reference

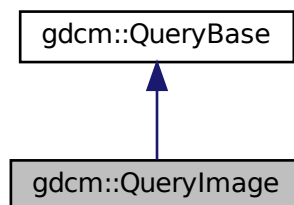
[QueryImage](#).

```
#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:

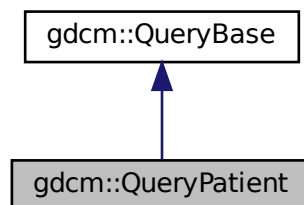
- [gdcMQueryImage.h](#)

10.256 gdcM::QueryPatient Class Reference

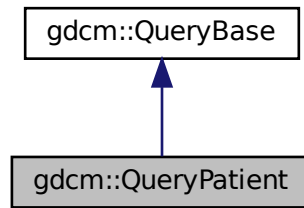
[QueryPatient](#).

```
#include <gdcMQueryPatient.h>
```

Inheritance diagram for [gdcM::QueryPatient](#):



Collaboration diagram for gdcm::QueryPatient:



Public Member Functions

- `std::vector< Tag > 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

10.256.1 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 GetHierachicalSearchTags()

```
std::vector<Tag> gdcm::QueryPatient::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](#).

10.256.2.2 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:

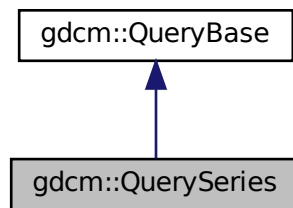
- [gdcmQueryPatient.h](#)

10.257 gdcm::QuerySeries Class Reference

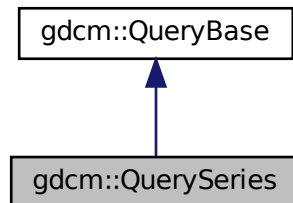
[QuerySeries](#).

```
#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> gdcm::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 [gdcm::QueryBase](#).

10.257.2.2 GetName()

```
const char* gdcm::QuerySeries::GetName ( ) const [override], [virtual]
```

Implements [gdcm::QueryBase](#).

10.257.2.3 GetOptionalTags()

```
std::vector<Tag> gdcm::QuerySeries::GetOptionalTags (
    const ERootType & inRootType ) const [override], [virtual]
```

Implements [gdcm::QueryBase](#).

10.257.2.4 GetQueryLevel()

```
DataElement gdcm::QuerySeries::GetQueryLevel ( ) const [override], [virtual]
```

Implements [gdcm::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:

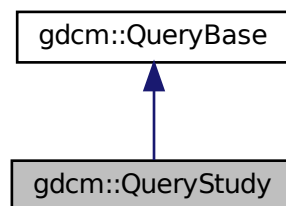
- [gdcmQuerySeries.h](#)

10.258 gdcm::QueryStudy Class Reference

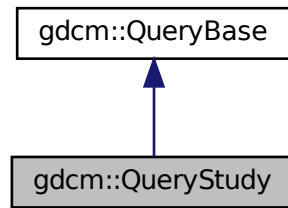
QueryStudy.h.

```
#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:

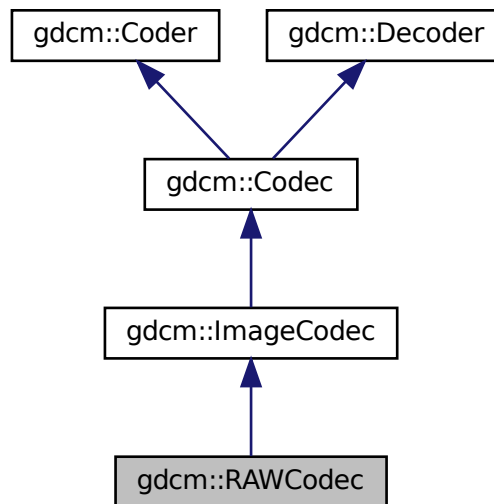
- [gdcmQueryStudy.h](#)

10.259 gdcm::RAWCodec Class Reference

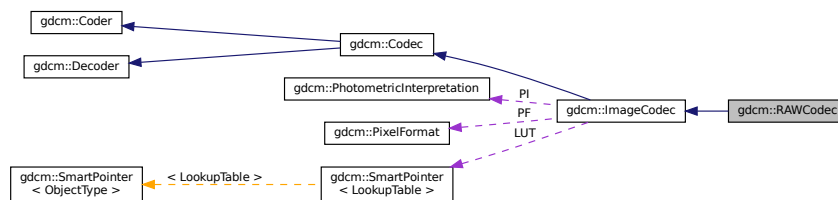
[RAWCodec](#) class.

```
#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:

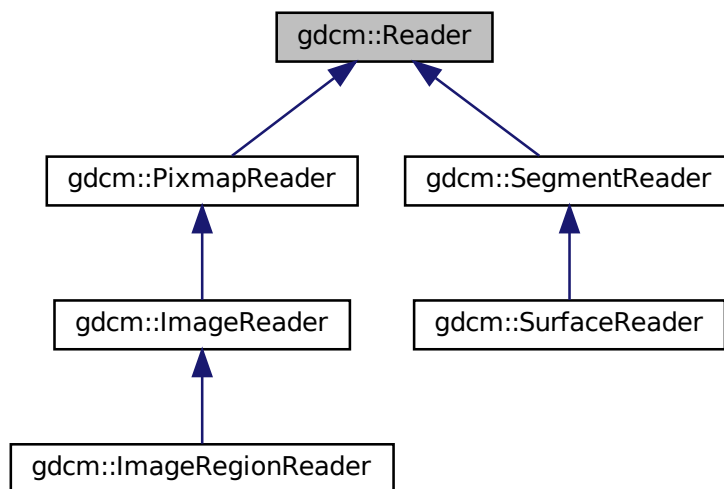
- [gdcmRAWCodec.h](#)

10.260 gdcm::Reader Class Reference

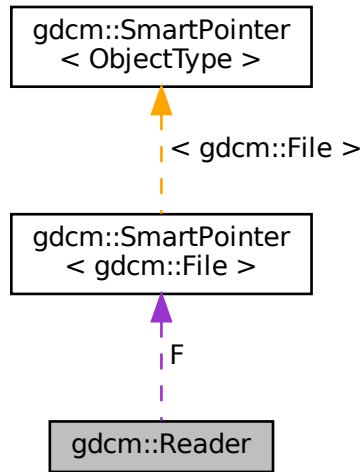
[Reader](#) ala DOM (Document [Object](#) Model)

```
#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

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [ClinicalTrialAnnotate.cxx](#), [CreateFakeRTDOSE.cxx](#), [DeriveSeries.cxx](#), [DiffFile.cxx](#), [DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncryptedContent.cxx](#), [FixBrokenJ2K.cxx](#), [FixOrientation.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [ReadAndPrintAttributes.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [ReadUTF8QtDir.cxx](#), [TestReader.cxx](#), [csa2img.cxx](#), [gdcmrtonplan.cxx](#), [gdcmrtpplan.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

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [ClinicalTrialAnnotate.cxx](#), [CompressImage.cxx](#), [CreateFakeRTDOSE.cxx](#), [DeriveSeries.cxx](#), [DiffFile.cxx](#), [DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DumpVisusChange.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncryptedContent.cxx](#), [ExtractIconFromFile.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [FixOrientation.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetJPEGSamplePrecision.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [MergeTwoFiles.cxx](#), [MrProtocol.cxx](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [ReadAndPrintAttributes.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [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++

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::SurfaceReader](#), [gdcm::SegmentReader](#), [gdcm::PixmapReader](#), [gdcm::ImageRegionReader](#), and [gdcm::ImageReader](#).

Examples

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [ClinicalTrialAnnotate.cxx](#), [CreateFakeRTDOSE.cxx](#), [DeriveSeries.cxx](#), [DiffFile.cxx](#), [DumpADAC.cxx](#), [DumpExamCard.cxx](#), [DumpGEMSMovieGroup.cxx](#), [DumpImageHeaderInfo.cxx](#), [DumpPhilipsECHO.cxx](#), [DumpSiemensBase64.cxx](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [DuplicatePCDE.cxx](#), [ELSCINT1WaveToText.cxx](#), [ExtractEncryptedContent.cxx](#), [FixBrokenJ2K.cxx](#), [FixOrientation.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [ReadAndPrintAttributes.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [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

[BasicImageAnonymizer.cs](#), [ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [CheckBigEndianBug.cxx](#), [ClinicalTrialAnnotate.cxx](#), [CompressImage.cxx](#), [ConvertToQImage.cxx](#), [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](#), [ExtractEncryptedContent.cxx](#), [ExtractIconFromFile.cxx](#), [ExtractImageRegion.cs](#), [ExtractImageRegionWithLUT.cs](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [FixOrientation.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetJPEGSamplePrecision.cxx](#), [GetSequenceUltrasound.cxx](#), [GetSubSequenceData.cxx](#), [HelloVizWorld.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [MergeTwoFiles.cxx](#), [MrProtocol.cxx](#), [NewSequence.cs](#), [PatchFile.cxx](#), [PrintLUT.cxx](#), [QIDO-RS.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndDumpDICOMDIR2.cxx](#), [ReadAndPrintAttributes.cxx](#), [ReadExplicitLengthSQIVR.cxx](#), [ReadMultiTimesException.cxx](#), [ReadUTF8QtDir.cxx](#), [SimplePrintPatientName.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]
```

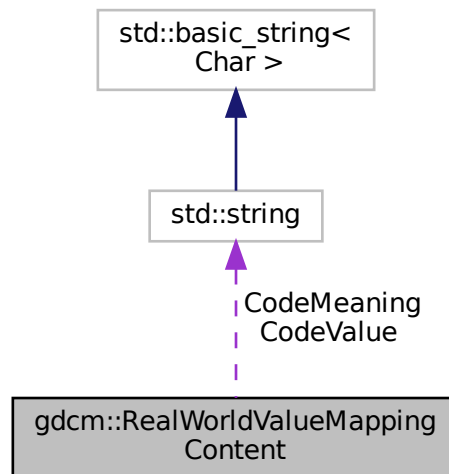
The documentation for this class was generated from the following file:

- [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:

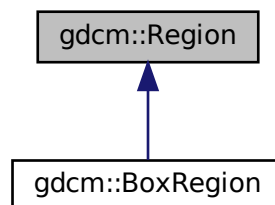
- [gdcmImageHelper.h](#)

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](#)

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

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.

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.

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.

10.263.3.12 SetSlope()

```
void gdcM::Rescaler::SetSlope (
    double s ) [inline]
```

Set Slope: user for both direct&inverse transformation.

10.263.3.13 SetTargetPixelType()

```
void gdcM::Rescaler::SetTargetPixelType (
    PixelFormat const & targetst )
```

By default (when UseTargetPixelType is false), a best matching Target Pixel [Type](#) is computed. However user can override this auto selection by switching UseTargetPixelType:true and also specifying the specific Target Pixel [Type](#)

10.263.3.14 SetUseTargetPixelType()

```
void gdcM::Rescaler::SetUseTargetPixelType (
    bool b )
```

Override default behavior of Rescale.

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

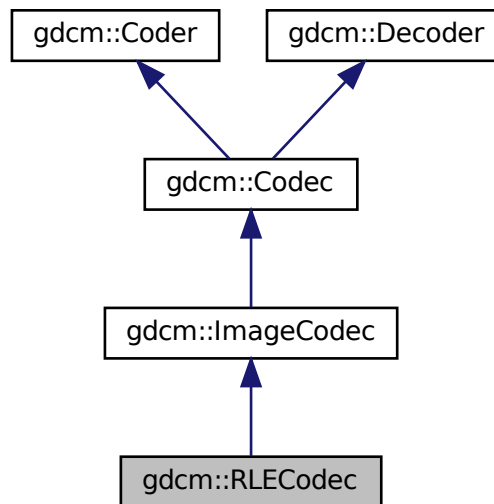
- [gdcMRescaler.h](#)

10.264 gdcm::RLECodec Class Reference

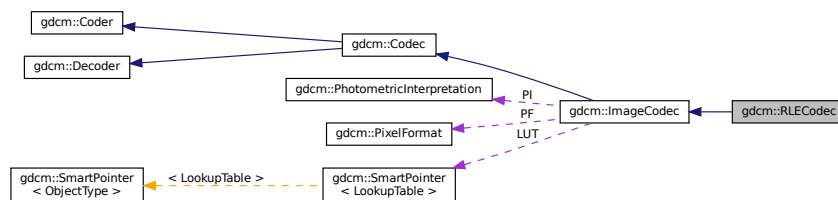
Class to do RLE.

```
#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:

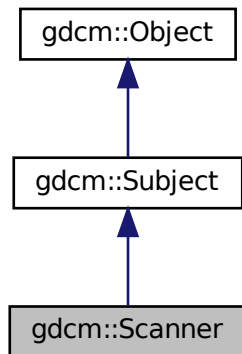
- [gdcMRoleSelectionSub.h](#)

10.266 gdcm::Scanner Class Reference

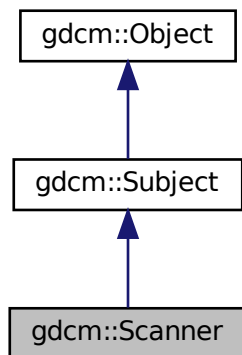
[Scanner](#).

```
#include <gdcmScanner.h>
```

Inheritance diagram for gdcm::Scanner:



Collaboration diagram for gdcm::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:

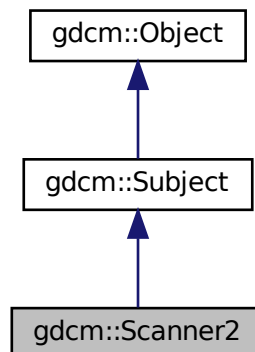
- [gdcmScanner.h](#)

10.267 gdcm::Scanner2 Class Reference

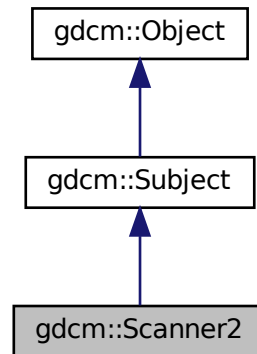
[Scanner2.](#)

```
#include <gdcmScanner2.h>
```

Inheritance diagram for gdcm::Scanner2:



Collaboration diagram for gdcm::Scanner2:



Classes

- struct [Itstr](#)

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

- [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.

- [PrivateConstIterator PrivateBegin](#) () const
- [PrivateConstIterator 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:

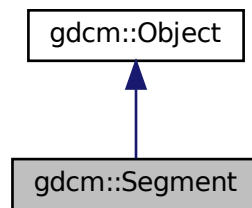
- [gdcmScanner2.h](#)

10.268 gdcm::Segment Class Reference

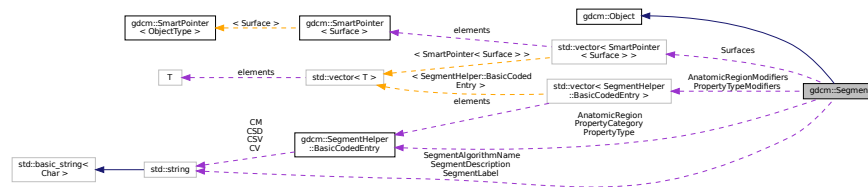
This class defines a segment.

```
#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:

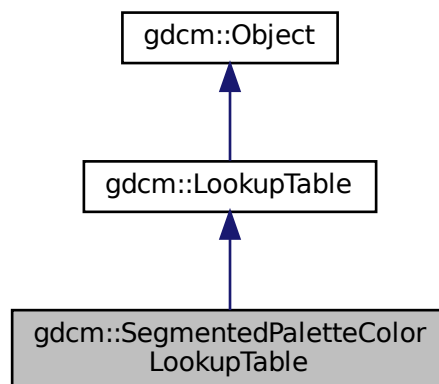
- [gdcMSegment.h](#)

10.269 gdcM::SegmentedPaletteColorLookupTable Class Reference

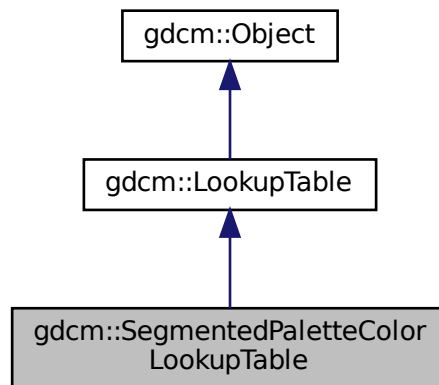
[SegmentedPaletteColorLookupTable](#) class.

```
#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()

```
gdcmm::SegmentedPaletteColorLookupTable::~~SegmentedPaletteColorLookupTable ( ) [override]
```

10.269.3 Member Function Documentation

10.269.3.1 Print()

```
void gdcmm::SegmentedPaletteColorLookupTable::Print (
    std::ostream & ) const [inline], [override], [virtual]
```

Reimplemented from [gdcmm::LookupTable](#).

10.269.3.2 SetLUT()

```
void gdcmm::SegmentedPaletteColorLookupTable::SetLUT (
    LookupTableType type,
    const unsigned char * array,
    unsigned int length ) [override], [virtual]
```

Initialize a [SegmentedPaletteColorLookupTable](#).

Reimplemented from [gdcmm::LookupTable](#).

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

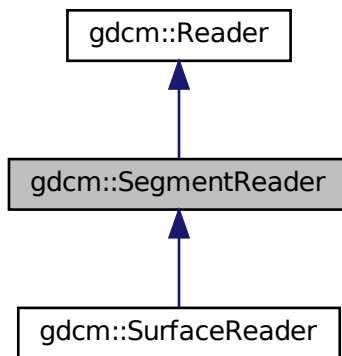
- [gdcmmSegmentedPaletteColorLookupTable.h](#)

10.270 gdcm::SegmentReader Class Reference

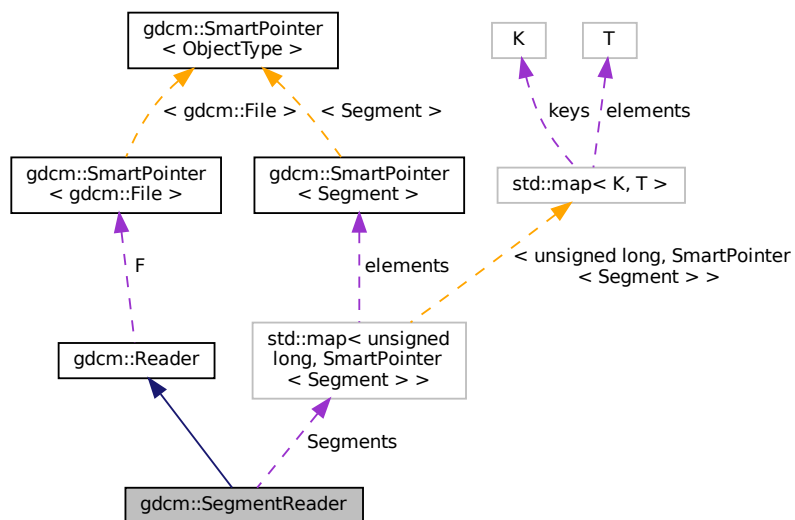
This class defines a segment reader.

```
#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

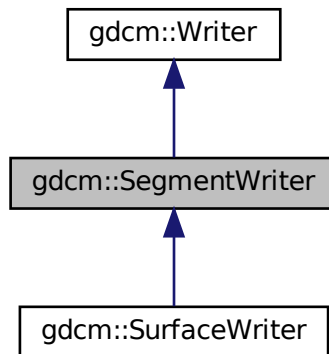
```
SegmentMap gdcm::SegmentReader::Segments [protected]
```

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

- [gdcmSegmentReader.h](#)

This class defines a segment writer.

Inheritance diagram for `gdcm::SegmentWriter`:

[illegible]

- `typedef std::vector< SmartPointer< Segment > > SegmentVector`

- `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:

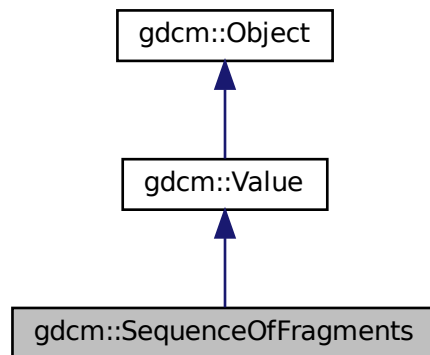
- [gdcmSegmentWriter.h](#)

10.272 gdcm::SequenceOfFragments Class Reference

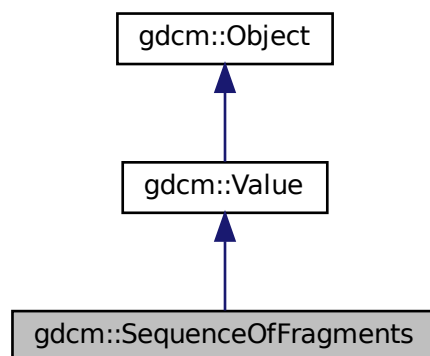
Class to represent a Sequence Of Fragments.

```
#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

[FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), and [GetJPEGSamplePrecision.cxx](#).

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

[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]
```

10.272.4.17 operator==()

```
bool gdcm::SequenceOfFragments::operator== (
    const Value & val ) const [inline], [override], [virtual]
```

Implements [gdcm::Value](#).

10.272.4.18 Print()

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

Reimplemented from [gdcm::Object](#).

10.272.4.19 Read()

```
template<typename TSwap >
std::istream& gdcm::SequenceOfFragments::Read (
    std::istream & is,
    bool readvalues = true ) [inline]
```

10.272.4.20 ReadPreValue()

```
template<typename TSwap >
std::istream& gdcm::SequenceOfFragments::ReadPreValue (
    std::istream & is ) [inline]
```

References [gdcmDebugMacro](#).

10.272.4.21 ReadValue()

```
template<typename TSwap >
std::istream& gdcm::SequenceOfFragments::ReadValue (
    std::istream & is,
    bool ) [inline]
```

References [gdcmAssertAlwaysMacro](#), [gdcmDebugMacro](#), [gdcmWarningMacro](#), [gdcm::Tag::GetElement\(\)](#), [gdcm::Tag::GetGroup\(\)](#), [gdcm::ByteValue::GetLength\(\)](#), [gdcm::ByteValue::GetPointer\(\)](#), [gdcm::DataElement::GetTag\(\)](#), [gdcm::DataElement::GetVL\(\)](#), [gdcm::Fragment::Read\(\)](#), [gdcm::Fragment::ReadBacktrack\(\)](#), and [gdcm::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:

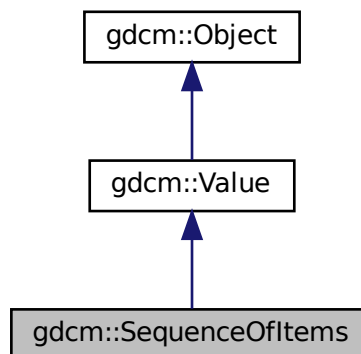
- [gdcMSequenceOfFragments.h](#)

10.273 gdcM::SequenceOfItems Class Reference

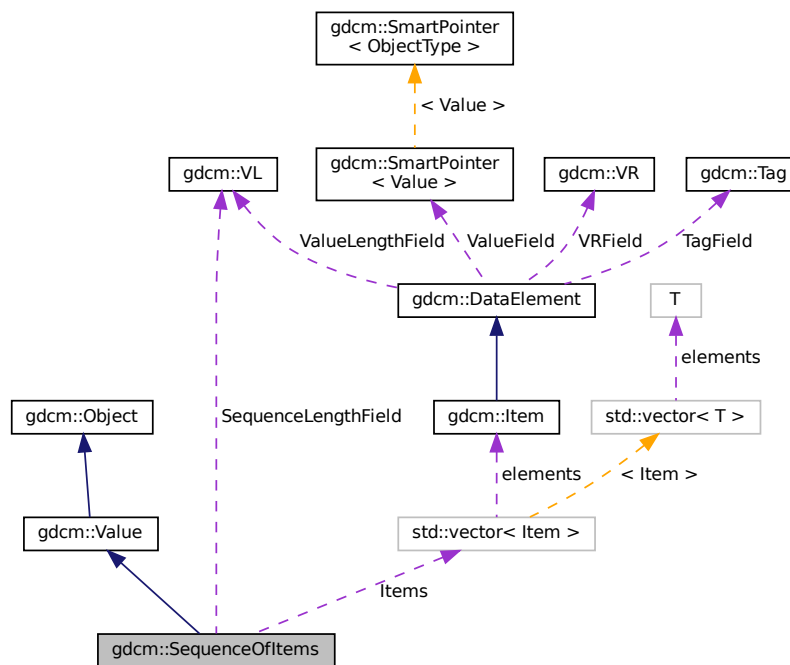
Class to represent a Sequence Of Items.

```
#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](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), and [GetSequenceUltrasound.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
```

Examples

[DumpGEMSMovieGroup.cxx](#).

10.273.3 Constructor & Destructor Documentation

10.273.3.1 SequenceOfItems()

```
gdcmm::SequenceOfItems::SequenceOfItems ( ) [inline]
```

constructor (UndefinedLength by default)

10.273.4 Member Function Documentation

10.273.4.1 AddItem()

```
void gdcmm::SequenceOfItems::AddItem (
    Item const & item )
```

Appends an [Item](#) to the already added ones.

Examples

[Extracting_All_Resolution.cxx](#).

10.273.4.2 AddNewUndefinedLengthItem()

```
Item& gdcmm::SequenceOfItems::AddNewUndefinedLengthItem ( )
```

Appends an [Item](#) to the already added ones.

10.273.4.3 Begin() [1/2]

```
Iterator gdcmm::SequenceOfItems::Begin ( ) [inline]
```

10.273.4.4 Begin() [2/2]

```
ConstIterator gdcmm::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 gdcmm::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 gdcmm::SequenceOfItems::SetLength (
    VL length ) [inline], [override], [virtual]
```

Sets the actual SQ length.

Implements [gdcmm::Value](#).

10.273.4.23 SetLengthToUndefined()

```
void gdcmm::SequenceOfItems::SetLengthToUndefined ( )
```

Properly set the Sequence of [Item](#) to be undefined length.

10.273.4.24 SetNumberOfItems()

```
void gdcmm::SequenceOfItems::SetNumberOfItems (
    SizeType n ) [inline]
```

10.273.4.25 Write()

```
template<typename TDE , typename TSwap >
std::ostream const& gdcmm::SequenceOfItems::Write (
    std::ostream & os ) const [inline]
```

References [gdcmm::Tag::Write\(\)](#), and [gdcmm::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:

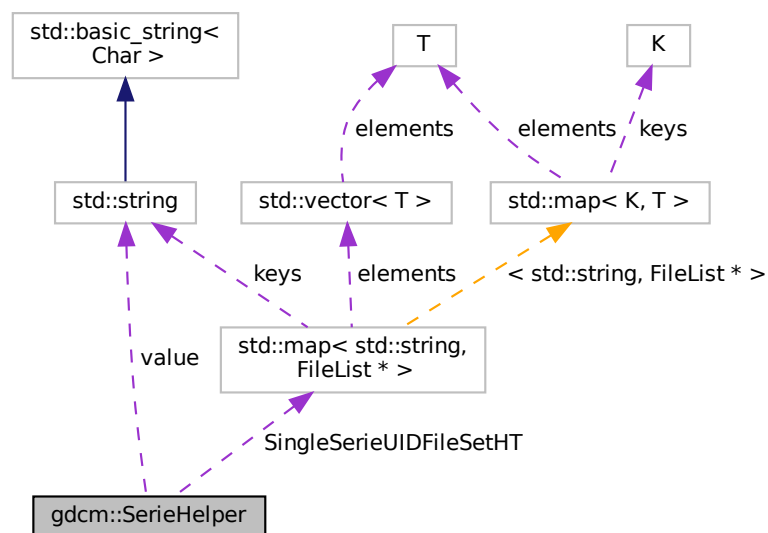
- [gdcmSequenceOfItems.h](#)

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](#) = struct 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 = struct 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 gdcm::SerieHelper::SetDirectory (
    std::string const & dir,
    bool recursive = false )
```

10.274.4.16 SetLoadMode()

```
void gdcm::SerieHelper::SetLoadMode (
    int ) [inline]
```

10.274.4.17 SetUseSeriesDetails()

```
void gdcm::SerieHelper::SetUseSeriesDetails (
    bool useSeriesDetails )
```

10.274.4.18 UserOrdering()

```
bool gdcm::SerieHelper::UserOrdering (
    FileList * fileSet ) [protected]
```

10.274.5 Member Data Documentation**10.274.5.1 elem**

```
uint16_t gdcm::SerieHelper::elem [protected]
```


10.274.5.2 ItFileSetHt

```
SingleSerieUIDFileSetmap::iterator gdcm::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 levelofdigitalsig, 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:

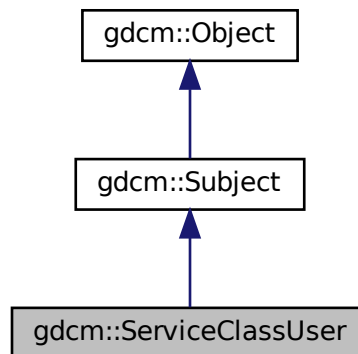
- [gdcmServiceClassApplicationInformation.h](#)

10.277 gdcmm::ServiceClassUser Class Reference

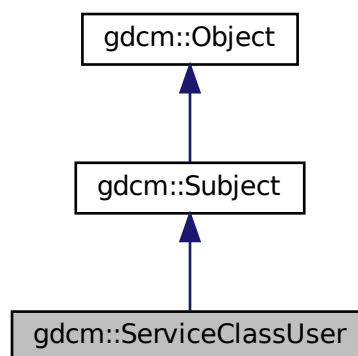
[ServiceClassUser](#).

```
#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]

```
gdcmm::ServiceClassUser::ServiceClassUser ( )
```

Construct a SCU with default:

- hostname = localhost
- port = 104

10.277.2.2 [~ServiceClassUser](#)()

```
gdcmm::ServiceClassUser::~~ServiceClassUser ( ) [override]
```

10.277.2.3 [ServiceClassUser](#)() [2/2]

```
gdcmm::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:

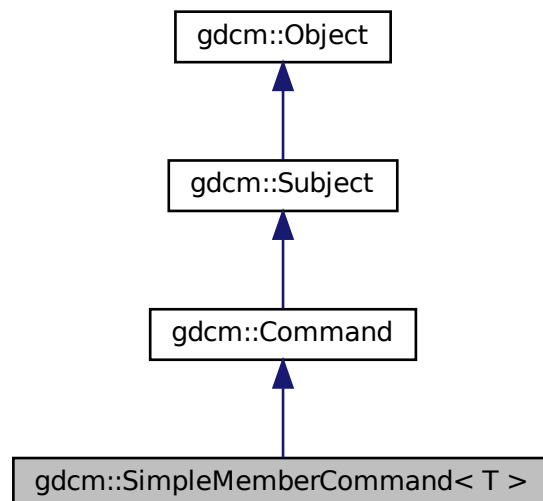
- [gdcMSHA1.h](#)

10.279 gdcM::SimpleMemberCommand< T > Class Template Reference

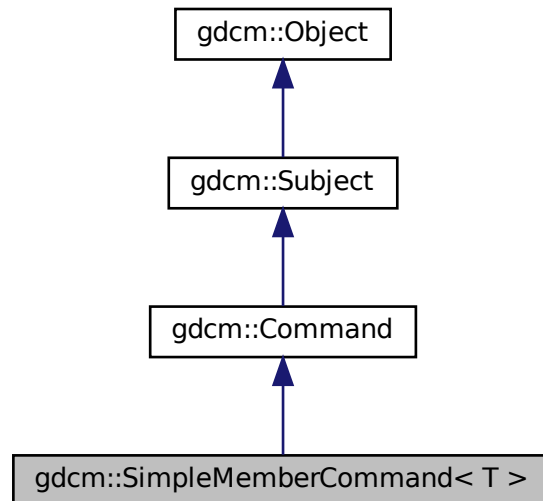
[Command](#) subclass that calls a pointer to a member function.

```
#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 >::Set↵
CallbackFunction().

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

[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]
```

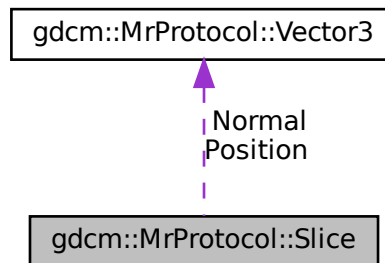
The documentation for this class was generated from the following file:

- [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
```

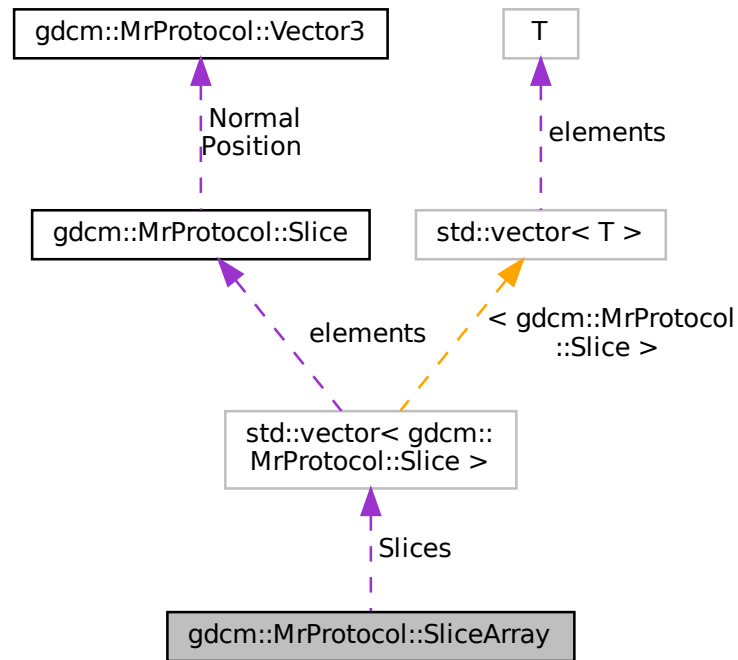
The documentation for this struct was generated from the following file:

- [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:

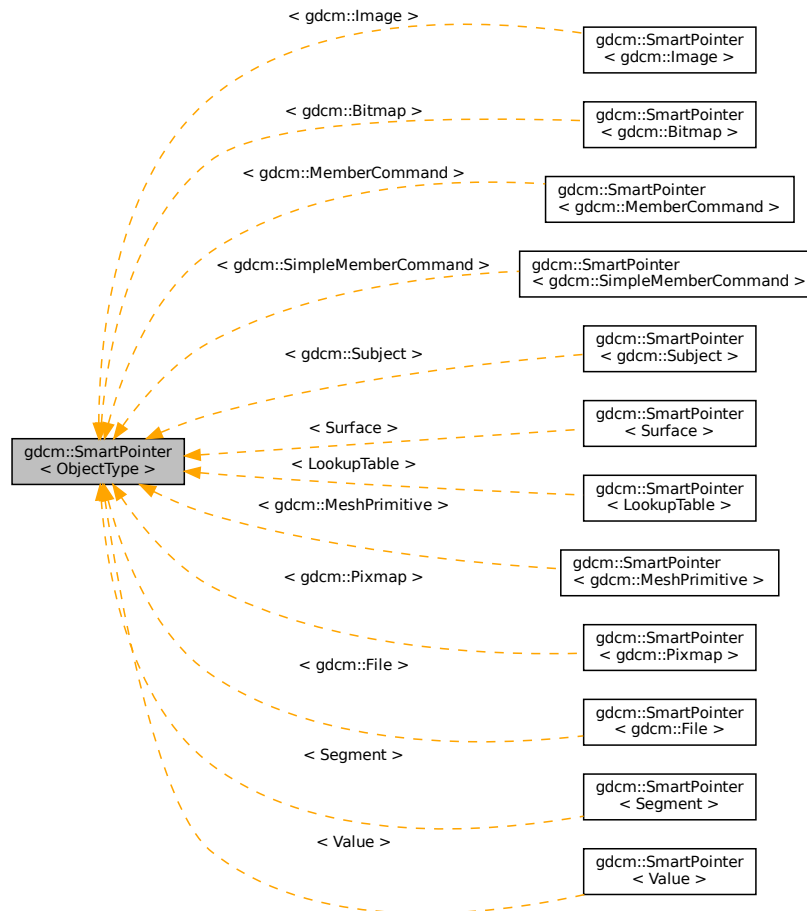
- [gdcmMrProtocol.h](#)

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](#), [DumpToshibaDTI.cxx](#), [DumpToshibaDTI2.cxx](#), [Extracting_All_Resolution.cxx](#), [Fake_Image_Using_Stream_Image_Writer.cxx](#), [FixBrokenJ2K.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [LargeVRDSExplicit.cxx](#), [ReadAndDumpDICOMDIR.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.

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 * sopcuid ) [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:

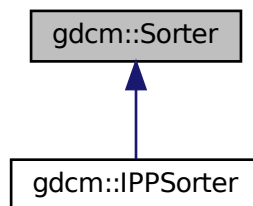
- [gdcmSOPClassUIDToIOD.h](#)

10.286 gdcm::Sorter Class Reference

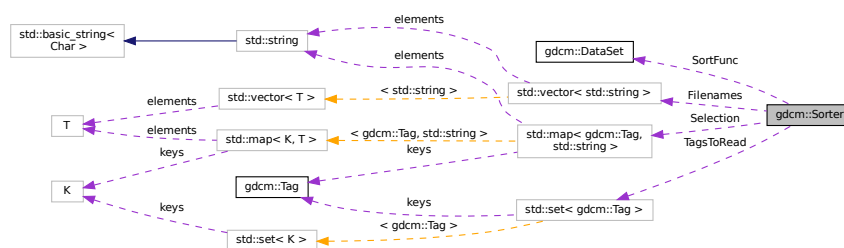
[Sorter.](#)

```
#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](#), 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](#), 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://gdcm.sourceforge.net/thingies/cr_pixelspacing.dcm

If I understand correctly the CP, one is required to use Pixel [Spacing](#) for measurement ('true size' print) instead of Imager Pixel [Spacing](#), since the two attributes are present and Pixel [Spacing](#) is different from Imager Pixel [Spacing](#).

If this is correct, then the test data DISCIMG/IMAGES/CRIMAGE is incorrect. If this is incorrect (ie. I need to use Imager Pixel [Spacing](#)), then the display of cr_pixelspacing.dcm for measurement will be incorrect.

Could someone please let me know what am I missing here? I could not find any information in any header that would allow me to differentiate those.

Thank you for your time,

Ref: <http://lists.nema.org/scripts/lyris.pl?sub=488573&id=400720477>

See PS 3.3-2008, [Table C.7-11b](#) IMAGE PIXEL MACRO ATTRIBUTES

Ratio of the vertical size and horizontal size of the pixels in the image specified by a pair of integer values where the first value is the vertical pixel size, and the second value is the horizontal pixel size. Required if the aspect ratio values do not have a ratio of 1:1 and the physical pixel spacing is not specified by Pixel [Spacing](#) (0028,0030), or Imager Pixel [Spacing](#) (0018,1164) or Nominal Scanned Pixel [Spacing](#) (0018,2010), either for the entire [Image](#) or per-frame in a Functional Group [Macro](#). See C.7.6.3.1.7.

PS 3.3-2008 10.7.1.3 Pixel [Spacing Value](#) Order and Valid Values All pixel spacing related attributes shall have non-zero values, except when there is only a single row or column or pixel of data present, in which case the corresponding value may be zero.

Ref: http://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.

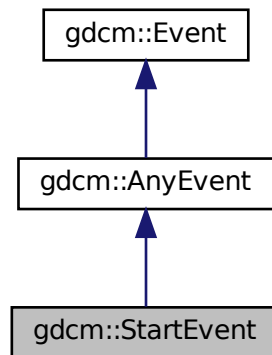
The documentation for this class was generated from the following file:

- [gdcmSplitMosaicFilter.h](#)

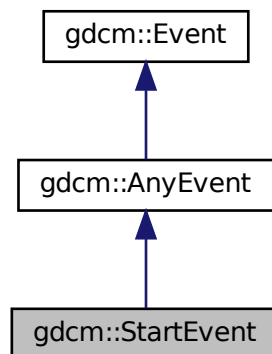
10.290 gdcm::StartEvent Class Reference

```
#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

[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

[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

[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

[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

[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

[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:

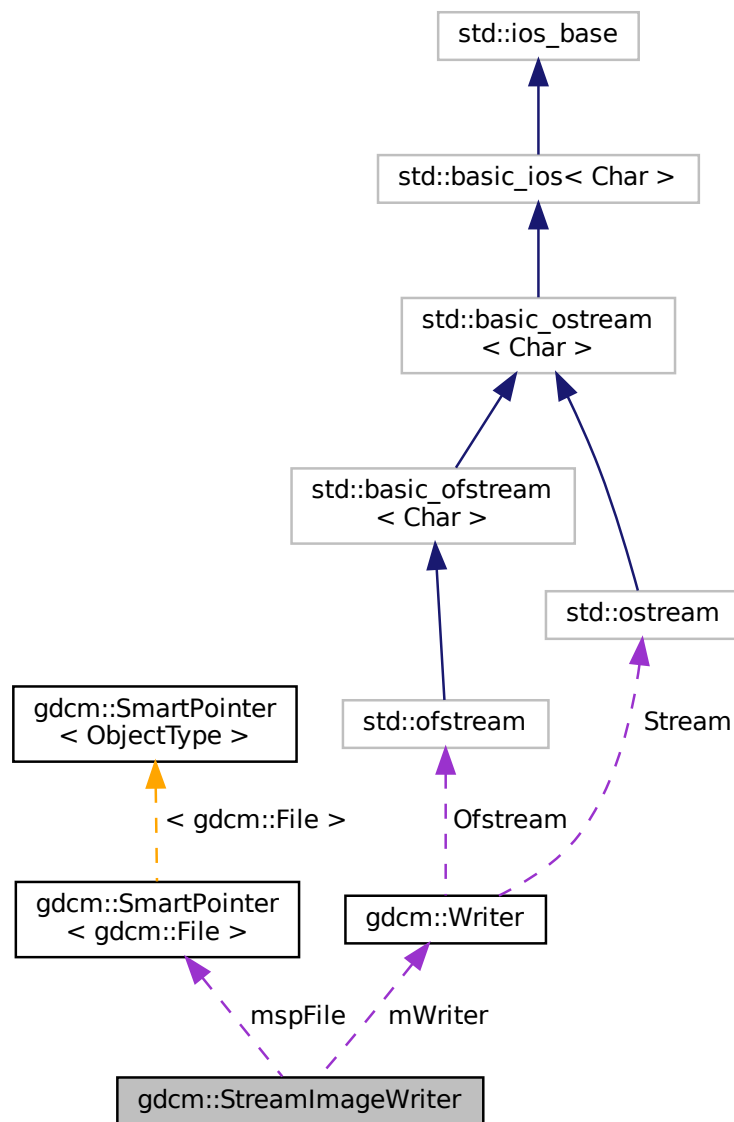
- [gdcMStreamImageReader.h](#)

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 metainageio 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:

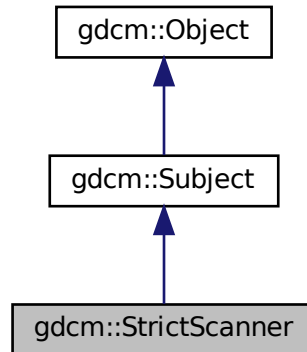
- [gdcmStreamImageWriter.h](#)

10.296 gdcM::StrictScanner Class Reference

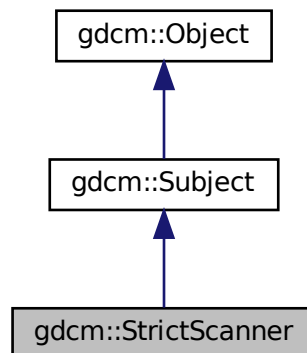
[StrictScanner](#).

```
#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

[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

[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

[SimpleScanner.cxx](#).

10.296.4.20 New()

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

for wrapped language: instantiate a reference counted object

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

[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:

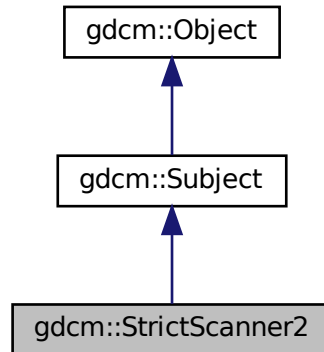
- [gdcMStrictScanner.h](#)

10.297 gdcm::StrictScanner2 Class Reference

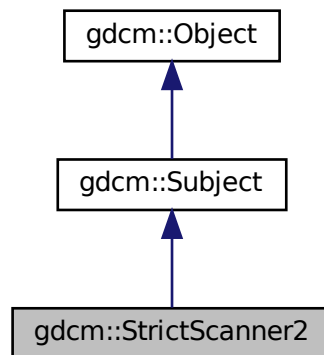
[StrictScanner2](#).

```
#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 gdc::StrictScanner2::PrivateConstIterator
```

10.297.2.2 PrivateMappingType

```
typedef std::map<const char *, PrivateTagToValue, ltstr> gdc::StrictScanner2::PrivateMappingType
```

10.297.2.3 PrivateTagToValue

```
typedef std::map<PrivateTag, const char *> gdc::StrictScanner2::PrivateTagToValue
```

10.297.2.4 PrivateTagToValueValueType

```
typedef PrivateTagToValue::value_type gdc::StrictScanner2::PrivateTagToValueValueType
```

10.297.2.5 PublicConstIterator

```
typedef PublicMappingType::const_iterator gdc::StrictScanner2::PublicConstIterator
```

10.297.2.6 PublicMappingType

```
typedef std::map<const char *, PublicTagToValue, ltstr> gdc::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 gdc::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& gdc::StrictScanner2::GetMappingFromPrivateTagToValue (
    PrivateTag const & pt,
    const char * value ) const
```

10.297.4.16 GetMappingFromPublicTagToValue()

```
PublicTagToValue const& gdc::StrictScanner2::GetMappingFromPublicTagToValue (
    Tag const & t,
    const char * value ) const
```

See GetFilenameFromTagToValue(). This is simply GetFilenameFromTagToValue followed

10.297.4.17 GetPrivateMapping()

```
PrivateTagToValue const& gdc::StrictScanner2::GetPrivateMapping (
    const char * filename ) const
```

10.297.4.18 GetPrivateMappings()

```
PrivateMappingType const& gdc::StrictScanner2::GetPrivateMappings ( ) const [inline]
```

10.297.4.19 GetPrivateOrderedValues()

```
Directory::FilenameType gdc::StrictScanner2::GetPrivateOrderedValues (
    PrivateTag const & pt ) const
```

10.297.4.20 GetPrivateValue()

```
const char* gdcm::StrictScanner2::GetPrivateValue (
    const char * filename,
    PrivateTag const & t ) const
```

10.297.4.21 GetPrivateValues()

```
ValuesType gdcm::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& gdcm::StrictScanner2::GetPublicMapping (
    const char * filename ) const
```

Get the std::map mapping filenames to value for file 'filename'.

10.297.4.23 GetPublicMappings()

```
PublicMappingType const& gdcm::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 gdcm::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* gdcm::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:

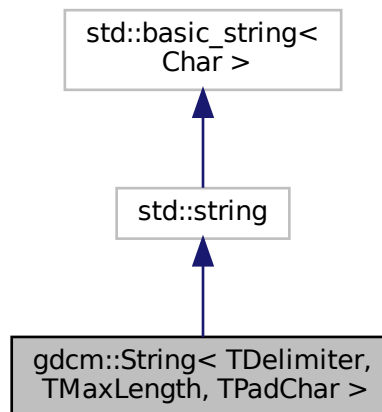
- [gdcmStrictScanner2.h](#)

10.298 gdcm::String< TDelimiter, TMaxLength, TPadChar > Class Template Reference

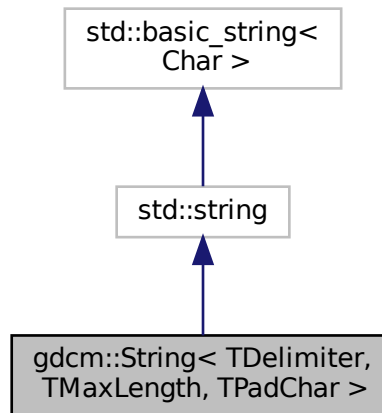
[String](#).

```
#include <gdcmString.h>
```

Inheritance diagram for `gdcm::String< TDelimiter, TMaxLength, TPadChar >`:



Collaboration diagram for gdcmm::String< TDelimiter, TMaxLength, TPadChar >:



Public Types

- typedef `std::string::const_iterator` [const_iterator](#)
- typedef `std::string::const_reference` [const_reference](#)
- typedef `std::string::const_reverse_iterator` [const_reverse_iterator](#)
- typedef `std::string::difference_type` [difference_type](#)
- typedef `std::string::iterator` [iterator](#)
- typedef `std::string::pointer` [pointer](#)
- typedef `std::string::reference` [reference](#)
- typedef `std::string::reverse_iterator` [reverse_iterator](#)
- typedef `std::string::size_type` [size_type](#)
- typedef `std::string::value_type` [value_type](#)

Public Member Functions

- [String](#) ()
String constructors.
- [String](#) (const `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
- `gdcmm::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 gdcm::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 gdcm::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 gdcm::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 gdcm::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 gdcm::String< TDelimiter, TMaxLength, TPadChar >::IsValid ( ) const [inline]
```

return if string is valid

Referenced by `gdcm::LO::IsValid()`, and `gdcm::String< TDelimiter, TMaxLength, TPadChar >::Truncate()`.

10.298.4.2 operator const char *()

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
gdcm::String< TDelimiter, TMaxLength, TPadChar >::operator const char * ( ) const [inline]
```

WARNING: Trailing \0 might be lost in this operation:

10.298.4.3 Trim() [1/2]

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
std::string gdcm::String< TDelimiter, TMaxLength, TPadChar >::Trim ( ) const [inline]
```

Trim function is required to return a `std::string` object, otherwise we could not create a `gdcm::String` object with an odd number of bytes...

Examples

[DumpExamCard.cxx](#), and [DumpPhilipsECHO.cxx](#).

10.298.4.4 Trim() [2/2]

```
template<char TDelimiter = '\\', unsigned int TMaxLength = 64, char TPadChar = ' '>
static std::string gdcm::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](#), and [ReadAndPrintAttributes.cxx](#).

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 gdc::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& gdc::StringFilter::GetFile ( ) [inline]
```

10.299.3.5 GetFile() [2/2]

```
const File& gdc::StringFilter::GetFile ( ) const [inline]
```

10.299.3.6 SetDicts()

```
void gdc::StringFilter::SetDicts (
    const Dicts & dicts )
```

Allow user to pass in there own dicts.

10.299.3.7 SetFile()

```
void gdc::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](#), and [ReadAndPrintAttributes.cxx](#).

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](#) pair.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()

```
gdcmm::Study::Study ( ) [default]
```

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

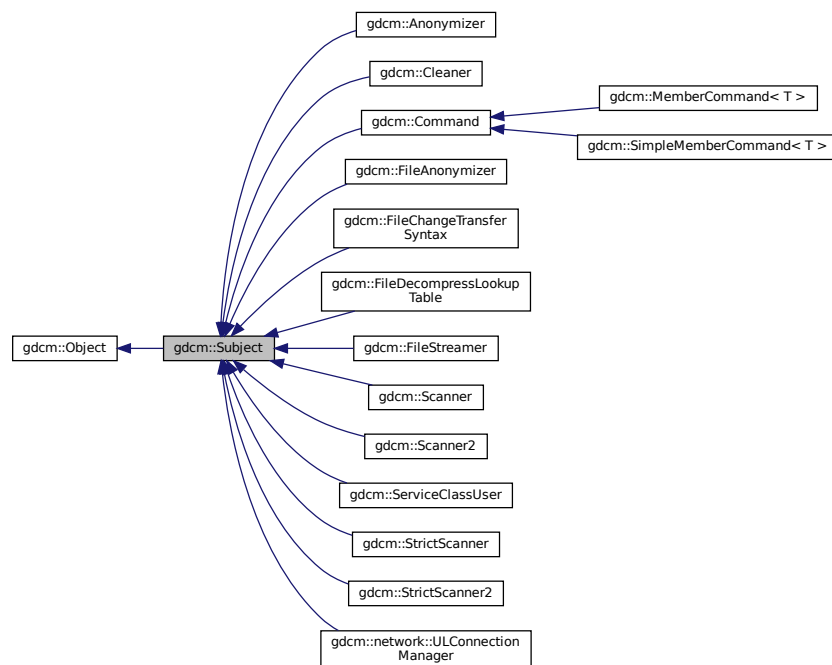
- [gdcmmStudy.h](#)

10.301 gdcmm::Subject Class Reference

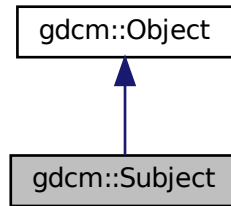
[Subject.](#)

```
#include <gdcmmSubject.h>
```

Inheritance diagram for gdcmm::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

[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 gdcM::Subject::HasObserver (
    const Event & event ) const
```

Return true if an observer is registered for this event.

10.301.3.5 InvokeEvent() [1/2]

```
void gdcM::Subject::InvokeEvent (
    const Event & )
```

Call Execute on all the Commands observing this event id.

10.301.3.6 InvokeEvent() [2/2]

```
void gdcM::Subject::InvokeEvent (
    const Event & ) const
```

Call Execute on all the Commands observing this event id. The actions triggered by this call doesn't modify this object.

10.301.3.7 RemoveAllObservers()

```
void gdcM::Subject::RemoveAllObservers ( )
```

Remove all observers .

10.301.3.8 RemoveObserver()

```
void gdcM::Subject::RemoveObserver (
    unsigned long tag )
```

Remove the observer with this tag value.

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

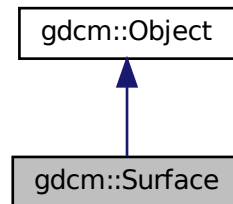
- [gdcMSubject.h](#)

10.302 gdcm::Surface Class Reference

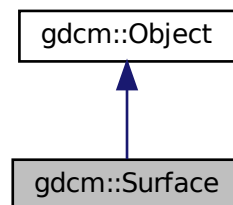
This class defines a SURFACE IE.

```
#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 gdcmm::Surface::SetVectorDimensionality (
    const unsigned short dim )
```

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

- [gdcmmSurface.h](#)

10.303 gdcmm::SurfaceHelper Class Reference

[SurfaceHelper](#).

```
#include <gdcmmSurfaceHelper.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 gdc::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:

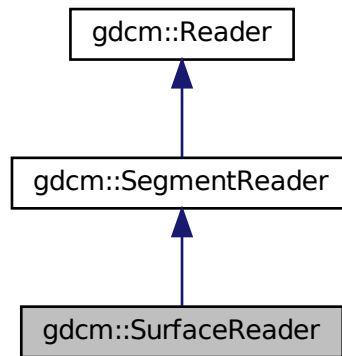
- [gdcmSurfaceHelper.h](#)

10.304 gdcm::SurfaceReader Class Reference

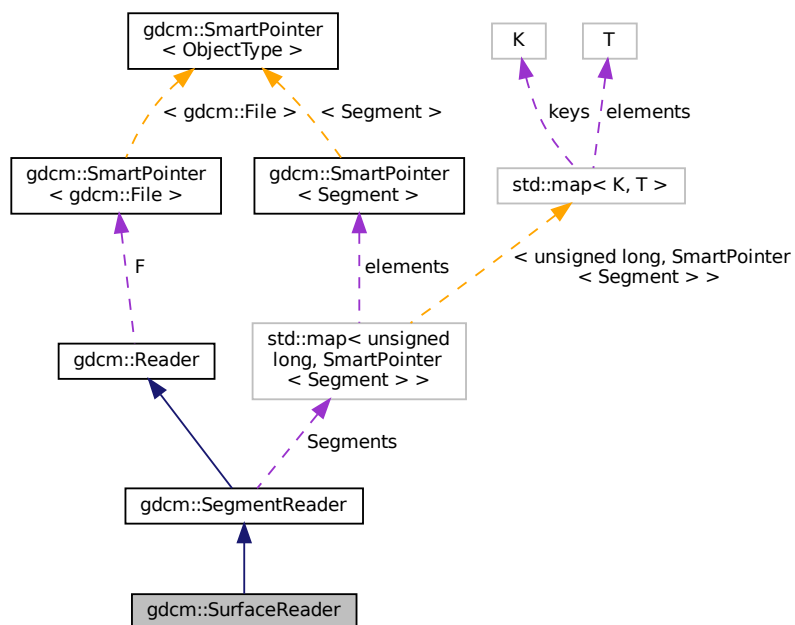
This class defines a SURFACE IE reader.

```
#include <gdcmSurfaceReader.h>
```

Inheritance diagram for `gdc::SurfaceReader`:



Collaboration diagram for `gdc::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](#) &surfacerItem, 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:

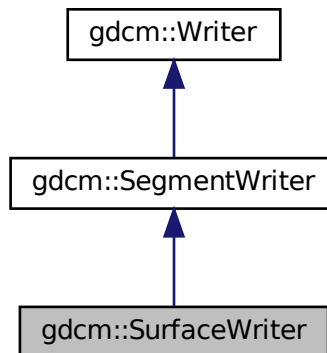
- [gdcmSurfaceReader.h](#)

10.305 gdcm::SurfaceWriter Class Reference

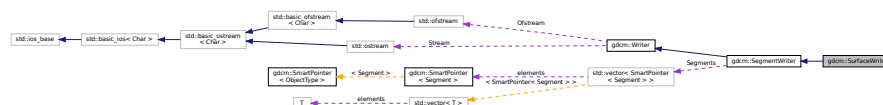
This class defines a SURFACE IE writer.

```
#include <gdcmSurfaceWriter.h>
```

Inheritance diagram for gdcm::SurfaceWriter:



Collaboration diagram for gdcm::SurfaceWriter:



Public Member Functions

- [SurfaceWriter](#) ()
- [~SurfaceWriter](#) () override
- unsigned long [GetNumberOfSurfaces](#) ()
- void [SetNumberOfSurfaces](#) (const unsigned long nb)
- bool [Write](#) () override

Write.

Protected Member Functions

- void [ComputeNumberOfSurfaces](#) ()
- bool [PrepareWrite](#) ()
- bool [PrepareWritePointMacro](#) (SmartPointer< Surface > surface, DataSet &surfaceDS, const TransferSyntax &ts)

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](#), and [DumpToshibaDTI2.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

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

$n \neq 0$

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:

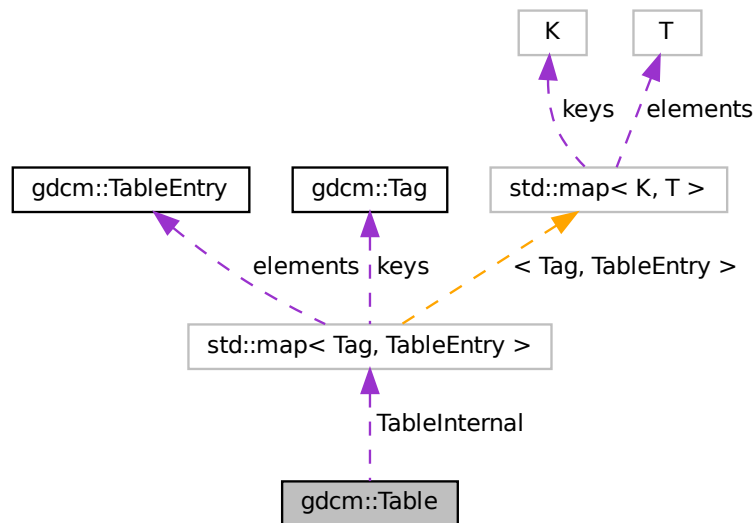
- [gdcmSystem.h](#)

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> gdcm::Table::MapTableEntry
```

10.310.3 Constructor & Destructor Documentation

10.310.3.1 Table() [1/2]

```
gdcm::Table::Table ( ) [default]
```

10.310.3.2 ~Table()

```
gdcm::Table::~~Table ( ) [default]
```

10.310.3.3 Table() [2/2]

```
gdcm::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 TableInternal.

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:

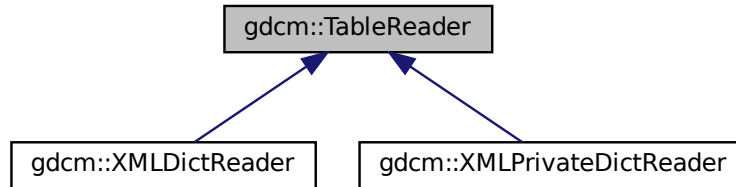
- [gdcmTableEntry.h](#)

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 [HandleIODEntry](#) (const char **atts)
- void [HandleMacro](#) (const char **atts)
- void [HandleMacroEntry](#) (const char **atts)
- void [HandleMacroEntryDescription](#) (const char **atts)
- void [HandleModule](#) (const char **atts)
- void [HandleModuleEntry](#) (const char **atts)
- void [HandleModuleEntryDescription](#) (const char **atts)
- void [HandleModuleInclude](#) (const char **atts)
- int [Read](#) ()
- void [SetFilename](#) (const char *filename)
- virtual void [StartElement](#) (const char *name, const char **atts)

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::XMLPrivateDictReader](#), and [gdcm::XMLDictReader](#).

10.312.3.2 EndElement()

```
virtual void gdcm::TableReader::EndElement (
    const char * name ) [virtual]
```

Reimplemented in [gdcm::XMLPrivateDictReader](#), and [gdcm::XMLDictReader](#).

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::XMLPrivateDictReader](#), and [gdcM::XMLDictReader](#).

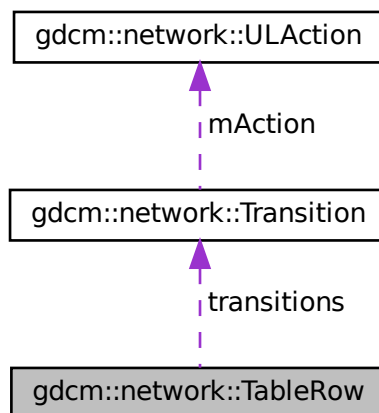
The documentation for this class was generated from the following file:

- [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:

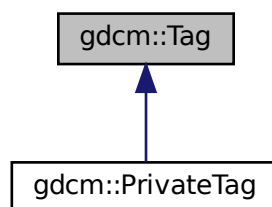
- [gdcmULTransitionTable.h](#)

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

[ChangeSequenceUltrasound.cxx](#), [ClinicalTrialAnnotate.cxx](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [DeriveSeries.cxx](#), [DumpToSQLITE3.cxx](#), [DuplicatePCDE.cxx](#), [EncapsulateFileInRawData.cxx](#), [ExtractEncryptedContent.cxx](#), [Extracting_All_Resolution.cxx](#), [Fake_Image_Using_Stream_Image_V](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [GenAIIVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenFakeImage.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetJPEGSamplePrecision.cxx](#), [GetSequenceUltrasound.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [MergeTwoFiles.cxx](#), [PatchFile.cxx](#), [PublicDict.cxx](#), [ReadAndDumpDICOMDIR.cxx](#), [ReadAndDumpDICOMDIR2](#), [ReadExplicitLengthSQIVR.cxx](#), [SimpleScanner.cxx](#), [SortImage.cxx](#), [StreamImageReaderTest.cxx](#), [VolumeSorter.cxx](#), [gdcmrtionplan.cxx](#), [gdcmrtplan.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 gdcmm::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 gdcmm::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 gdcmm::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 gdcmm::Tag::SetElementTag (
    uint32_t tag ) [inline]
```

Sets the full tag value of the given [Tag](#).

10.314.3.29 SetGroup()

```
void gdcmm::Tag::SetGroup (
    uint16_t group ) [inline]
```

Sets the 'Group number' of the given [Tag](#).

10.314.3.30 SetPrivateCreator()

```
void gdcmm::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& gdcmm::Tag::Write (
    std::ostream & os ) const [inline]
```

Write a tag in binary rep.

Referenced by [gdcmm::Item::Write\(\)](#), [gdcmm::SequenceOfFragments::Write\(\)](#), and [gdcmm::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

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* gdcM::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* gdcM::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* gdcM::Testing::GetFileName (
    unsigned int file ) [static]
```

Examples

[MetaImageMD5Activiz.cs](#).

10.316.4.6 GetFileNames()

```
static const char* const* gdcM::Testing::GetFileNames ( ) [static]
```

return the table of fullpath to gdcMData DICOM files:

Examples

[TestReader.cxx](#).

10.316.4.7 GetLossyFlagFromFile()

```
static int gdcmm::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* gdcmm::Testing::GetMD5DataImage (
    unsigned int file ) [static]
```

10.316.4.9 GetMD5DataImages()

```
static MD5DataImagesType gdcmm::Testing::GetMD5DataImages ( ) [static]
```

10.316.4.10 GetMD5FromBrokenFile()

```
static const char* gdcmm::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* gdcmm::Testing::GetMD5FromFile (
    const char * filepath ) [static]
```

10.316.4.12 GetMediaStorageDataFile()

```
static const char* const* gdcmm::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* gdcm::Testing::GetTempDirectoryW (
    const wchar_t * subdir = nullptr ) [static]
```

NOT THREAD SAFE.

10.316.4.25 GetTempFilename()

```
static const char* gdcm::Testing::GetTempFilename (
    const char * filename,
    const char * subdir = nullptr ) [static]
```

NOT THREAD SAFE.

Examples

[MetaImageMD5Activiz.cs](#).

10.316.4.26 GetTempFilenameW()

```
static const wchar_t* gdcm::Testing::GetTempFilenameW (
    const wchar_t * filename,
    const wchar_t * subdir = nullptr ) [static]
```

NOT THREAD SAFE.

10.316.4.27 Print()

```
void gdcm::Testing::Print (
    std::ostream & os = std::cout )
```

Print.

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

- [gdcmTesting.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.

10.317.2 Constructor & Destructor Documentation

10.317.2.1 `Trace()`

```
gdcmm::Trace::Trace ( )
```

10.317.2.2 `~Trace()`

```
gdcmm::Trace::~~Trace ( )
```

10.317.3 Member Function Documentation

10.317.3.1 `DebugOff()`

```
static void gdcmm::Trace::DebugOff ( ) [static]
```

Examples

[MetalImageMD5Activiz.cs](#), and [TestReader.cxx](#).

10.317.3.2 DebugOn()

```
static void gdcm::Trace::DebugOn ( ) [static]
```

Examples

[CreateFakePET.cxx](#), [Fake_Image_Using_Stream_Image_Writer.cxx](#), and [StreamImageReaderTest.cxx](#).

10.317.3.3 ErrorOff()

```
static void gdcm::Trace::ErrorOff ( ) [static]
```

Examples

[MetaImageMD5Activiz.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

[GetJPEGSamplePrecision.cxx](#), [LargeVRDSExplicit.cxx](#), and [MakeTemplate.cxx](#).

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	

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 GetTSSString()

```
static const char* gdcm::TransferSyntax::GetTSSString (
    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
```

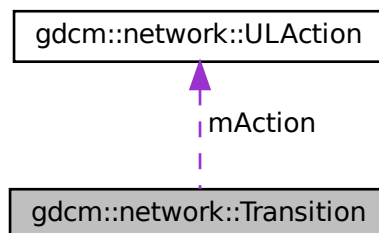
The documentation for this class was generated from the following file:

- [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.

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](#), [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.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenFakeImage.cxx](#), [GetSubSequenceData.cxx](#), [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 responsablility 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 ,
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[HardcopyColorImageStorageSOPClassRetired](#) = 105 ,
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[BreastImagingRelevantPatientInformationQuery](#) = 223 ,
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[LegacyConvertedEnhancedPETImageStorage](#) = 275 ,
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[MPEG4AVCH_264BDcompatibleHighProfileLevel4_1](#) = 278 ,
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[WinterColorPaletteSOPInstance](#) = 285 ,
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[UberonOntology](#) = 288 ,
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[ICD11](#) = 292 ,
[NewYorkUniversityMelanomaClinicalCooperativeGroup](#) = 293 ,
[MayoClinicNonradiologicalImagesSBSSAnatomicalSurfaceRegionGuide](#) = 294 ,
[ImageBiomarkerStandardisationInitiative](#) = 295 ,
[RadiomicsOntology](#) = 296 ,
[DisplaySystemSOPClass](#) = 297 ,
[DisplaySystemSOPInstance](#) = 298 ,
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[RespiratoryWaveformStorage](#) = 301 ,
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[GrayscalePlanarMPRVolumetricPresentationStateStorage](#) = 303 ,
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[MPEG4AVCH_264HighProfileLevel4_2For3DVideo](#) = 305 ,
[MPEG4AVCH_264StereoHighProfileLevel4_2](#) = 306 ,
[HEVCH_265MainProfileLevel5_1](#) = 307 ,
[HEVCH_265Main10ProfileLevel5_1](#) = 308 ,
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[SurfaceScanMeshStorage](#) = 323 ,
[SurfaceScanPointCloudStorage](#) = 324 ,
[WideFieldOphthalmicPhotographyStereographicProjectionImageStorage](#) = 325 ,
[WideFieldOphthalmicPhotography3DCoordinatesImageStorage](#) = 326 ,
[OphthalmicOpticalCoherenceTomographyEnFacImageStorage](#) = 327 ,
[OphthalmicOpticalCoherenceTomographyBscanVolumeAnalysisStorage](#) = 328 ,
[LensometryMeasurementsStorage](#) = 329 ,
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[VisualAcuityMeasurementsStorage](#) = 333 ,
[SpectaclePrescriptionReportStorage](#) = 334 ,
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[PerformedImagingAgentAdministrationSRStorage](#) = 350 ,
[ContentAssessmentResultsStorage](#) = 351 ,
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[DICOSThreatDetectionReportStorage](#) = 366 ,
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[DICOS3DAITStorage](#) = 368 ,
[DICOSQuadrupoleResonanceQRStorage](#) = 369 ,
[EddyCurrentImageStorage](#) = 370 ,
[EddyCurrentMultiframeImageStorage](#) = 371 ,
[CompositeInstanceRootRetrieveMOVE](#) = 372 ,
[CompositeInstanceRootRetrieveGET](#) = 373 ,

CompositeInstanceRetrieveWithoutBulkDataGET = 374 ,
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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 ,

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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 ,
```

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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 (* gdcm::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 gdcmm::UIDs::TSType
```

Enumerator

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Enumerator

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Enumerator

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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	
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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	
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uid_1_2_840_10008_5_1_1_40_1	
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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	
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uid_1_2_840_10008_5_1_4_1_1_88_35	
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uid_1_2_840_10008_5_1_4_1_1_88_72	
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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	
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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	
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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	
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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	
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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	
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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:

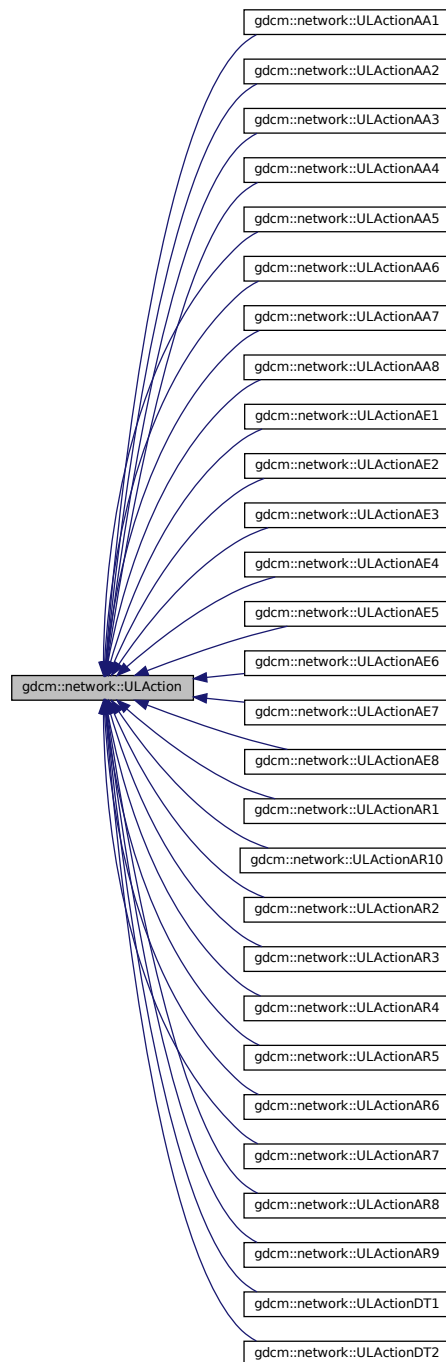
- [gdcMUIDs.h](#)

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::ULActionDT2](#), [gdcm::network::ULActionDT1](#), [gdcm::network::ULActionAR10](#), [gdcm::network::ULActionAR9](#), [gdcm::network::ULActionAR8](#), [gdcm::network::ULActionAR7](#), [gdcm::network::ULActionAR6](#), [gdcm::network::ULActionAR5](#), [gdcm::network::ULActionAR4](#), [gdcm::network::ULActionAR3](#), [gdcm::network::ULActionAR2](#), [gdcm::network::ULActionAR1](#), [gdcm::network::ULActionAE8](#), [gdcm::network::ULActionAE7](#), [gdcm::network::ULActionAE6](#), [gdcm::network::ULActionAE5](#), [gdcm::network::ULActionAE4](#), [gdcm::network::ULActionAE3](#), [gdcm::network::ULActionAE2](#), [gdcm::network::ULActionAE1](#), [gdcm::network::ULActionAA8](#), [gdcm::network::ULActionAA7](#), [gdcm::network::ULActionAA6](#), [gdcm::network::ULActionAA5](#), [gdcm::network::ULActionAA4](#), [gdcm::network::ULActionAA3](#), [gdcm::network::ULActionAA2](#), and [gdcm::network::ULActionAA1](#).

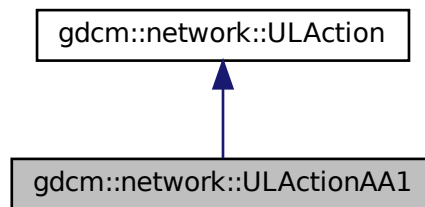
The documentation for this class was generated from the following file:

- [gdcmULAction.h](#)

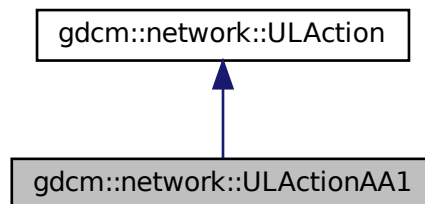
10.326 gdcm::network::ULActionAA1 Class Reference

```
#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 gdcm::network::ULActionAA1::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

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

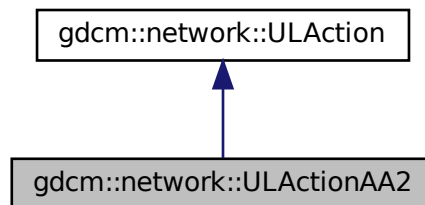
The documentation for this class was generated from the following file:

- [gdcmULActionAA.h](#)

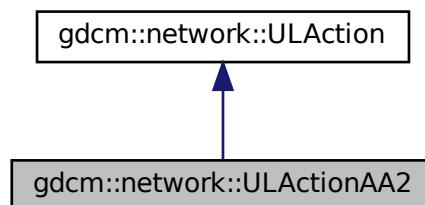
10.327 gdcm::network::ULActionAA2 Class Reference

```
#include <gdcmULActionAA.h>
```

Inheritance diagram for gdcm::network::ULActionAA2:



Collaboration diagram for gdcm::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 gdcmm::network::ULActionAA2::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

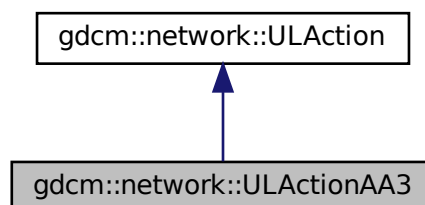
The documentation for this class was generated from the following file:

- [gdcmmULActionAA.h](#)

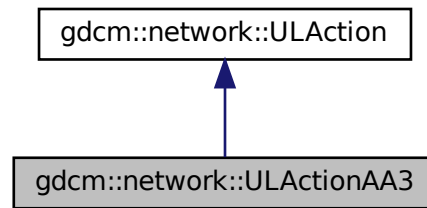
10.328 gdcmm::network::ULActionAA3 Class Reference

```
#include <gdcmmULActionAA.h>
```

Inheritance diagram for [gdcmm::network::ULActionAA3](#):



Collaboration diagram for gdcm::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 gdcm::network::ULActionAA3::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

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

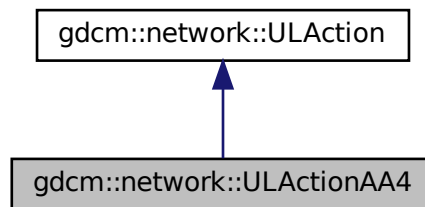
The documentation for this class was generated from the following file:

- [gdcmULActionAA.h](#)

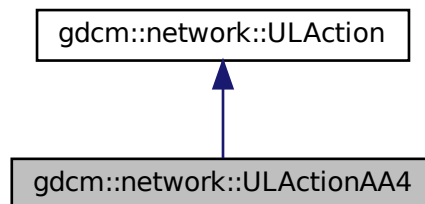
10.329 gdcm::network::ULActionAA4 Class Reference

```
#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 gdcm::network::ULActionAA4::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

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

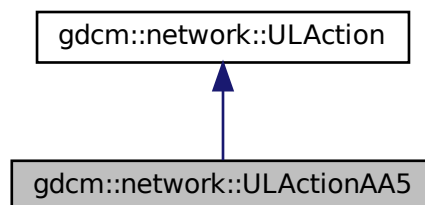
The documentation for this class was generated from the following file:

- [gdcmULActionAA.h](#)

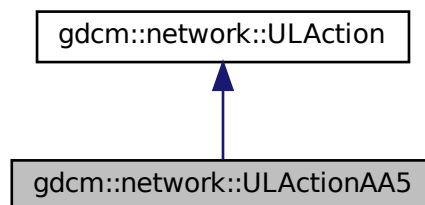
10.330 gdcm::network::ULActionAA5 Class Reference

```
#include <gdcmULActionAA.h>
```

Inheritance diagram for gdcm::network::ULActionAA5:



Collaboration diagram for gdcm::network::ULActionAA5:



Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) *s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

10.330.1 Member Function Documentation

10.330.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionAA5::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

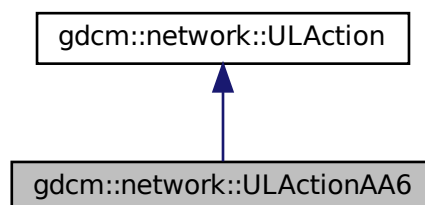
The documentation for this class was generated from the following file:

- [gdcmmULActionAA.h](#)

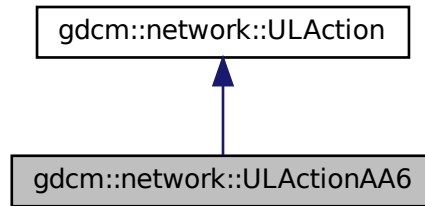
10.331 gdcmm::network::ULActionAA6 Class Reference

```
#include <gdcmmULActionAA.h>
```

Inheritance diagram for gdcmm::network::ULActionAA6:



Collaboration diagram for gdcm::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 gdcm::network::ULActionAA6::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

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

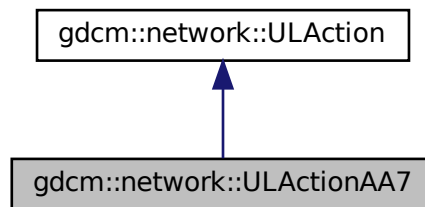
The documentation for this class was generated from the following file:

- [gdcmULActionAA.h](#)

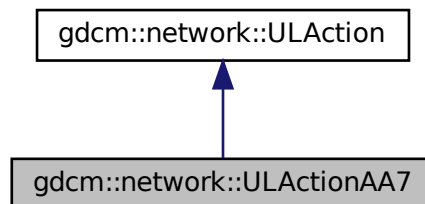
10.332 gdcm::network::ULActionAA7 Class Reference

```
#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 gdcm::network::ULActionAA7::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

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

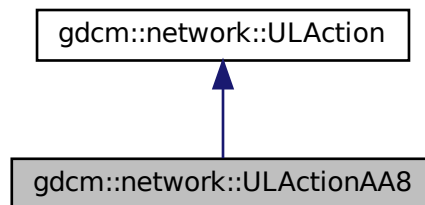
The documentation for this class was generated from the following file:

- [gdcmULActionAA.h](#)

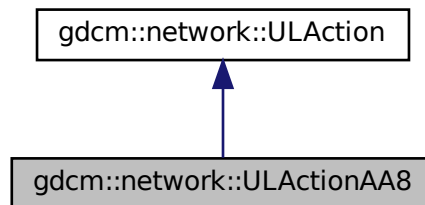
10.333 gdcm::network::ULActionAA8 Class Reference

```
#include <gdcmULActionAA.h>
```

Inheritance diagram for gdcm::network::ULActionAA8:



Collaboration diagram for gdcm::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 gdcmm::network::ULActionAA8::PerformAction (  
    Subject * s,  
    ULEvent & inEvent,  
    ULConnection & inConnection,  
    bool & outWaitingForEvent,  
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

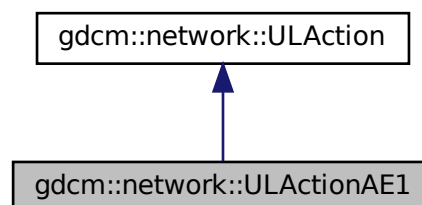
The documentation for this class was generated from the following file:

- [gdcmmULActionAA.h](#)

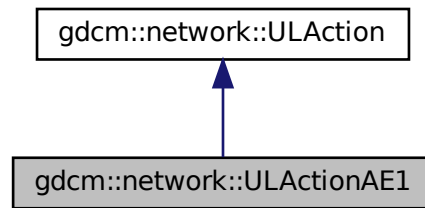
10.334 gdcmm::network::ULActionAE1 Class Reference

```
#include <gdcmmULActionAE.h>
```

Inheritance diagram for [gdcmm::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](#).

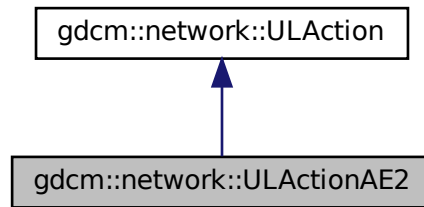
The documentation for this class was generated from the following file:

- [gdcmULActionAE.h](#)

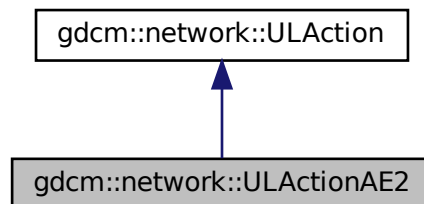
10.335 gdcm::network::ULActionAE2 Class Reference

```
#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 gdcm::network::ULActionAE2::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

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

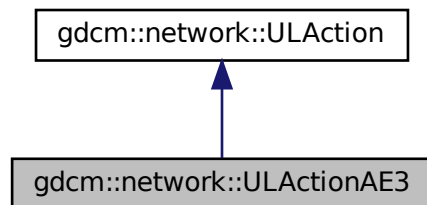
The documentation for this class was generated from the following file:

- [gdcmULActionAE.h](#)

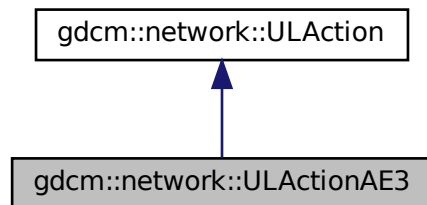
10.336 gdcm::network::ULActionAE3 Class Reference

```
#include <gdcmULActionAE.h>
```

Inheritance diagram for gdcm::network::ULActionAE3:



Collaboration diagram for gdcm::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 gdcmm::network::ULActionAE3::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

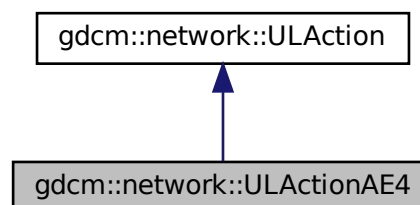
The documentation for this class was generated from the following file:

- [gdcmmULActionAE.h](#)

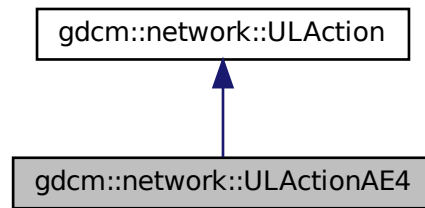
10.337 gdcmm::network::ULActionAE4 Class Reference

```
#include <gdcmmULActionAE.h>
```

Inheritance diagram for [gdcmm::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`.

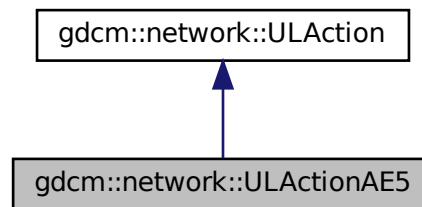
The documentation for this class was generated from the following file:

- `gdcmULActionAE.h`

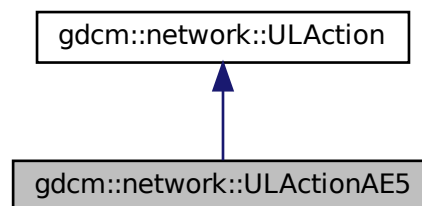
10.338 gdcm::network::ULActionAE5 Class Reference

```
#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 gdcm::network::ULActionAE5::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

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

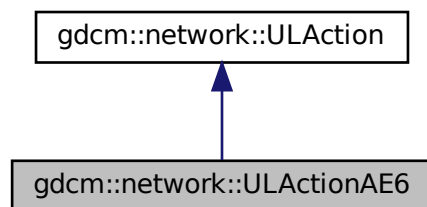
The documentation for this class was generated from the following file:

- [gdcmULActionAE.h](#)

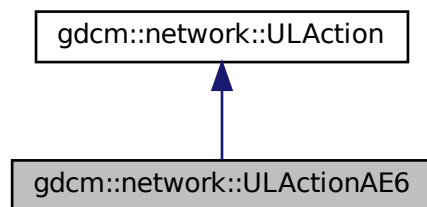
10.339 gdcm::network::ULActionAE6 Class Reference

```
#include <gdcmULActionAE.h>
```

Inheritance diagram for gdcm::network::ULActionAE6:



Collaboration diagram for gdcm::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 gdcmm::network::ULActionAE6::PerformAction (  
    Subject * s,  
    ULEvent & inEvent,  
    ULConnection & inConnection,  
    bool & outWaitingForEvent,  
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

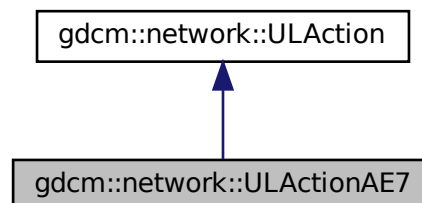
The documentation for this class was generated from the following file:

- [gdcmmULActionAE.h](#)

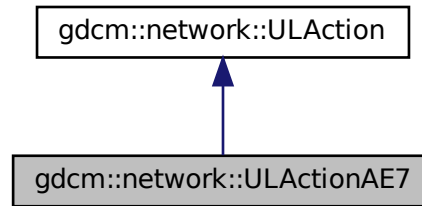
10.340 gdcmm::network::ULActionAE7 Class Reference

```
#include <gdcmmULActionAE.h>
```

Inheritance diagram for `gdcmm::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`.

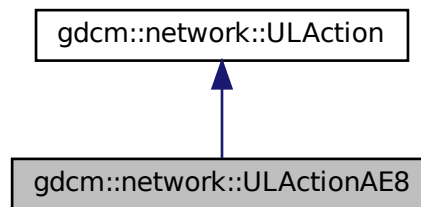
The documentation for this class was generated from the following file:

- `gdcmULActionAE.h`

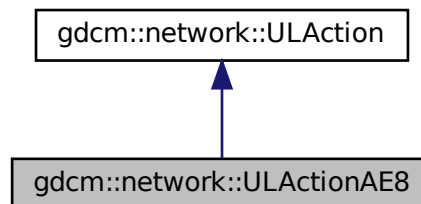
10.341 gdcm::network::ULActionAE8 Class Reference

```
#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 gdcm::network::ULActionAE8::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

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

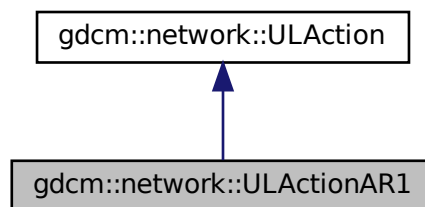
The documentation for this class was generated from the following file:

- [gdcmULActionAE.h](#)

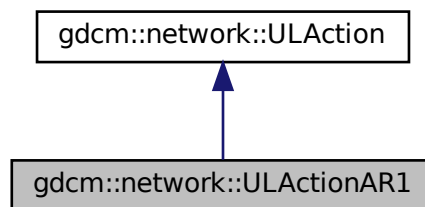
10.342 gdcm::network::ULActionAR1 Class Reference

```
#include <gdcmULActionAR.h>
```

Inheritance diagram for gdcm::network::ULActionAR1:



Collaboration diagram for gdcm::network::ULActionAR1:



Public Member Functions

- [EStateID PerformAction](#) ([Subject](#) *s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [EEventID](#) &outRaisedEvent) override

10.342.1 Member Function Documentation

10.342.1.1 PerformAction()

```
EStateID gdcmm::network::ULActionAR1::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

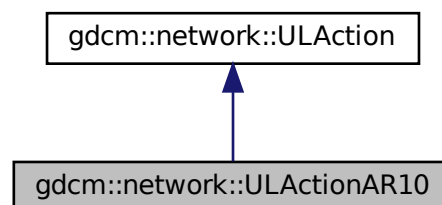
The documentation for this class was generated from the following file:

- [gdcmmULActionAR.h](#)

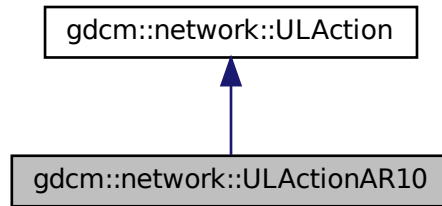
10.343 gdcmm::network::ULActionAR10 Class Reference

```
#include <gdcmmULActionAR.h>
```

Inheritance diagram for gdcmm::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`.

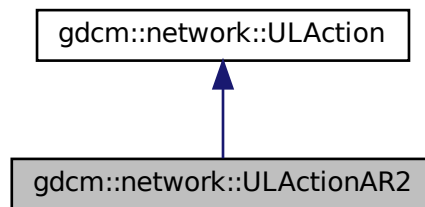
The documentation for this class was generated from the following file:

- `gdcmULActionAR.h`

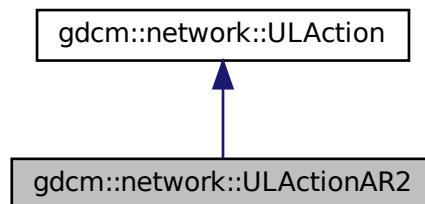
10.344 gdcm::network::ULActionAR2 Class Reference

```
#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 gdcm::network::ULActionAR2::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

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

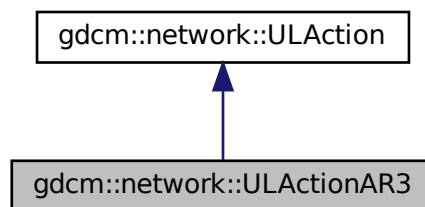
The documentation for this class was generated from the following file:

- [gdcmULActionAR.h](#)

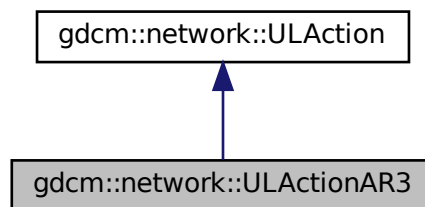
10.345 gdcm::network::ULActionAR3 Class Reference

```
#include <gdcmULActionAR.h>
```

Inheritance diagram for gdcm::network::ULActionAR3:



Collaboration diagram for gdcm::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 gdcmm::network::ULActionAR3::PerformAction (  
    Subject * s,  
    ULEvent & inEvent,  
    ULConnection & inConnection,  
    bool & outWaitingForEvent,  
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

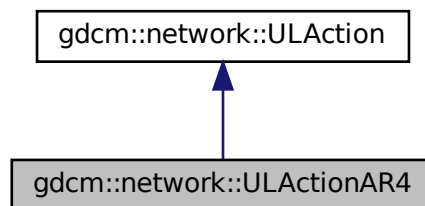
The documentation for this class was generated from the following file:

- [gdcmmULActionAR.h](#)

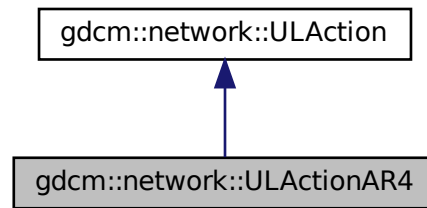
10.346 gdcmm::network::ULActionAR4 Class Reference

```
#include <gdcmmULActionAR.h>
```

Inheritance diagram for gdcmm::network::ULActionAR4:



Collaboration diagram for gdcm::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 gdcm::network::ULActionAR4::PerformAction (  
    Subject * s,  
    ULEvent & inEvent,  
    ULConnection & inConnection,  
    bool & outWaitingForEvent,  
    EEventID & outRaisedEvent ) [override], [virtual]
```

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

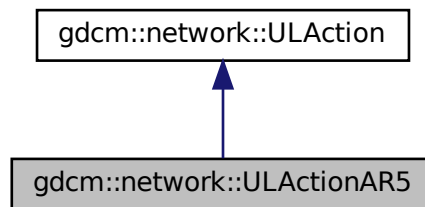
The documentation for this class was generated from the following file:

- [gdcmULActionAR.h](#)

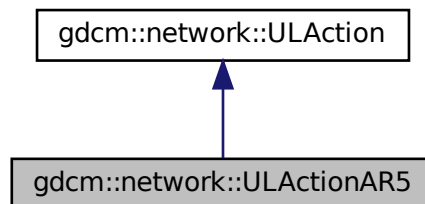
10.347 gdcm::network::ULActionAR5 Class Reference

```
#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 gdcm::network::ULActionAR5::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

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

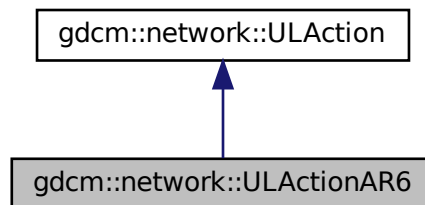
The documentation for this class was generated from the following file:

- [gdcmULActionAR.h](#)

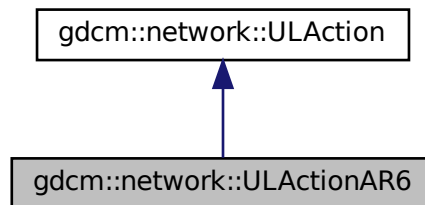
10.348 gdcm::network::ULActionAR6 Class Reference

```
#include <gdcmULActionAR.h>
```

Inheritance diagram for gdcm::network::ULActionAR6:



Collaboration diagram for gdcm::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 gdcmm::network::ULActionAR6::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

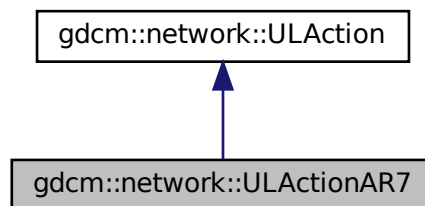
The documentation for this class was generated from the following file:

- [gdcmmULActionAR.h](#)

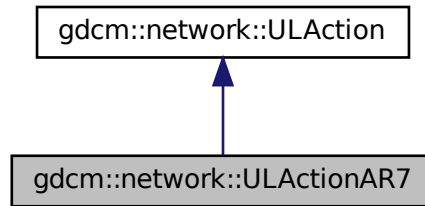
10.349 gdcmm::network::ULActionAR7 Class Reference

```
#include <gdcmmULActionAR.h>
```

Inheritance diagram for gdcmm::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](#).

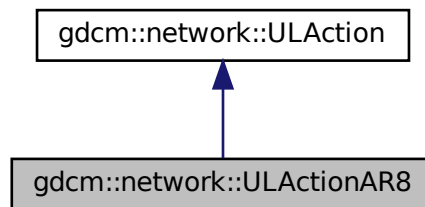
The documentation for this class was generated from the following file:

- [gdcmULActionAR.h](#)

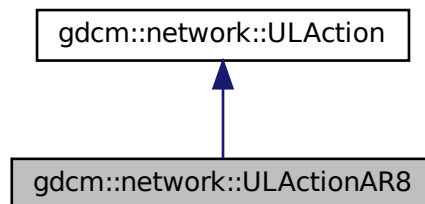
10.350 gdcm::network::ULActionAR8 Class Reference

```
#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 gdcm::network::ULActionAR8::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

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

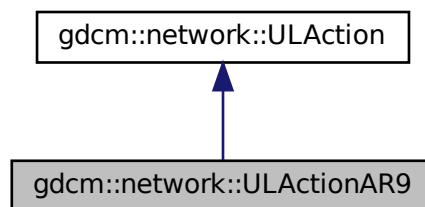
The documentation for this class was generated from the following file:

- [gdcmULActionAR.h](#)

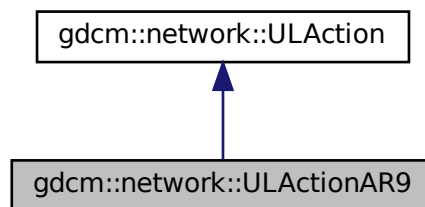
10.351 gdcm::network::ULActionAR9 Class Reference

```
#include <gdcmULActionAR.h>
```

Inheritance diagram for gdcm::network::ULActionAR9:



Collaboration diagram for gdcm::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 gdcmm::network::ULActionAR9::PerformAction (
    Subject * s,
    ULEvent & inEvent,
    ULConnection & inConnection,
    bool & outWaitingForEvent,
    EEventID & outRaisedEvent ) [override], [virtual]
```

Implements [gdcmm::network::ULAction](#).

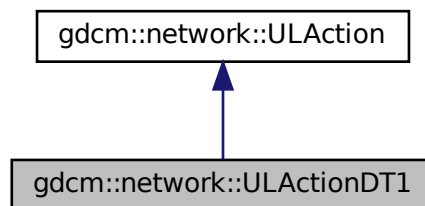
The documentation for this class was generated from the following file:

- [gdcmmULActionAR.h](#)

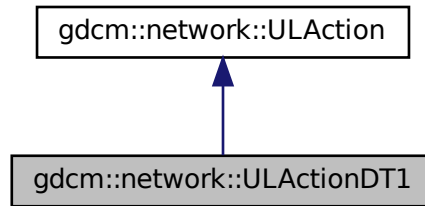
10.352 gdcmm::network::ULActionDT1 Class Reference

```
#include <gdcmmULActionDT.h>
```

Inheritance diagram for gdcmm::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](#).

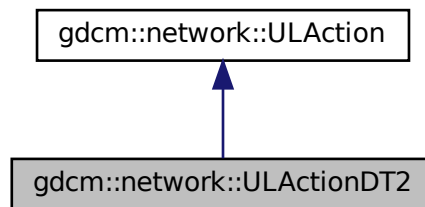
The documentation for this class was generated from the following file:

- [gdcmULActionDT.h](#)

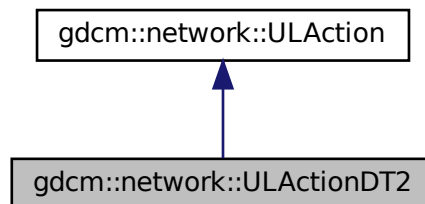
10.353 gdcm::network::ULActionDT2 Class Reference

```
#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 gdcm::network::ULActionDT2::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:

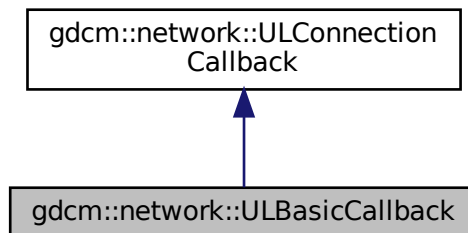
- [gdcmULActionDT.h](#)

10.354 gdcm::network::ULBasicCallback Class Reference

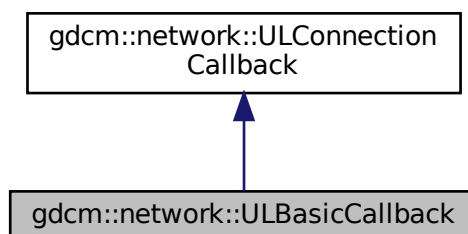
[ULBasicCallback](#).

```
#include <gdcmULBasicCallback.h>
```

Inheritance diagram for gdcm::network::ULBasicCallback:



Collaboration diagram for gdcm::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\(\)](#)

```
gdcn::network::ULBasicCallback::ULBasicCallback ( ) [default]
```

10.354.2.2 [~ULBasicCallback\(\)](#)

```
gdcn::network::ULBasicCallback::~~ULBasicCallback ( ) [override], [default]
```

10.354.3 Member Function Documentation

10.354.3.1 [GetDataSets\(\)](#)

```
std::vector<DataSet> const& gdcn::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 [gdcm](#) 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 & inUserInfo )
```

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>& gdc::network::ULConnection::GetAcceptedPresentationContexts  
( )
```

10.355.3.4 GetAcceptedPresentationContexts() [2/2]

```
std::vector<PresentationContextAC> const& gdc::network::ULConnection::GetAcceptedPresentation↵  
Contexts ( ) const
```

10.355.3.5 GetConnectionInfo()

```
const ULConnectionInfo& gdc::network::ULConnection::GetConnectionInfo ( ) const
```

10.355.3.6 GetMaxPDUSize()

```
uint32_t gdc::network::ULConnection::GetMaxPDUSize ( ) const
```

10.355.3.7 GetPresentationContextACByID()

```
const PresentationContextAC* gdc::network::ULConnection::GetPresentationContextACByID (   
    uint8_t id ) const
```

10.355.3.8 GetPresentationContextIDFromPresentationContext()

```
uint8_t gdc::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 gdcm::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]
```

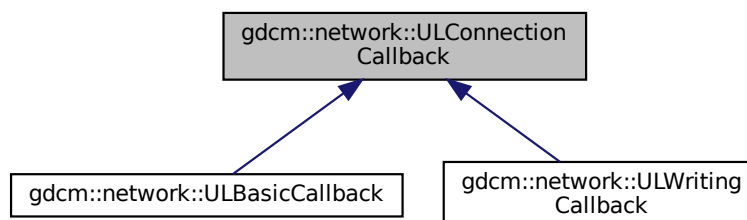
The documentation for this class was generated from the following file:

- [gdcmULConnection.h](#)

10.356 gdcm::network::ULConnectionCallback Class Reference

```
#include <gdcmULConnectionCallback.h>
```

Inheritance diagram for gdcm::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 [mHandledData](#) ← Set 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::ULWritingCallback](#), and [gdcm::network::ULBasicCallback](#).

10.356.3.4 HandleResponse()

```
virtual void gdcm::network::ULConnectionCallback::HandleResponse (
    const DataSet & inDataSet ) [pure virtual]
```

Implemented in [gdcm::network::ULWritingCallback](#), and [gdcm::network::ULBasicCallback](#).

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:

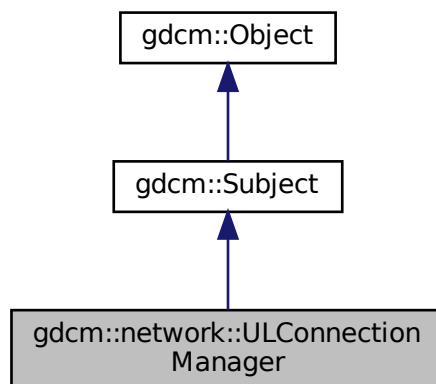
- [gdcMULConnectionInfo.h](#)

10.358 gdcM::network::ULConnectionManager Class Reference

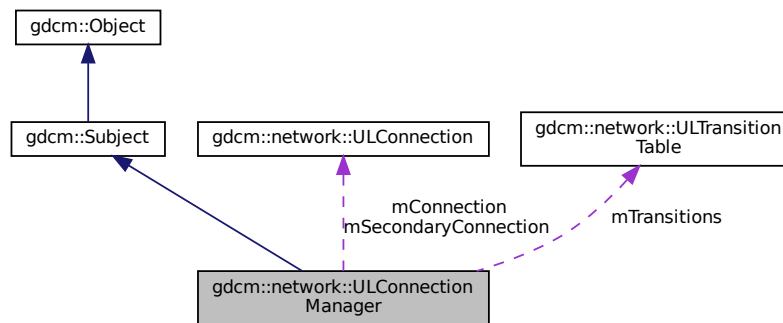
[ULConnectionManager](#).

```
#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](#) *inCallback, 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]

```
gdcmm::network::ULConnectionManager::ULConnectionManager (
    const ULConnectionManager & inCM ) [protected]
```

10.358.2.2 [ULConnectionManager\(\)](#) [2/2]

```
gdcmm::network::ULConnectionManager::ULConnectionManager ( )
```

10.358.2.3 [~ULConnectionManager\(\)](#)

```
gdcmm::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 gdcm::network::ULConnectionManager::SendMove (
    const BaseRootQuery * inRootQuery,
    ULConnectionCallback * inCallback )
```

return false upon error

10.358.3.12 SendNAction() [1/2]

```
std::vector<DataSet> gdcm::network::ULConnectionManager::SendNAction (
    const BaseQuery * inQuery )
```

10.358.3.13 SendNAction() [2/2]

```
void gdcm::network::ULConnectionManager::SendNAction (
    const BaseQuery * inQuery,
    ULConnectionCallback * inCallback )
```

10.358.3.14 SendNCreate() [1/2]

```
std::vector<DataSet> gdcm::network::ULConnectionManager::SendNCreate (
    const BaseQuery * inQuery )
```

10.358.3.15 SendNCreate() [2/2]

```
void gdcm::network::ULConnectionManager::SendNCreate (
    const BaseQuery * inQuery,
    ULConnectionCallback * inCallback )
```

10.358.3.16 SendNDelete() [1/2]

```
std::vector<DataSet> gdcm::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]

```
gdcm::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]

```
gdcm::network::ULEvent::ULEvent (
    const EEventID & inEventID,
    BasePDU * inBasePDU,
    std::istream * iStream = nullptr,
    std::streampos posDataSet = 0 ) [inline]
```

10.359.2.3 ~ULEvent()

```
gdcm::network::ULEvent::~~ULEvent ( ) [inline]
```

10.359.3 Member Function Documentation

10.359.3.1 GetDataSetPos()

```
std::streampos gdcm::network::ULEvent::GetDataSetPos ( ) const [inline]
```

10.359.3.2 GetEvent()

```
EEventID gdcm::network::ULEvent::GetEvent ( ) const [inline]
```

10.359.3.3 GetIStream()

```
std::istream* gdcm::network::ULEvent::GetIStream ( ) const [inline]
```

10.359.3.4 GetPDUs()

```
std::vector<BasePDU*> const& gdcmm::network::ULEvent::GetPDUs ( ) const [inline]
```

10.359.3.5 SetEvent()

```
void gdcmm::network::ULEvent::SetEvent (
    const EEventID & inEvent ) [inline]
```

10.359.3.6 SetPDU()

```
void gdcmm::network::ULEvent::SetPDU (
    std::vector< BasePDU * > const & inPDU ) [inline]
```

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

- [gdcmmULEvent.h](#)

10.360 gdcmm::network::ULTransitionTable Class Reference

[ULTransitionTable](#) The transition table of all the ULEvents, new ULActions, and ULStates.

```
#include <gdcmmULTransitionTable.h>
```

Public Member Functions

- [ULTransitionTable](#) ()
- void [HandleEvent](#) ([Subject](#) *s, [ULEvent](#) &inEvent, [ULConnection](#) &inConnection, bool &outWaitingForEvent, [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
```

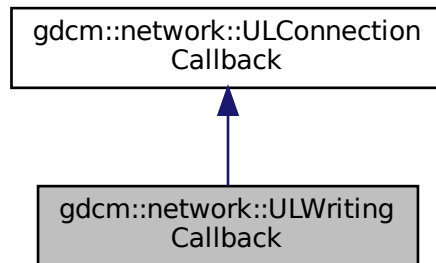
The documentation for this class was generated from the following file:

- [gdcmULTransitionTable.h](#)

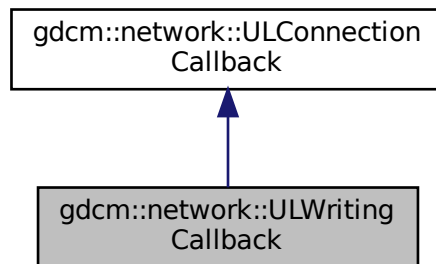
10.361 gdcm::network::ULWritingCallback Class Reference

```
#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 gdcmm::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:

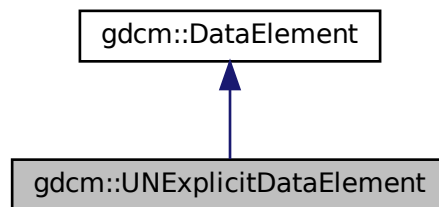
- [gdcmmULWritingCallback.h](#)

10.362 gdcmm::UNExplicitDataElement Class Reference

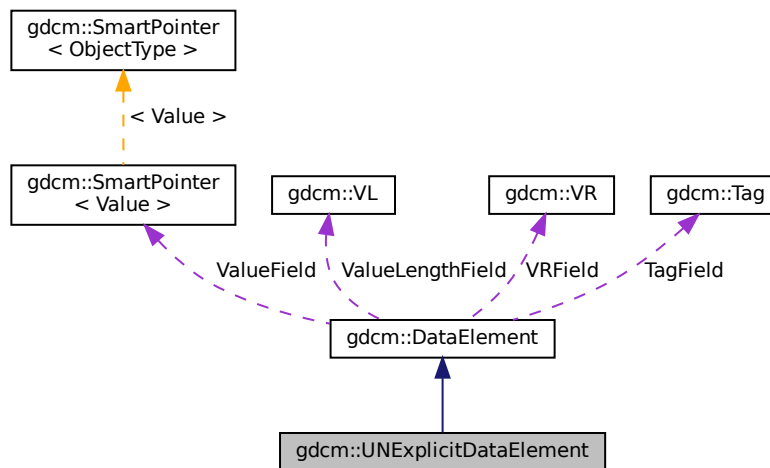
Class to read/write a [DataElement](#) as UNExplicit Data [Element](#).

```
#include <gdcmmUNExplicitDataElement.h>
```

Inheritance diagram for gdcmm::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:

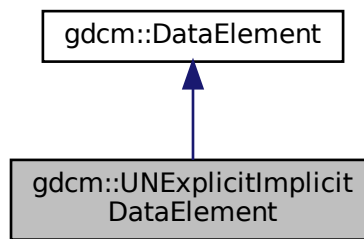
- [gdcMUNExplicitDataElement.h](#)

10.363 gdcm::UNExplicitImplicitDataElement Class Reference

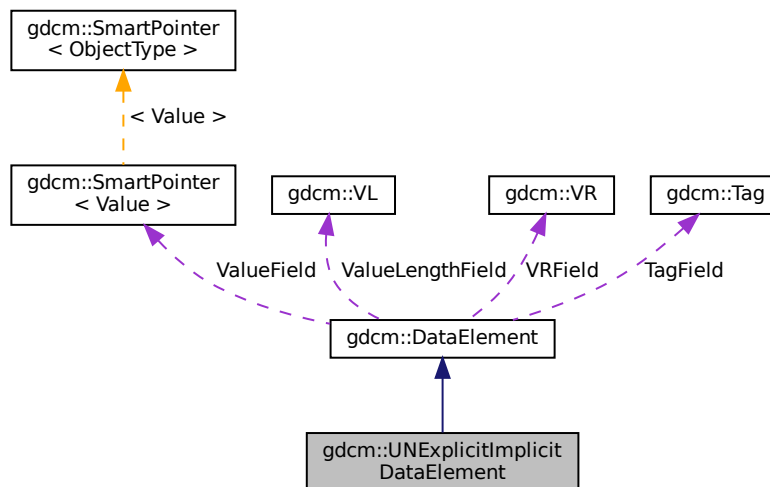
Class to read/write a [DataElement](#) as ExplicitImplicit Data [Element](#).

```
#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& gdcm::UNExplicitImplicitDataElement::ReadValue (
    std::istream & is )
```

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

- [gdcmUNExplicitImplicitDataElement.h](#)

10.364 gdcm::Unpacker12Bits Class Reference

Pack/Unpack 12 bits pixel into 16bits.

```
#include <gdcmUnpacker12Bits.h>
```

Static Public Member Functions

- static bool [Pack](#) (char *out, const char *in, size_t n)
- static bool [Unpack](#) (char *out, const char *in, size_t n)

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 gdcmm::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]
```

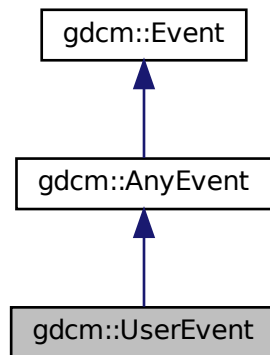
The documentation for this class was generated from the following file:

- [gdcmUsage.h](#)

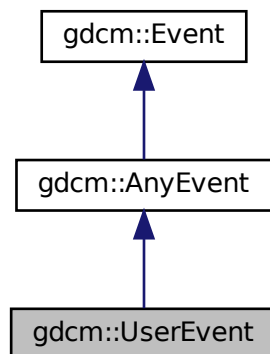
10.366 gdcm::UserEvent Class Reference

```
#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:

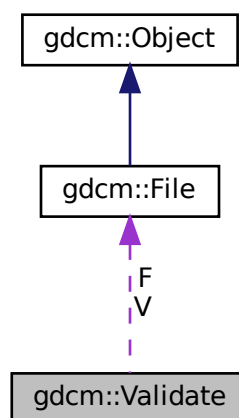
- [gdcmUUIDGenerator.h](#)

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](#)()

```
gdcmm::Validate::Validate ( )
```

10.369.2.2 [~Validate](#)()

```
gdcmm::Validate::~~Validate ( )
```

10.369.3 Member Function Documentation

10.369.3.1 [GetValidatedFile](#)()

```
const File& gdcmm::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:

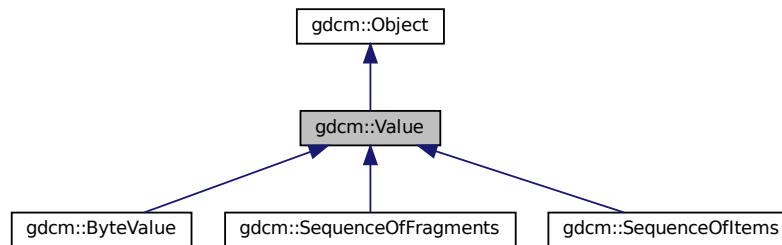
- [gdcmValidate.h](#)

10.370 gdcm::Value Class Reference

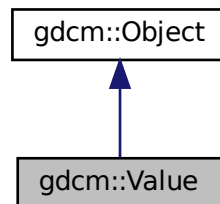
Class to represent the value of a Data [Element](#).

```
#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::SequenceOfItems](#), [gdcm::SequenceOfFragments](#), and [gdcm::ByteValue](#).

10.370.3.2 GetLength()

```
virtual VL gdcM::Value::GetLength ( ) const [pure virtual]
```

Implemented in [gdcM::SequenceOfItems](#), [gdcM::SequenceOfFragments](#), and [gdcM::ByteValue](#).

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::SequenceOfItems](#), [gdcM::SequenceOfFragments](#), and [gdcM::ByteValue](#).

10.370.3.4 SetLength()

```
virtual void gdcM::Value::SetLength (
    VL l ) [pure virtual]
```

Implemented in [gdcM::ByteValue](#), [gdcM::SequenceOfItems](#), and [gdcM::SequenceOfFragments](#).

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\(\)](#)

```
gdcm::Version::Version ( ) [default]
```

10.373.2.2 [~Version\(\)](#)

```
gdcm::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

[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 gdcm::VL::GetVL16Max ( ) [inline], [static]
```

10.374.4.3 GetVL32Max()

```
static uint32_t gdcm::VL::GetVL32Max ( ) [inline], [static]
```

10.374.4.4 IsOdd()

```
bool gdcm::VL::IsOdd ( ) const [inline]
```

Return whether or not the [VL](#) is odd or not.

10.374.4.5 IsUndefined()

```
bool gdcm::VL::IsUndefined ( ) const [inline]
```

10.374.4.6 operator uint32_t()

```
gdcm::VL::operator uint32_t ( ) const [inline]
```

10.374.4.7 operator++() [1/2]

```
VL& gdcm::VL::operator++ ( ) [inline]
```

10.374.4.8 operator++() [2/2]

```
VL gdcm::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 `gdcmm::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()

```
gdcM::VM::VM (
    VMType type = VM0 ) [inline]
```

10.375.4 Member Function Documentation

10.375.4.1 Compatible()

```
bool gdcM::VM::Compatible (
    VM const & vm ) const
```

WARNING: Implementation deficiency The Compatible function is poorly implemented, the reference vm should be coming from the dictionary, while the passed in value is the value guess from the file.

10.375.4.2 GetIndex()

```
static unsigned int gdcM::VM::GetIndex (
    VMType vm ) [static], [protected]
```

10.375.4.3 GetLength()

```
unsigned int gdcM::VM::GetLength ( ) const
```

10.375.4.4 GetNumberOfElementsFromArray()

```
static size_t gdcM::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](#), and [GenFakeIdentifyFile.cxx](#).

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](#), and [NewSequence.cs](#).

10.377.3 Constructor & Destructor Documentation

10.377.3.1 VR()

```
gdcm::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
```

10.377.4.3 GetLength() [1/2]

```
int gdcm::VR::GetLength ( ) const [inline]
```

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:

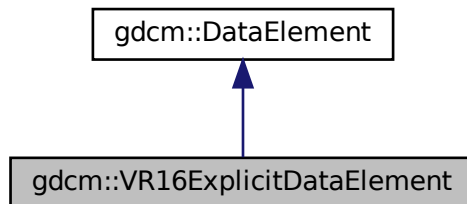
- [gdcmVR.h](#)

10.378 gdcm::VR16ExplicitDataElement Class Reference

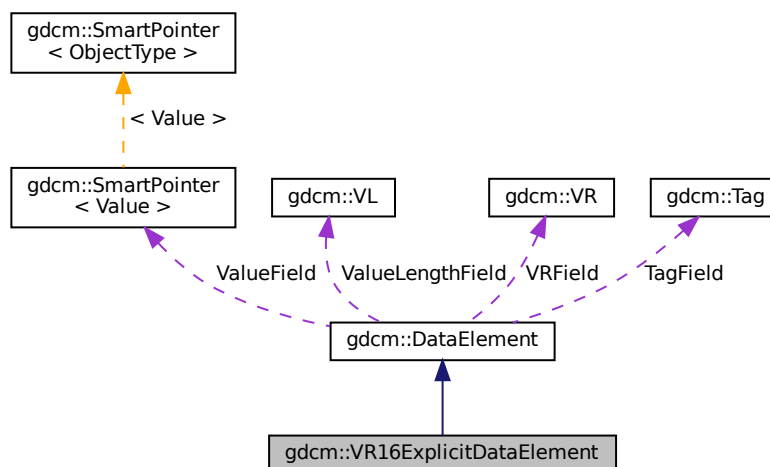
Class to read/write a [DataElement](#) as Explicit Data [Element](#).

```
#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& gdc::VR16ExplicitDataElement::ReadValue (
    std::istream & is,
    bool readvalues = true )
```

10.378.2.5 ReadWithLength()

```
template<typename TSwap >
std::istream& gdc::VR16ExplicitDataElement::ReadWithLength (
    std::istream & is,
    VL & length )
```

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

- [gdcVR16ExplicitDataElement.h](#)

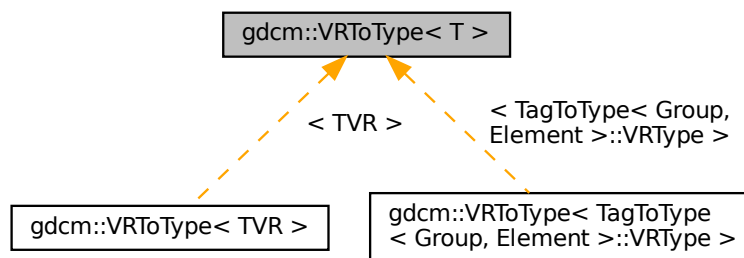
10.379 gdc::VRToEncoding< T > Struct Template Reference

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

- [gdcVR.h](#)

10.380 gdc::VRToType< T > Struct Template Reference

Inheritance diagram for gdc::VRToType< T >:



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

- [gdcVR.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]
```

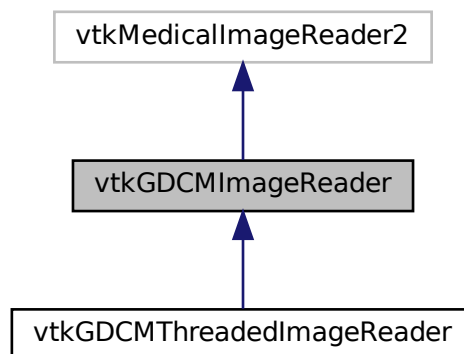
The documentation for this class was generated from the following file:

- [gdcMAttribute.h](#)

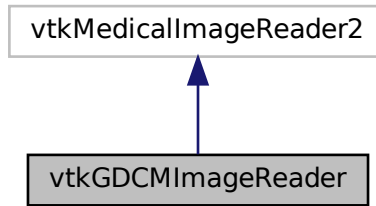
10.384 vtkGDCMImageReader Class Reference

```
#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 gdcml::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]
```

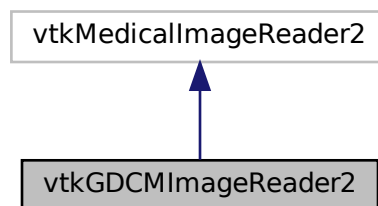
The documentation for this class was generated from the following file:

- [vtkGDCMImageReader.h](#)

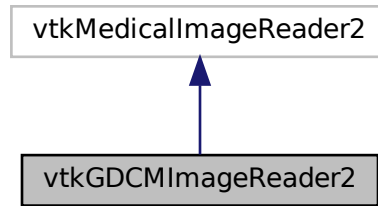
10.385 vtkGDCMImageReader2 Class Reference

```
#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 ApplyYBRTToRGB

```
int vtkGDCMImageReader2::ApplyYBRTToRGB [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]
```

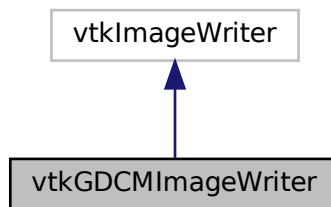
The documentation for this class was generated from the following file:

- [vtkGDCMImageReader2.h](#)

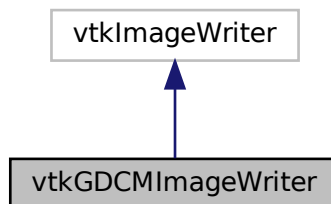
10.386 vtkGDCMImageWriter Class Reference

```
#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]
```

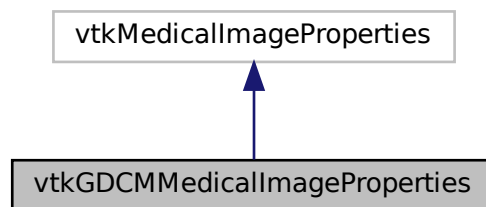
The documentation for this class was generated from the following file:

- [vtkGDCMImageWriter.h](#)

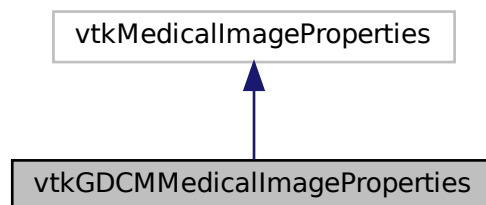
10.387 vtkGDCMMedicalImageProperties Class Reference

```
#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]
```

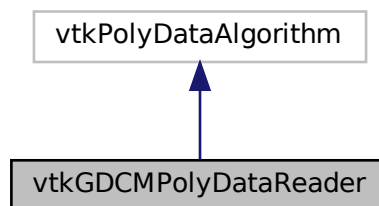
The documentation for this class was generated from the following file:

- [vtkGDCMMedicalImageProperties.h](#)

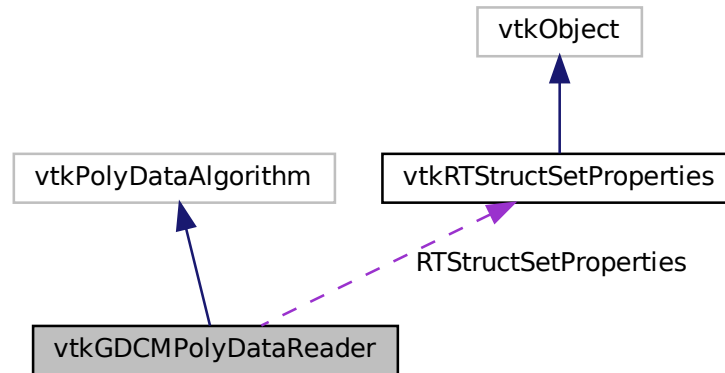
10.388 vtkGDCMPolyDataReader Class Reference

```
#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]
```

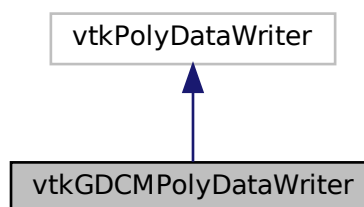
The documentation for this class was generated from the following file:

- [vtkGDCMPolyDataReader.h](#)

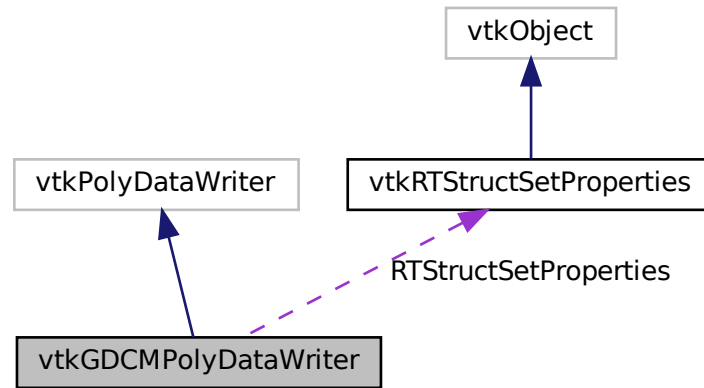
10.389 vtkGDCMPolyDataWriter Class Reference

```
#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]
```

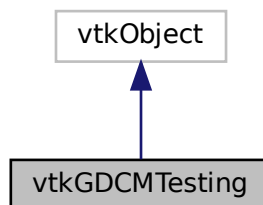
The documentation for this class was generated from the following file:

- [vtkGDCMPolyDataWriter.h](#)

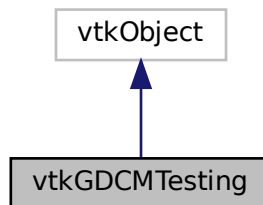
10.390 vtkGDCMTesting Class Reference

```
#include <vtkGDCMTesting.h>
```

Inheritance diagram for vtkGDCMTesting:



Collaboration diagram for vtkGDCMTesting:



Public Types

- typedef const char *const (* [MD5MetalmagesType](#))[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 * [GetMD5Metalmage](#) (unsigned int file)
- static const char * [GetMHDMD5FromFile](#) (const char *filepath)
- static unsigned int [GetNumberOfMD5Metalmages](#) ()
- static const char * [GetRAWMD5FromFile](#) (const char *filepath)
- static const char * [GetVTKDataRoot](#) ()
- static [vtkGDCMTesting](#) * [New](#) ()

Protected Member Functions

- [vtkGDCMTesting](#) ()
- [~vtkGDCMTesting](#) ()

10.390.1 Detailed Description

Examples

[HelloActiviz5.cs](#), [HelloVTKWorld2.cs](#), [MetalmageMD5Activiz.cs](#), [ReadSeriesIntoVTK.java](#), and [RefCounting.cs](#).

10.390.2 Member Typedef Documentation

10.390.2.1 MD5MetalmagesType

```
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 )
```

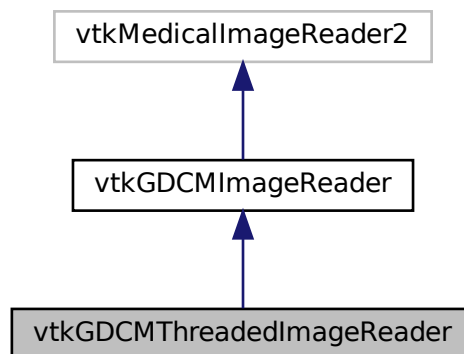
The documentation for this class was generated from the following file:

- [vtkGDCMTesting.h](#)

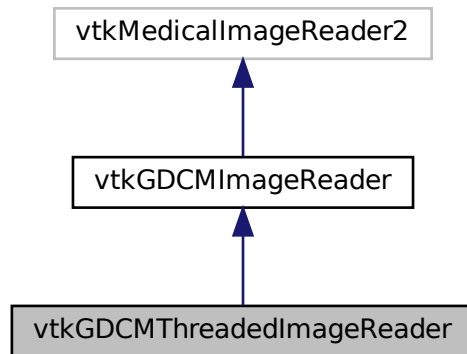
10.391 vtkGDCMThreadedImageReader Class Reference

```
#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 )
```

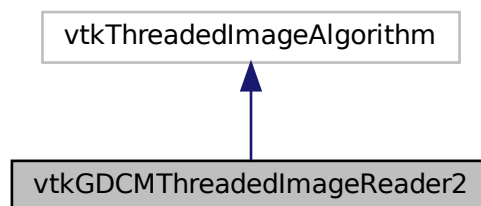
The documentation for this class was generated from the following file:

- [vtkGDCMThreadedImageReader.h](#)

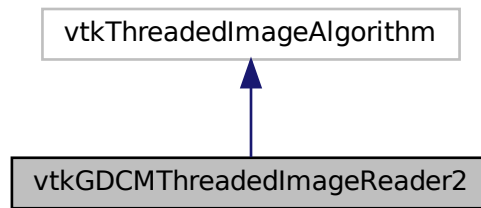
10.392 vtkGDCMThreadedImageReader2 Class Reference

```
#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 )
```

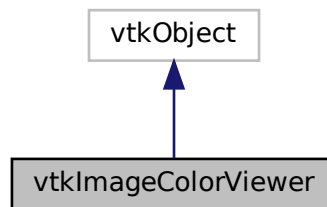
The documentation for this class was generated from the following file:

- [vtkGDCMThreadedImageReader2.h](#)

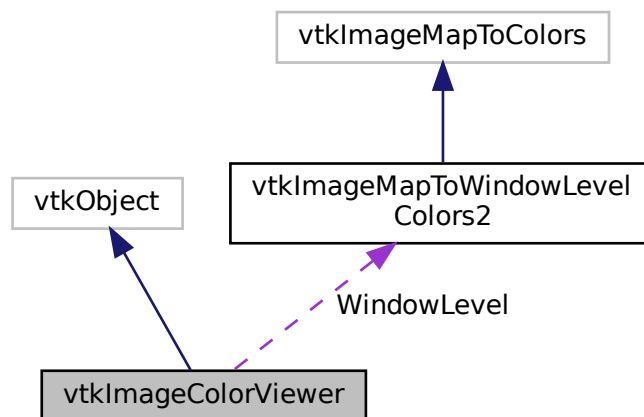
10.393 vtkImageColorViewer Class Reference

```
#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

[gdcmrptionplan.cxx](#), and [gdcmrtpian.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

[gdcmrptionplan.cxx](#), and [gdcmrtpian.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]
```

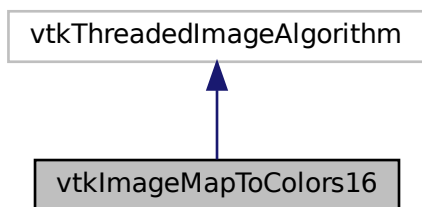
The documentation for this class was generated from the following file:

- [vtkImageColorViewer.h](#)

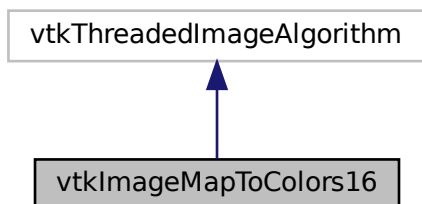
10.394 vtkImageMapToColors16 Class Reference

```
#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]
```

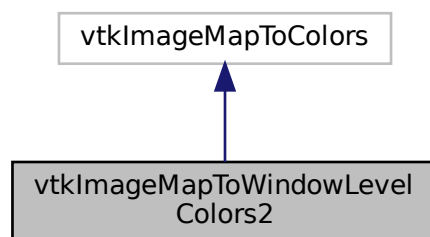
The documentation for this class was generated from the following file:

- [vtkImageMapToColors16.h](#)

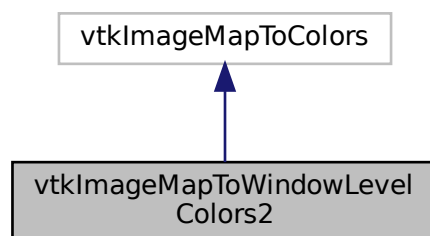
10.395 vtkImageMapToWindowLevelColors2 Class Reference

```
#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]
```

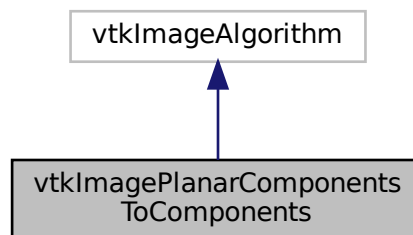
The documentation for this class was generated from the following file:

- [vtkImageMapToWindowLevelColors2.h](#)

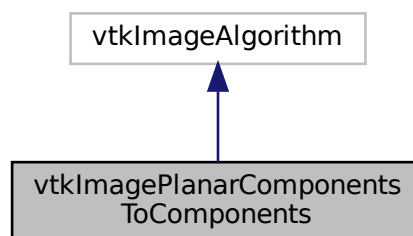
10.396 vtkImagePlanarComponentsToComponents Class Reference

```
#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 )
```

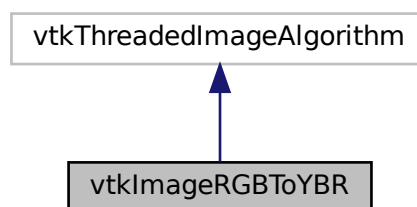
The documentation for this class was generated from the following file:

- [vtkImagePlanarComponentsToComponents.h](#)

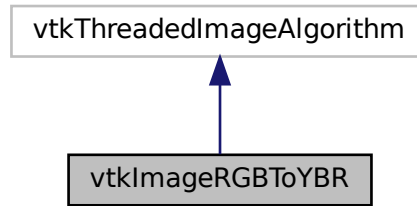
10.397 vtkImageRGBToYBR Class Reference

```
#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 )
```

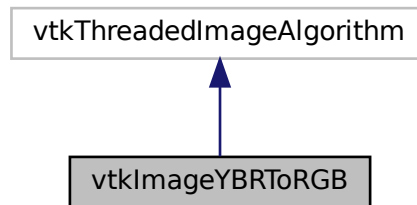
The documentation for this class was generated from the following file:

- [vtkImageRGBToYBR.h](#)

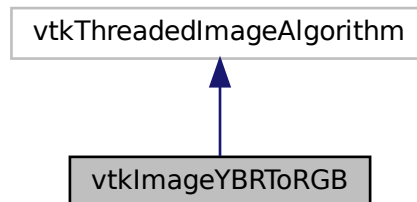
10.398 vtkImageYBRToRGB Class Reference

```
#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 )
```

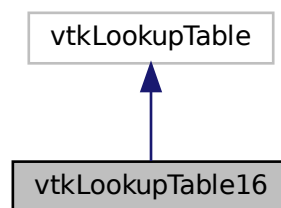
The documentation for this class was generated from the following file:

- [vtkImageYBRToRGB.h](#)

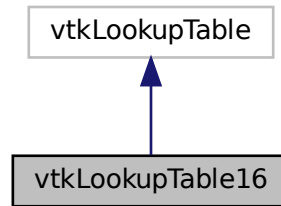
10.399 vtkLookupTable16 Class Reference

```
#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().

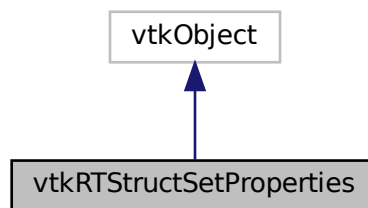
The documentation for this class was generated from the following file:

- [vtkLookupTable16.h](#)

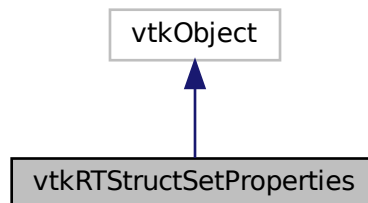
10.400 vtkRTStructSetProperties Class Reference

```
#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:

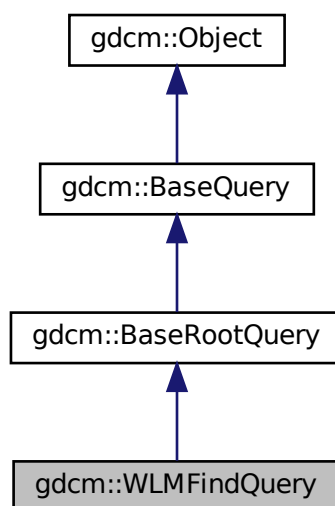
- [gdcmWaveform.h](#)

10.402 gdcm::WLMFindQuery Class Reference

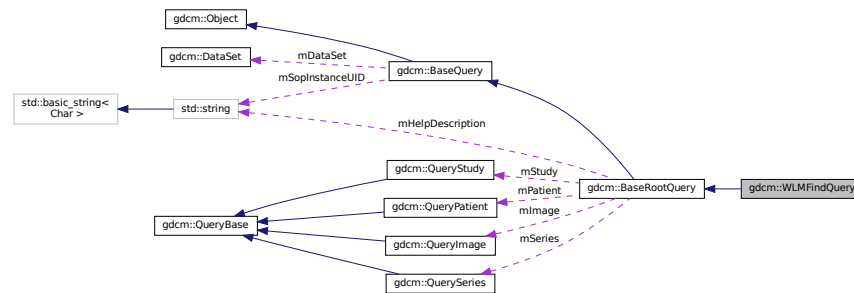
PatientRootQuery.

```
#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:

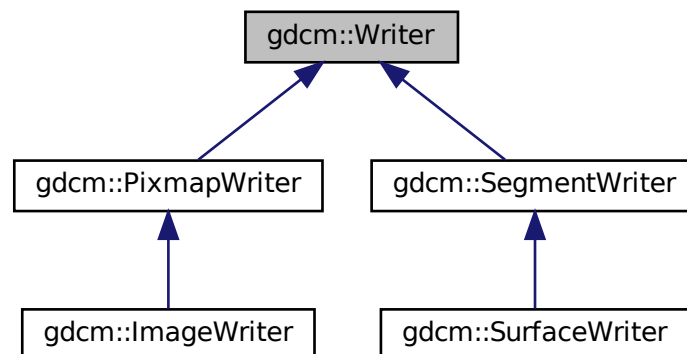
- [gdcMWLMFindQuery.h](#)

10.403 gdcM::Writer Class Reference

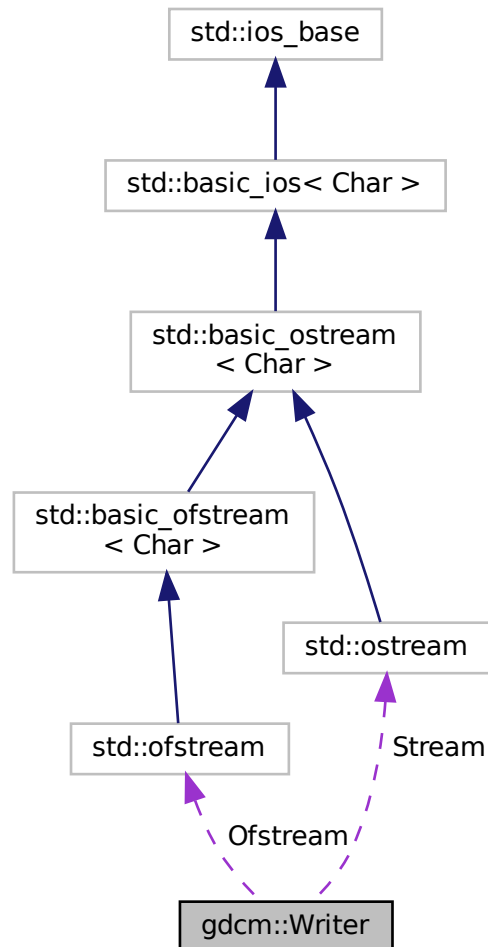
[Writer](#) ala DOM (Document [Object](#) Model)

```
#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

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [ClinicalTrialAnnotate.cxx](#), [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](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [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.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GetSubSequenceData.cxx](#), [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

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [ClinicalTrialAnnotate.cxx](#), [CompressImage.cxx](#), [CreateFakeRTDOSE.cxx](#), [DeriveSeries.cxx](#), [DuplicatePCDE.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [FixOrientation.cxx](#), [GenFakeImage.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [MergeTwoFiles.cxx](#), [NewSequence.cs](#), [PatchFile.cxx](#), [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

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [ClinicalTrialAnnotate.cxx](#), [CompressImage.cxx](#), [CreateARGBImage.cxx](#), [CreateCMYKImage.cxx](#), [CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [DeriveSeries.cxx](#), [DuplicatePCDE.cxx](#), [EncapsulateFileInRawData.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [FixOrientation.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenFakeImage.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [GetSubSequenceData.cxx](#), [HelloVizWorld.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [MergeTwoFiles.cxx](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [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 gdcm::Writer::SetWriteDataSetOnly (
    bool b ) [inline], [protected]
```

10.403.3.11 Write()

```
virtual bool gdcm::Writer::Write ( ) [virtual]
```

Main function to tell the writer to write.

Reimplemented in [gdcm::SurfaceWriter](#), [gdcm::SegmentWriter](#), [gdcm::PixmapWriter](#), and [gdcm::ImageWriter](#).

Examples

[ChangePrivateTags.cxx](#), [ChangeSequenceUltrasound.cxx](#), [ClinicalTrialAnnotate.cxx](#), [CreateFakeRTDOSE.cxx](#), [CreateJPIPDataSet.cxx](#), [DeriveSeries.cxx](#), [DuplicatePCDE.cxx](#), [EncapsulateFileInRawData.cxx](#), [FixBrokenJ2K.cxx](#), [FixJAIBugJPEGLS.cxx](#), [FixOrientation.cxx](#), [GenAllVR.cxx](#), [GenFakeIdentifyFile.cxx](#), [GenLongSeqs.cxx](#), [GenSeqs.cxx](#), [HelloWorld.cxx](#), [LargeVRDSExplicit.cxx](#), [MakeTemplate.cxx](#), [PatchFile.cxx](#), [QIDO-RS.cxx](#), [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* gdcM::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:

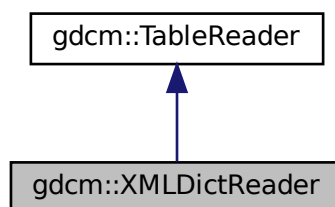
- [gdcMWriter.h](#)

10.404 gdcM::XMLDictReader Class Reference

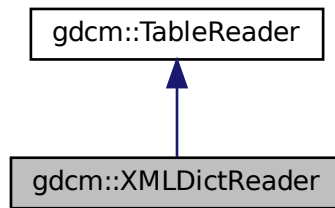
Class for representing a [XMLDictReader](#).

```
#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](#).

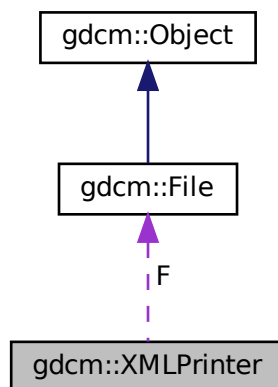
The documentation for this class was generated from the following file:

- [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:

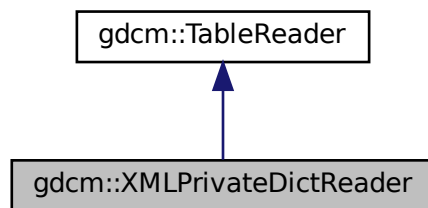
- [gdcmXMLPrinter.h](#)

10.406 gdcm::XMLPrivateDictReader Class Reference

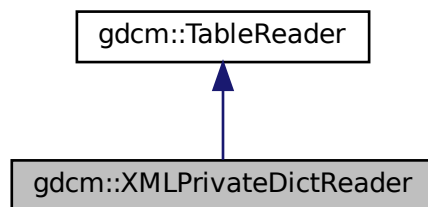
Class for representing a [XMLPrivateDictReader](#).

```
#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:

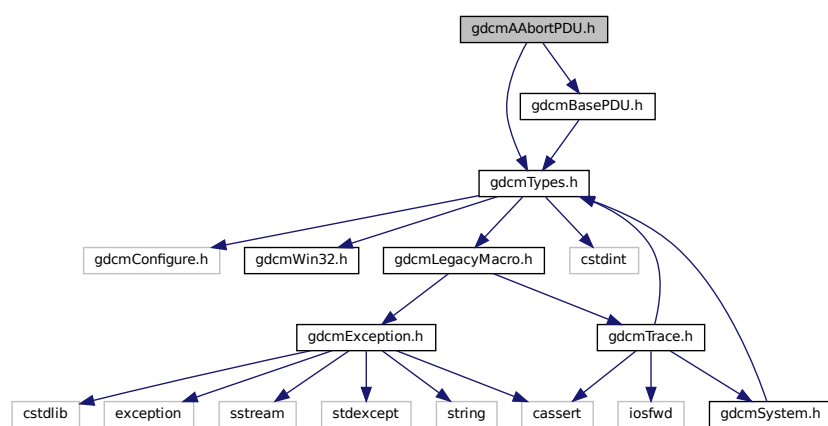
- [gdcmXMLPrivateDictReader.h](#)

Chapter 11

File Documentation

11.1 gdcmAAbortPDU.h File Reference

```
#include "gdcmTypes.h"
#include "gdcmBasePDU.h"
Include dependency graph for gdcmAAbortPDU.h:
```



Classes

- class `gdcm::network::AAbortPDU`
AAbortPDU.

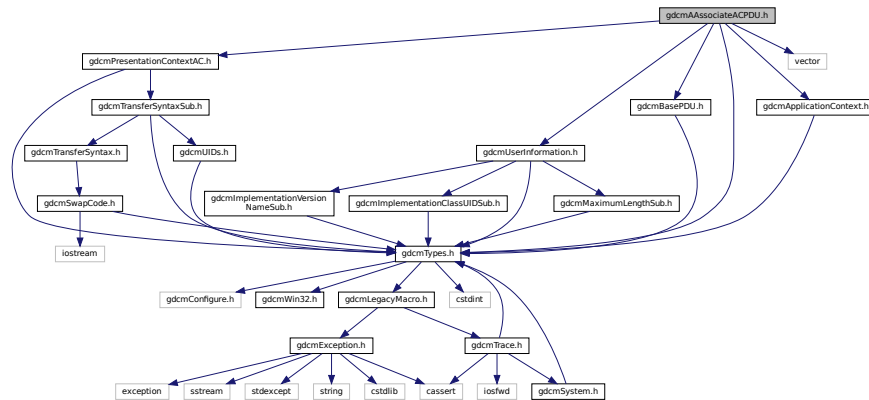
Namespaces

- `gdcm`
- `gdcm::network`

11.2 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.

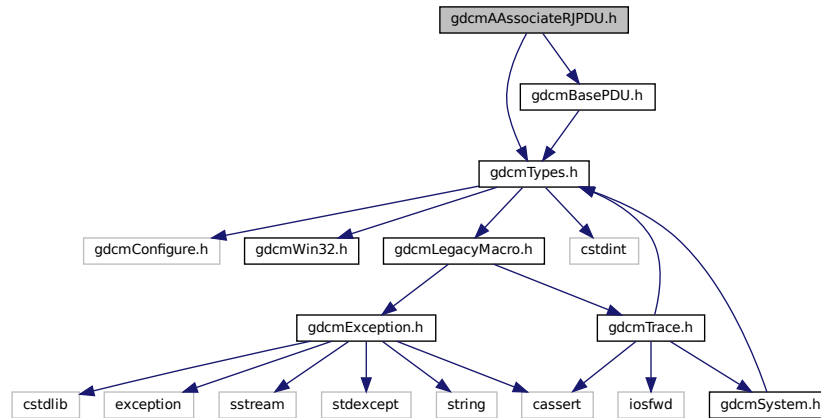
Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.3 gdcmAAssociateRJPDU.h File Reference

```
#include "gdcmTypes.h"
#include "gdcmBasePDU.h"
```

Include dependency graph for gdcmAAssociateRJPDU.h:



Classes

- class [gdcm::network::AAssociateRJPDU](#)
AAssociateRJPDU.

Namespaces

- [gdcm](#)
- [gdcm::network](#)

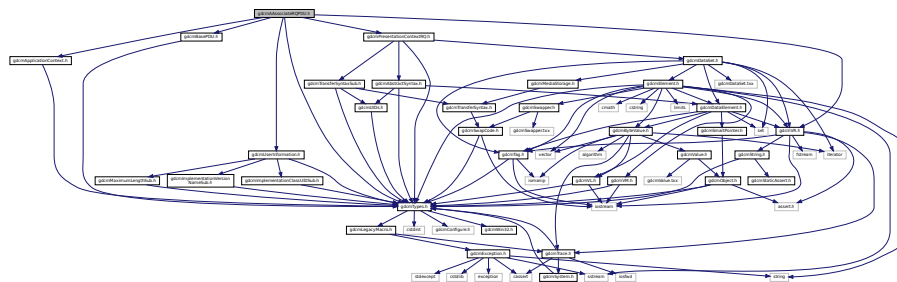
11.4 gdcmAAssociateRQPDU.h File Reference

```

#include "gdcmTypes.h"
#include "gdcmVR.h"
#include "gdcmApplicationContext.h"
#include "gdcmPresentationContextRQ.h"
#include "gdcmUserInfo.h"
#include "gdcmBasePDU.h"

```

Include dependency graph for gdcmAAssociateRQPDU.h:



Classes

- class [gdcm::network::AAssociateRQPDU](#)
AAssociateRQPDU.

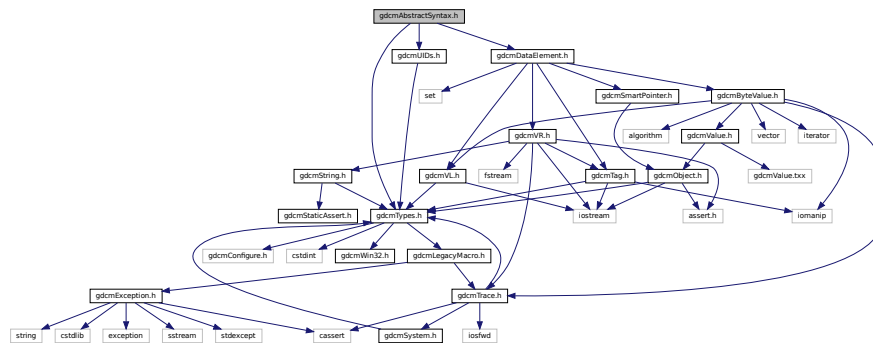
Namespaces

- [gdcm](#)
- [gdcm::network](#)

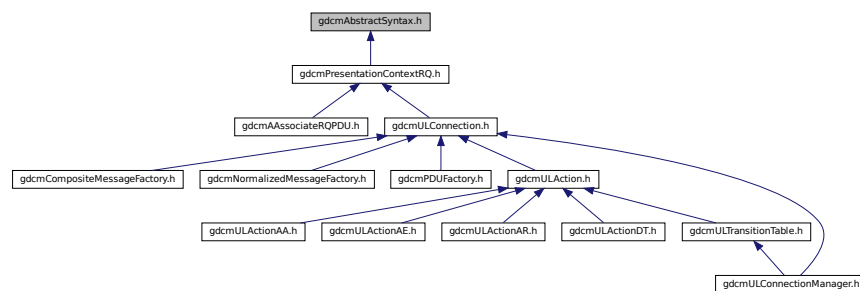
11.5 gdcmAbstractSyntax.h File Reference

```
#include "gdcmTypes.h"
#include "gdcmUIDs.h"
#include "gdcmDataElement.h"
```

Include dependency graph for gdcmAbstractSyntax.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::network::AbstractSyntax](#)
AbstractSyntax.

Namespaces

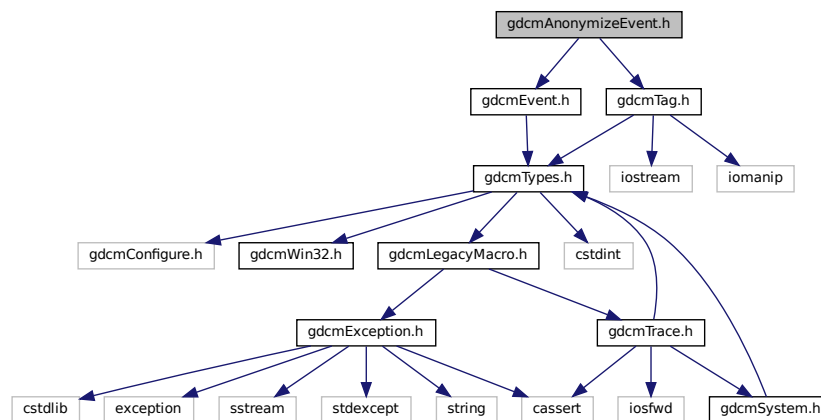
- [gdcm](#)
- [gdcm::network](#)

11.6 gdcmAnonymizeEvent.h File Reference

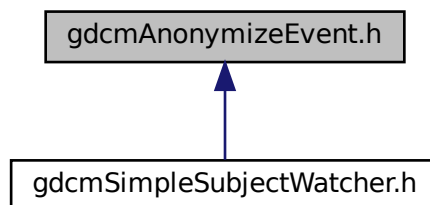
```
#include "gdcmEvent.h"
```

```
#include "gdcmTag.h"
```

Include dependency graph for gdcmAnonymizeEvent.h:



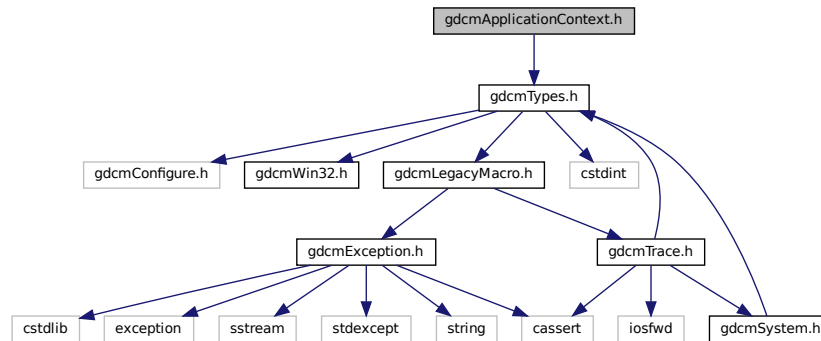
This graph shows which files directly or indirectly include this file:



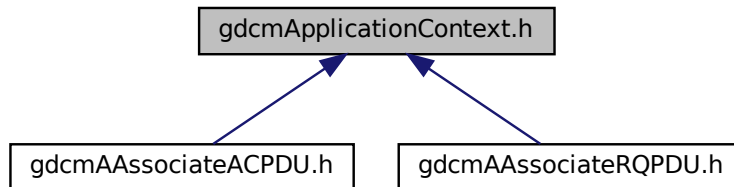
11.8 gdcmApplicationContext.h File Reference

```
#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

- [gdcm](#)
- [gdcm::network](#)

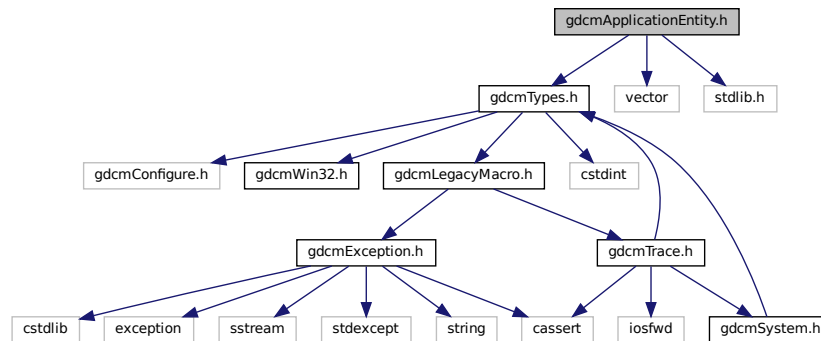
11.9 gdcmApplicationEntity.h File Reference

```
#include "gdcmTypes.h"
```

```
#include <vector>
```

```
#include <stdlib.h>
```

Include dependency graph for gdcmApplicationEntity.h:



Classes

- class `gdcm::ApplicationEntity`
ApplicationEntity.

Namespaces

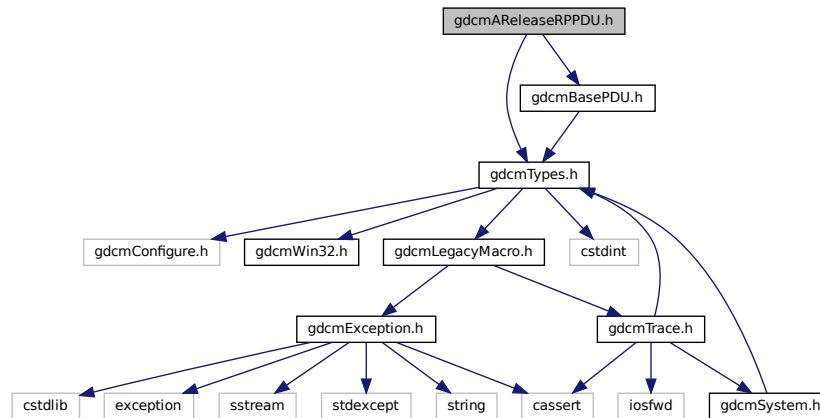
- `gdcm`

11.10 gdcmAReleaseRPPDU.h File Reference

```
#include "gdcmTypes.h"
```

```
#include "gdcmBasePDU.h"
```

Include dependency graph for gdcmAReleaseRPPDU.h:



Classes

- class `gdcm::network::AReleaseRPPDU`
AReleaseRPPDU.

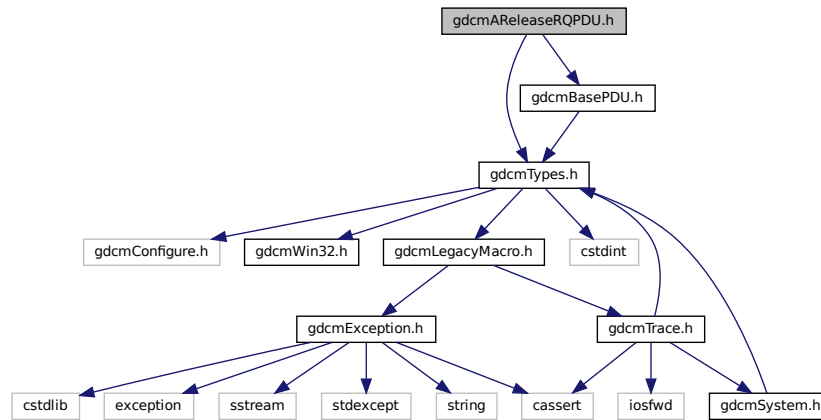
Namespaces

- `gdcm`
- `gdcm::network`

11.11 gdcmAReleaseRPPDU.h File Reference

```
#include "gdcmTypes.h"
#include "gdcmBasePDU.h"
```

Include dependency graph for `gdcmAReleaseRQPDU.h`:



Classes

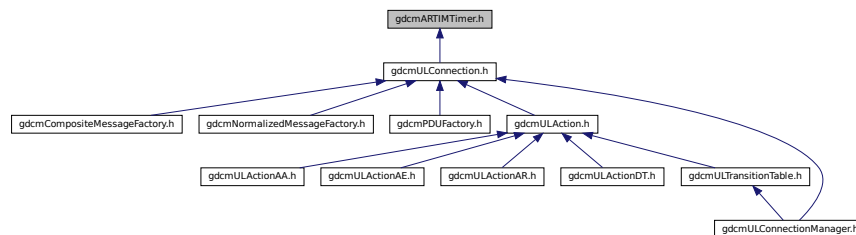
- class `gdcm::network::AReleaseRQPDU`
AReleaseRQPDU.

Namespaces

- `gdcm`
- `gdcm::network`

11.12 gdcmARTIMTimer.h File Reference

This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::network::ARTIMTimer](#)
ARTIMTimer.

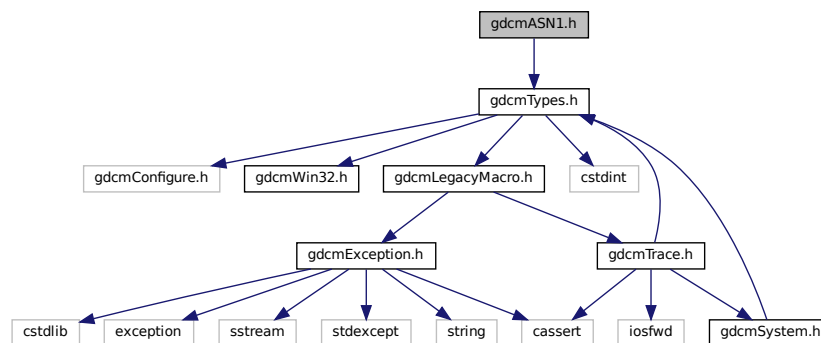
Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.13 gdcmASN1.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmASN1.h:



Classes

- class [gdcm::ASN1](#)
Class for ASN1.

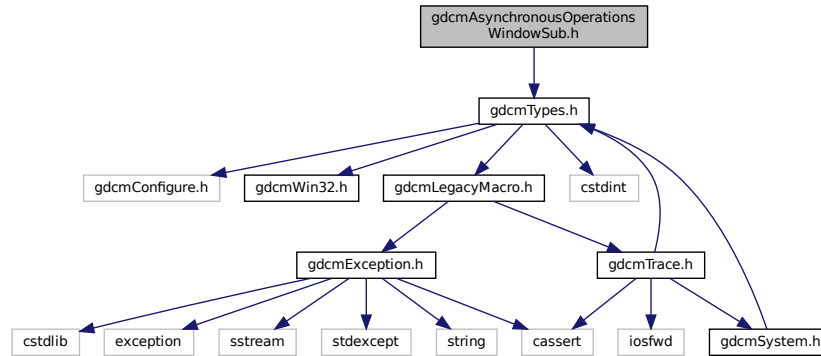
Namespaces

- [gdcm](#)

11.14 gdcmAsynchronousOperationsWindowSub.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmAsynchronousOperationsWindowSub.h:



Classes

- class `gdcm::network::AsynchronousOperationsWindowSub`
AsynchronousOperationsWindowSub.

Namespaces

- `gdcm`
- `gdcm::network`

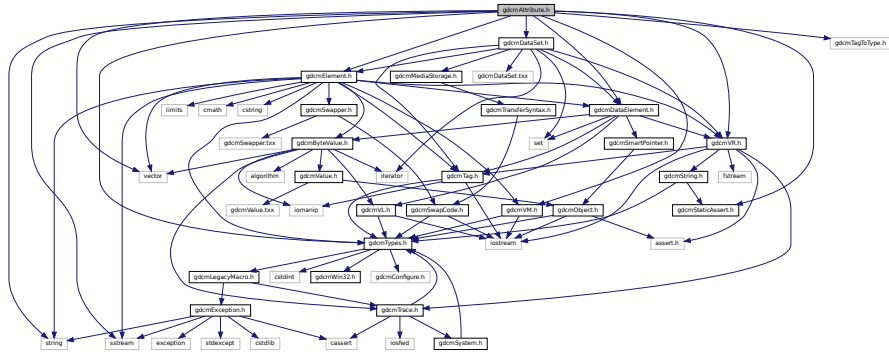
11.15 gdcmAttribute.h File Reference

```
#include "gdcmTypes.h"
#include "gdcmVR.h"
#include "gdcmTagToType.h"
#include "gdcmVM.h"
#include "gdcmElement.h"
#include "gdcmDataElement.h"
#include "gdcmDataSet.h"
#include "gdcmStaticAssert.h"
#include <string>
#include <vector>
```

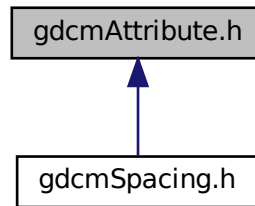


```
#include <sstream>
```

Include dependency graph for gdcmAttribute.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::Attribute< Group, Element, TVR, TVM >](#)

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

- class [gdcm::Attribute< Group, Element, TVR, VM::VM1 >](#)
- class [gdcm::Attribute< Group, Element, TVR, VM::VM1_3 >](#)
- class [gdcm::Attribute< Group, Element, TVR, VM::VM1_8 >](#)
- class [gdcm::Attribute< Group, Element, TVR, VM::VM1_n >](#)
- class [gdcm::Attribute< Group, Element, TVR, VM::VM2_2n >](#)
- class [gdcm::Attribute< Group, Element, TVR, VM::VM2_n >](#)
- class [gdcm::Attribute< Group, Element, TVR, VM::VM3_3n >](#)
- class [gdcm::Attribute< Group, Element, TVR, VM::VM3_n >](#)
- class [gdcm::VRVLSize< 0 >](#)
- class [gdcm::VRVLSize< 1 >](#)

- enum `gdcm::ENQueryType` {
`gdcm::eCreateMMPS = 0` ,
`gdcm::eSetMMPS` }

```
#include "gdcmDataSet.h"
#include "gdcmUIDs.h"
#include "gdcmBaseQuery.h"
#include "gdcmQueryPatient.h"
#include "gdcmQueryStudy.h"
#include "gdcmQuerySeries.h"
#include "gdcmQueryImage.h"
```

- class `gdcm::BaseRootQuery`
BaseRootQuery.

- **gdcm**

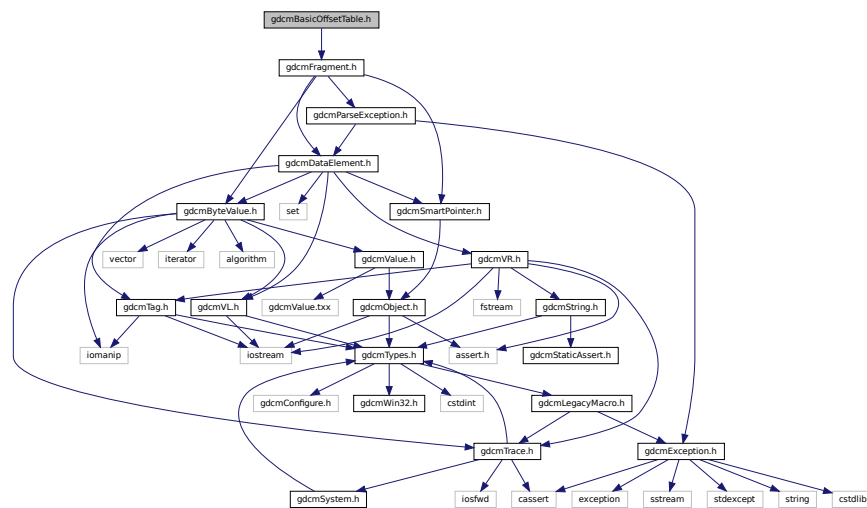
Enumerations

- 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` }

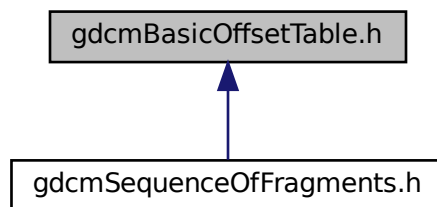
11.23 gdcmBasicOffsetTable.h File Reference

```
#include "gdcmFragment.h"
```

Include dependency graph for `gdcmBasicOffsetTable.h`:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::Bitmap](#)
Bitmap class.

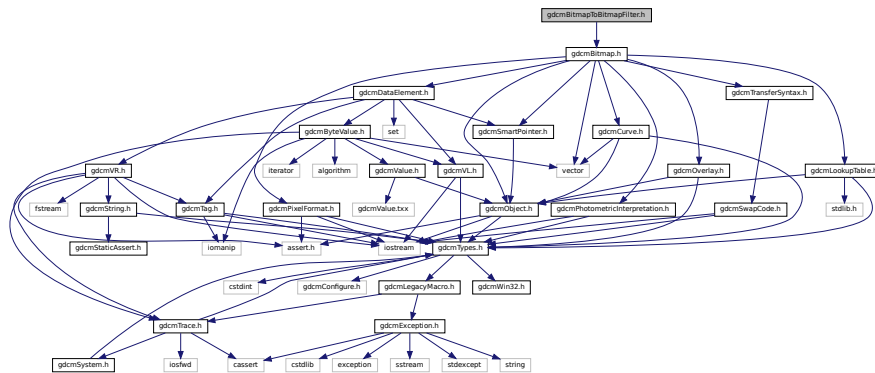
Namespaces

- [gdcm](#)

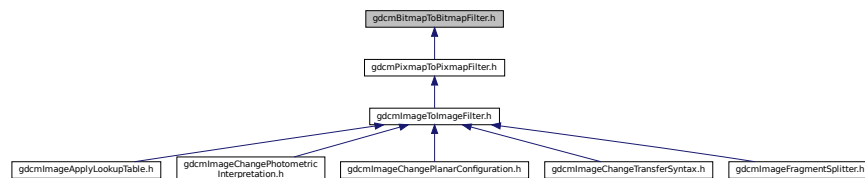
11.25 gdcmBitmapToBitmapFilter.h File Reference

```
#include "gdcmBitmap.h"
```

Include dependency graph for gdcmBitmapToBitmapFilter.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::BitmapToBitmapFilter](#)
BitmapToBitmapFilter class.

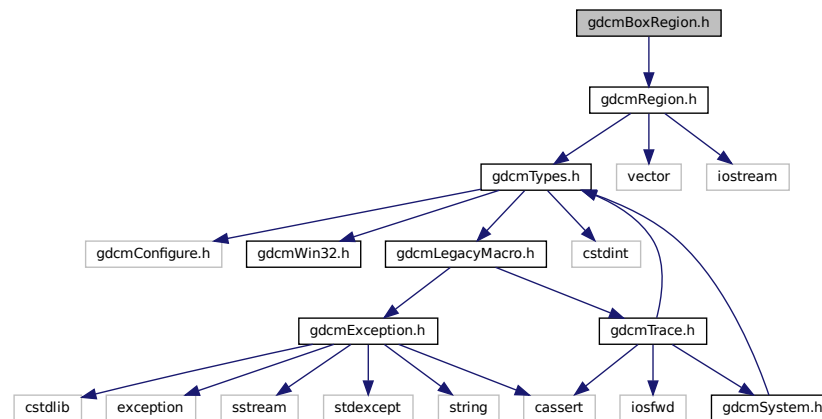
Namespaces

- [gdcm](#)

11.26 gdcmBoxRegion.h File Reference

```
#include "gdcmRegion.h"
```

Include dependency graph for gdcmBoxRegion.h:



Classes

- class [gdcm::BoxRegion](#)
Class for manipulation box region.

Namespaces

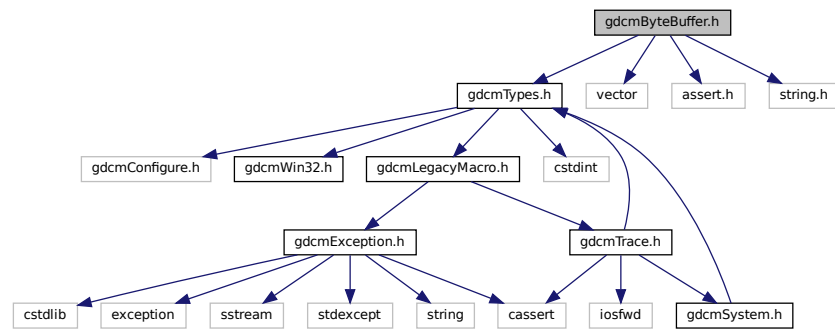
- [gdcm](#)

11.27 gdcmByteBuffer.h File Reference

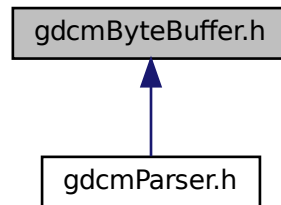
```
#include "gdcmTypes.h"
#include <vector>
#include <assert.h>
```

```
#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

- `gdcm`

Classes

- class [gdcm::ByteSwapFilter](#)
ByteSwapFilter.

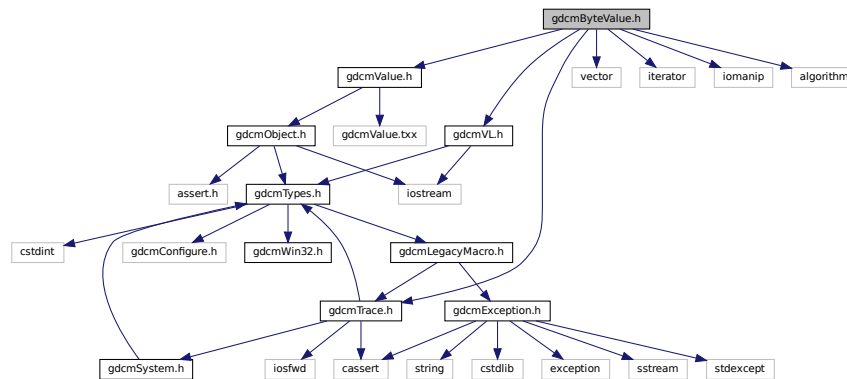
Namespaces

- [gdcm](#)

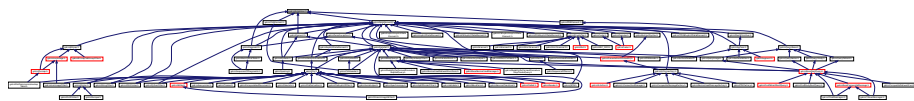
11.30 gdcmByteValue.h File Reference

```
#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)

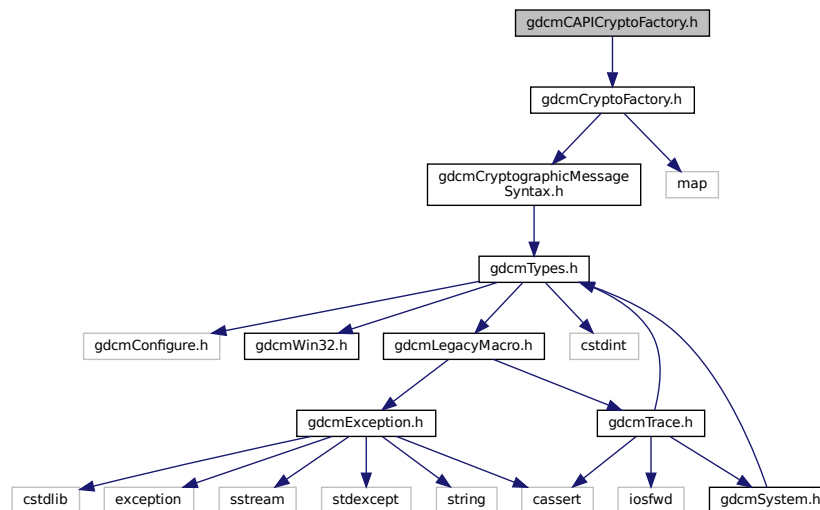
Namespaces

- [gdcm](#)

11.31 gdcmCAPICryptoFactory.h File Reference

```
#include "gdcmCryptoFactory.h"
```

Include dependency graph for gdcmCAPICryptoFactory.h:



Classes

- class [gdcm::CAPICryptoFactory](#)

Namespaces

- [gdcm](#)

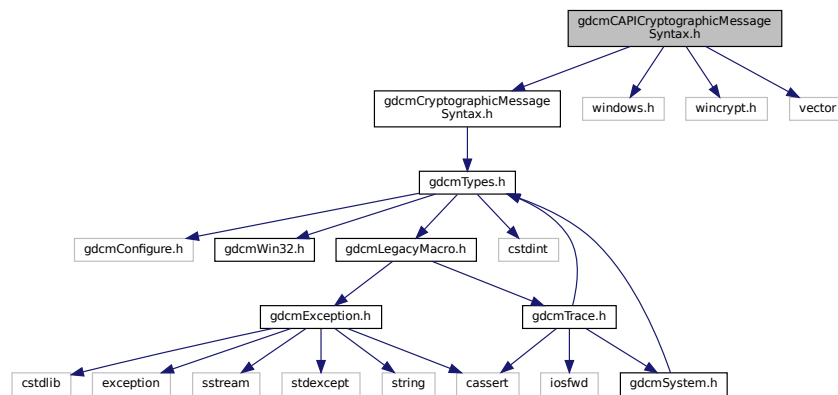
11.32 gdcmCAPICryptographicMessageSyntax.h File Reference

```
#include "gdcmCryptographicMessageSyntax.h"
```

```
#include <windows.h>
```

```
#include <wincrypt.h>
```

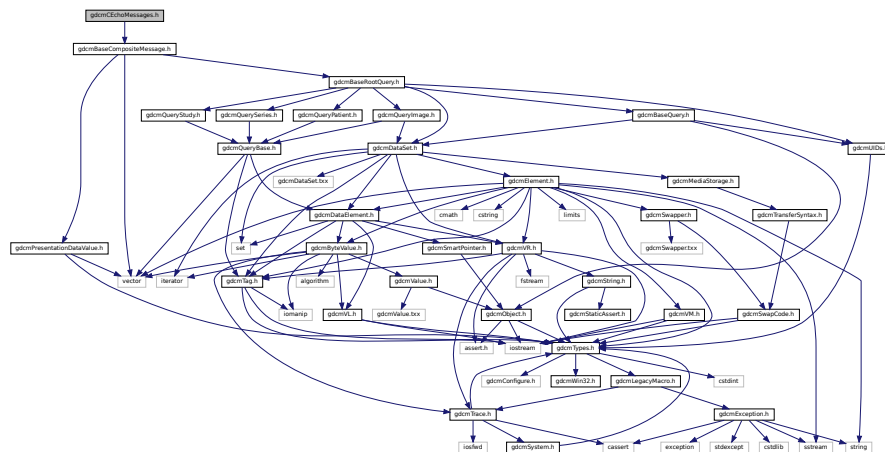
Include dependency graph for `gdcmlCAPICryptographicMessageSyntax.h`:



- class `gdc::CAPICryptographicMessageSyntax`

- **gdcm**

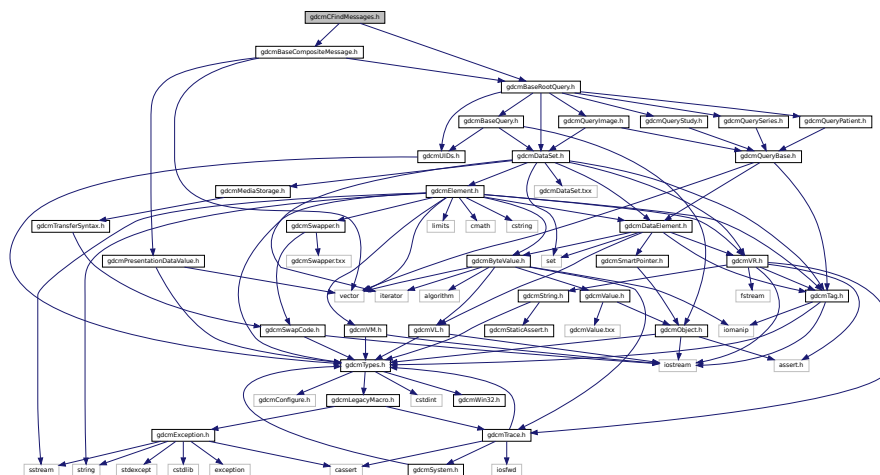
Include dependency graph for `gdcmCEchoMessages.h`:



- class `gdcm::network::CEchoRQ`
`CEchoRQ`.
- class `gdcm::network::CEchoRSP`
`CEchoRSP` this file defines the messages for the cecho action.

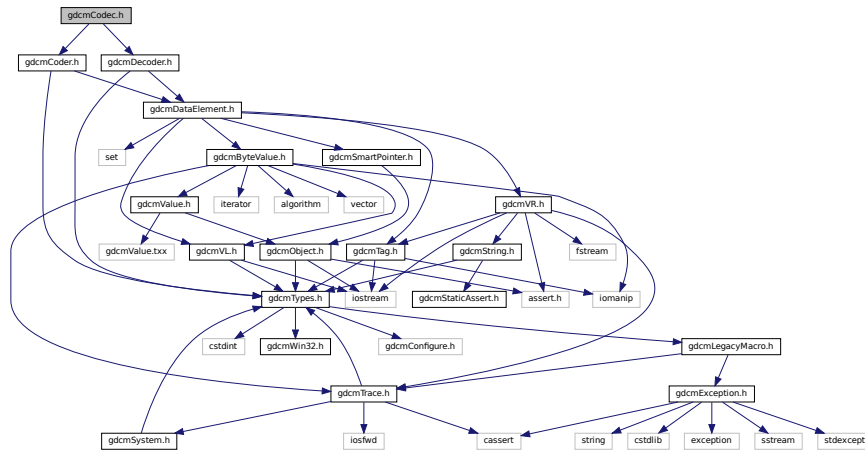
- `gdc`
- `gdc::network`

```
#include "gdcmBaseCompositeMessage.h"
#include "gdcmBaseRootQuery.h"
Include dependency graph for gdcmCFindMessages.h:
```

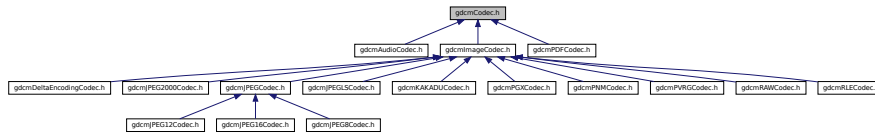


- class `gdcm::network::CFindCancelRQ`
CFindCancelRQ this file defines the messages for the *cfind* action.
- class `gdcm::network::CFindRQ`
CFindRQ.
- class `gdcm::network::CFindRSP`
CFindRSP this file defines the messages for the *cfind* action.

Include dependency graph for `gdcmCodec.h`:



This graph shows which files directly or indirectly include this file:



Classes

- class `gdcm::Codec`
Codec class.

Namespaces

- `gdcm`

11.38 gdcmCoder.h File Reference

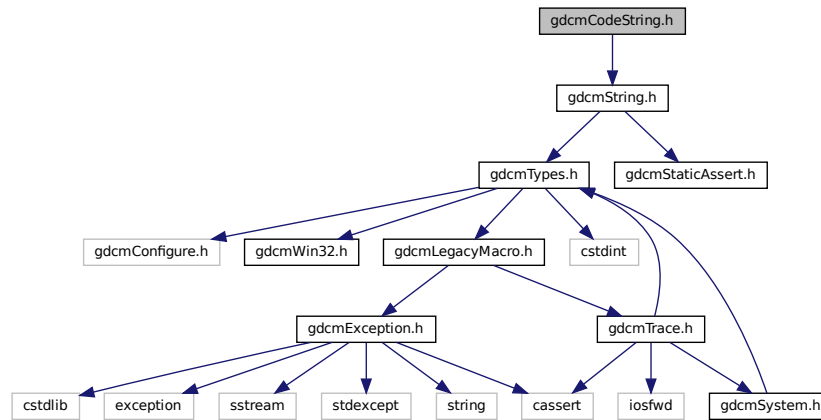
```
#include "gdcmTypes.h"
#include "gdcmDataElement.h"
```

- class `gdcm::Coder`
Coder.

- **gdcm**

```
#include "gdcmString.h"
```

Include dependency graph for `gdcmCodeString.h`:



Classes

- class `gdcm::CodeString`
CodeString.

Namespaces

- `gdcm`

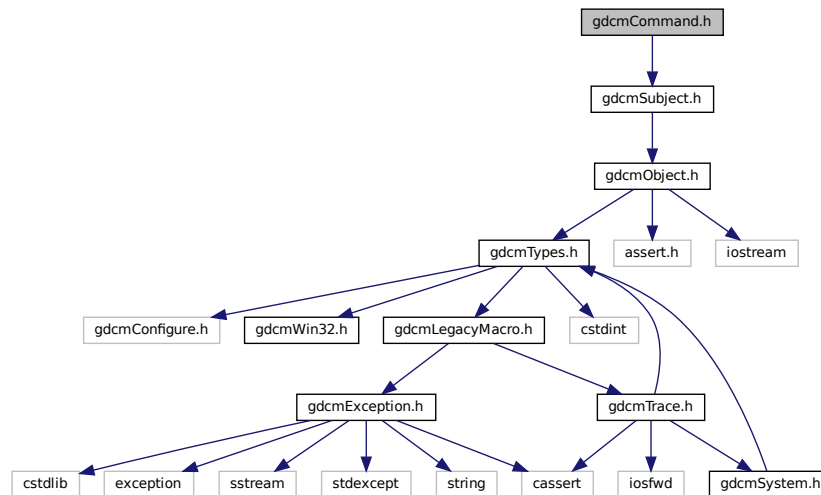
Functions

- 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)

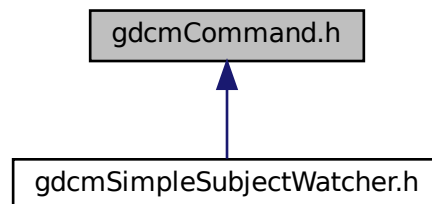
11.40 gdcmCommand.h File Reference

```
#include "gdcmSubject.h"
```

Include dependency graph for gdcmCommand.h:



This graph shows which files directly or indirectly include this file:



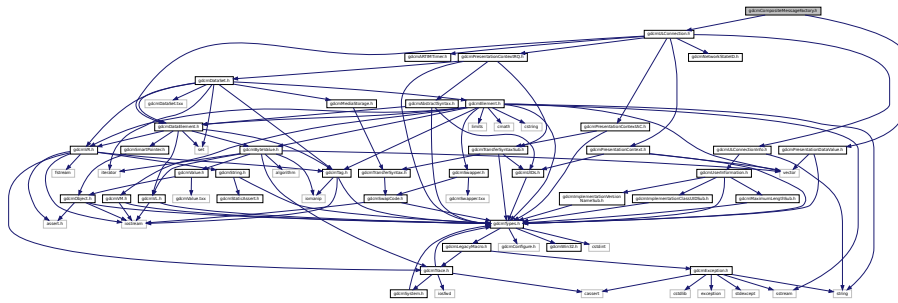
Classes

- 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

- [gdcm](#)

Include dependency graph for gdcmCompositeMessageFactory.h:



Classes

- class [gdcm::network::CompositeMessageFactory](#)
CompositeMessageFactory.

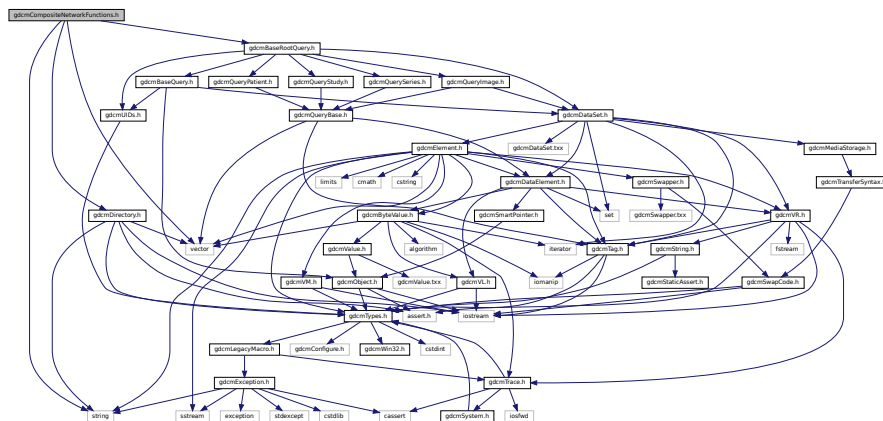
Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.43 gdcmCompositeNetworkFunctions.h File Reference

```
#include "gdcmDirectory.h"
#include "gdcmBaseRootQuery.h"
#include <vector>
#include <string>
```

Include dependency graph for gdcmCompositeNetworkFunctions.h:



Classes

- class [gdcm::CompositeNetworkFunctions](#)
Composite Network Functions.

Namespaces

- [gdcm](#)

11.44 gdcmConstCharWrapper.h File Reference

Classes

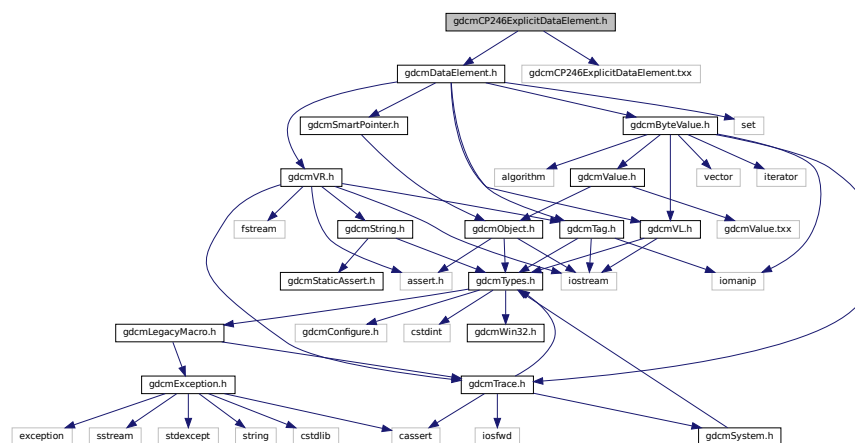
- class [gdcm::ConstCharWrapper](#)
Do not use me.

Namespaces

- [gdcm](#)

11.45 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](#).

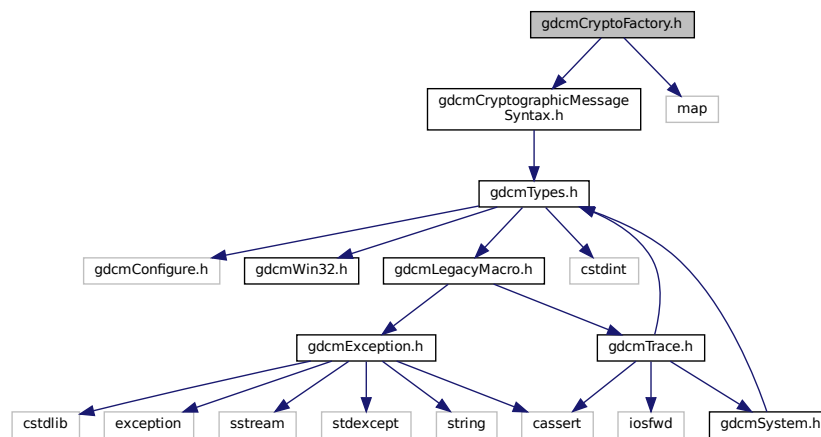
Namespaces

- [gdcm](#)

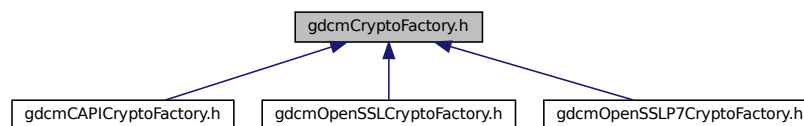
11.46 gdcmCryptoFactory.h File Reference

```
#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.

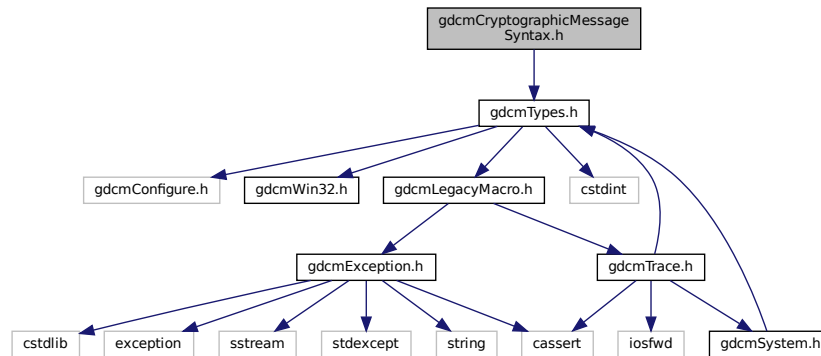
Namespaces

- [gdcm](#)

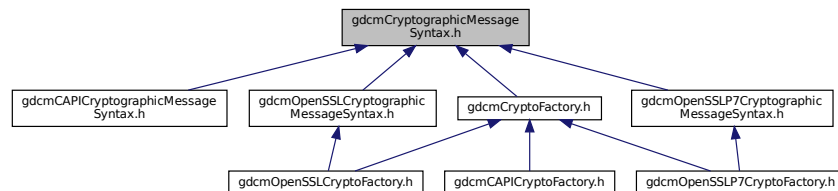
11.47 gdcmCryptographicMessageSyntax.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmCryptographicMessageSyntax.h:



This graph shows which files directly or indirectly include this file:



Classes

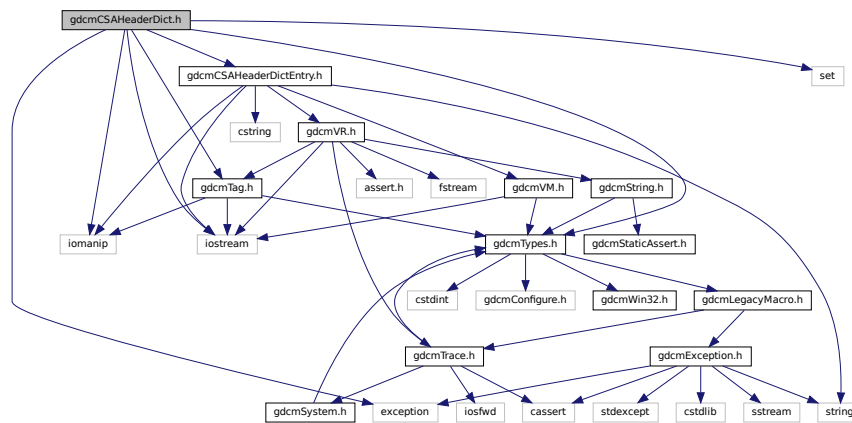
- class [gdcm::CryptographicMessageSyntax](#)

Namespaces

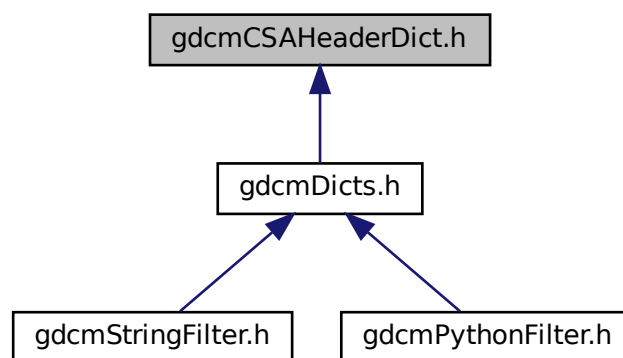
- [gdcm](#)

11.50 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

- [gdcm](#)

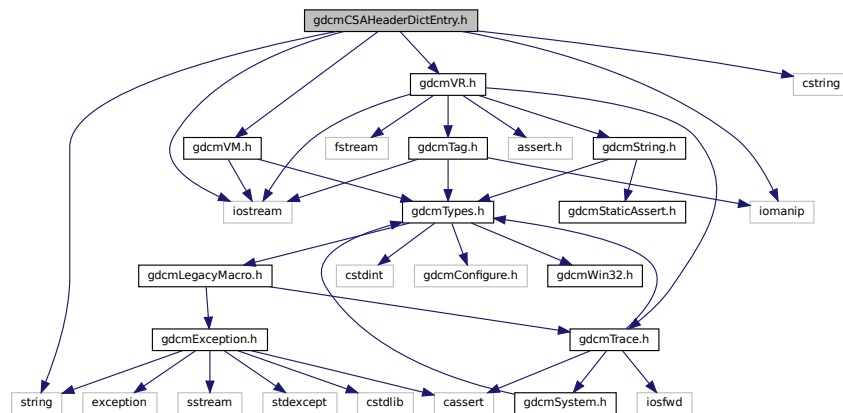
Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const CSAHeaderDict &val)`

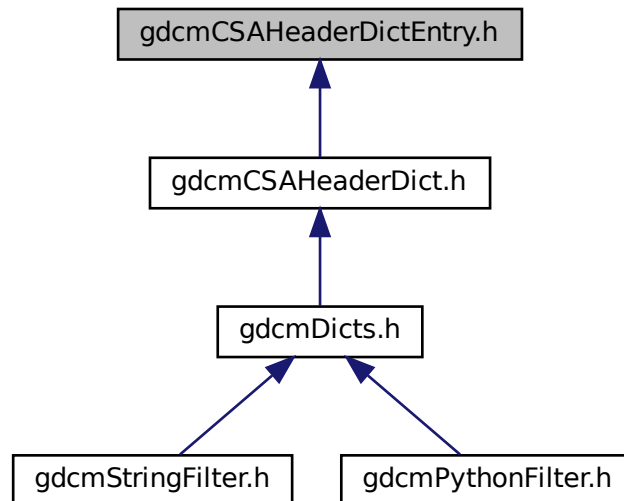
11.51 gdcmCSAHeaderDictEntry.h File Reference

```
#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 [gdcm::CSAHeaderDictEntry](#)
Class to represent an Entry in the [Dict](#).

Namespaces

- [gdcm](#)

Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const CSAHeaderDictEntry &val)`

11.52 gdcmCStoreMessages.h File Reference

```
#include "gdcmBaseCompositeMessage.h"
```

[illegible]

- class `gdcm::network::CStoreRQ`
`CStoreRQ`.
- class `gdcm::network::CStoreRSP`
`CStoreRSP` this file defines the messages for the cecho action.

- gdc
- gdc::network

```
#include "gdcmTypes.h"
#include "gdcmObject.h"
#include <vector>
```

```

graph TD
    gdcmCurve.h --> gdcmObject.h
    gdcmCurve.h --> vector
    gdcmObject.h --> gdcmTypes.h
    gdcmObject.h --> assert.h
    gdcmObject.h --> iostream
    gdcmTypes.h --> gdcmConfigure.h
    gdcmTypes.h --> gdcmWin32.h
    gdcmTypes.h --> gdcmLegacyMacro.h
    gdcmTypes.h --> cstdint
    gdcmTypes.h --> gdcmException.h
    gdcmTypes.h --> gdcmTrace.h
    gdcmLegacyMacro.h --> gdcmException.h
    gdcmLegacyMacro.h --> gdcmTrace.h
    gdcmException.h --> cstdlib
    gdcmException.h --> exception
    gdcmException.h --> sstream
    gdcmException.h --> stdexcept
    gdcmException.h --> string
    gdcmException.h --> cassert
    gdcmException.h --> iosfwd
    gdcmException.h --> gdcmSystem.h
    gdcmTrace.h --> gdcmSystem.h
  
```

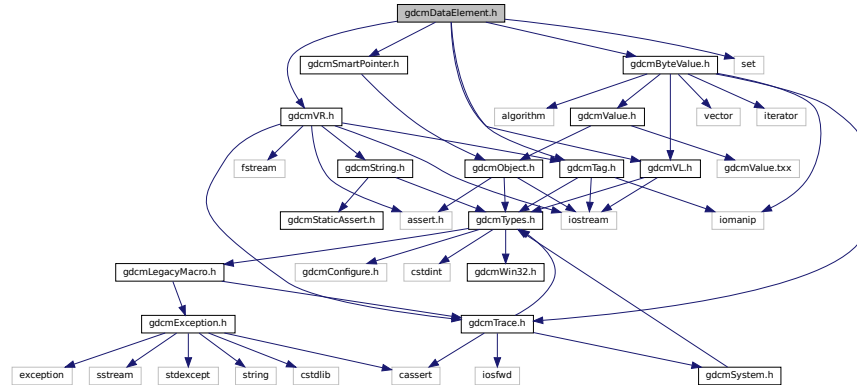
[illegible]

- class `gdcm::Curve`
Curve class to handle element 50xx,3000 *Curve* Data.

- **gdcm**

```
#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

- [gdcm](#)

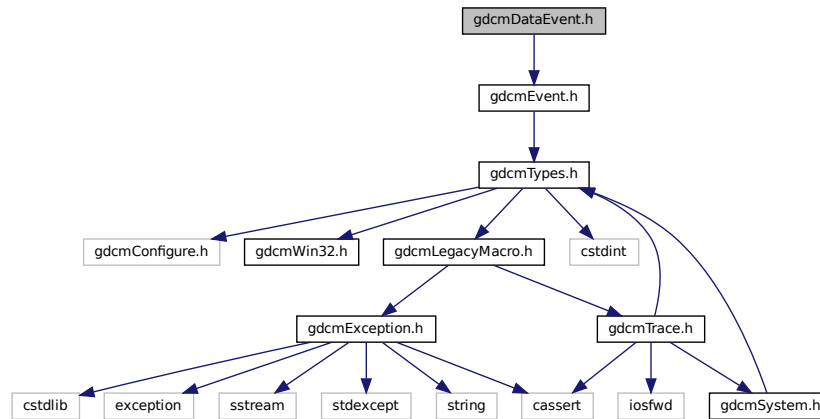
Functions

- bool [gdcm::operator!=](#) (const DataElement &lhs, const DataElement &rhs)
- std::ostream & [gdcm::operator<<](#) (std::ostream &os, const DataElement &val)

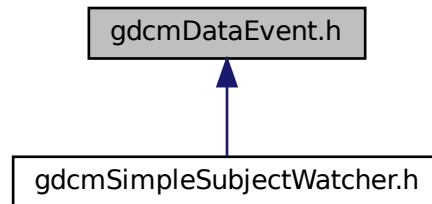
11.55 gdcmDataEvent.h File Reference

```
#include "gdcmEvent.h"
```

Include dependency graph for gdcmDataEvent.h:



This graph shows which files directly or indirectly include this file:



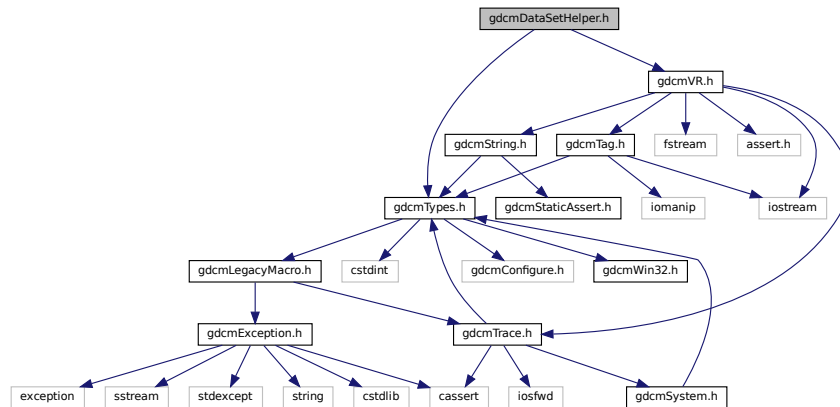
Classes

- class [gdcm::DataEvent](#)
DataEvent.

Namespaces

- [gdcm](#)

Include dependency graph for `gdcmDataSetHelper.h`:



Classes

- class [gdcm::DataSetHelper](#)
DataSetHelper (internal class, not intended for user level)

Namespaces

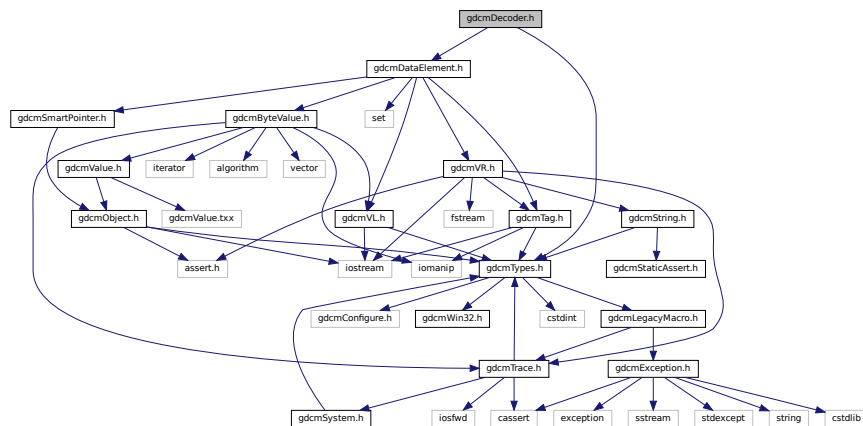
- [gdcm](#)

11.59 gdcmDecoder.h File Reference

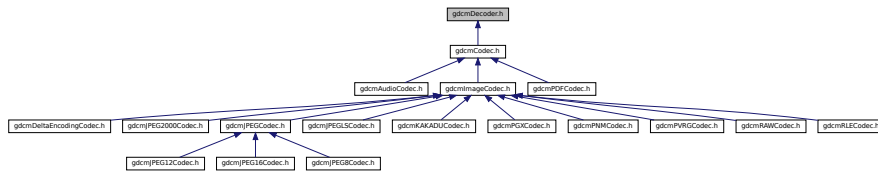
```
#include "gdcmTypes.h"
```

```
#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.

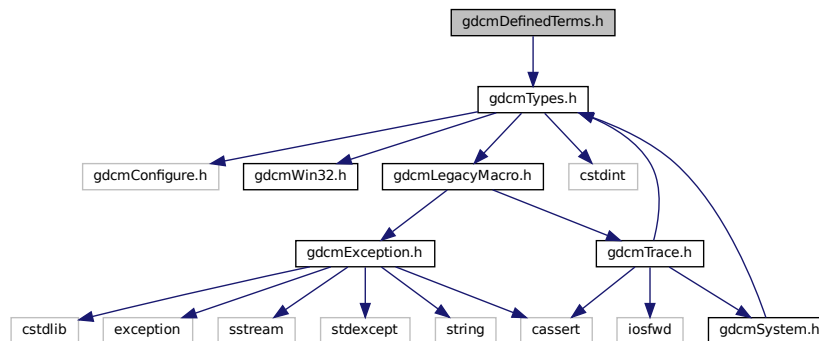
Namespaces

- **gdcm**

11.60 gdcmDefinedTerms.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for `gdcMDefinedTerms.h`:



Classes

- class `gdcm::DefinedTerms`

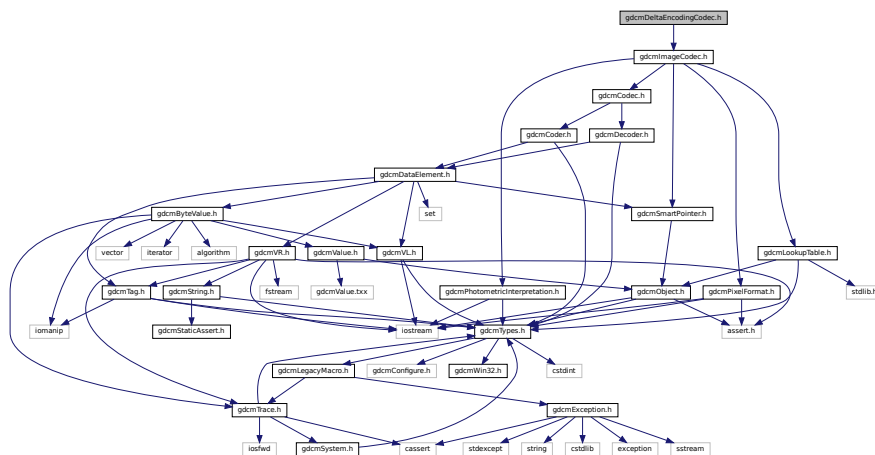
Defined Terms are used when the specified explicit Values may be extended by implementors to include additional new Values. These new Values shall be specified in the Conformance Statement (see PS 3.2) and shall not have the same meaning as currently defined Values in this standard. A Data Element with 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.


```
classDiagram
    class gdcmDefs_h["gdcmDefs.h"]
    class gdcmTableReader_h["gdcmTableReader.h"]
    class gdcmXMLDictReader_h["gdcmXMLDictReader.h"]
    class gdcmXMLPrivateDictReader_h["gdcmXMLPrivateDictReader.h"]
    gdcmTableReader_h --|> gdcmDefs_h
    gdcmXMLDictReader_h --|> gdcmTableReader_h
    gdcmXMLPrivateDictReader_h --|> gdcmTableReader_h
```

- class `gdcm::Defs`
FIXME I do not like the name 'Defs'.

- **gdcm**

```
#include "gdcmImageCodec.h"
Include dependency graph for gdcmDeltaEncodingCodec.h:
```



Classes

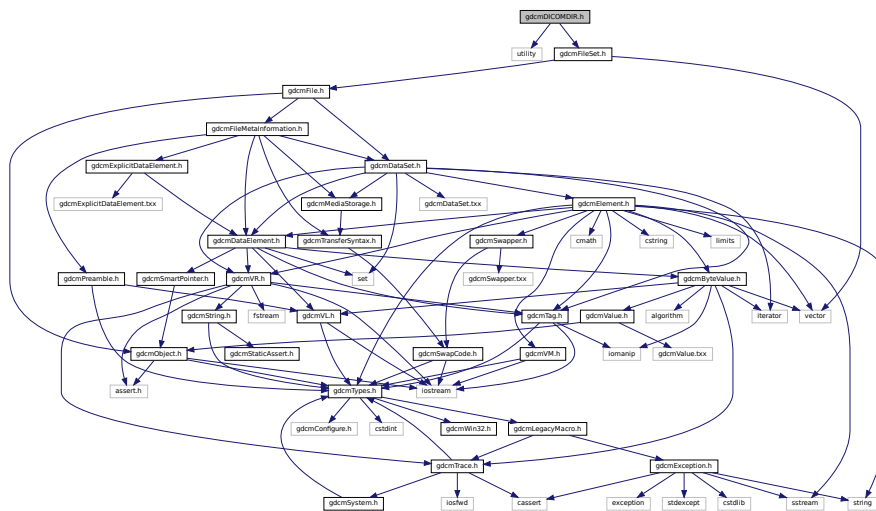
- class [gdcm::DeltaEncodingCodec](#)
DeltaEncodingCodec compression used by some private vendor.

Namespaces

- [gdcm](#)

11.64 gdcmDICOMDIR.h File Reference

```
#include <utility>
#include "gdcmFileSet.h"
Include dependency graph for gdcmDICOMDIR.h:
```



Classes

- class [gdcm::DICOMDIR](#)
DICOMDIR class.

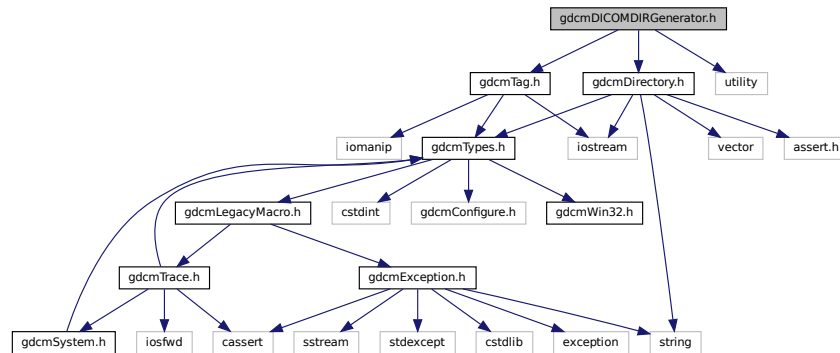
Namespaces

- [gdcm](#)

11.65 gdcmDICOMDIRGenerator.h File Reference

```
#include "gdcmDirectory.h"
#include "gdcmTag.h"
#include <utility>
```

Include dependency graph for gdcmDICOMDIRGenerator.h:



Classes

- class [gdcm::DICOMDIRGenerator](#)
DICOMDIRGenerator class.

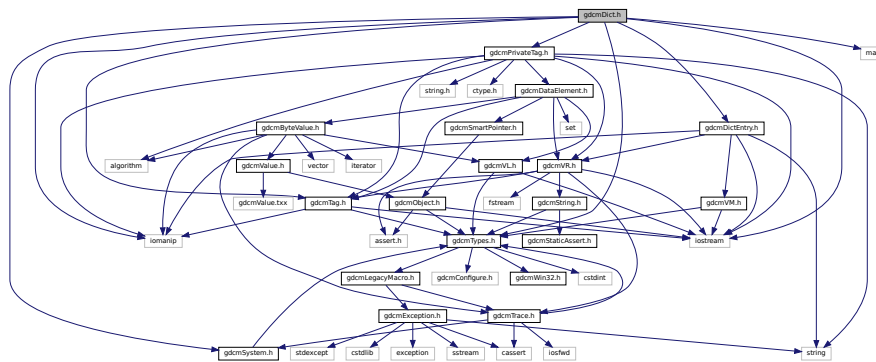
Namespaces

- [gdcm](#)

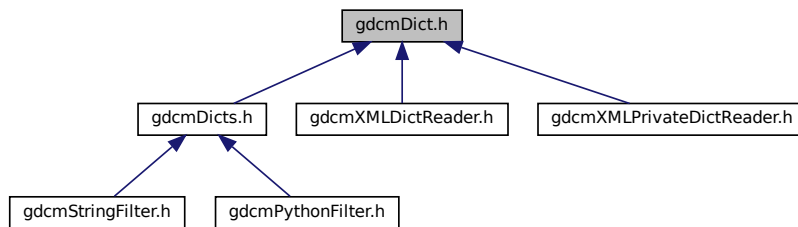
11.66 gdcmDict.h File Reference

```
#include "gdcmTypes.h"
#include "gdcmTag.h"
#include "gdcmPrivateTag.h"
#include "gdcmDictEntry.h"
#include "gdcmSystem.h"
#include <iostream>
#include <iomanip>
```

Include dependency graph for gdcDict.h:



This graph shows which files directly or indirectly include this file:



Classes

- class `gdcmm::Dict`
Class to represent a map of `DictEntry`.
- class `gdcmm::PrivateDict`
Private `Dict`.

Namespaces

- **gdcm**

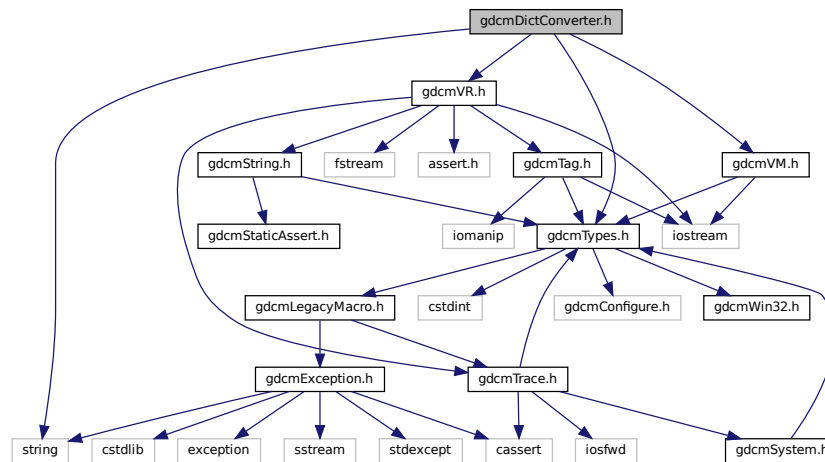
Functions

- `std::ostream & gdcmm::operator<< (std::ostream &os, const Dict &val)`
- `std::ostream & gdcmm::operator<< (std::ostream &os, const PrivateDict &val)`

11.67 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

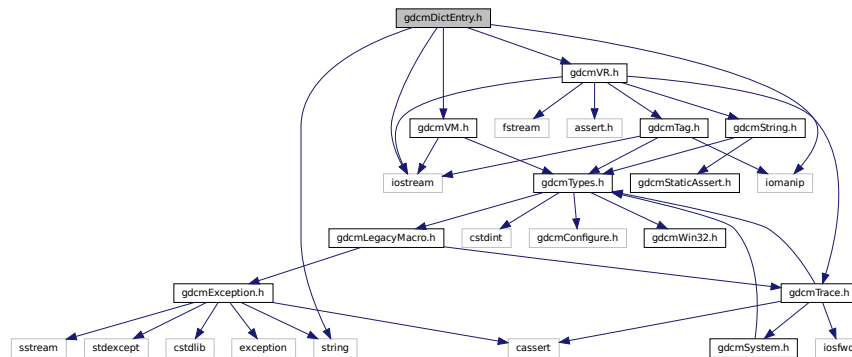
- [gdcm](#)

11.68 gdcmDictEntry.h File Reference

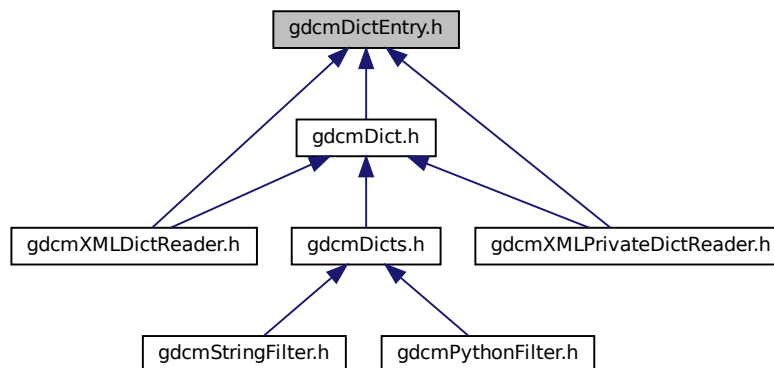
```
#include "gdcmVR.h"
#include "gdcmVM.h"
#include <string>
#include <iostream>
```

```
#include <iomanip>
```

Include dependency graph for `gdcmDictEntry.h`:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::DictEntry](#)
Class to represent an Entry in the [Dict](#).

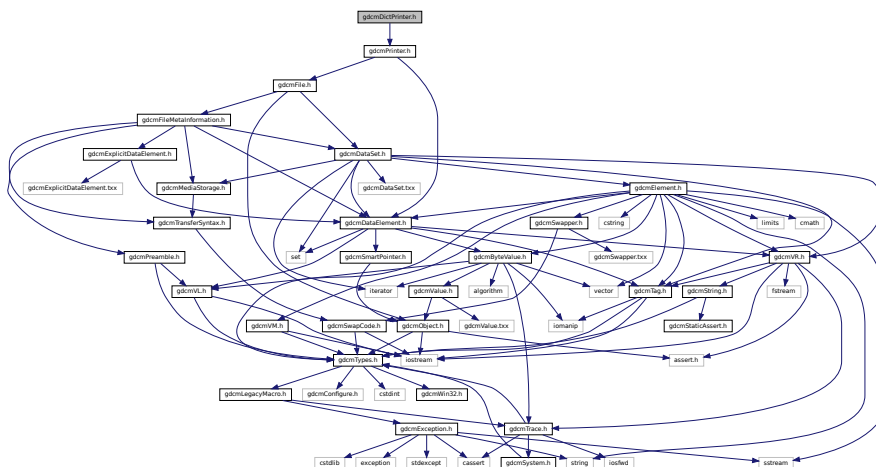
Namespaces

- [gdcm](#)

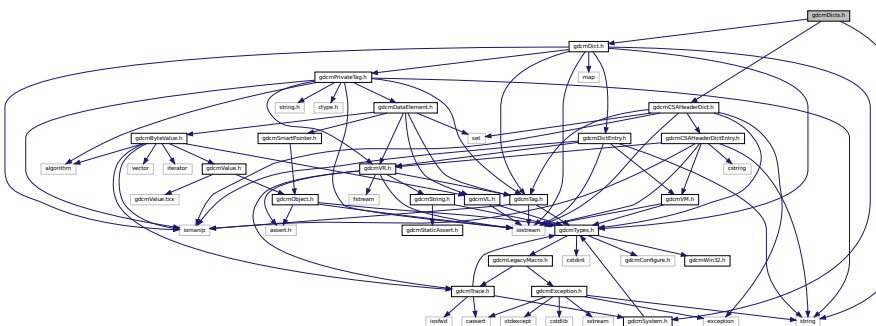
Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const DictEntry &val)`

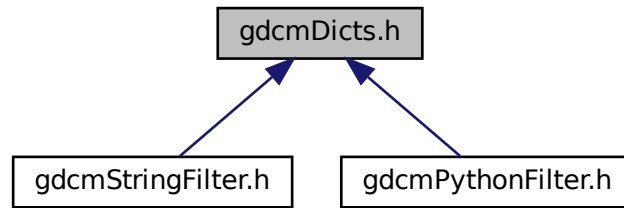
Include dependency graph for gdcDictPrinter.h:



Include dependency graph for gdcDicts.h:



This graph shows which files directly or indirectly include this file:



Classes

- class `gdc::Dicts`
Class to manipulate the sum of knowledge (all the dict user load)

Namespaces

- `gdc`

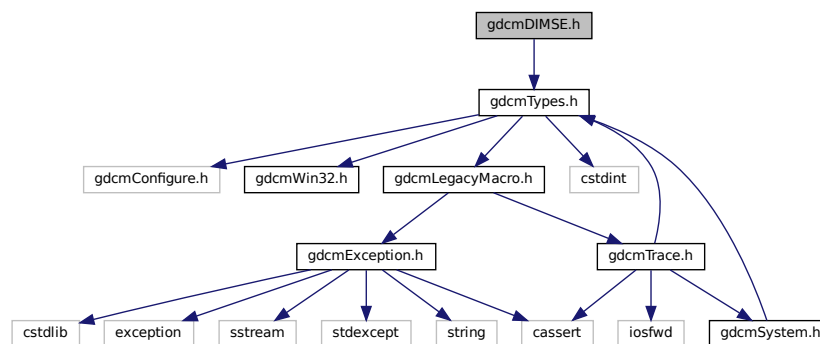
Functions

- `std::ostream & gdc::operator<< (std::ostream &os, const Dicts &d)`

11.71 gdcDIMSE.h File Reference

```
#include "gdcTypes.h"
```

Include dependency graph for `gdcDIMSE.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.

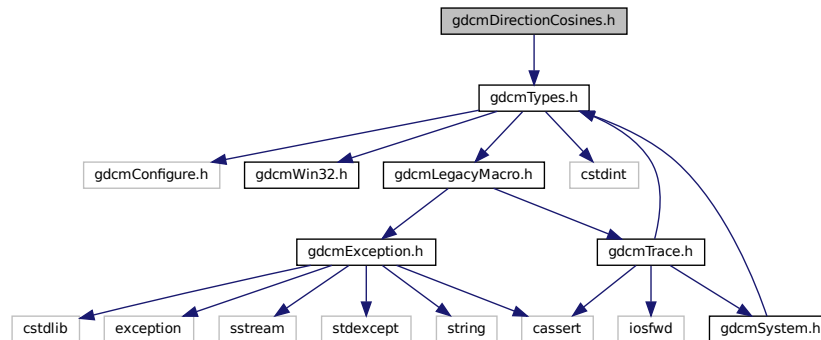
Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.72 gdcmDirectionCosines.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmDirectionCosines.h:



Classes

- class [gdcm::DirectionCosines](#)
class to handle [DirectionCosines](#)

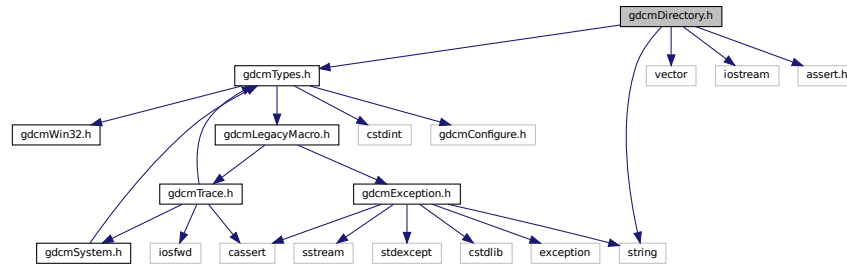
Namespaces

- [gdcm](#)

11.73 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.

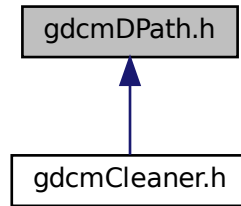
Namespaces

- [gdcm](#)

Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Directory &d)`

This graph shows which files directly or indirectly include this file:



Classes

- class [gdcmd::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

- [gdcmd](#)

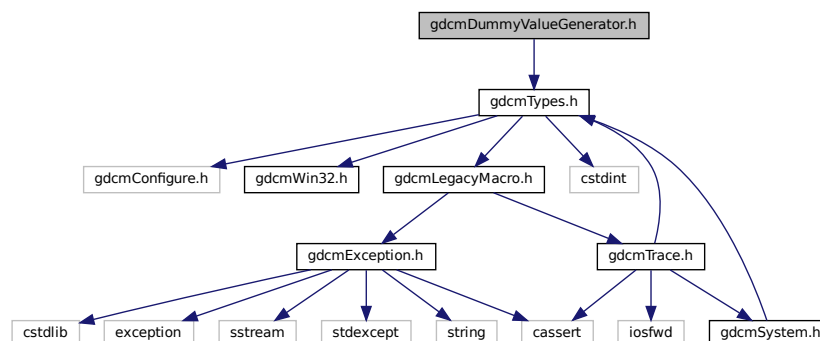
Functions

- `std::ostream & gdcmd::operator<< (std::ostream &os, const DPath &val)`

11.76 gdcmdDummyValueGenerator.h File Reference

```
#include "gdcmdTypes.h"
```

Include dependency graph for gdcmdDummyValueGenerator.h:



- 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

- [gdcm](#)

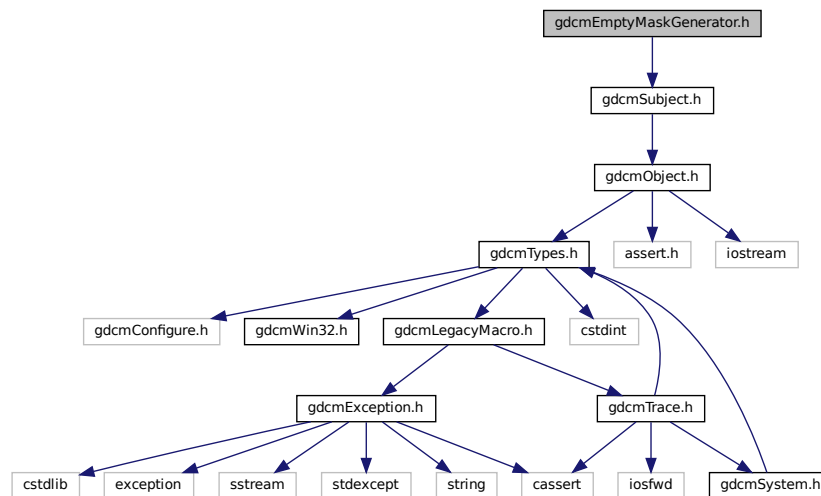
Functions

- 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)

11.79 gdcmEmptyMaskGenerator.h File Reference

```
#include "gdcmSubject.h"
```

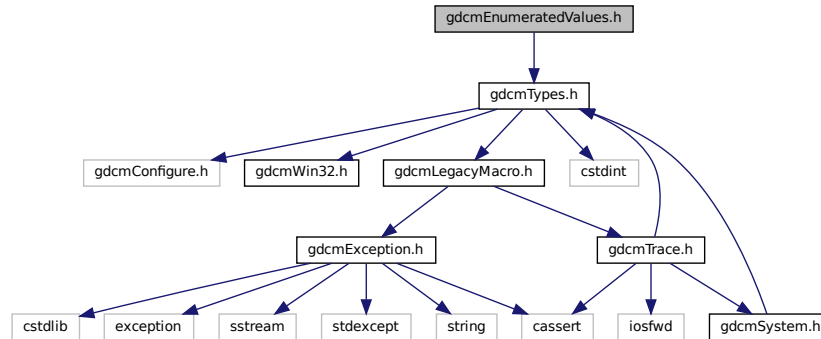
Include dependency graph for gdcmEmptyMaskGenerator.h:



11.81 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:

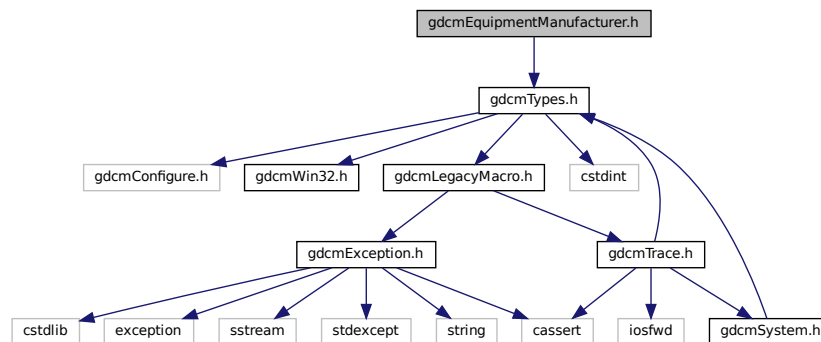
Namespaces

- [gdcm](#)

11.82 gdcmEquipmentManufacturer.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmEquipmentManufacturer.h:



Classes

- class [gdcm::EquipmentManufacturer](#)

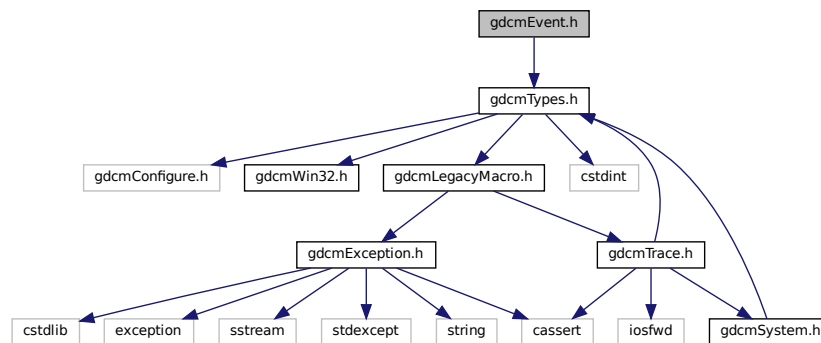
Namespaces

- [gdcm](#)

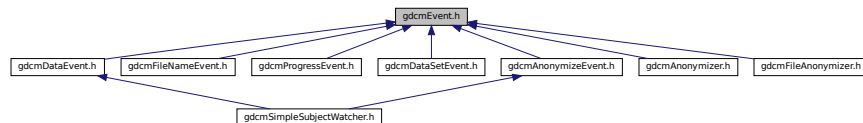
11.83 gdcmEvent.h File Reference

```
#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

- [gdcm](#)

Macros

- #define [gdcmEventMacro](#)(classname, super)

Functions

- std::ostream & [gdcm::operator<<](#) (std::ostream &os, Event &e)
Generic inserter operator for [Event](#) and its subclasses.

11.83.1 Macro Definition Documentation

11.83.1.1 gdcmEventMacro

```
#define gdcmEventMacro(  
    classname,  
    super )
```

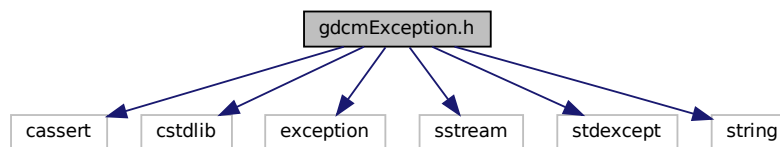
Value:

```
\  
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&); \  
}
```

11.84 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.

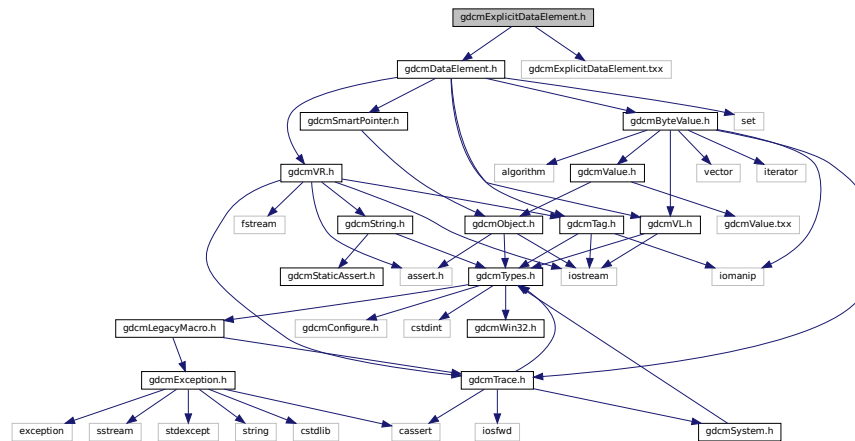
Namespaces

- [gdcm](#)

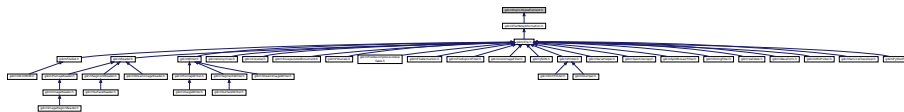
11.85 gdcmExplicitDataElement.h File Reference

```
#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*.

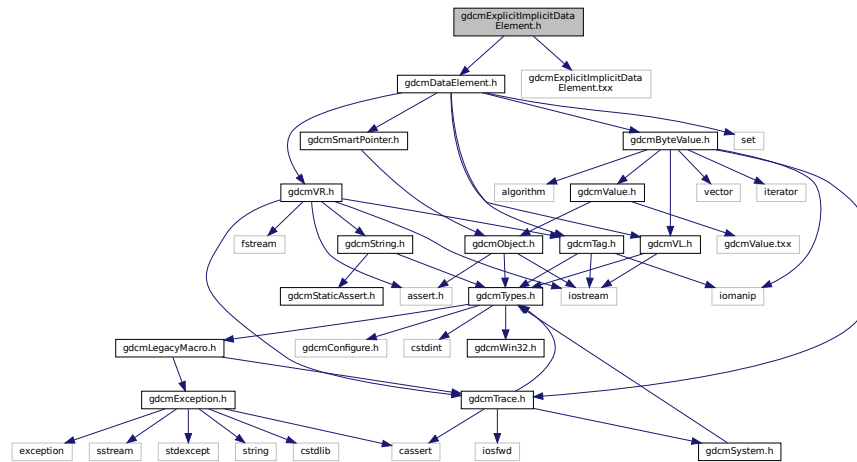
Namespaces

- [gdcm](#)

11.86 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*.

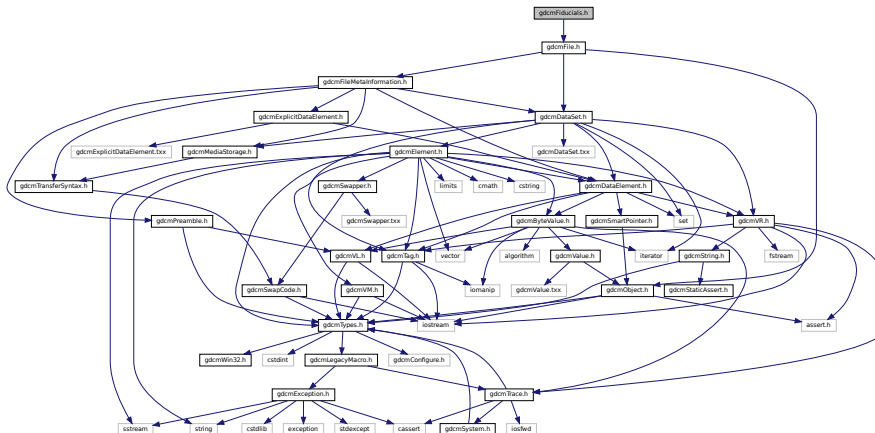
Namespaces

- [gdcm](#)

11.87 gdcmFiducials.h File Reference

```
#include "gdcmFile.h"
```

Include dependency graph for `gdcmFiducials.h`:



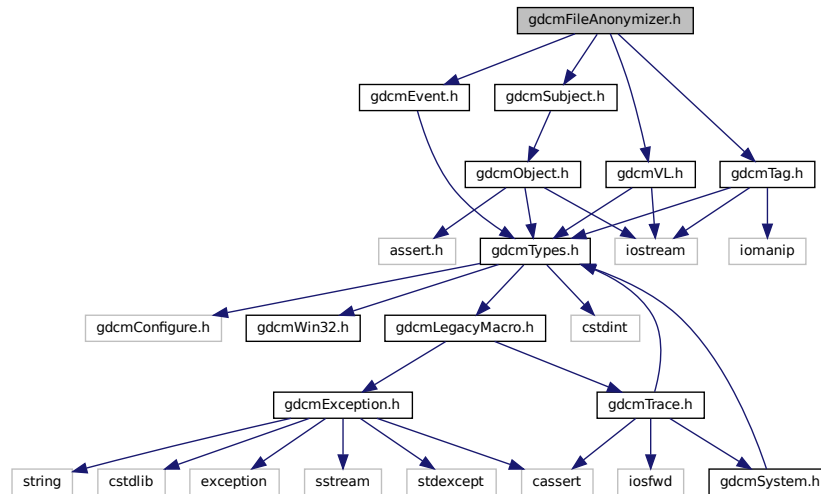
Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const File &val)`

11.89 gdcmFileAnonymizer.h File Reference

```
#include "gdcmSubject.h"
#include "gdcmEvent.h"
#include "gdcmTag.h"
#include "gdcmVL.h"
```

Include dependency graph for `gdcmFileAnonymizer.h`:



Classes

- class `gdcm::FileAnonymizer`
FileAnonymizer.

Namespaces

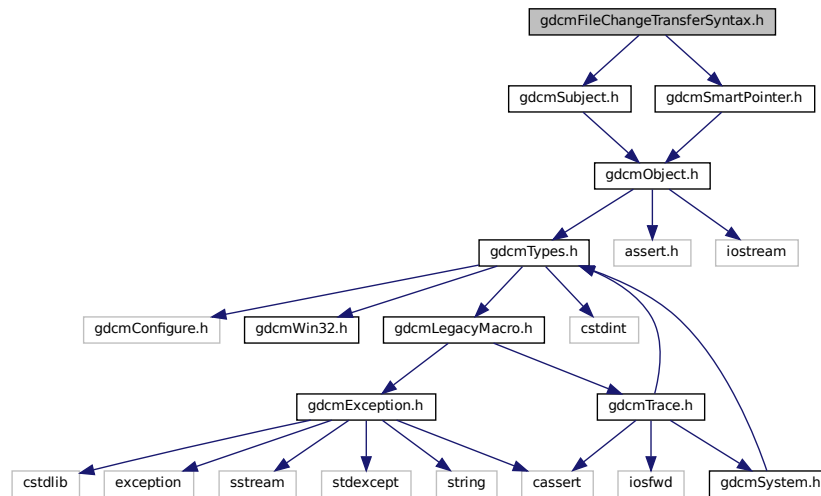
- `gdcm`

11.90 gdcmFileChangeTransferSyntax.h File Reference

```
#include "gdcmSubject.h"
```

```
#include "gdcmSmartPointer.h"
```

Include dependency graph for gdcmFileChangeTransferSyntax.h:



Classes

- class [gdcm::FileChangeTransferSyntax](#)
FileChangeTransferSyntax.

Namespaces

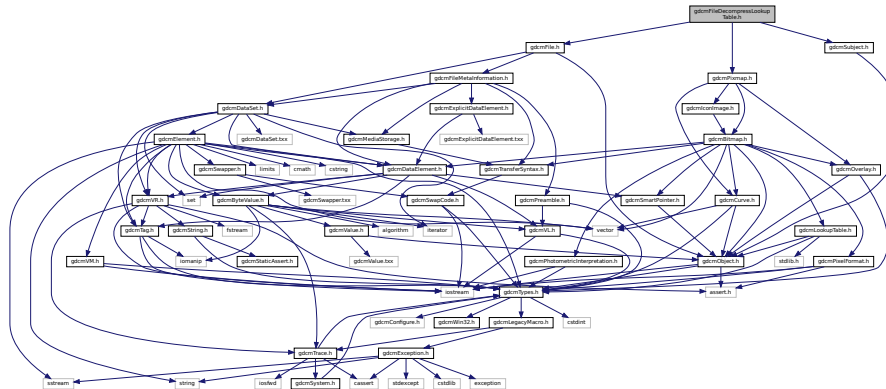
- [gdcm](#)

11.91 gdcmFileDecompressLookupTable.h File Reference

```
#include "gdcmSubject.h"
```

```
#include "gdcmFile.h"
```

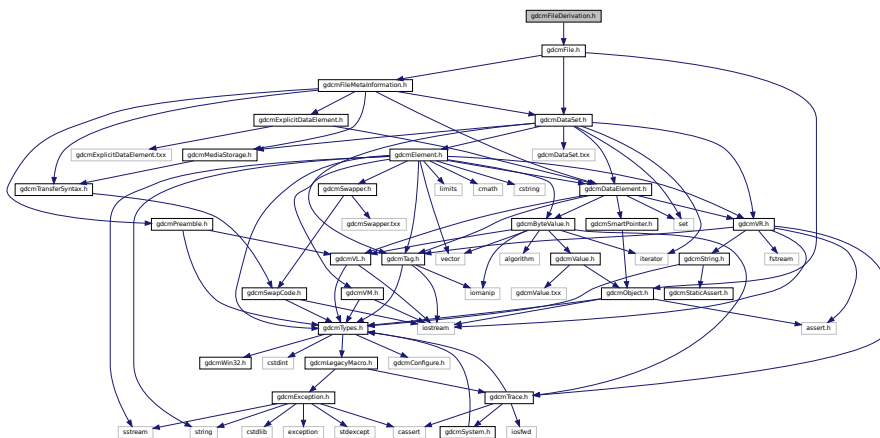
Include dependency graph for gdcmlFileDecompressLookupTable.h:



- class `gdcm::FileDecompressLookupTable`
FileDecompressLookupTable class.

- **gdcm**

Include dependency graph for gdcMFileDerivation.h:

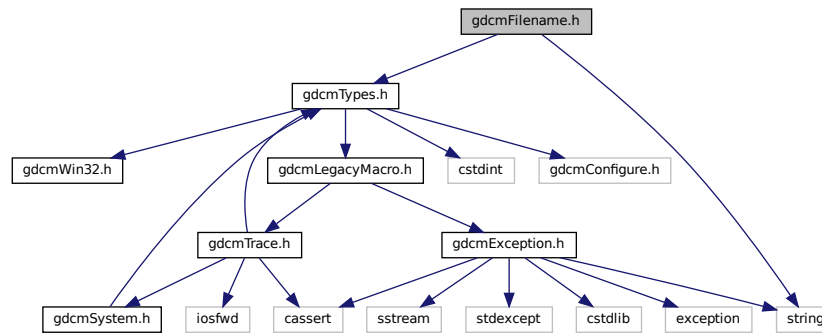


11.95 gdcmFilename.h File Reference

```
#include "gdcmTypes.h"
```

```
#include <string>
```

Include dependency graph for gdcmFilename.h:



Classes

- class [gdcm::Filename](#)
Class to manipulate file name's.

Namespaces

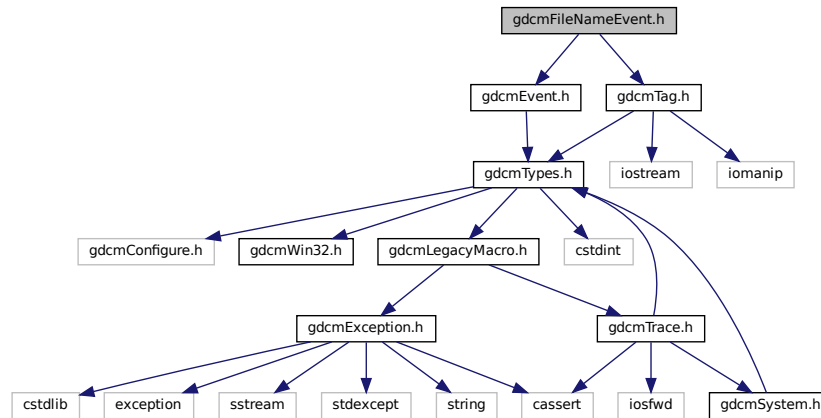
- [gdcm](#)

11.96 gdcmFileNameEvent.h File Reference

```
#include "gdcmEvent.h"
```

```
#include "gdcmTag.h"
```

Include dependency graph for `gdcmFileNameEvent.h`:



Classes

- class `gdcm::FileNameEvent`
FileNameEvent.

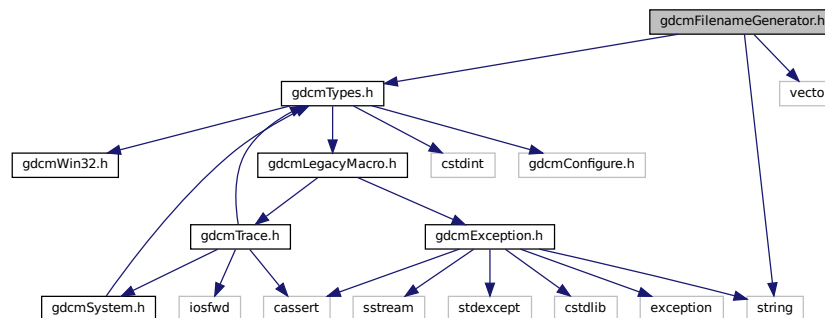
Namespaces

- `gdcm`

11.97 gdcmFilenameGenerator.h File Reference

```
#include "gdcmTypes.h"
#include <string>
#include <vector>
```

Include dependency graph for `gdcmFilenameGenerator.h`:



Classes

- class [gdcm::FilenameGenerator](#)
FilenameGenerator.

Namespaces

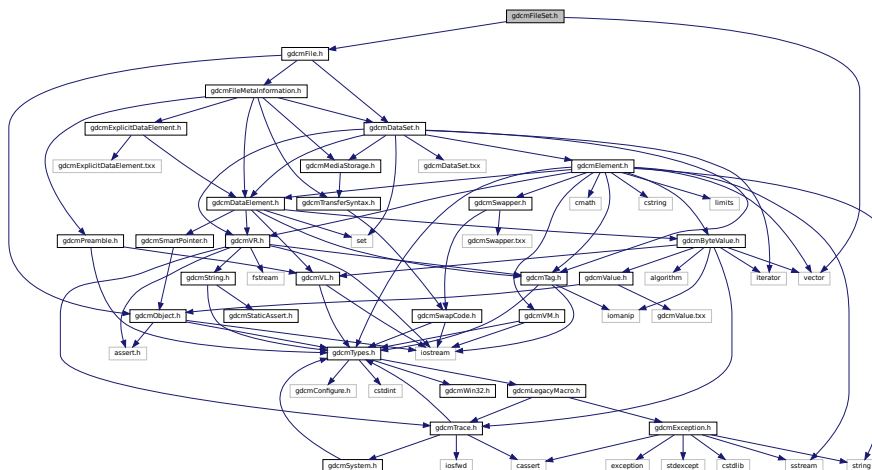
- [gdcm](#)

11.98 gdcmFileSet.h File Reference

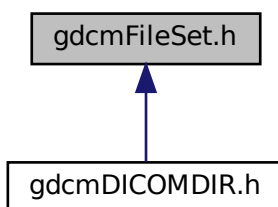
```
#include "gdcmFile.h"
```

```
#include <vector>
```

Include dependency graph for gdcmFileSet.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::FileSet](#)

Namespaces

- [gdcm](#)

Functions

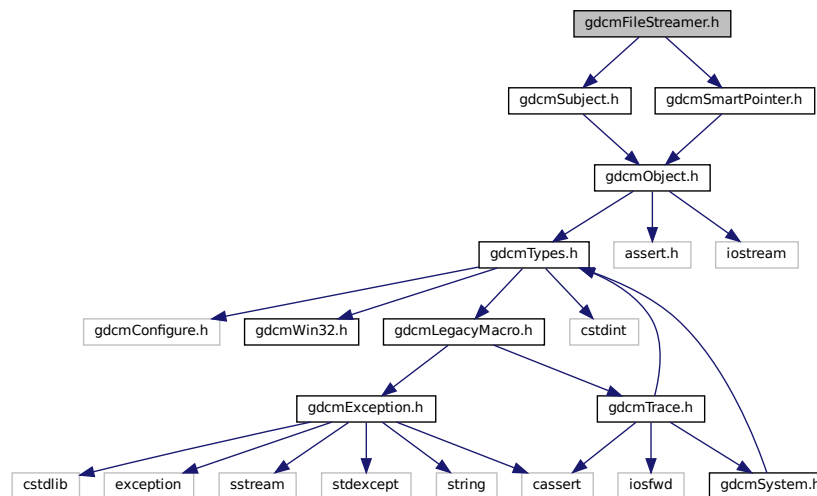
- `std::ostream & gdcm::operator<< (std::ostream &os, const FileSet &f)`

11.99 gdcmFileStreamer.h File Reference

```
#include "gdcmSubject.h"
```

```
#include "gdcmSmartPointer.h"
```

Include dependency graph for `gdcmFileStreamer.h`:



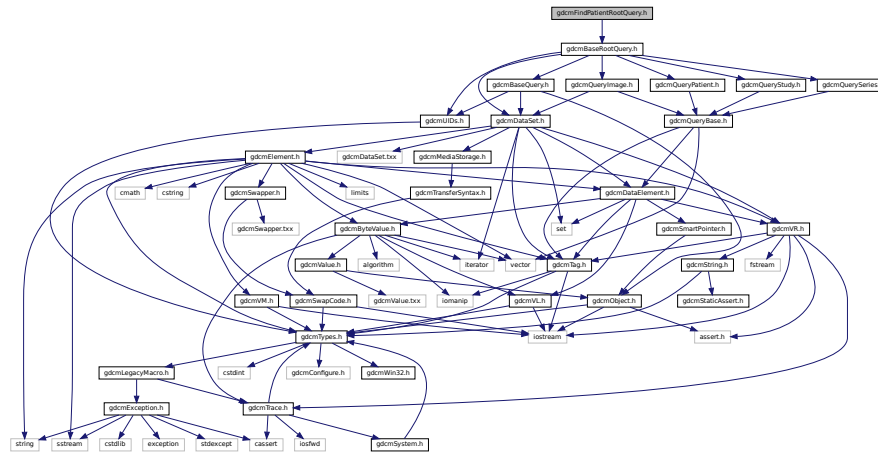
Classes

- class [gdcm::FileStreamer](#)
FileStreamer.

Namespaces

- [gdcm](#)

```
#include "gdcmBaseRootQuery.h"
Include dependency graph for gdcmFindPatientRootQuery.h:
```



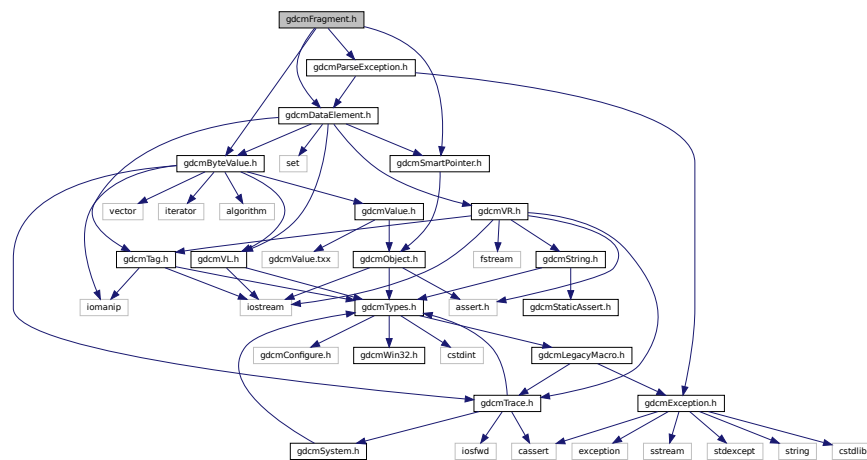
```
graph BT
    A[gdcmMovePatientRootQuery.h] --> B[gdcmFindPatientRootQuery.h]
```

- class `gdcm::FindPatientRootQuery`
PatientRootQuery.

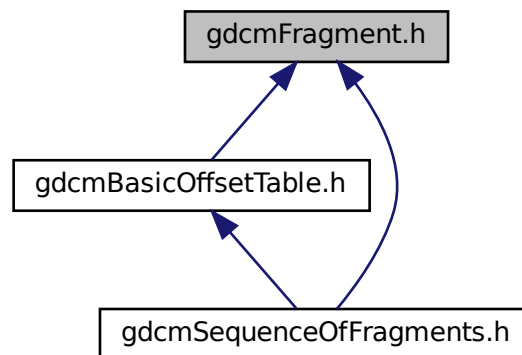
- **gdcm**


```
#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

- [gdcm](#)

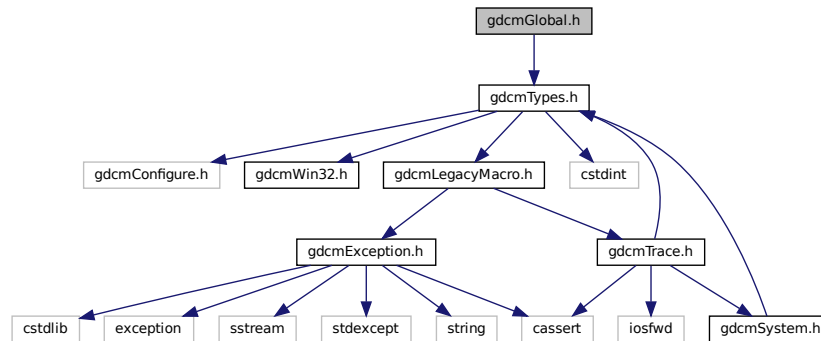
Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Fragment &val)`

11.103 gdcmGlobal.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for `gdcmGlobal.h`:



Classes

- class [gdcm::Global](#)
Global.

Namespaces

- [gdcm](#)

Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Global &g)`

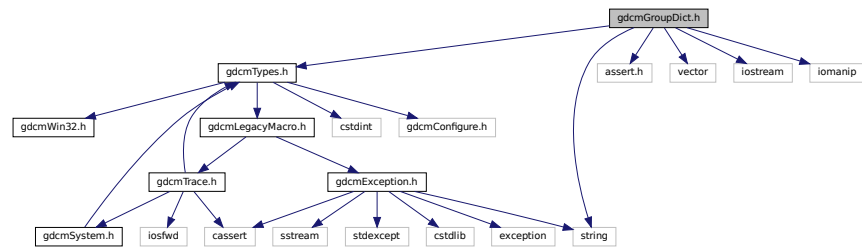
Variables

- static Global [gdcm::GlobalInstance](#)

11.104 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

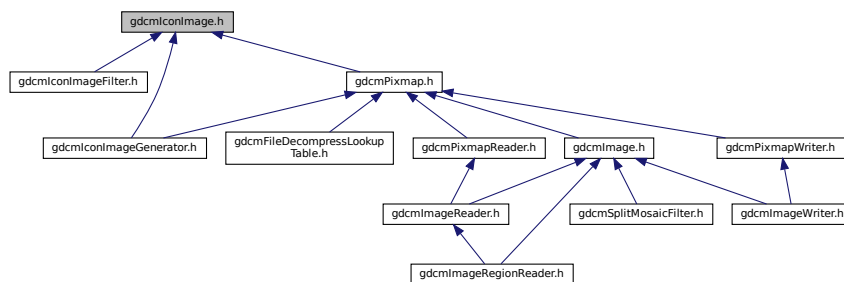
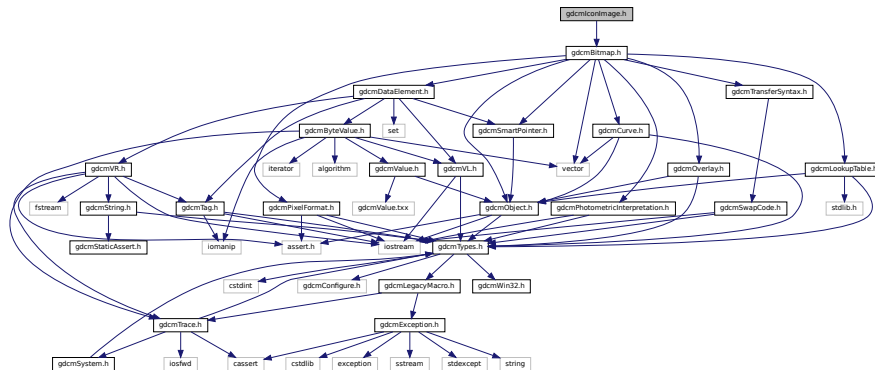
- [gdcm](#)

Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const GroupDict &_val)`

11.105 gdcmIconImage.h File Reference

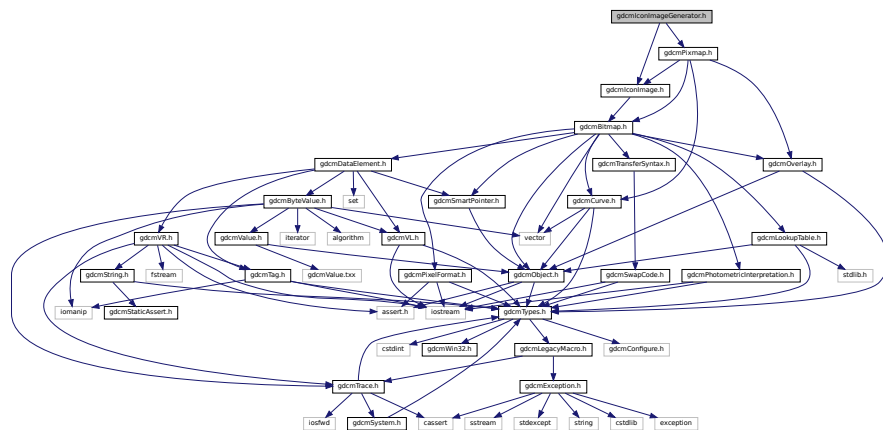
```
#include "gdcmBitmap.h"
```



- class `gdcm::IconImageFilter`
IconImageFilter.

- `gdcm`

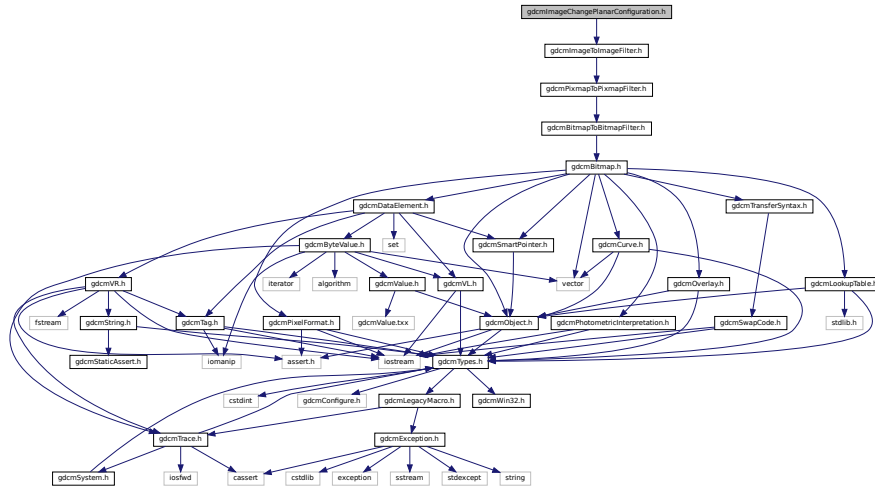
```
#include "gdcmPixmap.h"
#include "gdcmIconImage.h"
Include dependency graph for gdcmIconImageGenerator.h:
```



11.111 gdcmImageChangePlanarConfiguration.h File Reference

```
#include "gdcmImageToImageFilter.h"
```

Include dependency graph for gdcmImageChangePlanarConfiguration.h:



Classes

- class [gdcm::ImageChangePlanarConfiguration](#)
ImageChangePlanarConfiguration class.

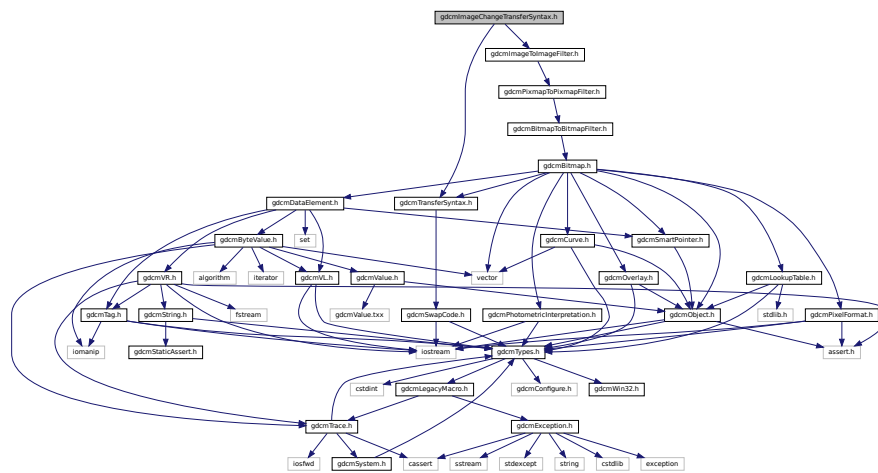
Namespaces

- [gdcm](#)

11.112 gdcmImageChangeTransferSyntax.h File Reference

```
#include "gdcmImageToImageFilter.h"
```

```
#include "gdcmTransferSyntax.h"
```



- class `gdcm::ImageChangeTransferSyntax`
ImageChangeTransferSyntax class.

- **gdcm**

```
#include "gdcmCodec.h"
#include "gdcmPhotometricInterpretation.h"
#include "gdcmLookupTable.h"
#include "gdcmSmartPointer.h"
#include "gdcmPixelFormat.h"
```

```

graph TD
    gdcmImageCodec.h --> gdcmCader.h
    gdcmImageCodec.h --> gdcmCoder.h
    gdcmImageCodec.h --> gdcmDecoder.h
    gdcmImageCodec.h --> gdcmSmartPointer.h
    gdcmImageCodec.h --> gdcmDataElement.h
    gdcmImageCodec.h --> gdcmByteValue.h
    gdcmImageCodec.h --> gdcmLookupTable.h
    gdcmImageCodec.h --> gdcmObject.h
    gdcmImageCodec.h --> gdcmValueFormat.h
    gdcmImageCodec.h --> gdcmPhotometricInterpretation.h
    gdcmImageCodec.h --> gdcmTypes.h
    gdcmImageCodec.h --> gdcmLegacyMacro.h
    gdcmImageCodec.h --> gdcmConfigure.h
    gdcmImageCodec.h --> gdcmWin32.h
    gdcmImageCodec.h --> gdcmTrace.h
    gdcmImageCodec.h --> gdcmException.h
    gdcmImageCodec.h --> iosfwd
    gdcmImageCodec.h --> gdcmSystem.h
    gdcmImageCodec.h --> cassert
    gdcmImageCodec.h --> stdexcept
    gdcmImageCodec.h --> string
    gdcmImageCodec.h --> cstdlib
    gdcmImageCodec.h --> exception
    gdcmImageCodec.h --> sstream

    gdcmCader.h --> gdcmDataElement.h
    gdcmCader.h --> gdcmByteValue.h
    gdcmCader.h --> gdcmLookupTable.h
    gdcmCader.h --> gdcmObject.h
    gdcmCader.h --> gdcmValueFormat.h
    gdcmCader.h --> gdcmPhotometricInterpretation.h
    gdcmCader.h --> gdcmTypes.h
    gdcmCader.h --> gdcmLegacyMacro.h
    gdcmCader.h --> gdcmConfigure.h
    gdcmCader.h --> gdcmWin32.h
    gdcmCader.h --> gdcmTrace.h
    gdcmCader.h --> gdcmException.h

    gdcmCoder.h --> gdcmDataElement.h
    gdcmCoder.h --> gdcmByteValue.h
    gdcmCoder.h --> gdcmLookupTable.h
    gdcmCoder.h --> gdcmObject.h
    gdcmCoder.h --> gdcmValueFormat.h
    gdcmCoder.h --> gdcmPhotometricInterpretation.h
    gdcmCoder.h --> gdcmTypes.h
    gdcmCoder.h --> gdcmLegacyMacro.h
    gdcmCoder.h --> gdcmConfigure.h
    gdcmCoder.h --> gdcmWin32.h
    gdcmCoder.h --> gdcmTrace.h
    gdcmCoder.h --> gdcmException.h

    gdcmDecoder.h --> gdcmDataElement.h
    gdcmDecoder.h --> gdcmByteValue.h
    gdcmDecoder.h --> gdcmLookupTable.h
    gdcmDecoder.h --> gdcmObject.h
    gdcmDecoder.h --> gdcmValueFormat.h
    gdcmDecoder.h --> gdcmPhotometricInterpretation.h
    gdcmDecoder.h --> gdcmTypes.h
    gdcmDecoder.h --> gdcmLegacyMacro.h
    gdcmDecoder.h --> gdcmConfigure.h
    gdcmDecoder.h --> gdcmWin32.h
    gdcmDecoder.h --> gdcmTrace.h
    gdcmDecoder.h --> gdcmException.h

    gdcmSmartPointer.h --> gdcmDataElement.h
    gdcmSmartPointer.h --> gdcmByteValue.h
    gdcmSmartPointer.h --> gdcmLookupTable.h
    gdcmSmartPointer.h --> gdcmObject.h
    gdcmSmartPointer.h --> gdcmValueFormat.h
    gdcmSmartPointer.h --> gdcmPhotometricInterpretation.h
    gdcmSmartPointer.h --> gdcmTypes.h
    gdcmSmartPointer.h --> gdcmLegacyMacro.h
    gdcmSmartPointer.h --> gdcmConfigure.h
    gdcmSmartPointer.h --> gdcmWin32.h
    gdcmSmartPointer.h --> gdcmTrace.h
    gdcmSmartPointer.h --> gdcmException.h

    gdcmDataElement.h --> gdcmByteValue.h
    gdcmDataElement.h --> gdcmLookupTable.h
    gdcmDataElement.h --> gdcmObject.h
    gdcmDataElement.h --> gdcmValueFormat.h
    gdcmDataElement.h --> gdcmPhotometricInterpretation.h
    gdcmDataElement.h --> gdcmTypes.h
    gdcmDataElement.h --> gdcmLegacyMacro.h
    gdcmDataElement.h --> gdcmConfigure.h
    gdcmDataElement.h --> gdcmWin32.h
    gdcmDataElement.h --> gdcmTrace.h
    gdcmDataElement.h --> gdcmException.h

    gdcmByteValue.h --> vector
    gdcmByteValue.h --> iterator
    gdcmByteValue.h --> algorithm
    gdcmByteValue.h --> gdcmVR.h
    gdcmByteValue.h --> gdcmValue.h
    gdcmByteValue.h --> gdcmVL.h
    gdcmByteValue.h --> gdcmTag.h
    gdcmByteValue.h --> gdcmString.h
    gdcmByteValue.h --> gdcmValueBox
    gdcmByteValue.h --> gdcmStaticAssert.h
    gdcmByteValue.h --> gdcmObject.h
    gdcmByteValue.h --> gdcmValueFormat.h
    gdcmByteValue.h --> gdcmPhotometricInterpretation.h
    gdcmByteValue.h --> gdcmTypes.h
    gdcmByteValue.h --> gdcmLegacyMacro.h
    gdcmByteValue.h --> gdcmConfigure.h
    gdcmByteValue.h --> gdcmWin32.h
    gdcmByteValue.h --> gdcmTrace.h
    gdcmByteValue.h --> gdcmException.h

    vector --> gdcmObject.h
    vector --> gdcmValueFormat.h
    vector --> gdcmPhotometricInterpretation.h
    vector --> gdcmTypes.h
    vector --> gdcmLegacyMacro.h
    vector --> gdcmConfigure.h
    vector --> gdcmWin32.h
    vector --> gdcmTrace.h
    vector --> gdcmException.h

    iterator --> gdcmObject.h
    iterator --> gdcmValueFormat.h
    iterator --> gdcmPhotometricInterpretation.h
    iterator --> gdcmTypes.h
    iterator --> gdcmLegacyMacro.h
    iterator --> gdcmConfigure.h
    iterator --> gdcmWin32.h
    iterator --> gdcmTrace.h
    iterator --> gdcmException.h

    algorithm --> gdcmObject.h
    algorithm --> gdcmValueFormat.h
    algorithm --> gdcmPhotometricInterpretation.h
    algorithm --> gdcmTypes.h
    algorithm --> gdcmLegacyMacro.h
    algorithm --> gdcmConfigure.h
    algorithm --> gdcmWin32.h
    algorithm --> gdcmTrace.h
    algorithm --> gdcmException.h

    gdcmVR.h --> gdcmObject.h
    gdcmVR.h --> gdcmValueFormat.h
    gdcmVR.h --> gdcmPhotometricInterpretation.h
    gdcmVR.h --> gdcmTypes.h
    gdcmVR.h --> gdcmLegacyMacro.h
    gdcmVR.h --> gdcmConfigure.h
    gdcmVR.h --> gdcmWin32.h
    gdcmVR.h --> gdcmTrace.h
    gdcmVR.h --> gdcmException.h

    gdcmValue.h --> gdcmObject.h
    gdcmValue.h --> gdcmValueFormat.h
    gdcmValue.h --> gdcmPhotometricInterpretation.h
    gdcmValue.h --> gdcmTypes.h
    gdcmValue.h --> gdcmLegacyMacro.h
    gdcmValue.h --> gdcmConfigure.h
    gdcmValue.h --> gdcmWin32.h
    gdcmValue.h --> gdcmTrace.h
    gdcmValue.h --> gdcmException.h

    gdcmVL.h --> gdcmObject.h
    gdcmVL.h --> gdcmValueFormat.h
    gdcmVL.h --> gdcmPhotometricInterpretation.h
    gdcmVL.h --> gdcmTypes.h
    gdcmVL.h --> gdcmLegacyMacro.h
    gdcmVL.h --> gdcmConfigure.h
    gdcmVL.h --> gdcmWin32.h
    gdcmVL.h --> gdcmTrace.h
    gdcmVL.h --> gdcmException.h

    gdcmTag.h --> gdcmObject.h
    gdcmTag.h --> gdcmValueFormat.h
    gdcmTag.h --> gdcmPhotometricInterpretation.h
    gdcmTag.h --> gdcmTypes.h
    gdcmTag.h --> gdcmLegacyMacro.h
    gdcmTag.h --> gdcmConfigure.h
    gdcmTag.h --> gdcmWin32.h
    gdcmTag.h --> gdcmTrace.h
    gdcmTag.h --> gdcmException.h

    gdcmString.h --> gdcmObject.h
    gdcmString.h --> gdcmValueFormat.h
    gdcmString.h --> gdcmPhotometricInterpretation.h
    gdcmString.h --> gdcmTypes.h
    gdcmString.h --> gdcmLegacyMacro.h
    gdcmString.h --> gdcmConfigure.h
    gdcmString.h --> gdcmWin32.h
    gdcmString.h --> gdcmTrace.h
    gdcmString.h --> gdcmException.h

    gdcmValueBox --> gdcmObject.h
    gdcmValueBox --> gdcmValueFormat.h
    gdcmValueBox --> gdcmPhotometricInterpretation.h
    gdcmValueBox --> gdcmTypes.h
    gdcmValueBox --> gdcmLegacyMacro.h
    gdcmValueBox --> gdcmConfigure.h
    gdcmValueBox --> gdcmWin32.h
    gdcmValueBox --> gdcmTrace.h
    gdcmValueBox --> gdcmException.h

    gdcmStaticAssert.h --> gdcmObject.h
    gdcmStaticAssert.h --> gdcmValueFormat.h
    gdcmStaticAssert.h --> gdcmPhotometricInterpretation.h
    gdcmStaticAssert.h --> gdcmTypes.h
    gdcmStaticAssert.h --> gdcmLegacyMacro.h
    gdcmStaticAssert.h --> gdcmConfigure.h
    gdcmStaticAssert.h --> gdcmWin32.h
    gdcmStaticAssert.h --> gdcmTrace.h
    gdcmStaticAssert.h --> gdcmException.h

    gdcmLookupTable.h --> gdcmObject.h
    gdcmLookupTable.h --> gdcmValueFormat.h
    gdcmLookupTable.h --> gdcmPhotometricInterpretation.h
    gdcmLookupTable.h --> gdcmTypes.h
    gdcmLookupTable.h --> gdcmLegacyMacro.h
    gdcmLookupTable.h --> gdcmConfigure.h
    gdcmLookupTable.h --> gdcmWin32.h
    gdcmLookupTable.h --> gdcmTrace.h
    gdcmLookupTable.h --> gdcmException.h

    gdcmObject.h --> gdcmValueFormat.h
    gdcmObject.h --> gdcmPhotometricInterpretation.h
    gdcmObject.h --> gdcmTypes.h
    gdcmObject.h --> gdcmLegacyMacro.h
    gdcmObject.h --> gdcmConfigure.h
    gdcmObject.h --> gdcmWin32.h
    gdcmObject.h --> gdcmTrace.h
    gdcmObject.h --> gdcmException.h

    gdcmValueFormat.h --> gdcmPhotometricInterpretation.h
    gdcmValueFormat.h --> gdcmTypes.h
    gdcmValueFormat.h --> gdcmLegacyMacro.h
    gdcmValueFormat.h --> gdcmConfigure.h
    gdcmValueFormat.h --> gdcmWin32.h
    gdcmValueFormat.h --> gdcmTrace.h
    gdcmValueFormat.h --> gdcmException.h

    gdcmPhotometricInterpretation.h --> gdcmTypes.h
    gdcmPhotometricInterpretation.h --> gdcmLegacyMacro.h
    gdcmPhotometricInterpretation.h --> gdcmConfigure.h
    gdcmPhotometricInterpretation.h --> gdcmWin32.h
    gdcmPhotometricInterpretation.h --> gdcmTrace.h
    gdcmPhotometricInterpretation.h --> gdcmException.h

    gdcmTypes.h --> gdcmLegacyMacro.h
    gdcmTypes.h --> gdcmConfigure.h
    gdcmTypes.h --> gdcmWin32.h
    gdcmTypes.h --> gdcmTrace.h
    gdcmTypes.h --> gdcmException.h

    gdcmLegacyMacro.h --> gdcmConfigure.h
    gdcmLegacyMacro.h --> gdcmWin32.h
    gdcmLegacyMacro.h --> gdcmTrace.h
    gdcmLegacyMacro.h --> gdcmException.h

    gdcmConfigure.h --> gdcmWin32.h
    gdcmConfigure.h --> gdcmTrace.h
    gdcmConfigure.h --> gdcmException.h

    gdcmWin32.h --> gdcmTrace.h
    gdcmWin32.h --> gdcmException.h

    gdcmTrace.h --> gdcmException.h

    gdcmException.h --> iosfwd
    gdcmException.h --> gdcmSystem.h
    gdcmException.h --> cassert
    gdcmException.h --> stdexcept
    gdcmException.h --> string
    gdcmException.h --> cstdlib
    gdcmException.h --> exception
    gdcmException.h --> sstream
  
```

```

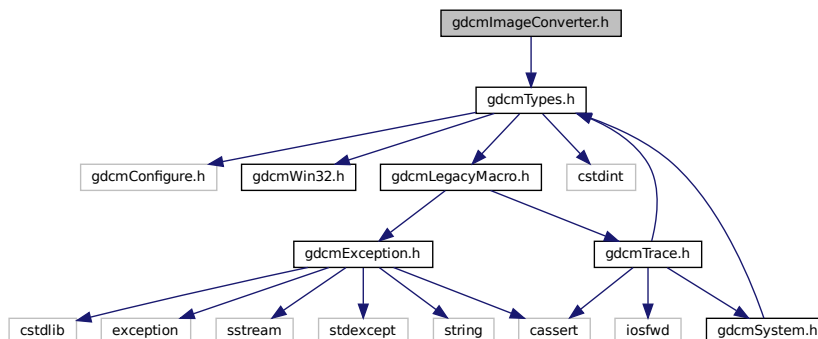
graph TD
    Root["gdkmmImageCodec.h"]
    Root --> D1["gdkmmDetailEncodingCodec.h"]
    Root --> D2["gdkmmPEG2000Codec.h"]
    Root --> D3["gdkmmPEGCodec.h"]
    Root --> D4["gdkmmPEGAScdec.h"]
    Root --> D5["gdkmmKAKADUCodec.h"]
    Root --> D6["gdkmmPXCCodec.h"]
    Root --> D7["gdkmmPXMCodec.h"]
    Root --> D8["gdkmmPVRCodec.h"]
    Root --> D9["gdkmmRAWCodec.h"]
    Root --> D10["gdkmmJPECCodec.h"]
    D2 --> D2_1["gdkmmPEG12Codec.h"]
    D2 --> D2_2["gdkmmPEG18Codec.h"]
    D2_2 --> D2_2_1["gdkmmPEBCodec.h"]
  
```

- class `gdcm::ImageCodec`
ImageCodec.

- **gdcm**

```
#include "gdcmTypes.h"
```

Include dependency graph for `gdcmImageConverter.h`:



Classes

- class `gdcm::ImageConverter`
Image Converter.

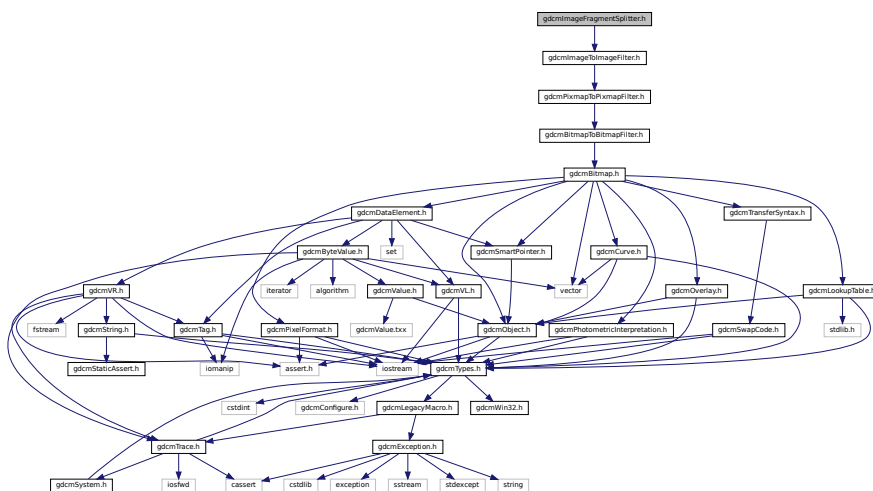
Namespaces

- **gdcm**

11.115 gdcmlImageFragmentSplitter.h File Reference

```
#include "gdcmImageToImageFilter.h"
```

Include dependency graph for `gdcmlImageFragmentSplitter.h`:



Classes

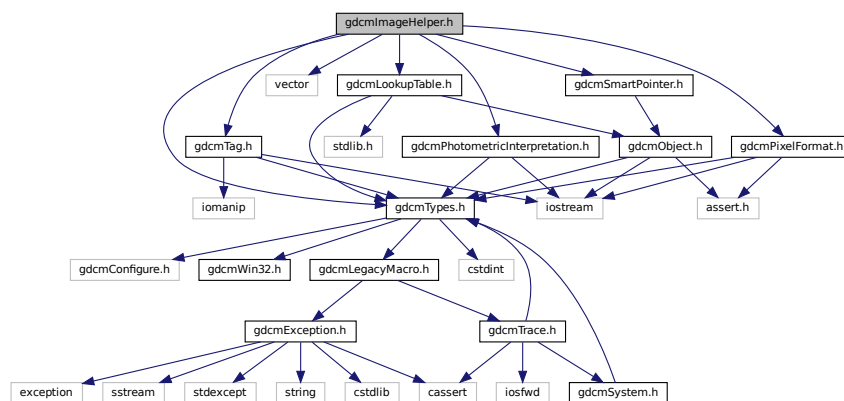
- class [gdcm::ImageFragmentSplitter](#)
ImageFragmentSplitter class.

Namespaces

- [gdcm](#)

11.116 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

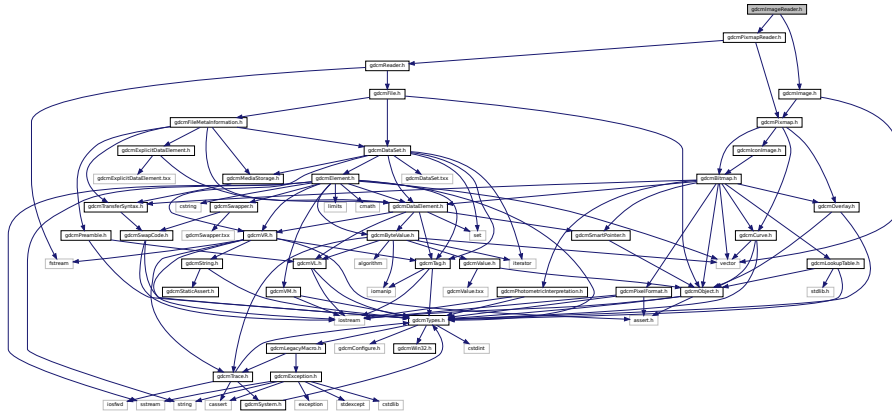
- class [gdcm::ImageHelper](#)
ImageHelper (internal class, not intended for user level)
- struct [gdcm::RealWorldValueMappingContent](#)

Namespaces

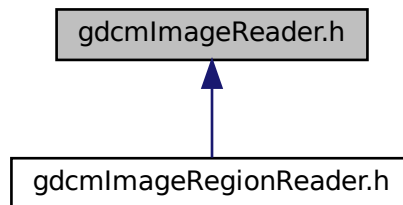
- [gdcm](#)

11.117 gdcmImageReader.h File Reference

```
#include "gdcmPixmapReader.h"
#include "gdcmImage.h"
Include dependency graph for gdcmImageReader.h:
```



This graph shows which files directly or indirectly include this file:

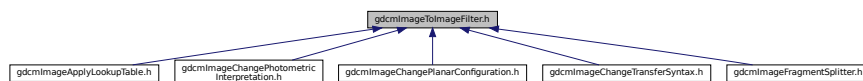
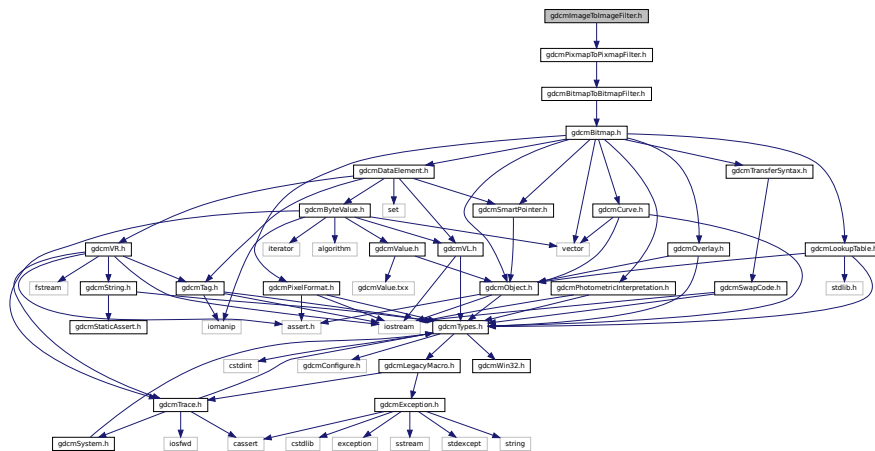


Classes

- class `gdcm::ImageReader`
ImageReader.

Namespaces

- `gdcm`



- class `gdcm::ImageToImageFilter`
ImageToImageFilter class.

- gdc

```
#include "gdcmPixmapWriter.h"
#include "gdcmImage.h"
```

- class `gdcm::ImageWriter`
ImageWriter.

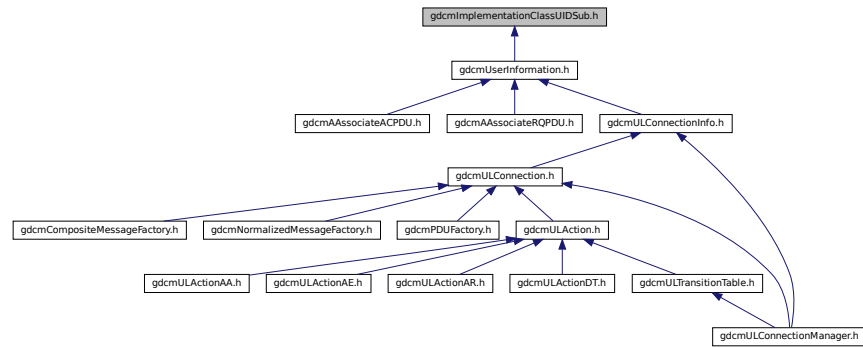
- `gdcm`

```
#include "gdcmTypes.h"
```

```

graph TD
    Root[gdcmImplementationClassUIDSub.h] --> gdcmTypes.h
    Root --> gdcmSystem.h
    gdcmTypes.h --> gdcmConfigure.h
    gdcmTypes.h --> gdcmWin32.h
    gdcmTypes.h --> gdcmLegacyMacro.h
    gdcmTypes.h --> cstdint
    gdcmLegacyMacro.h --> gdcmException.h
    gdcmLegacyMacro.h --> gdcmTrace.h
    gdcmException.h --> cstdlib
    gdcmException.h --> exception
    gdcmException.h --> sstream
    gdcmException.h --> stdexcept
    gdcmException.h --> string
    gdcmException.h --> cassert
    gdcmTrace.h --> iosfwd
    gdcmTrace.h --> gdcmSystem.h
  
```

This graph shows which files directly or indirectly include this file:



Classes

- class [gdcml::network::ImplementationClassUIDSub](#)
ImplementationClassUIDSub.

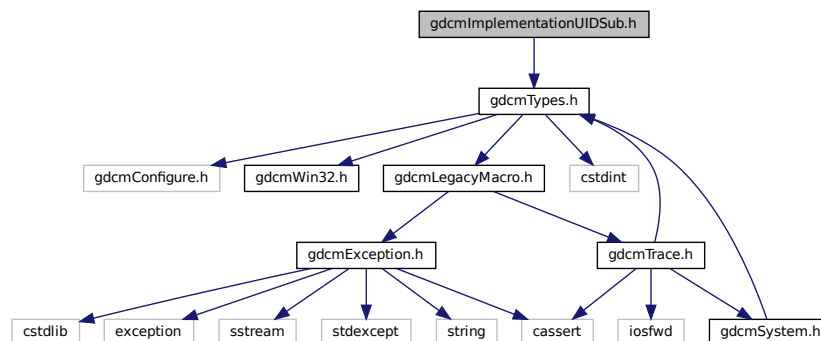
Namespaces

- [gdcml](#)
- [gdcml::network](#)

11.122 gdcmlImplementationUIDSub.h File Reference

```
#include "gdcmlTypes.h"
```

Include dependency graph for gdcmlImplementationUIDSub.h:



Classes

- class [gdcm::network::ImplementationUIDSub](#)
ImplementationUIDSub.

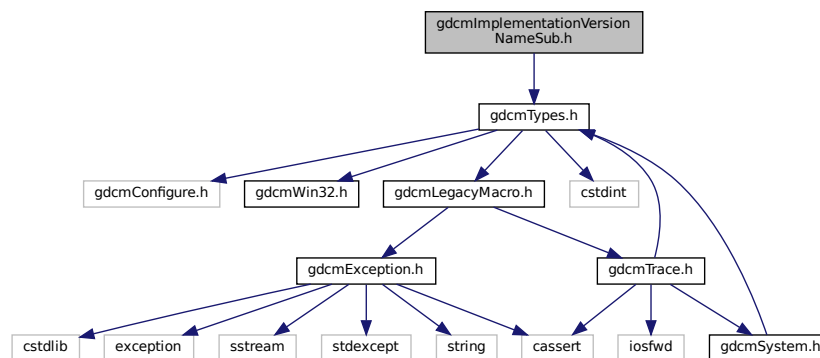
Namespaces

- [gdcm](#)
- [gdcm::network](#)

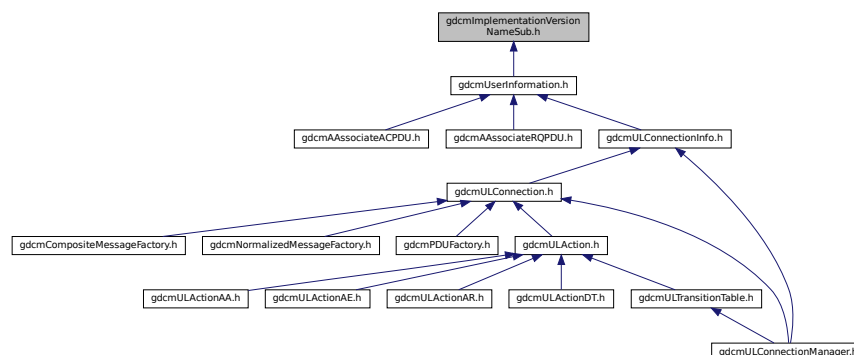
11.123 gdcmImplementationVersionNameSub.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmImplementationVersionNameSub.h:



This graph shows which files directly or indirectly include this file:



Classes

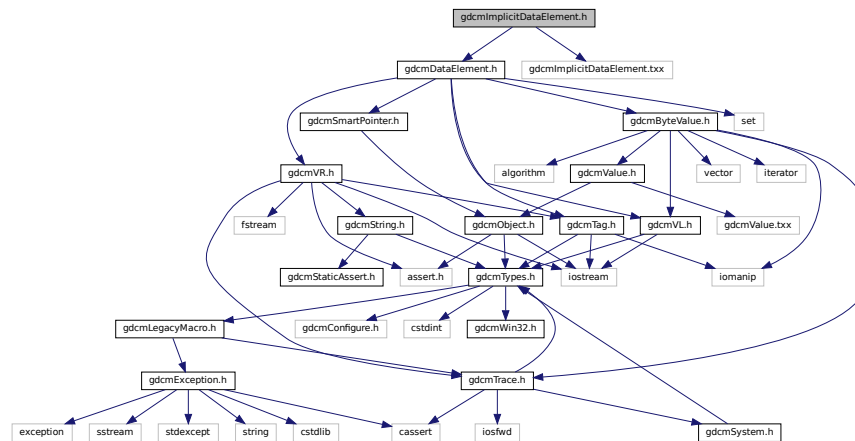
- class [gdcm::network::ImplementationVersionNameSub](#)
ImplementationVersionNameSub.

Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.124 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.

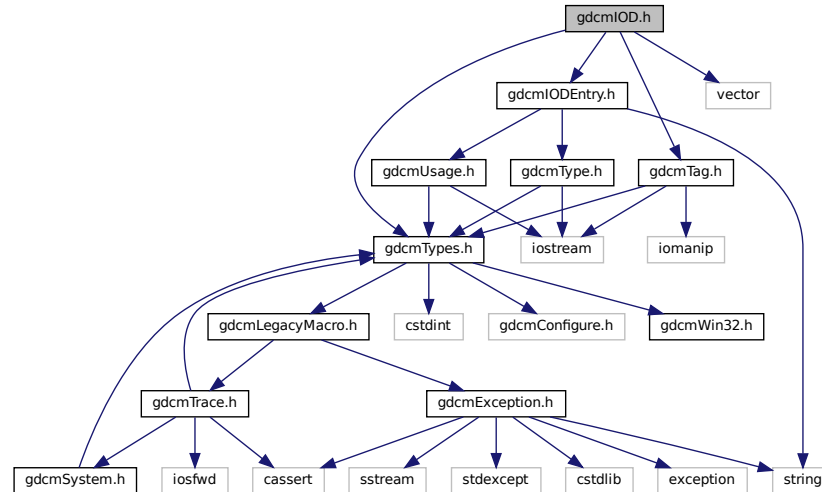
Namespaces

- [gdcm](#)

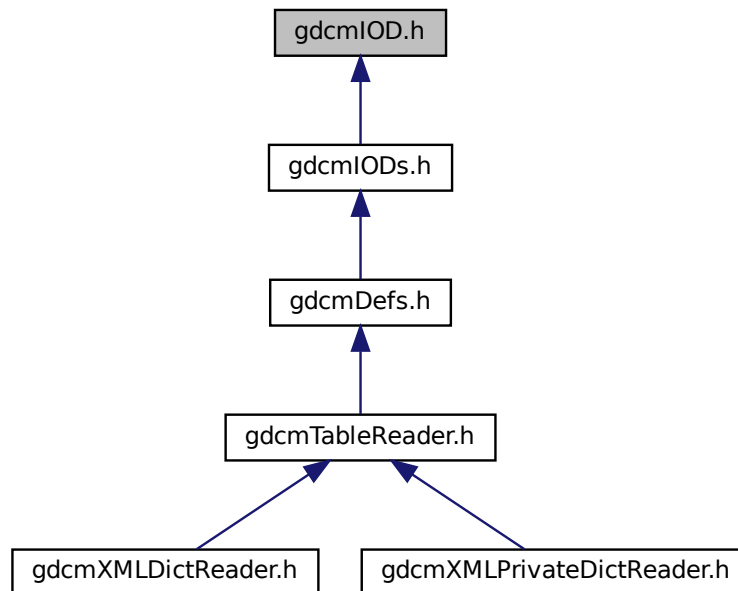
11.125 gdcmIOD.h File Reference

```
#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 [gdcml::IOD](#)
Class for representing a IOD.

Namespaces

- [gdcml](#)

Functions

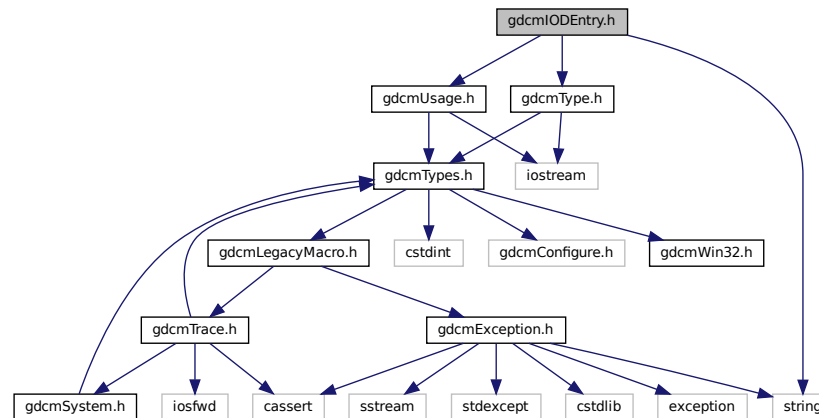
- `std::ostream & gdcml::operator<< (std::ostream &_os, const IOD &_val)`

11.126 gdcmlODEntry.h File Reference

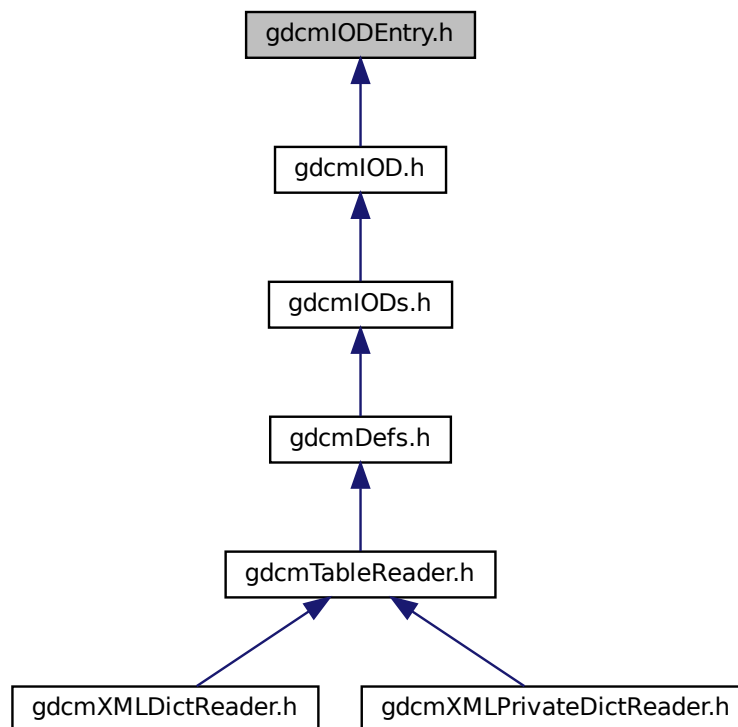
```
#include "gdcmlUsage.h"
#include "gdcmlType.h"
```

```
#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

- [gdcm](#)

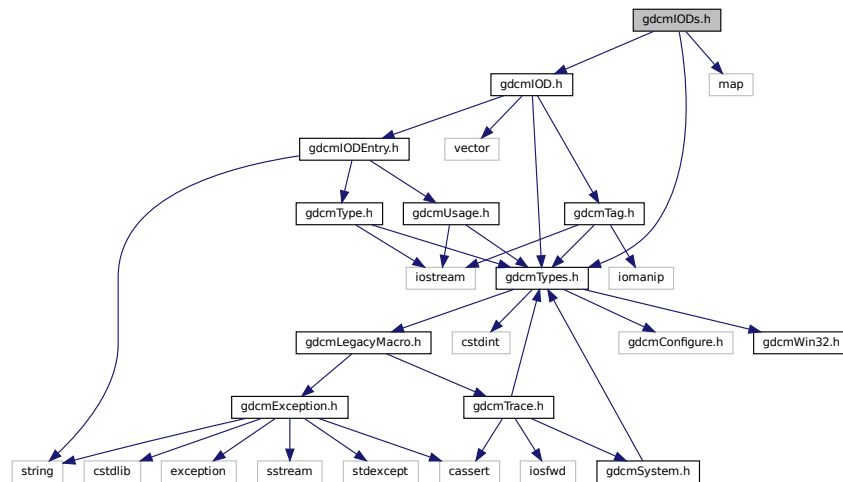
Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const IODEntry &_val)`

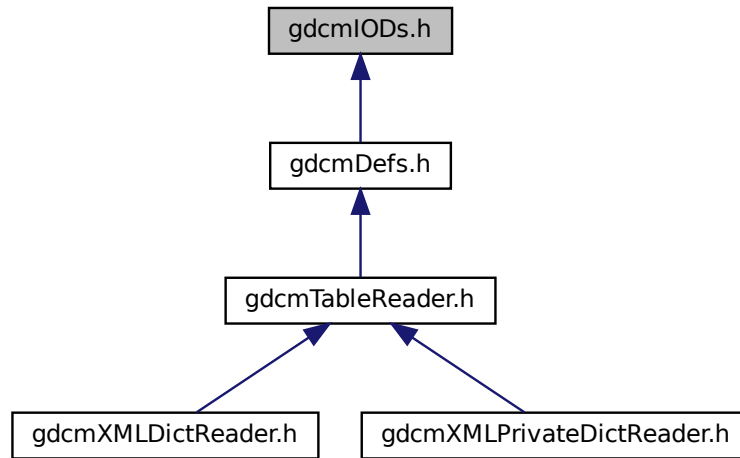
11.127 gdcmIODs.h File Reference

```
#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

- [gdcm](#)

Functions

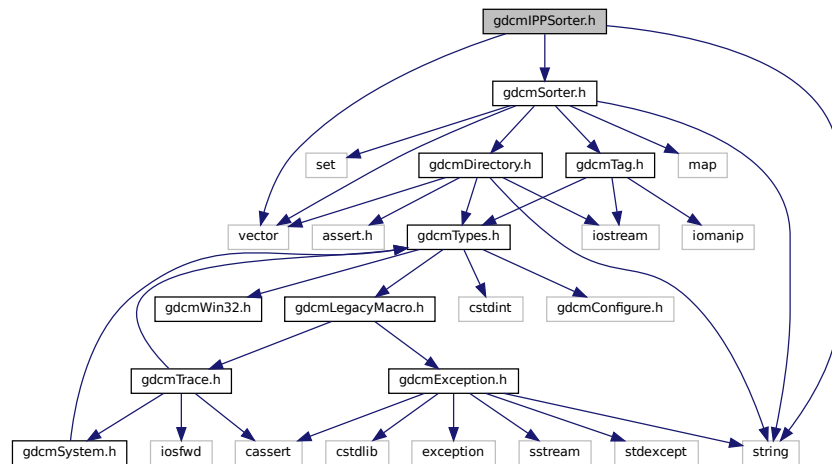
- `std::ostream & gdcm::operator<< (std::ostream &_os, const IODs &_val)`

11.128 gdcmIIPPSorter.h File Reference

```
#include "gdcmSorter.h"  
#include <vector>
```

```
#include <string>
```

Include dependency graph for `gdcmIPPSorter.h`:



Classes

- class `gdcm::IPPSorter`
IPPSorter.

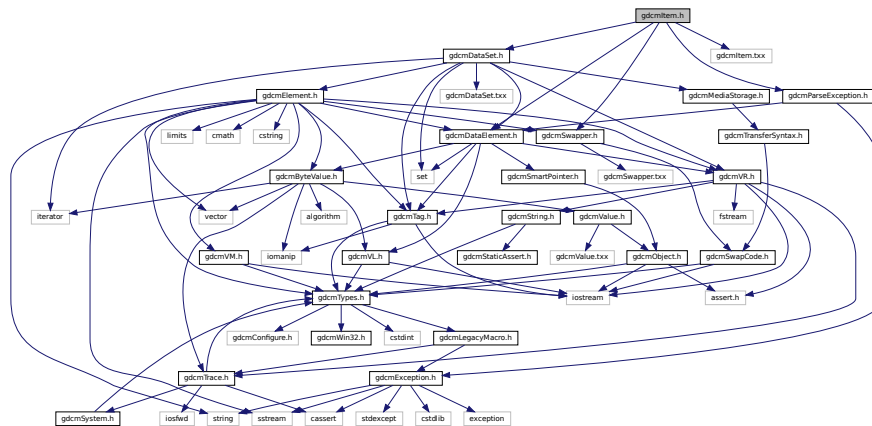
Namespaces

- `gdcm`

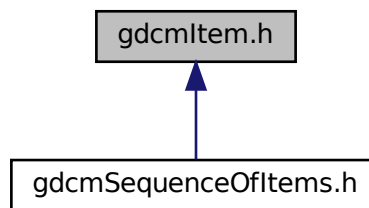
11.129 gdcmItem.h File Reference

```
#include "gdcmDataElement.h"
#include "gdcmDataSet.h"
#include "gdcmParseException.h"
#include "gdcmSwapper.h"
```

Include dependency graph for `gdcmItem.h`:



This graph shows which files directly or indirectly include this file:



Classes

- class `gdcm::Item`
Class to represent an `Item`.

Namespaces

- **gdcm**

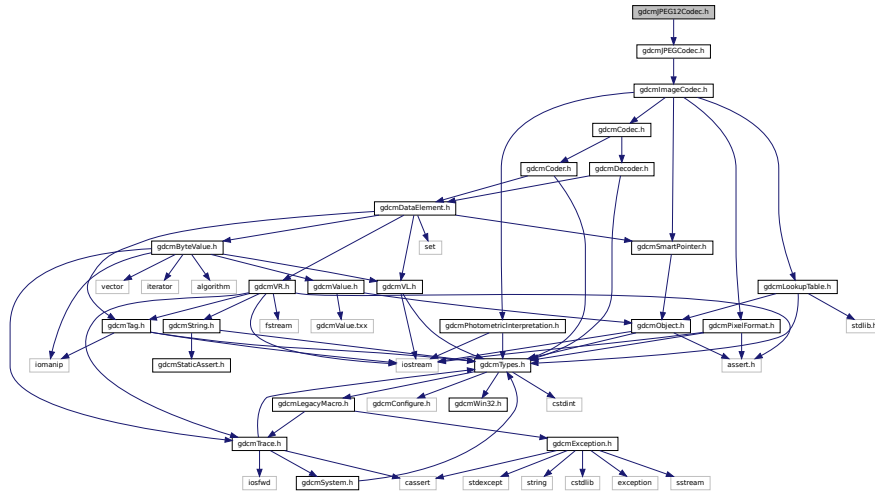
Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Item &val)`

11.130 gdcmJPEG12Codec.h File Reference

```
#include "gdcmJPEGCodec.h"
```

Include dependency graph for gdcmJPEG12Codec.h:



Classes

- class [gdcm::JPEG12Codec](#)
Class to do JPEG 12bits (lossy & lossless)

Namespaces

- [gdcm](#)

11.131 gdcmJPEG16Codec.h File Reference

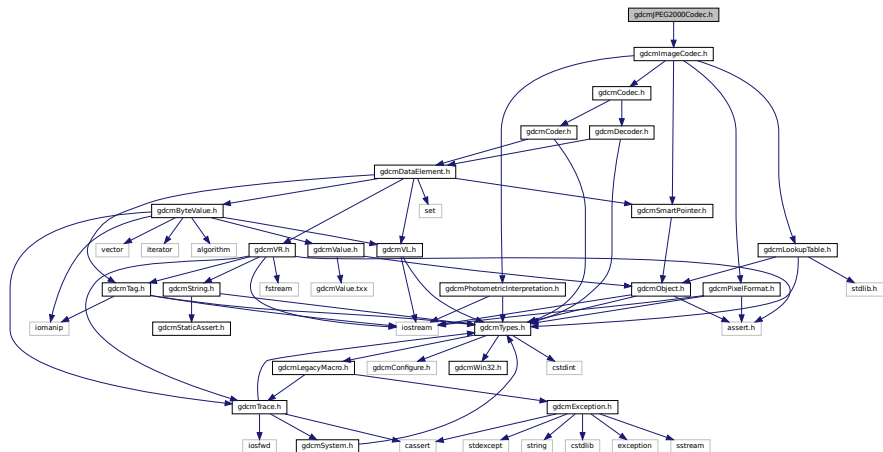
```
#include "gdcmJPEGCodec.h"
```


[illegible]

- class `gdcm::JPEG16Codec`
Class to do JPEG 16bits (lossless)

- **gdcm**

```
#include "gdcmImageCodec.h"
Include dependency graph for gdcmJPEG2000Codec.h:
```



Classes

- class [gdcm::JPEG2000Codec](#)
Class to do JPEG 2000.

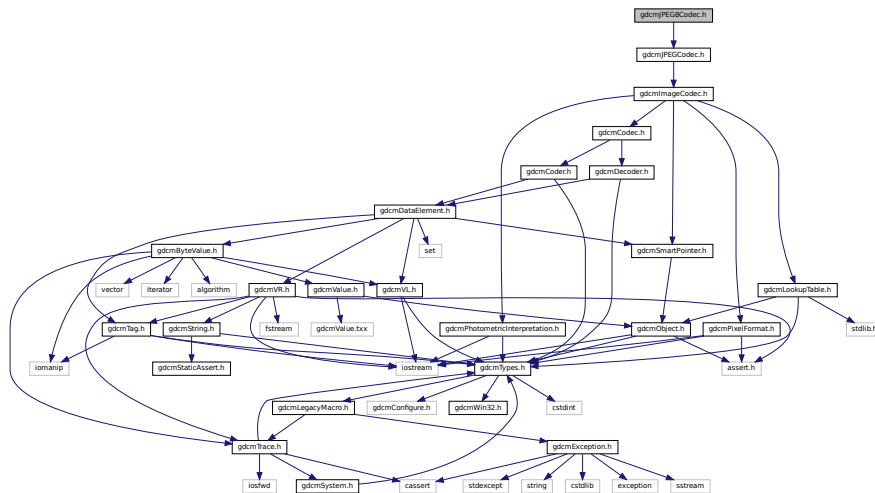
Namespaces

- [gdcm](#)

11.133 gdcmJPEG8Codec.h File Reference

```
#include "gdcmJPEGCodec.h"
```

Include dependency graph for gdcmJPEG8Codec.h:



Classes

- class [gdcm::JPEG8Codec](#)
Class to do JPEG 8bits (lossy & lossless)

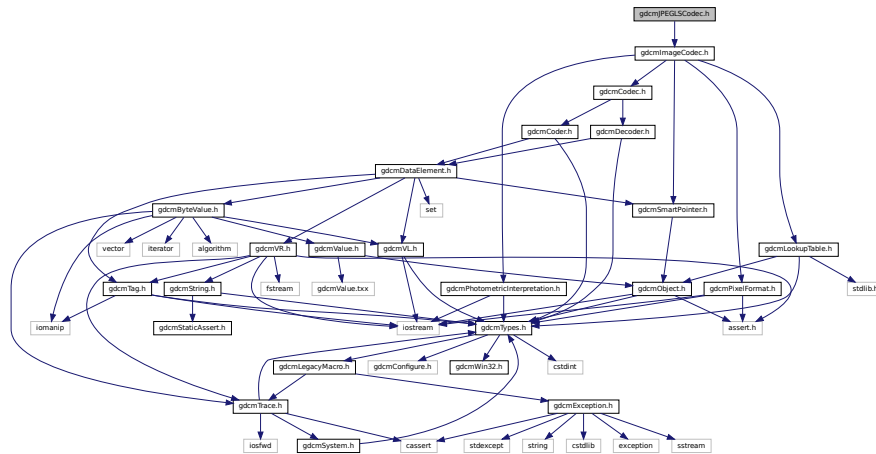
Namespaces

- [gdcm](#)

11.135 gdcMJPEGLSCodec.h File Reference

```
#include "gdcmImageCodec.h"
```

Include dependency graph for gdcmJPEGLSCodec.h:



Classes

- class `gdcm::JPEGLSCodec`
JPEG-LS.

Namespaces

- **gdcm**

11.136 gdcmJSON.h File Reference

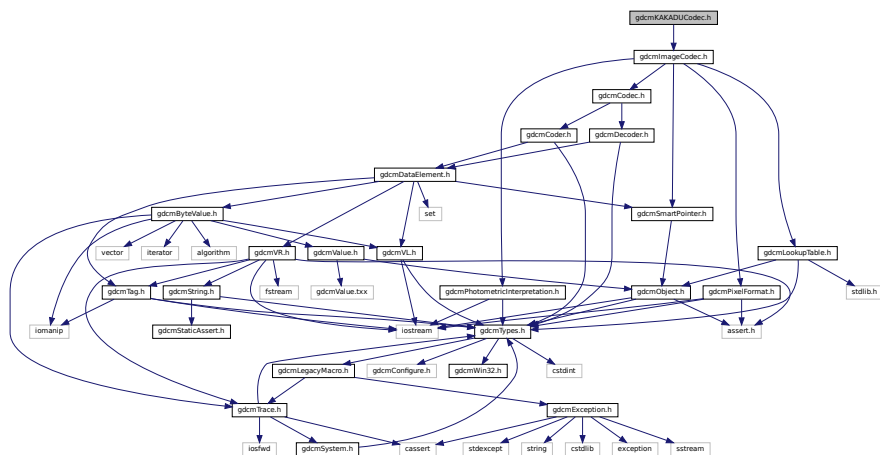
```
#include "gdcmFile.h"
```

```
#include "gdcmDataElement.h"
```

- class `gdcm::JSON`

- **gdcm**

```
#include "gdcmImageCodec.h"
Include dependency graph for gdcmKAKADUCodec.h:
```



Classes

- class [gdcm::KAKADUCodec](#)
KAKADUCodec.

Namespaces

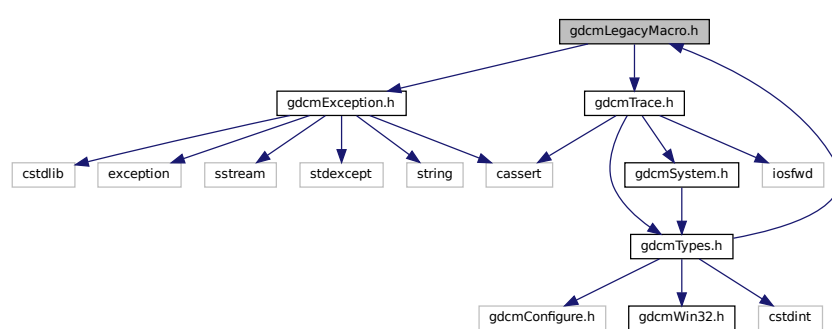
- [gdcm](#)

11.138 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, "")

11.138.1 Macro Definition Documentation

11.138.1.1 GDCM_LEGACY

```
#define GDCM_LEGACY(  
    method ) method;
```

11.138.1.2 GDCM_LEGACY_BODY

```
#define GDCM_LEGACY_BODY(  
    method,  
    version ) gdcmWarningMacro(#method " was deprecated for " version " and will be  
removed in a future version.")
```

11.138.1.3 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.")
```

11.138.1.4 GDCM_NOOP_STATEMENT

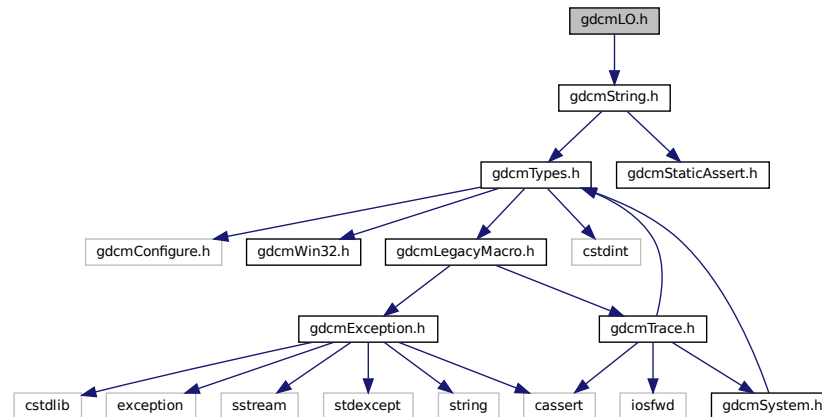
```
#define GDCM_NOOP_STATEMENT static_assert(true, "")
```

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).

11.139 gdcmLO.h File Reference

```
#include "gdcmString.h"
```

Include dependency graph for gdcmLO.h:



Classes

- class `gdcm::LO`
`LO`.

Namespaces

- `gdcm`

11.140 gdcmLookupTable.h File Reference

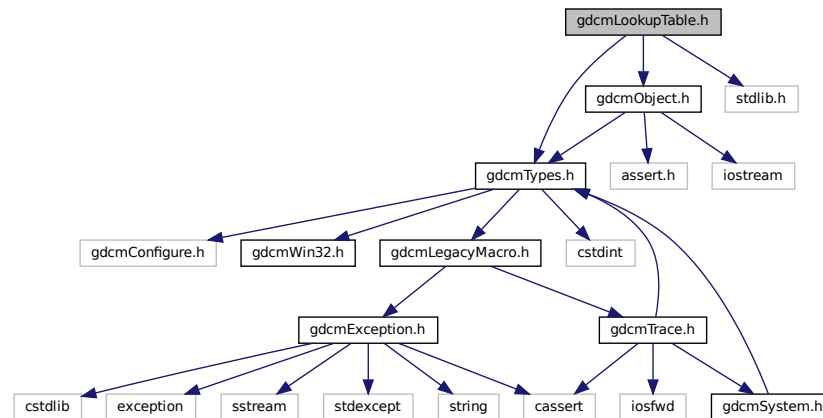
```
#include "gdcmTypes.h"
```

```
#include "gdcmObject.h"
```

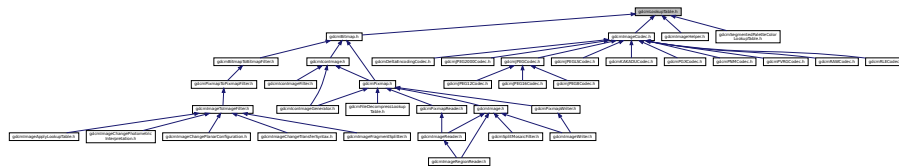


```
#include <stdlib.h>
```

Include dependency graph for gdcmLookupTable.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::LookupTable](#)
LookupTable class.

Namespaces

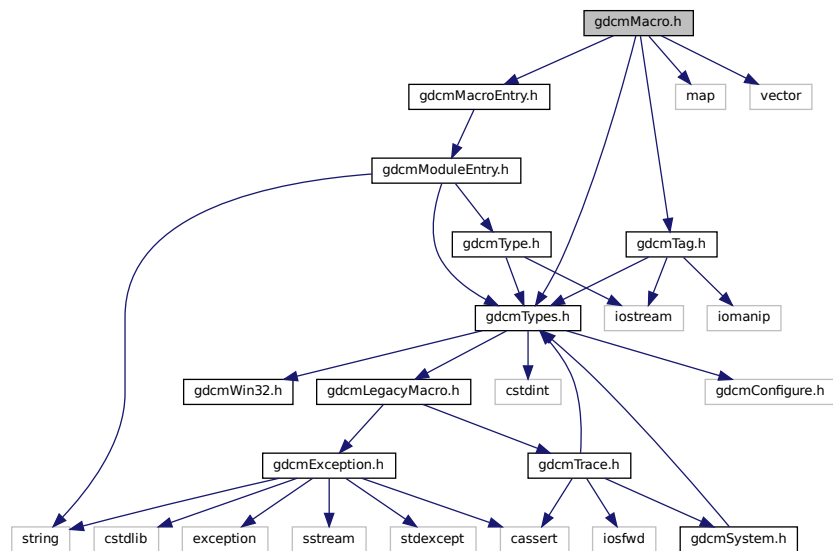
- [gdcm](#)

11.141 gdcmMacro.h File Reference

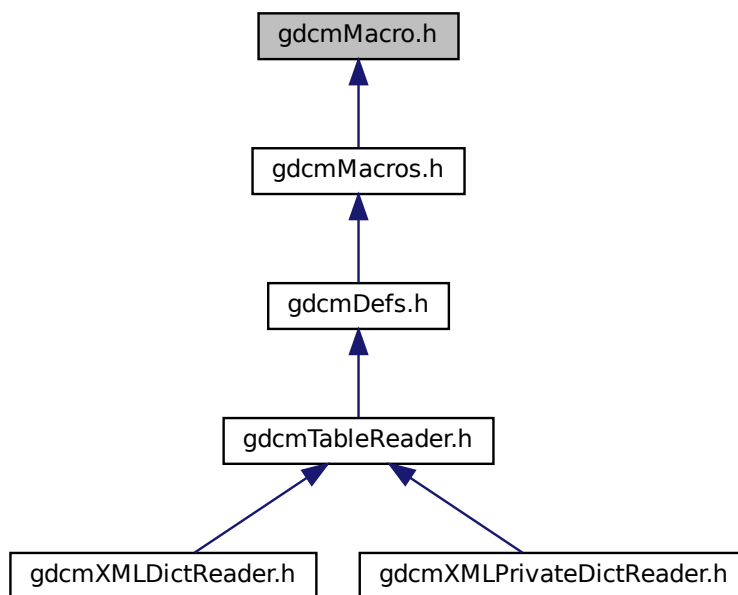
```
#include "gdcmTypes.h"
#include "gdcmTag.h"
#include "gdcmMacroEntry.h"
#include <map>
```

```
#include <vector>
```

Include dependency graph for gdcmMacro.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::Macro](#)
Class for representing a *Macro*.

Namespaces

- [gdcm](#)

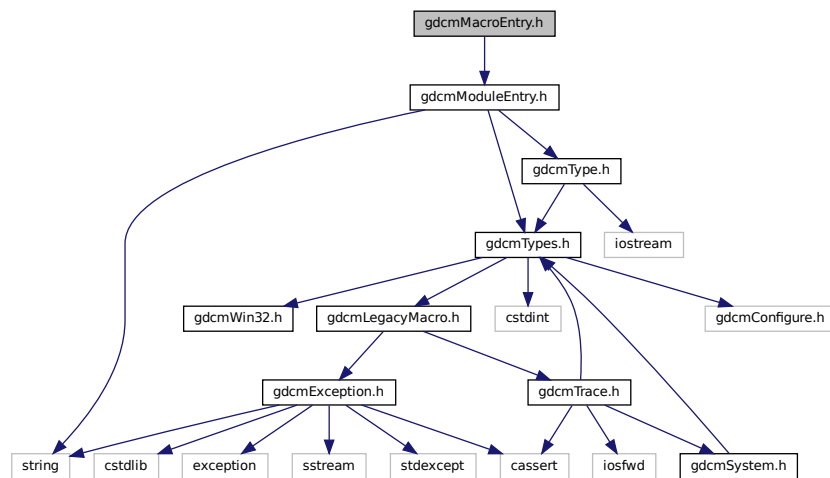
Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const Macro &_val)`

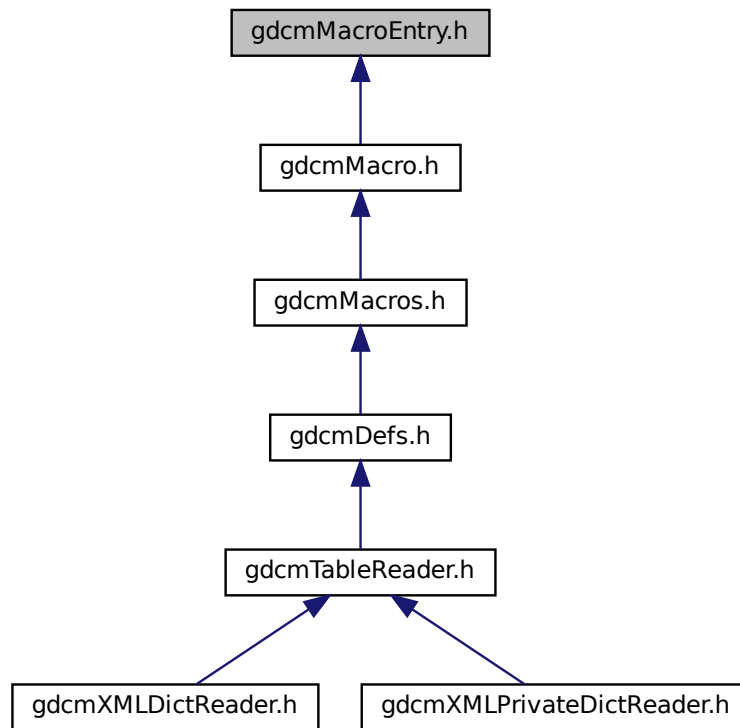
11.142 gdcmMacroEntry.h File Reference

```
#include "gdcmModuleEntry.h"
```

Include dependency graph for gdcmMacroEntry.h:



This graph shows which files directly or indirectly include this file:



Macros

- #define [GDCMMACROENTRY_H](#)

11.142.1 Macro Definition Documentation

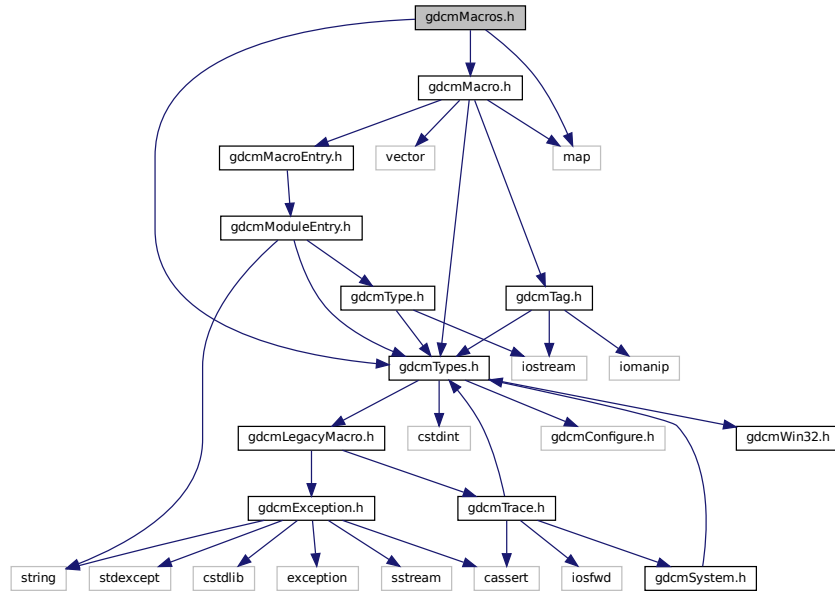
11.142.1.1 GDCMMACROENTRY_H

```
#define GDCMMACROENTRY_H
```

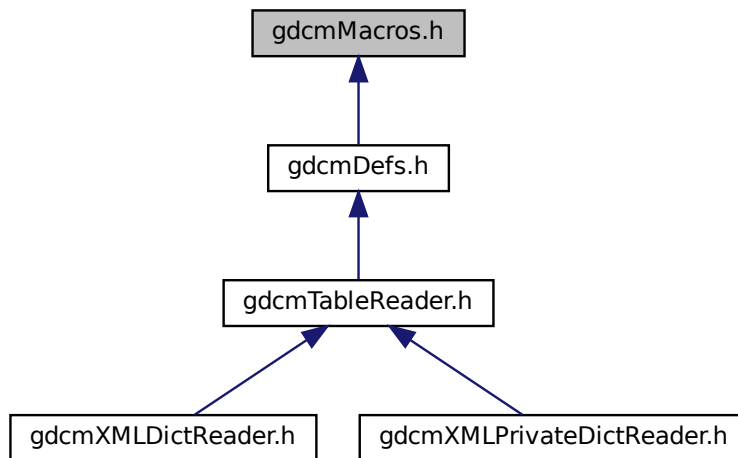
11.143 gdcmMacros.h File Reference

```
#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

- [gdcm](#)

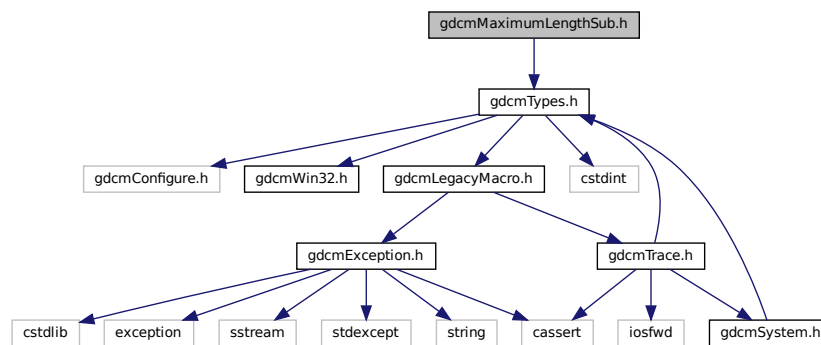
Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const Macros &_val)`

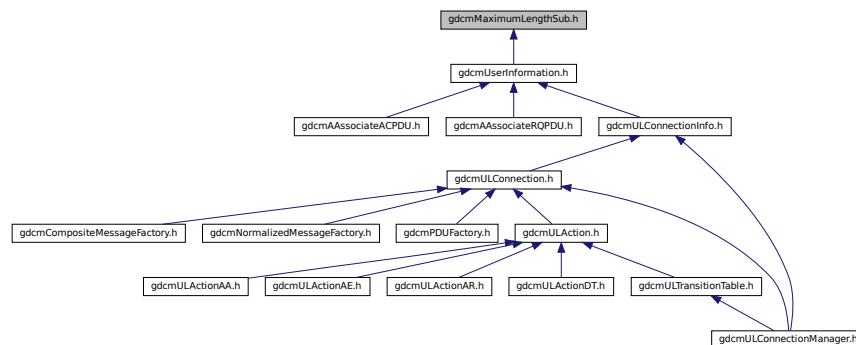
11.144 gdcmMaximumLengthSub.h File Reference

```
#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.

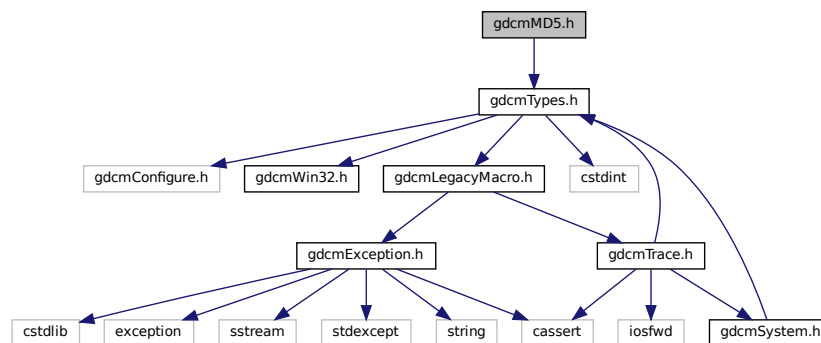
Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.145 gdcmMD5.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmMD5.h:



Classes

- class [gdcm::MD5](#)
Class for MD5.

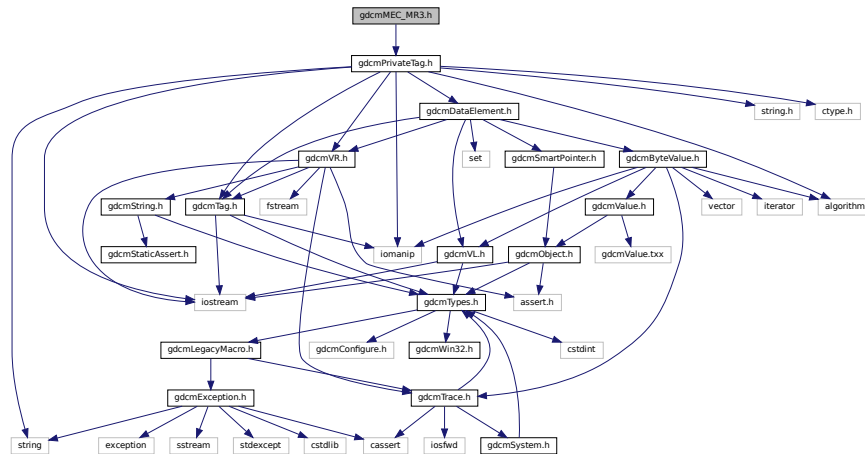
Namespaces

- [gdcm](#)

11.146 gdcmMEC_MR3.h File Reference

```
#include "gdcmPrivateTag.h"
```

Include dependency graph for gdcmMEC_MR3.h:



Classes

- class [gdcm::MEC_MR3](#)
Class for [MEC_MR3](#).

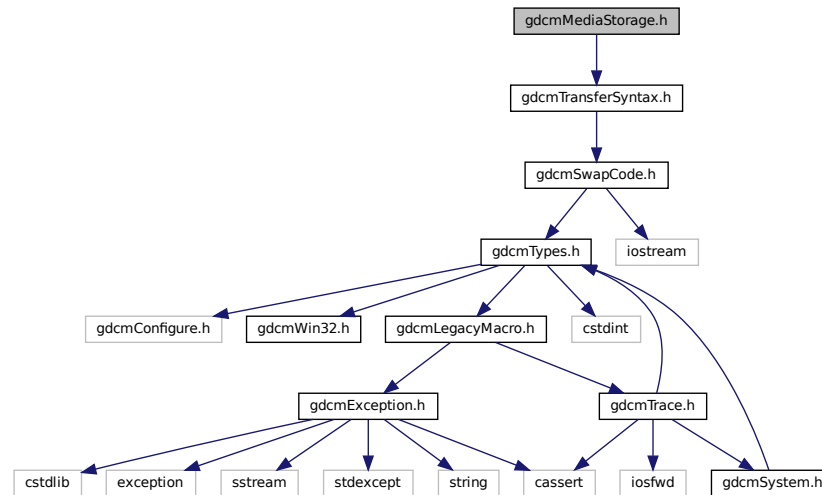
Namespaces

- [gdcm](#)

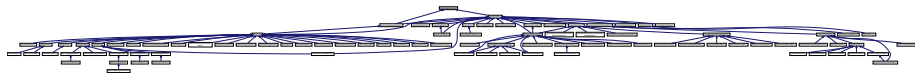
11.147 gdcmMediaStorage.h File Reference

```
#include "gdcmTransferSyntax.h"
```


Include dependency graph for gdcmMediaStorage.h:



This graph shows which files directly or indirectly include this file:



Classes

- class `gdcm::MediaStorage`
MediaStorage.

Namespaces

- `gdcm`

Functions

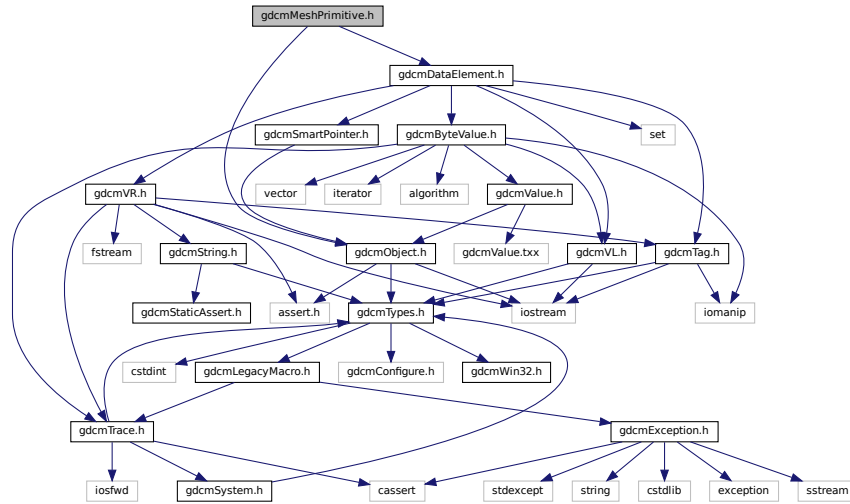
- `std::ostream & gdcm::operator<< (std::ostream &_os, const MediaStorage &ms)`

11.148 gdcmMeshPrimitive.h File Reference

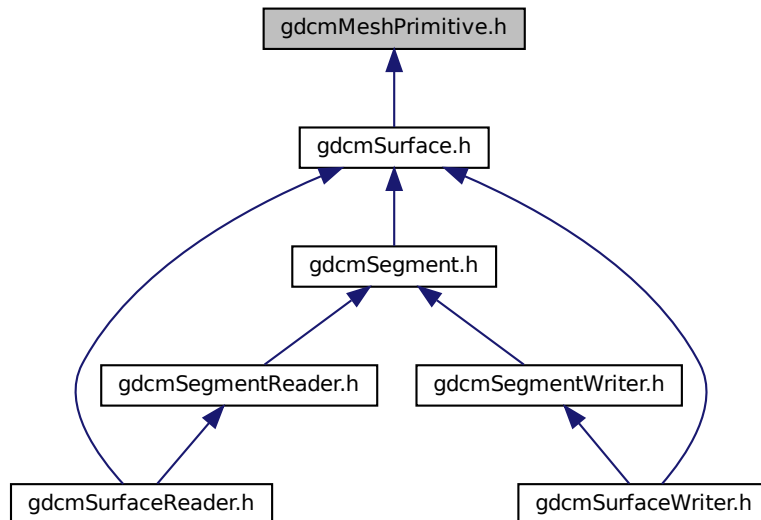
```
#include <gdcmObject.h>
```

```
#include <gdcmDataElement.h>
```

Include dependency graph for gdcmMeshPrimitive.h:

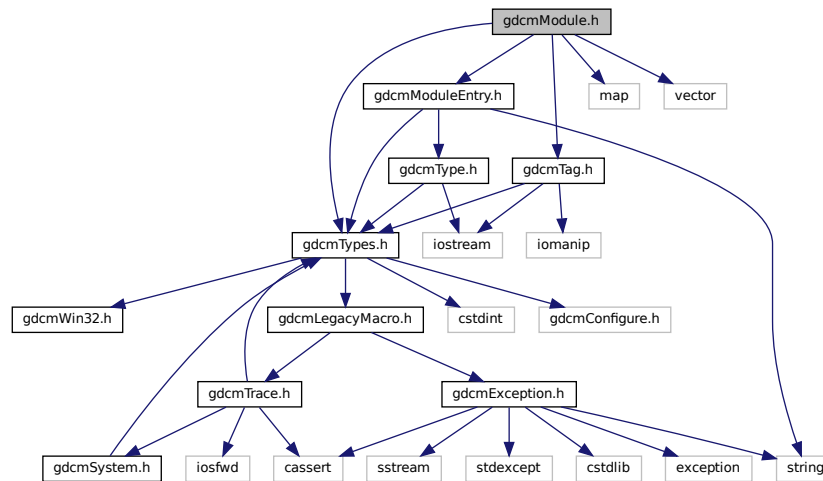


This graph shows which files directly or indirectly include this file:

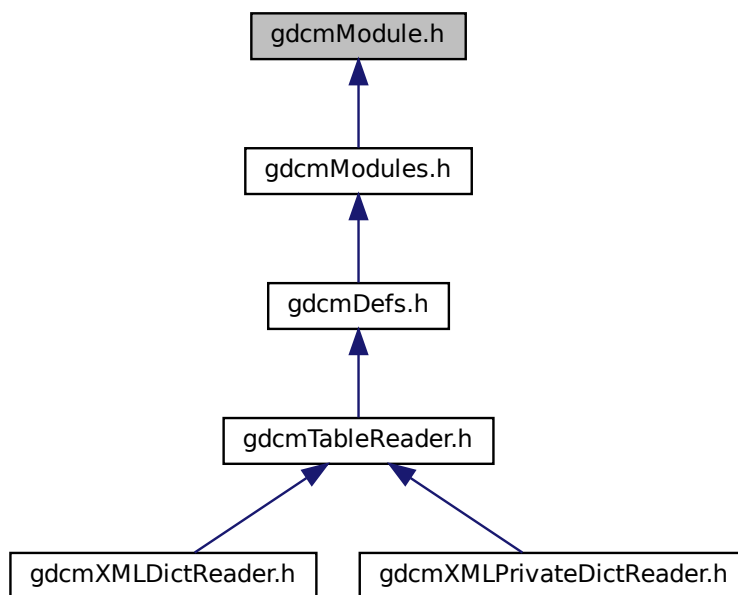



```
#include <vector>
```

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

- [gdcm](#)

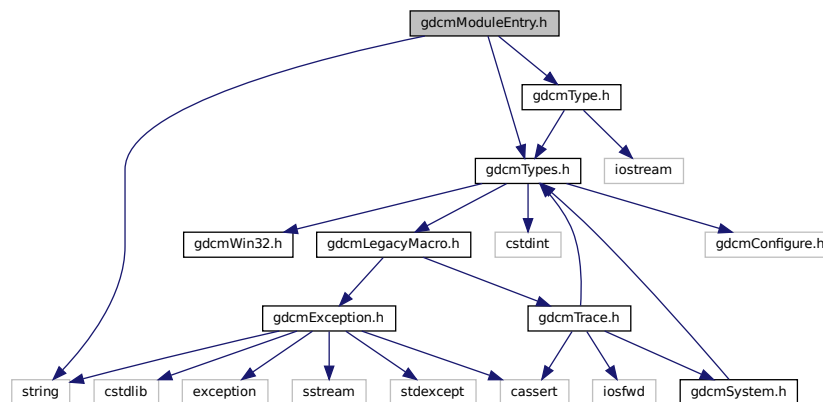
Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const Module &_val)`

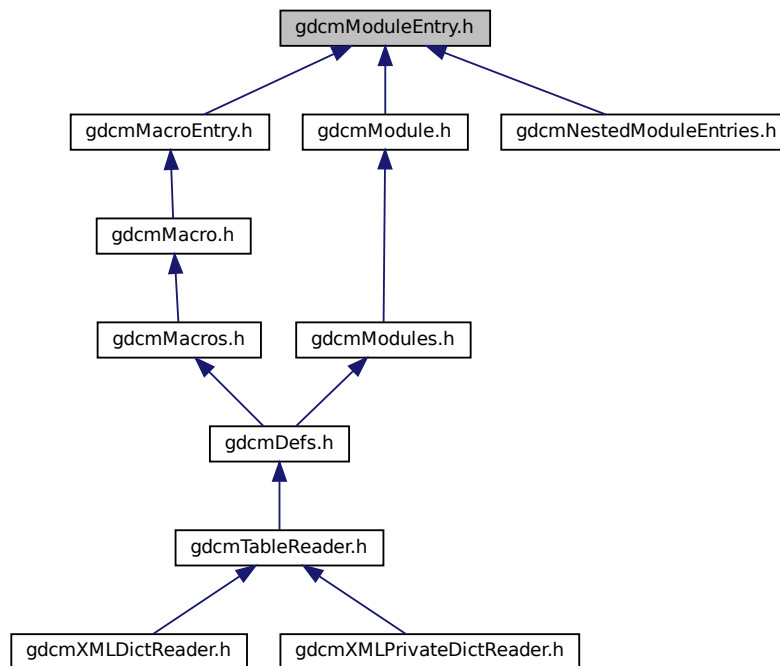
11.152 gdcmModuleEntry.h File Reference

```
#include "gdcmTypes.h"
#include "gdcmType.h"
#include <string>
```

Include dependency graph for `gdcmModuleEntry.h`:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::ModuleEntry](#)
Class for representing a *ModuleEntry*.

Namespaces

- [gdcm](#)

Typedefs

- typedef ModuleEntry [gdcm::MacroEntry](#)

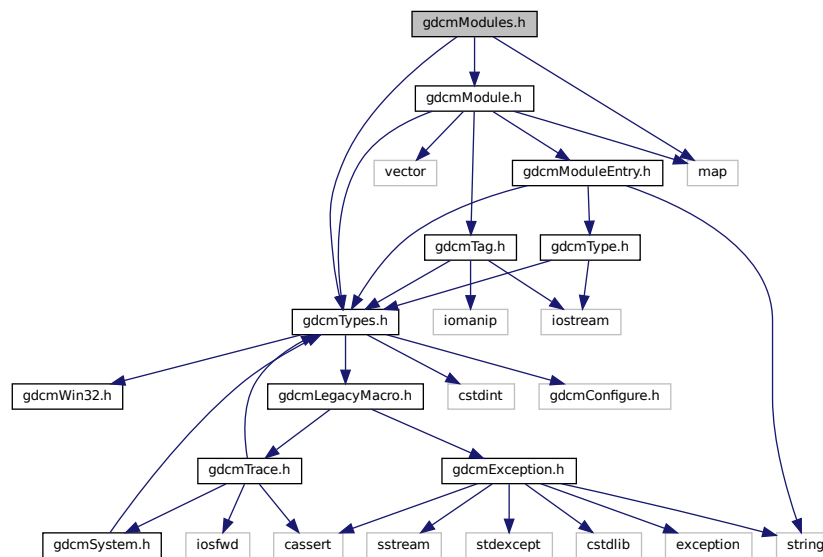
Functions

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

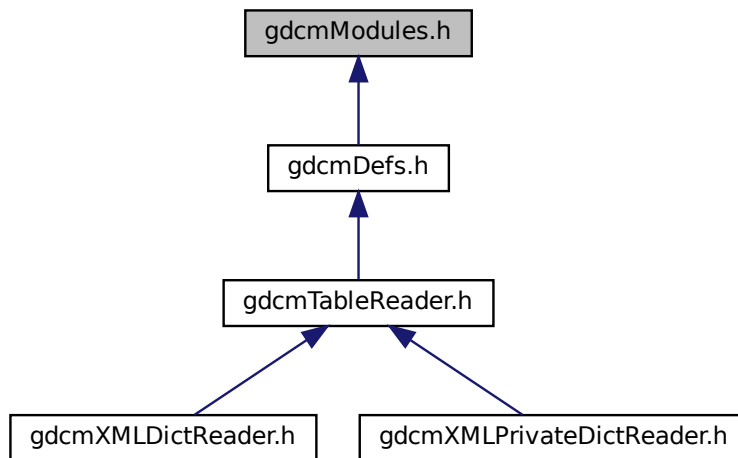
11.153 gdcmModules.h File Reference

```
#include "gdcmTypes.h"
#include "gdcmModule.h"
#include <map>
```

Include dependency graph for gdcmModules.h:



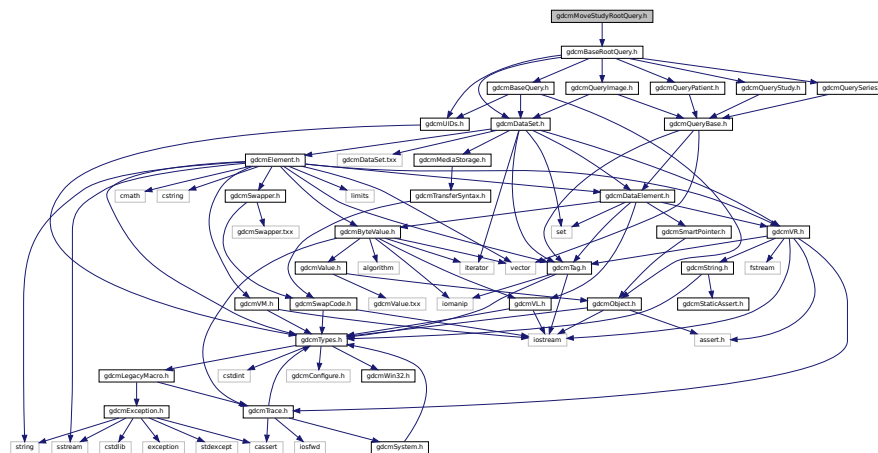
This graph shows which files directly or indirectly include this file:



11.155 gdcmMoveStudyRootQuery.h File Reference

```
#include "gdcmBaseRootQuery.h"
```

Include dependency graph for `gdcmMoveStudyRootQuery.h`:



Classes

- class `gdcm::MoveStudyRootQuery`
`MoveStudyRootQuery.`

Namespaces

- gdc

11.156 gdcmMrProtocol.h File Reference

```
#include "gdcmTypes.h"
```

```
#include "gdcmDataSet.h"
```

[illegible]

```
graph BT
    gdcMrProtocol["gdcMrProtocol.h"]
    gdcCSAHeader["gdcCSAHeader.h"]
    gdcCSAHeader --> gdcMrProtocol
```

- class `gdcm::MrProtocol`
Class for `MrProtocol`.
- struct `gdcm::MrProtocol::Slice`
- struct `gdcm::MrProtocol::SliceArray`
- struct `gdcm::MrProtocol::Vector3`

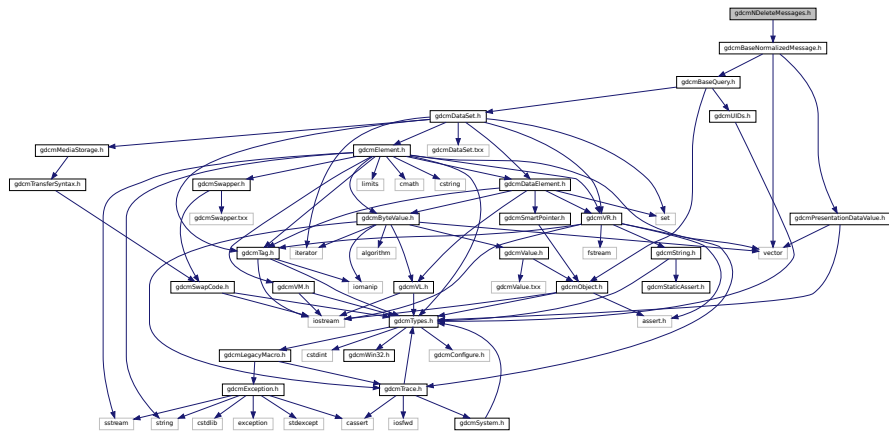
- **gdcm**

- `std::ostream & gdcm::operator<< (std::ostream &os, const MrProtocol &d)`

- class `gdcm::network::NCreateRQ`
`NCreateRQ`.
- class `gdcm::network::NCreateRSP`
`NCreateRSP` this file defines the messages for the `ncreate` action.

- gdc
- gdc::network

```
#include "gdcmBaseNormalizedMessage.h"
Include dependency graph for gdcmNDeleteMessages.h:
```



Classes

- class [gdcm::network::NDeleteRQ](#)
NDeleteRQ.
- class [gdcm::network::NDeleteRSP](#)
NDeleteRSP this file defines the messages for the *ndelete* action.

Namespaces

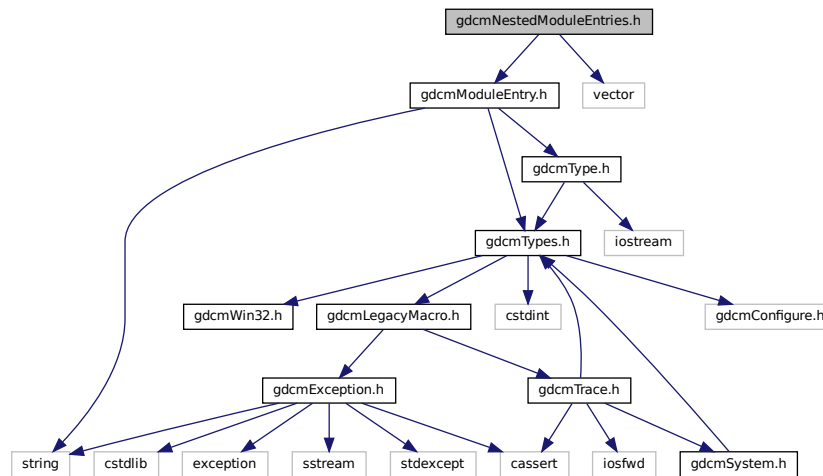
- [gdcm](#)
- [gdcm::network](#)

11.160 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

- [gdcm](#)

Typedefs

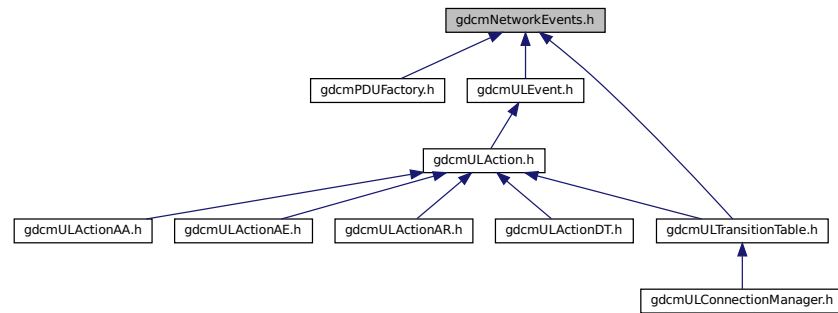
- typedef NestedModuleEntries [gdcm::NestedMacroEntries](#)

Functions

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

11.161 gdcmNetworkEvents.h File Reference

This graph shows which files directly or indirectly include this file:



Namespaces

- [gdcm](#)
- [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](#) ,

```

gdcmm::network::eARELEASEResponse ,
gdcmm::network::eAABORTRequest ,
gdcmm::network::eAABORTPDUPReceivedOpen ,
gdcmm::network::eTransportConnectionClosed ,
gdcmm::network::eARTIMTimerExpired ,
gdcmm::network::eUnrecognizedPDUPReceived ,
gdcmm::network::eEventDoesNotExist }

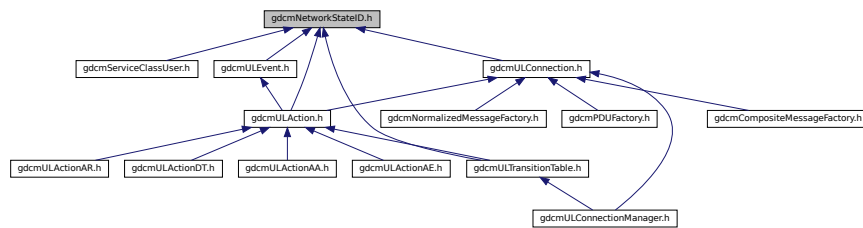
```

Variables

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

11.162 gdcmmNetworkStateID.h File Reference

This graph shows which files directly or indirectly include this file:



Namespaces

- `gdcmm`
- `gdcmm::network`

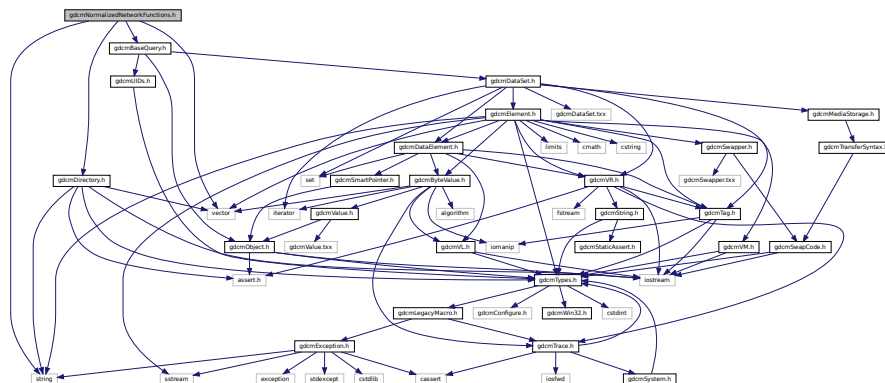
Enumerations

- enum `gdcmm::network::EStateID` {
`gdcmm::network::eStaDoesNotExist` = 0 ,
`gdcmm::network::eSta1Idle` = 1 ,
`gdcmm::network::eSta2Open` = 2 ,
`gdcmm::network::eSta3WaitLocalAssoc` = 4 ,
`gdcmm::network::eSta4LocalAssocDone` = 8 ,
`gdcmm::network::eSta5WaitRemoteAssoc` = 16 ,
`gdcmm::network::eSta6TransferReady` = 32 ,
`gdcmm::network::eSta7WaitRelease` = 64 ,
`gdcmm::network::eSta8WaitLocalRelease` = 128 ,
`gdcmm::network::eSta9ReleaseCollisionRqLocal` = 256 ,
`gdcmm::network::eSta10ReleaseCollisionAc` = 512 ,
`gdcmm::network::eSta11ReleaseCollisionRq` = 1024 ,
`gdcmm::network::eSta12ReleaseCollisionAcLocal` = 2048 ,
`gdcmm::network::eSta13AwaitingClose` = 4096 }

- class `gdcm::network::NormalizedMessageFactory`

- gdc
- gdc::network

Include dependency graph for `gdcmmNormalizedNetworkFunctions.h`:

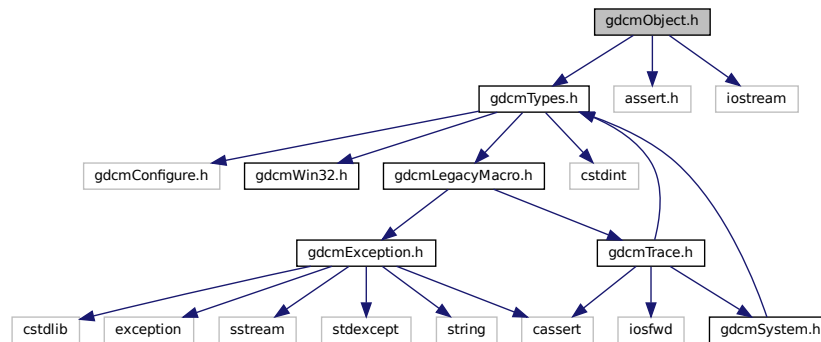


- class `gdcm::NormalizedNetworkFunctions`
Normalized Network Functions.

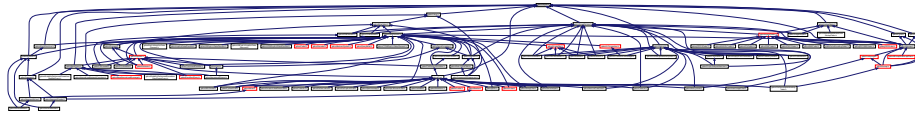
- **gdcm**


```
#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

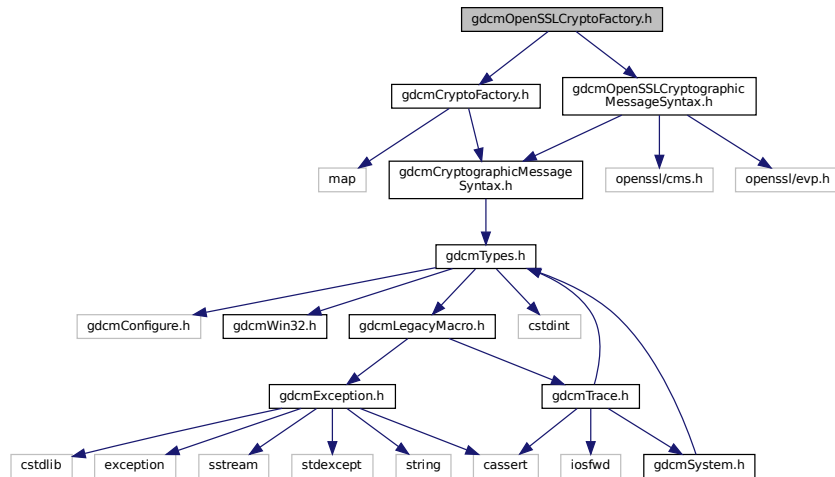
- `gdcm`

Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Object &obj)`

11.169 gdcmOpenSSLCryptoFactory.h File Reference

```
#include "gdcmCryptoFactory.h"
#include "gdcmOpenSSLCryptographicMessageSyntax.h"
Include dependency graph for gdcmOpenSSLCryptoFactory.h:
```



Classes

- class [gdcm::OpenSSLCryptoFactory](#)

Namespaces

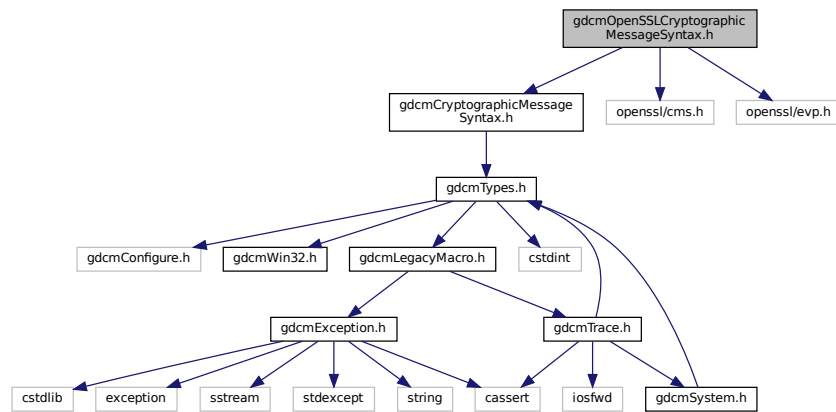
- [gdcm](#)

11.170 gdcmOpenSSLCryptographicMessageSyntax.h File Reference

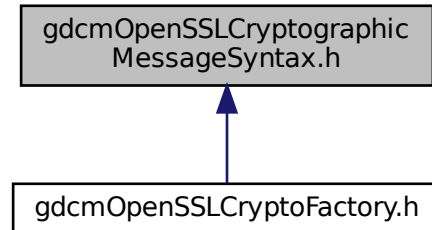
```
#include "gdcmCryptographicMessageSyntax.h"
#include <openssl/cms.h>
```

```
#include <openssl/evp.h>
```

Include dependency graph for gdcmOpenSSLCryptographicMessageSyntax.h:



This graph shows which files directly or indirectly include this file:



Classes

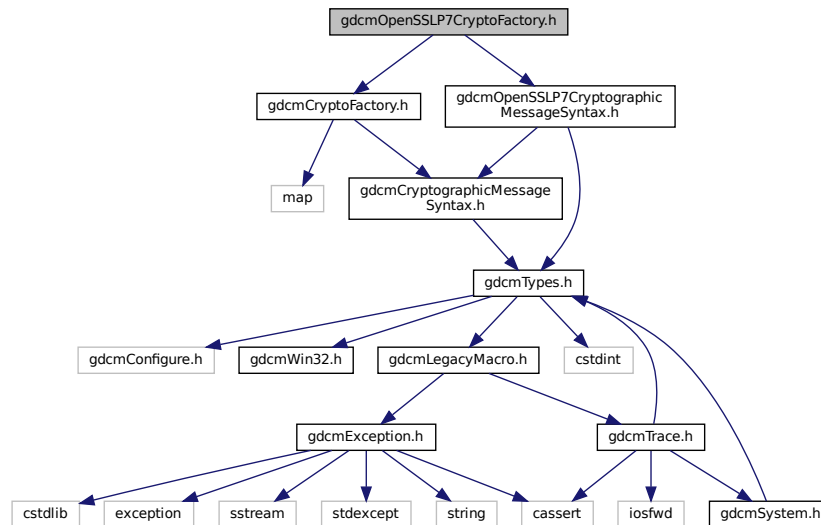
- class [gdcm::OpenSSLCryptographicMessageSyntax](#)

Namespaces

- [gdcm](#)

11.171 gdcmOpenSSL7CryptoFactory.h File Reference

```
#include "gdcmCryptoFactory.h"
#include "gdcmOpenSSL7CryptographicMessageSyntax.h"
Include dependency graph for gdcmOpenSSL7CryptoFactory.h:
```



Classes

- class [gdcm::OpenSSL7CryptoFactory](#)

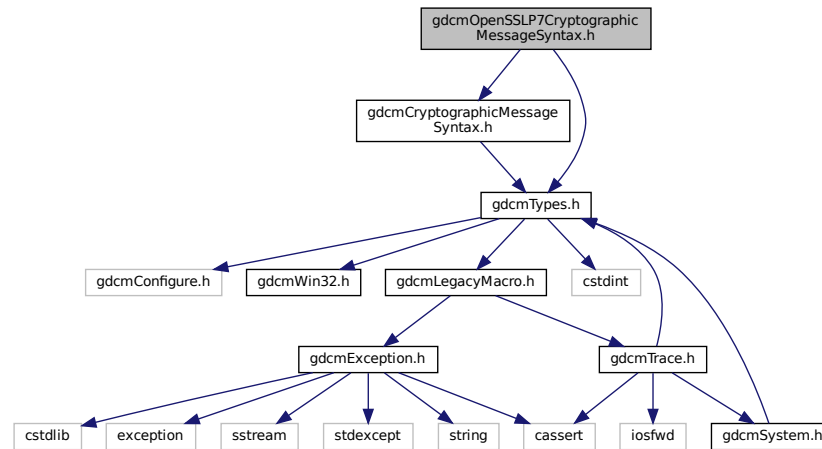
Namespaces

- [gdcm](#)

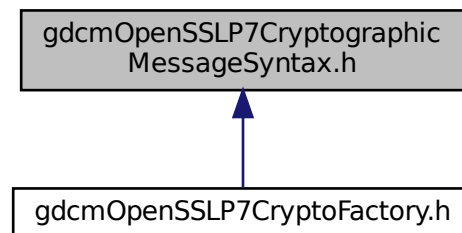
11.172 gdcmOpenSSL7CryptographicMessageSyntax.h File Reference

```
#include "gdcmCryptographicMessageSyntax.h"
#include "gdcmTypes.h"
```


Include dependency graph for gdcmOpenSSLP7CryptographicMessageSyntax.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::OpenSSLP7CryptographicMessageSyntax](#)

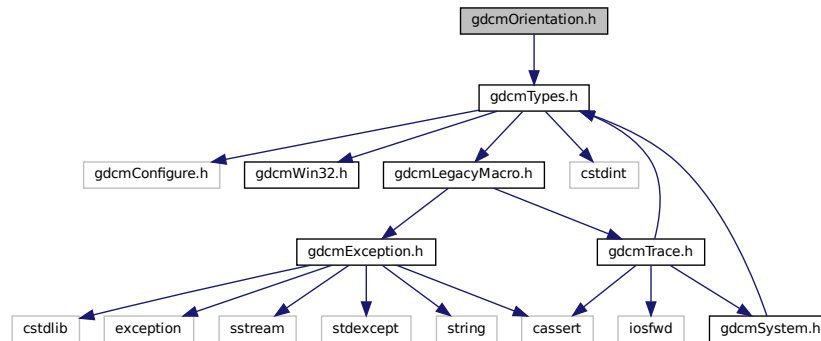
Namespaces

- [gdcm](#)

11.173 gdcmOrientation.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmOrientation.h:



Classes

- class `gdcm::Orientation`
class to handle `Orientation`

Namespaces

- `gdcm`

Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Orientation &o)`

11.174 gdcmOverlay.h File Reference

```
#include "gdcmTypes.h"
```

```
#include "gdcmObject.h"
```

```

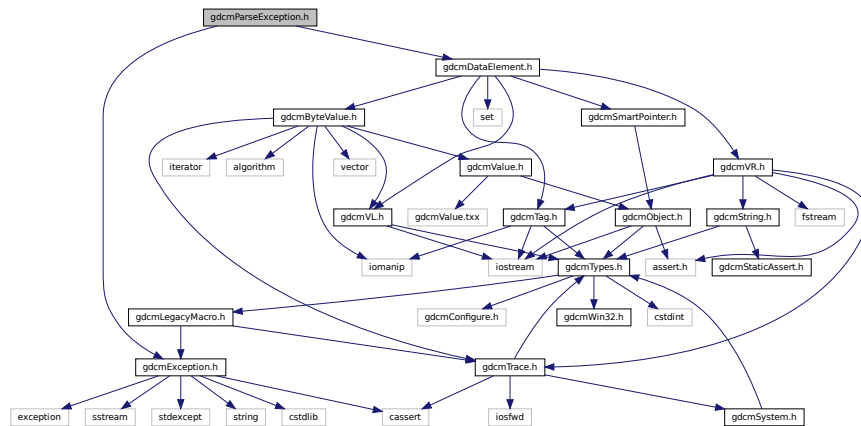
graph TD
    gdcmOverlay.h --> gdcmObject.h
    gdcmOverlay.h --> gdcmTypes.h
    gdcmObject.h --> gdcmTypes.h
    gdcmObject.h --> assert.h
    gdcmObject.h --> iostream
    gdcmTypes.h --> gdcmConfigure.h
    gdcmTypes.h --> gdcmWin32.h
    gdcmTypes.h --> gdcmLegacyMacro.h
    gdcmTypes.h --> cstdint
    gdcmTypes.h --> gdcmTrace.h
    gdcmLegacyMacro.h --> gdcmException.h
    gdcmLegacyMacro.h --> gdcmTrace.h
    gdcmException.h --> cstdlib
    gdcmException.h --> exception
    gdcmException.h --> sstream
    gdcmException.h --> stdexcept
    gdcmException.h --> string
    gdcmException.h --> cassert
    gdcmTrace.h --> iosfwd
    gdcmTrace.h --> gdcmSystem.h
    gdcmSystem.h --> gdcmTypes.h
  
```

- class `gdcm::Overlay`
Overlay class.

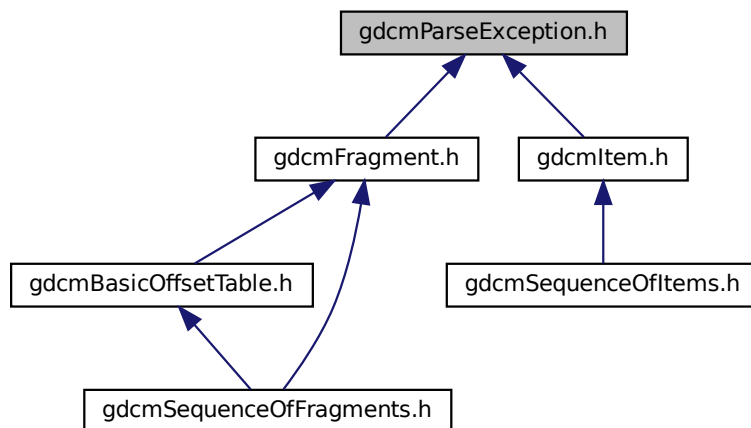
- **gdcm**

```
#include "gdcmException.h"
#include "gdcmDataElement.h"
```

Include dependency graph for `gdcmParseException.h`:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::ParseException](#)
ParseException Standard exception handling object.

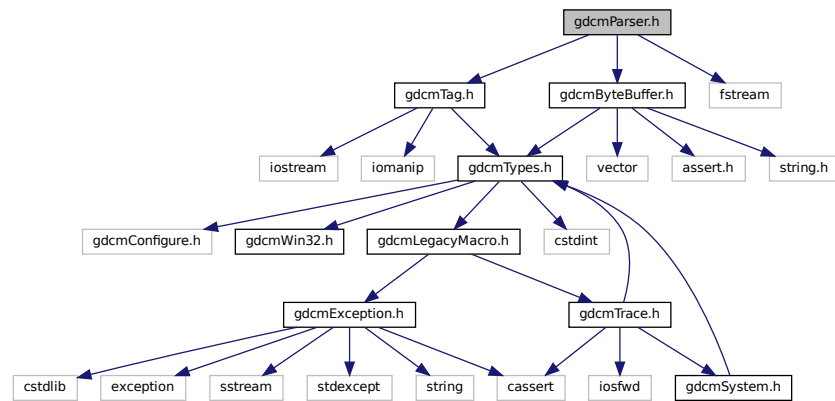
Namespaces

- [gdcm](#)

11.176 gdcmParser.h File Reference

```
#include "gdcmTag.h"
#include "gdcmByteBuffer.h"
#include <fstream>
```

Include dependency graph for gdcmParser.h:



Classes

- class [gdcm::Parser](#)
Parser ala XML_Parser from expat (SAX)

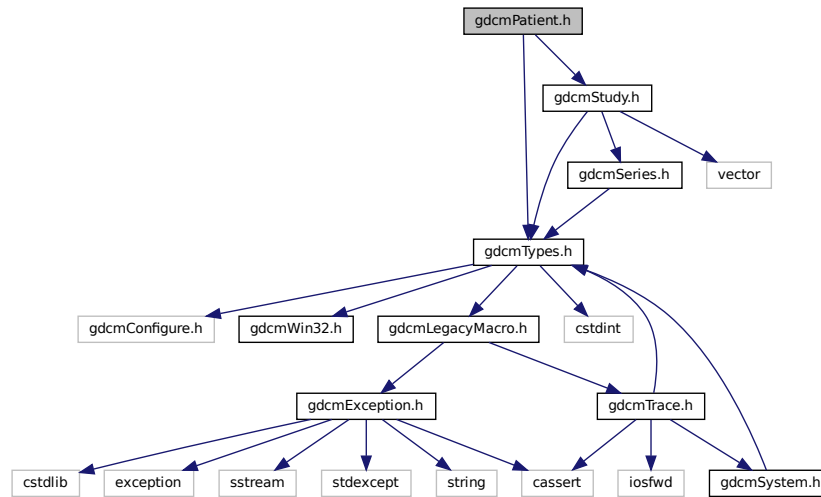
Namespaces

- [gdcm](#)

11.177 gdcmPatient.h File Reference

```
#include "gdcmTypes.h"
#include "gdcmStudy.h"
```

Include dependency graph for gdcmPidient.h:



Classes

- class [gdcmPid::Patient](#)

See PS 3.3 - 2007 DICOM MODEL OF THE REAL-WORLD, p 54.

Namespaces

- [gdcmPid](#)

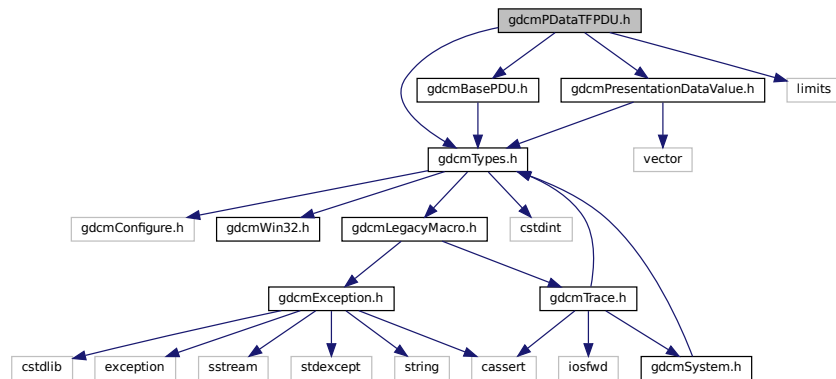
11.178 gdcmPidDataTFPDU.h File Reference

```

#include "gdcmPidTypes.h"
#include "gdcmPidPresentationDataValue.h"
#include "gdcmPidBasePDU.h"
#include <limits>

```

Include dependency graph for gdcmPDataTFPDU.h:



Classes

- class [gdcm::network::PDataTFPDU](#)
PDataTFPDU.

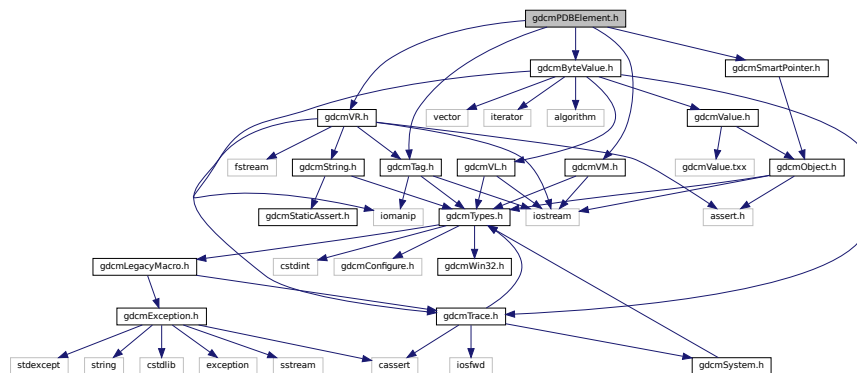
Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.179 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:



Classes

- class `gdc::PDBHeader`
Class for PDBHeader.

Namespaces

- **gdcm**

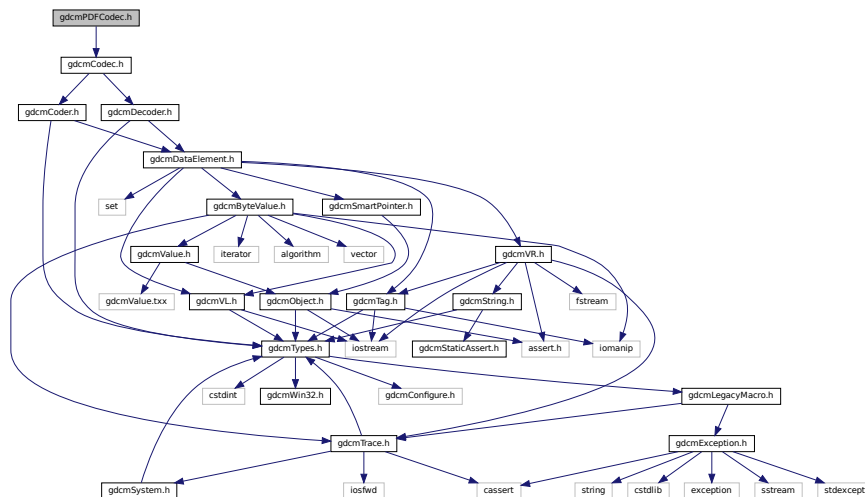
Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const PDBHeader &d)`

11.181 gdcmPDFCodec.h File Reference

```
#include "gdcmCodec.h"
```

Include dependency graph for gdcMPDFCodec.h:



Classes

- class `gdcm::PDFCodec`
PDFCodec class.

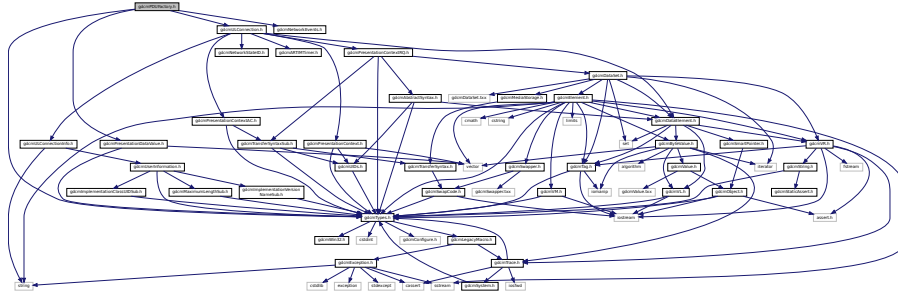
Namespaces

- **gdcm**

11.182 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.

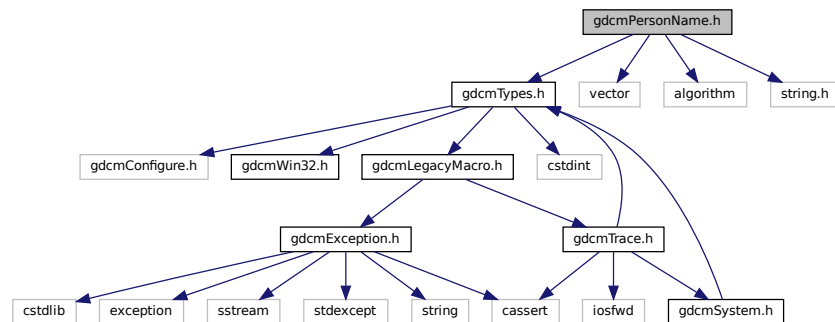
Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.183 gdcmPersonName.h File Reference

```
#include "gdcmTypes.h"
#include <vector>
#include <algorithm>
#include <string.h>
```

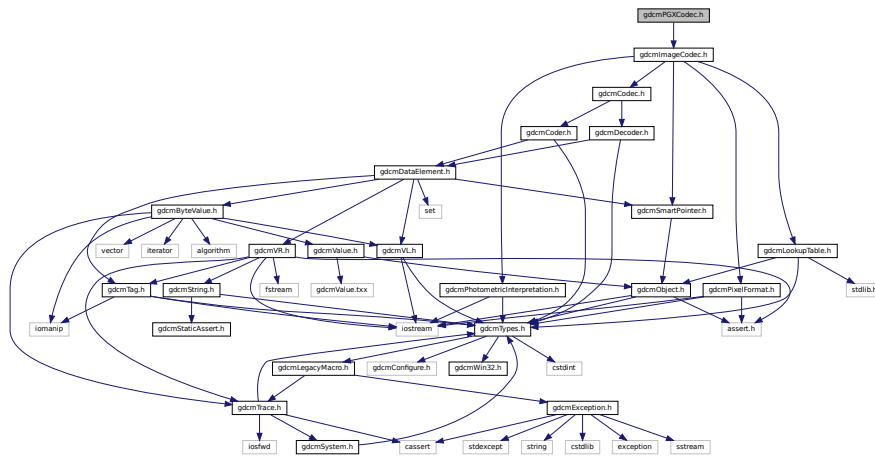
Include dependency graph for gdcmPersonName.h:



- class `gdc::PersonName`
PersonName class.

- `gdcm`

```
#include "gdcmImageCodec.h"
Include dependency graph for gdcmPGXCodec.h:
```



- class `gdcm::PGXCodec`
Class to do PGX.

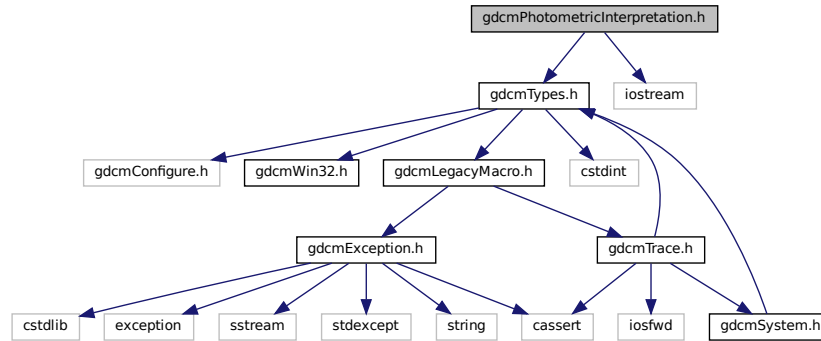
- **gdcm**

11.185 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

- [gdcm](#)

Functions

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

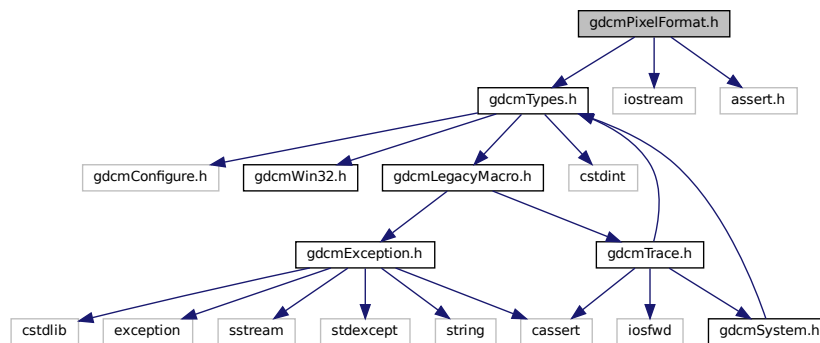
11.186 gdcmPixelFormat.h File Reference

```
#include "gdcmTypes.h"
```

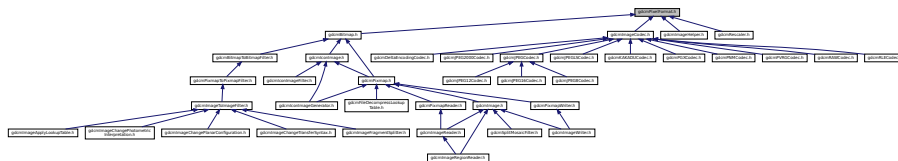
```
#include <iostream>
```

```
#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.

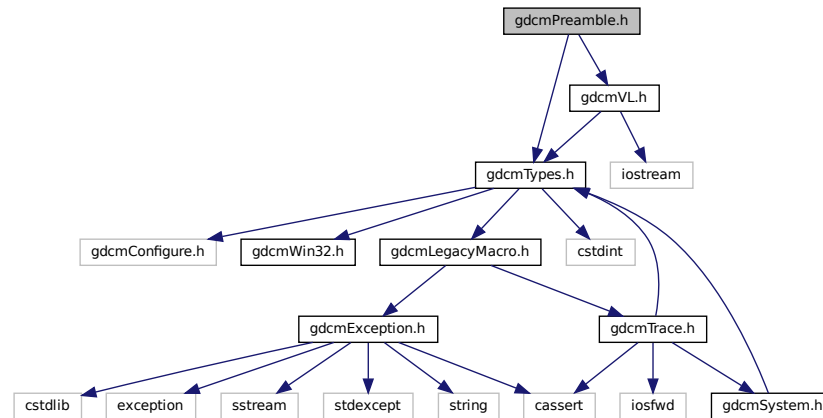
Namespaces

- [gdcm](#)

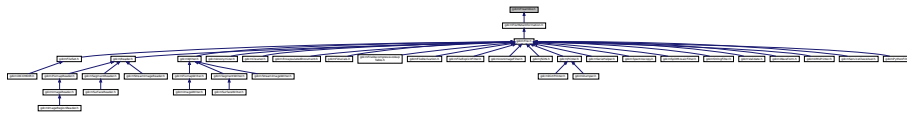
Functions

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

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

- [gdcm](#)

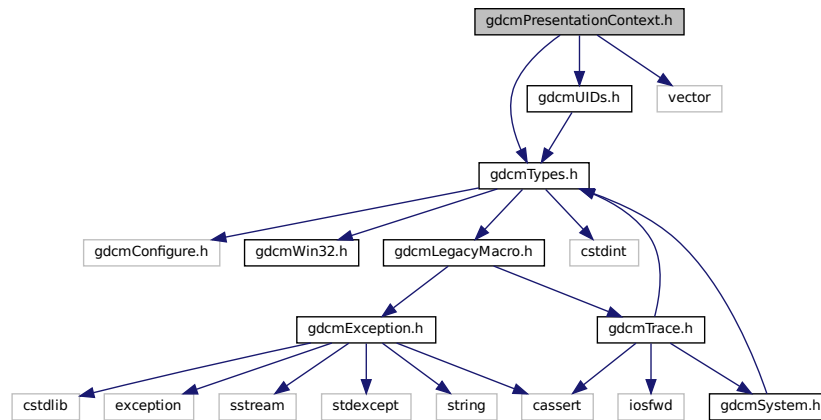
Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Preamble &val)`

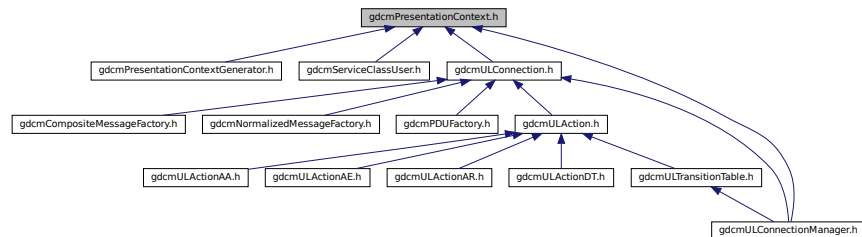
11.193 gdcmPresentationContext.h File Reference

```
#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

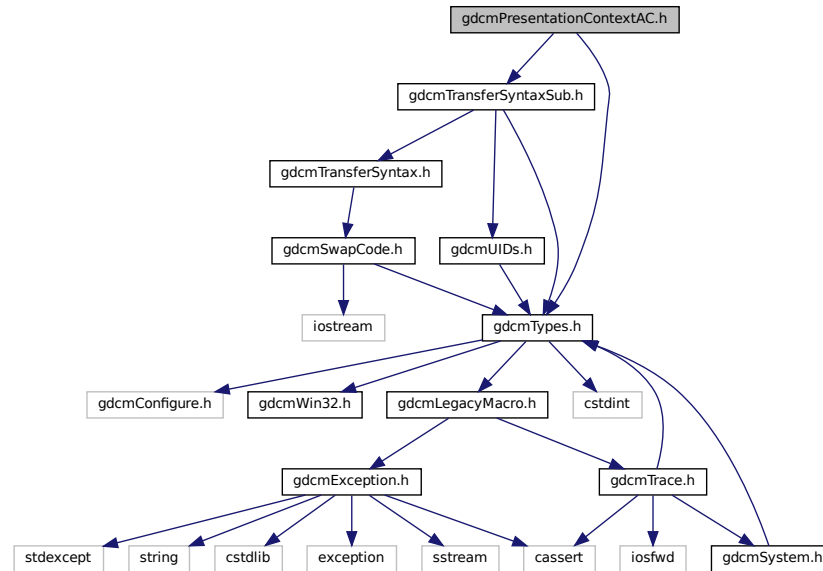
- [gdcm](#)

11.194 gdcmPresentationContextAC.h File Reference

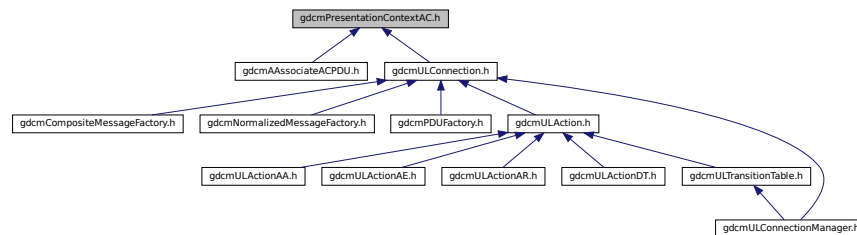
```
#include "gdcmTypes.h"
```

```
#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

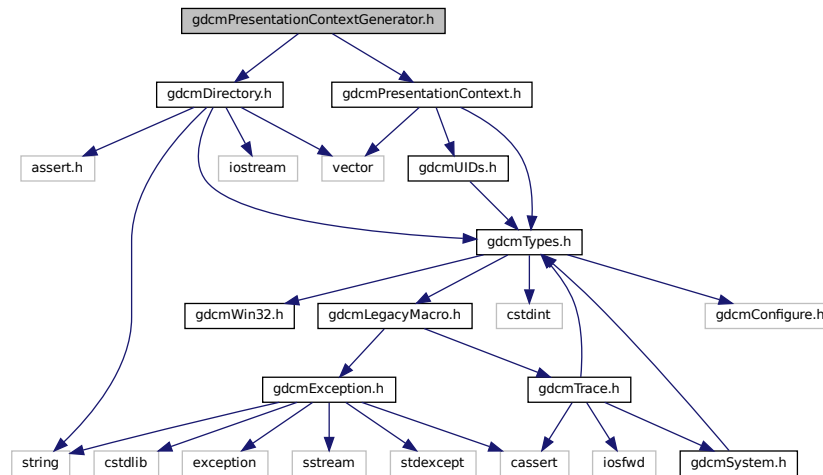
- [gdcm](#)
- [gdcm::network](#)

11.195 gdcmPresentationContextGenerator.h File Reference

```
#include "gdcmDirectory.h"
```

```
#include "gdcmPresentationContext.h"
```

Include dependency graph for gdcmPresentationContextGenerator.h:



Classes

- class [gdcm::PresentationContextGenerator](#)
PresentationContextGenerator.

Namespaces

- [gdcm](#)

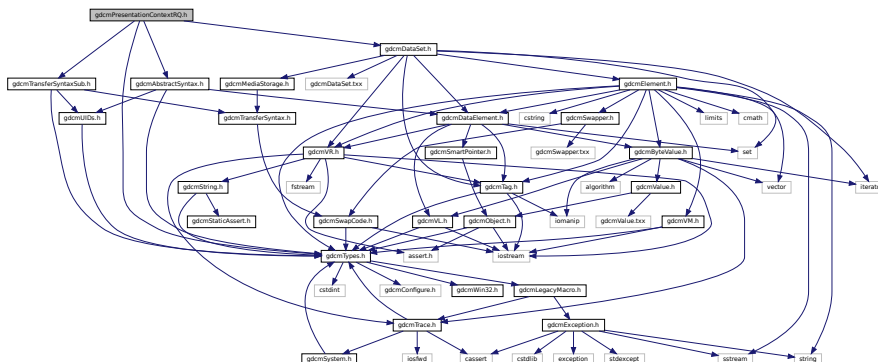
11.196 gdcmPresentationContextRQ.h File Reference

```
#include "gdcmTypes.h"
```

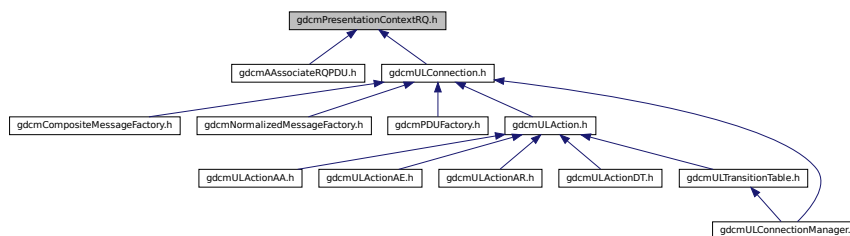
```
#include "gdcmAbstractSyntax.h"
```

```
#include "gdcmTransferSyntaxSub.h"
```

Include dependency graph for gdcmPresentationContextRQ.h:



This graph shows which files directly or indirectly include this file:



Classes

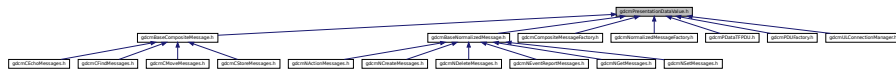
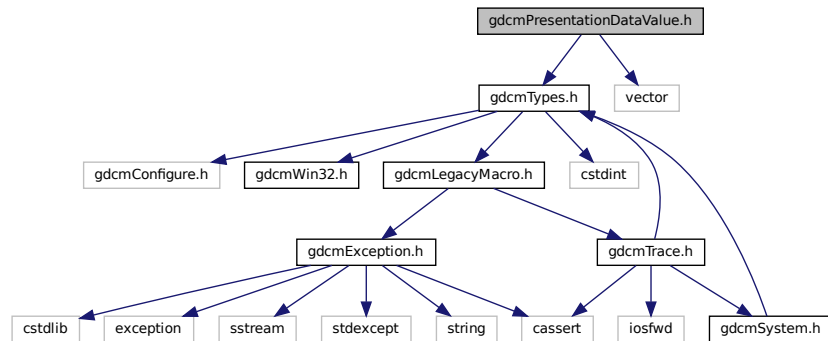
- class `gdcm::network::PresentationContextRQ`
`PresentationContextRQ`.

Namespaces

- `gdc`
- `gdc::network`

11.197 gdcmpresentationDataValue.h File Reference

```
#include "gdcmTypes.h"
#include <vector>
```



Classes

- class `gdcm::network::PresentationDataValue`
PresentationDataValue.

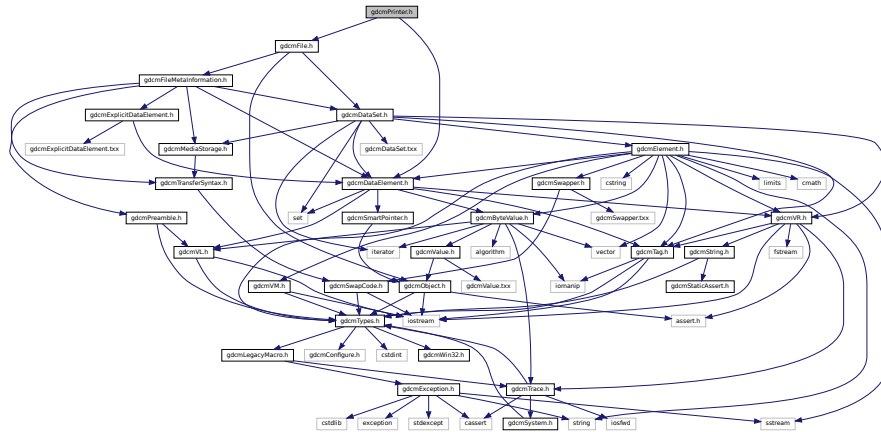
Namespaces

- gdc
- gdc::network

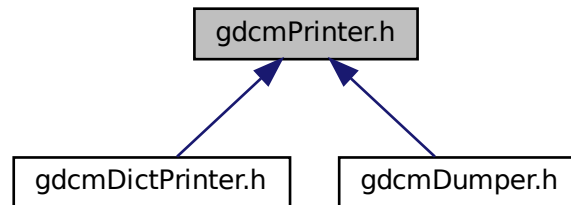
11.198 gdcmPrinter.h File Reference

```
#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

- **gdcm**

Functions

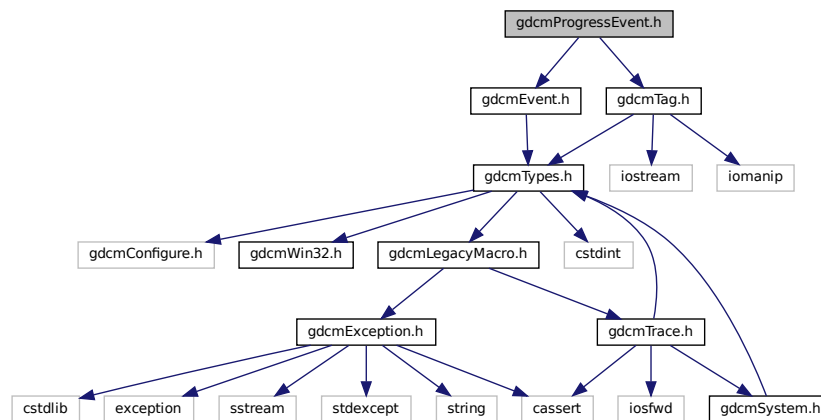
- `std::ostream & gdcm::operator<< (std::ostream &os, const PrivateTag &val)`

11.200 gdcmProgressEvent.h File Reference

```
#include "gdcmEvent.h"
```

```
#include "gdcmTag.h"
```

Include dependency graph for gdcmProgressEvent.h:



Classes

- class `gdcm::ProgressEvent`
ProgressEvent.

Namespaces

- `gdcm`

Classes

- class `gdcm::PythonFilter`

PythonFilter [PythonFilter](#) is the class that make `gdcv2.x` looks more like `gdcv1` and transform the binary blob contained in a [DataElement](#) into a string, typically this is a nice feature to have for wrapped language.

Namespaces

- **gdcm**

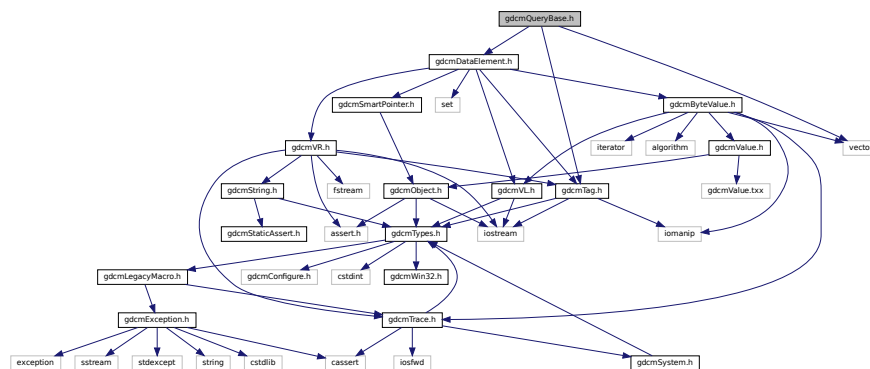
11.203 gdcmQueryBase.h File Reference

```
#include "gdcmTag.h"
```

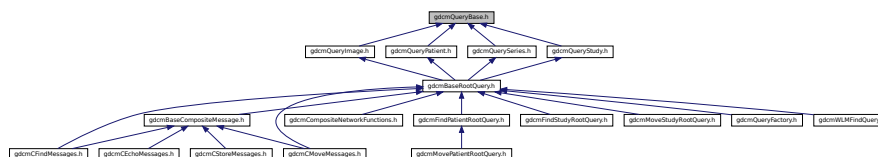
```
#include "gdcmDataElement.h"
```

```
#include <vector>
```

Include dependency graph for `gdcmQueryBase.h`:



This graph shows which files directly or indirectly include this file:



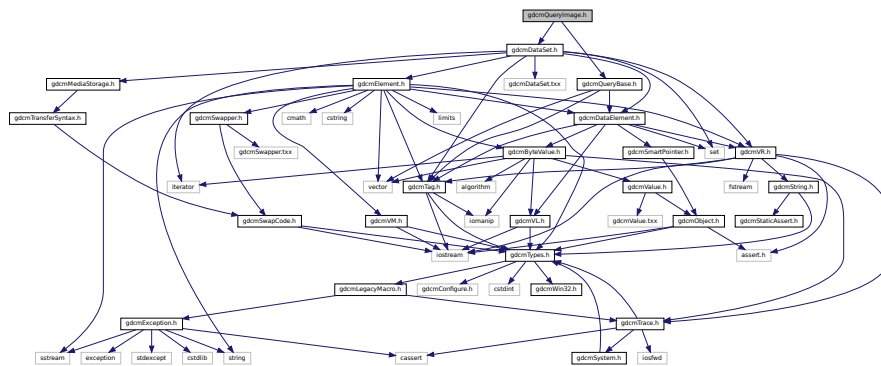
Classes

- class `gdcm::QueryBase`

QueryBase.

- enum `gdcmm::ECharSet` {
 `gdcmm::eLatin1` = 0 ,
 `gdcmm::eLatin2` ,
 `gdcmm::eLatin3` ,
 `gdcmm::eLatin4` ,
 `gdcmm::eCyrillic` ,
 `gdcmm::eArabic` ,
 `gdcmm::eGreek` ,
 `gdcmm::eHebrew` ,
 `gdcmm::eLatin5` ,
 `gdcmm::eJapanese` ,
 `gdcmm::eThai` ,
 `gdcmm::eJapaneseKanjiMultibyte` ,
 `gdcmm::eJapaneseSupplementaryKanjiMultibyte` ,
 `gdcmm::eKoreanHangulHanjaMultibyte` ,
 `gdcmm::eUTF8` ,
 `gdcmm::eGB18030` }

```
#include "gdcmQueryBase.h"
#include "gdcmDataSet.h"
Include dependency graph for gdcmQueryImage.h:
```



```

graph TD
    gdcQueryImage["gdcQueryImage.h"] --> gdcBaseRootQuery["gdcBaseRootQuery.h"]
    gdcBaseRootQuery --> gdcBaseCompactMessage["gdcBaseCompactMessage.h"]
    gdcBaseRootQuery --> gdcCompactBetweenFunctions["gdcCompactBetweenFunctions.h"]
    gdcBaseRootQuery --> gdcFindPatternRootQuery["gdcFindPatternRootQuery.h"]
    gdcBaseRootQuery --> gdcFindStudyRootQuery["gdcFindStudyRootQuery.h"]
    gdcBaseRootQuery --> gdcMoveStudyRootQuery["gdcMoveStudyRootQuery.h"]
    gdcBaseRootQuery --> gdcQueryFactory["gdcQueryFactory.h"]
    gdcBaseRootQuery --> gdcWLMFindQuery["gdcWLMFindQuery.h"]
    gdcBaseCompactMessage --> gdcCfndMessages1["gdcCfndMessages.h"]
    gdcBaseCompactMessage --> gdcCfndMessages2["gdcCfndMessages.h"]
    gdcBaseCompactMessage --> gdcCfndMessages3["gdcCfndMessages.h"]
    gdcBaseCompactMessage --> gdcCfndMessages4["gdcCfndMessages.h"]
    gdcFindPatternRootQuery --> gdcMovePatternRootQuery["gdcMovePatternRootQuery.h"]
  
```

Classes

- class [gdcm::QueryImage](#)
QueryImage.

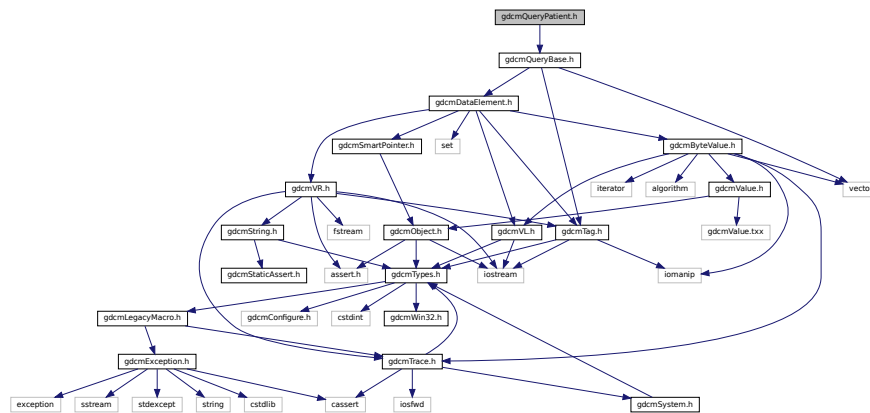
Namespaces

- [gdcm](#)

11.206 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.

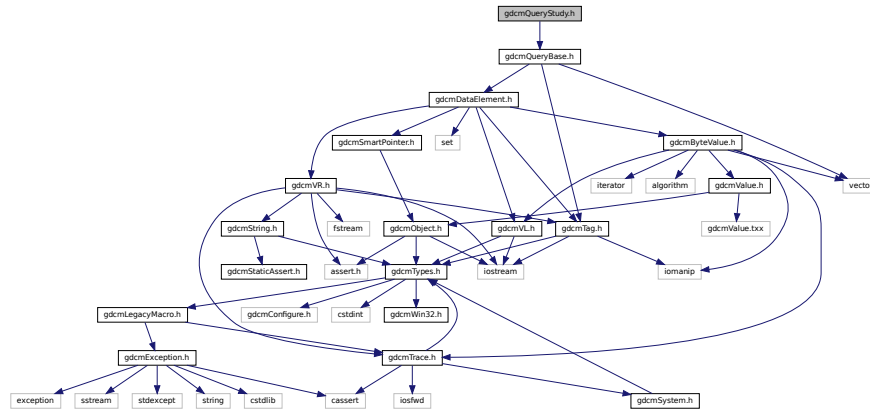
Namespaces

- [gdcm](#)

11.208 gdcmQueryStudy.h File Reference

```
#include "gdcmQueryBase.h"
```

Include dependency graph for gdcmQueryStudy.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::QueryStudy](#)
QueryStudy.h.

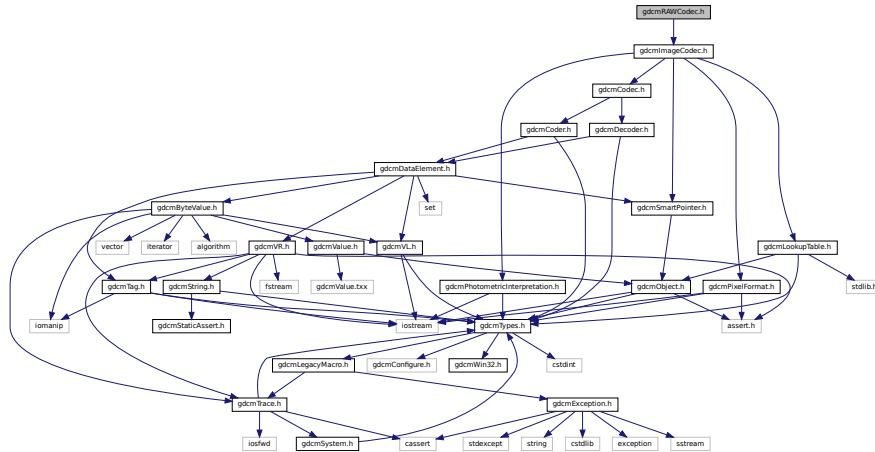
Namespaces

- [gdcm](#)

11.209 gdcmRAWCodec.h File Reference

```
#include "gdcmImageCodec.h"
```

Include dependency graph for gdcmRAWCodec.h:



Classes

- class [gdcm::RAWCodec](#)
RAWCodec class.

Namespaces

- [gdcm](#)

11.210 gdcmReader.h File Reference

```
#include "gdcmFile.h"
```

```
#include <fstream>
```

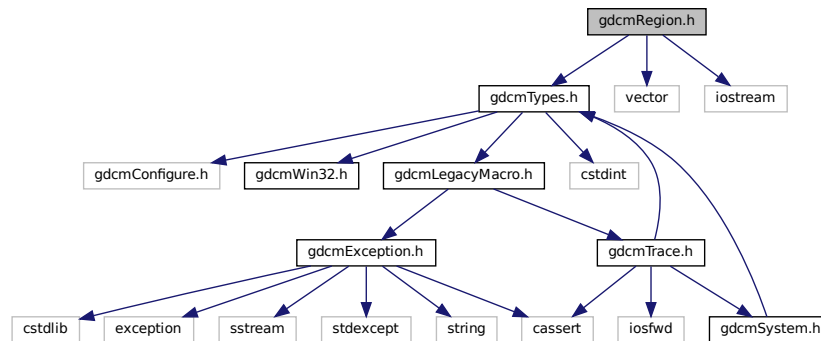

11.211 gdcmRegion.h File Reference

```
#include "gdcmTypes.h"
```

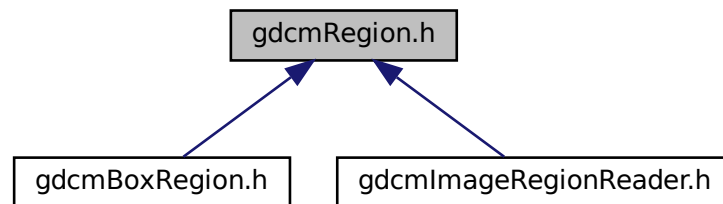
```
#include <vector>
```

```
#include <iostream>
```

Include dependency graph for gdcmRegion.h:



This graph shows which files directly or indirectly include this file:



Classes

- class `gdcm::Region`
Class for manipulation region.

Namespaces

- `gdcm`

Functions

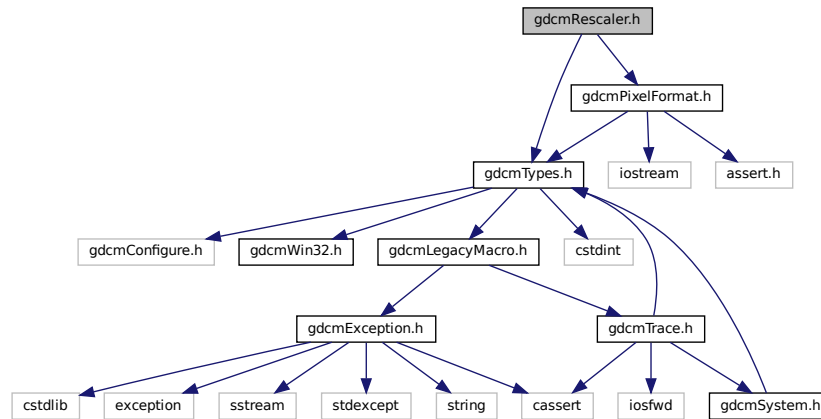
- `std::ostream & gdcm::operator<< (std::ostream &os, const Region &r)`

11.212 gdcmRescaler.h File Reference

```
#include "gdcmTypes.h"
```

```
#include "gdcmPixelFormat.h"
```

Include dependency graph for `gdcmRescaler.h`:



Classes

- class [gdcm::Rescaler](#)
Rescale class.

Namespaces

- [gdcm](#)

Classes

- class [gdcm::network::RoleSelectionSub](#)
RoleSelectionSub.

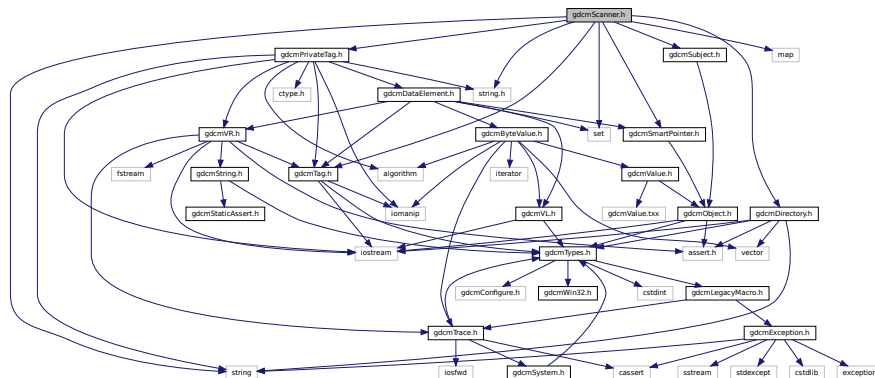
Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.215 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::Itstr](#)
- class [gdcm::Scanner](#)
Scanner.

Namespaces

- [gdcm](#)

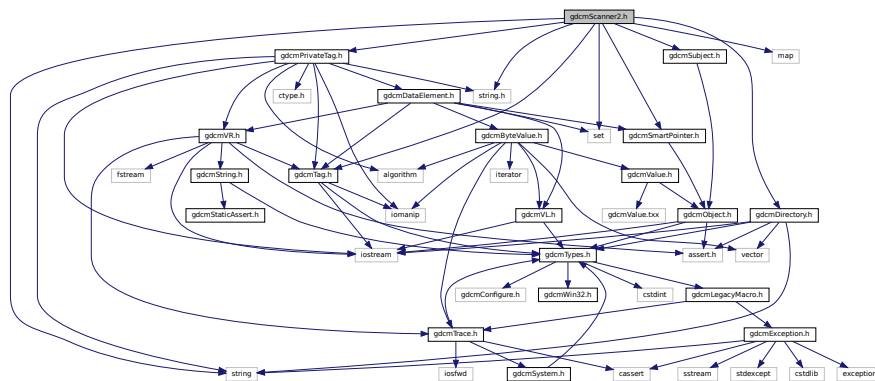
Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Scanner &s)`

11.216 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>
```

Include dependency graph for gdcmscanner2.h:



Classes

- struct `gdcm::Scanner2::Itstr`
- class `gdcm::Scanner2`
Scanner2.

Namespaces

- **gdcm**

Functions

- `std::ostream & gdcmm::operator<< (std::ostream &os, const Scanner2 &s)`

This class defines a segment.

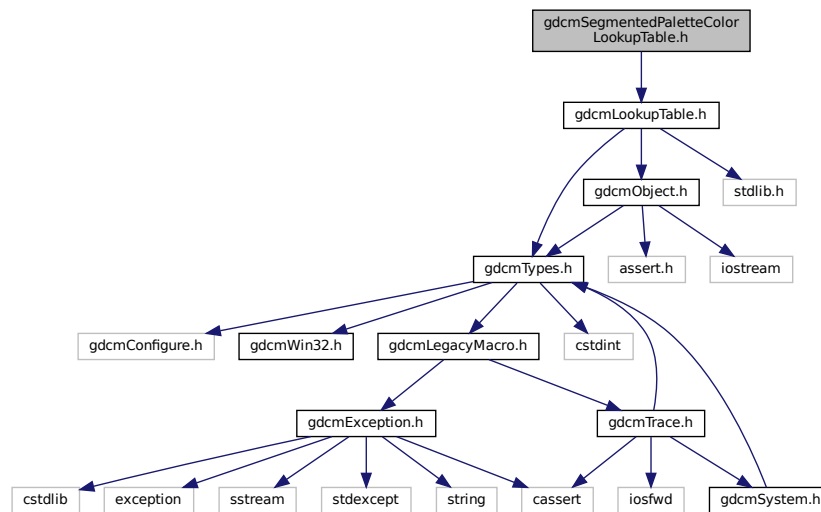
Namespaces

- [gdcm](#)

11.218 gdcmSegmentedPaletteColorLookupTable.h File Reference

```
#include "gdcmLookupTable.h"
```

Include dependency graph for gdcmSegmentedPaletteColorLookupTable.h:



Classes

- class [gdcm::SegmentedPaletteColorLookupTable](#)
SegmentedPaletteColorLookupTable class.

Namespaces

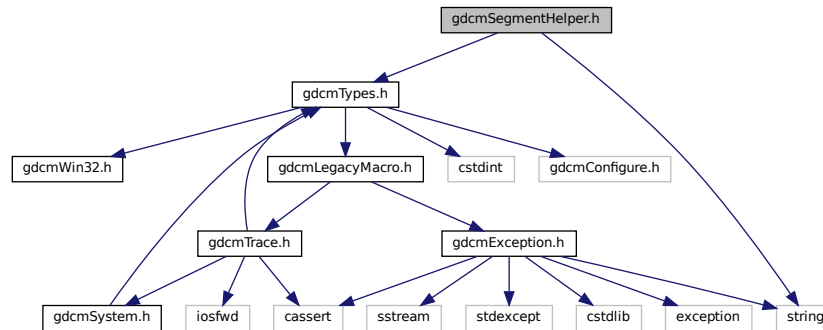
- [gdcm](#)

11.219 gdcmSegmentHelper.h File Reference

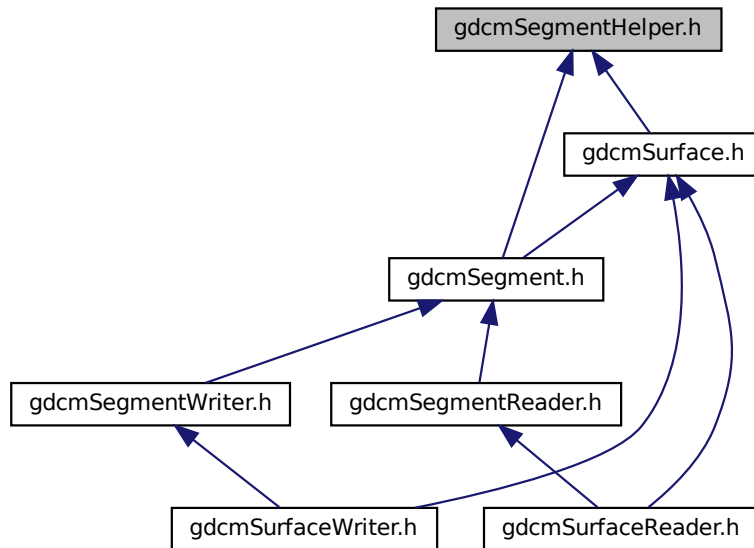
```
#include "gdcmTypes.h"
```

```
#include <string>
```

Include dependency graph for gdcmSegmentHelper.h:



This graph shows which files directly or indirectly include this file:



Classes

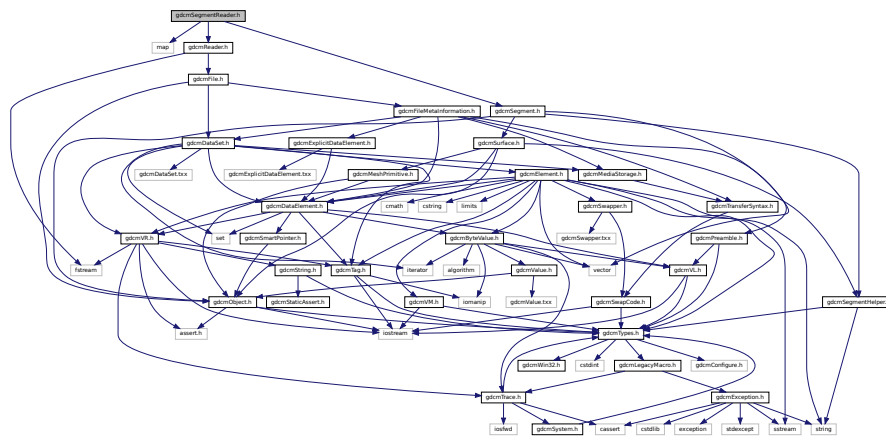
- struct [gdcm::SegmentHelper::BasicCodedEntry](#)

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

- `gdcm`
- `gdcm::SegmentHelper`

```
#include <map>
#include <gdcmReader.h>
#include <gdcmSegment.h>
```

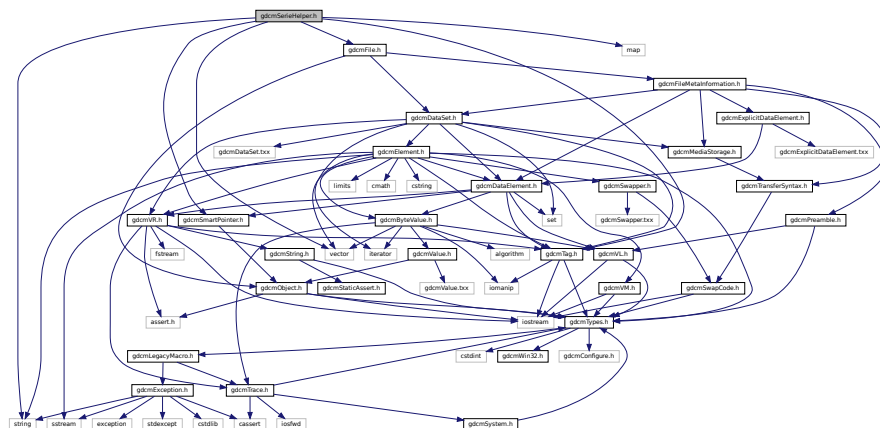
Include dependency graph for gdcmSegmentReader.h:



```
graph BT
    A[gdcmSegmentReader.h] --> B[gdcmSurfaceReader.h]
```

- class `gdcm::SegmentReader`
This class defines a segment reader.

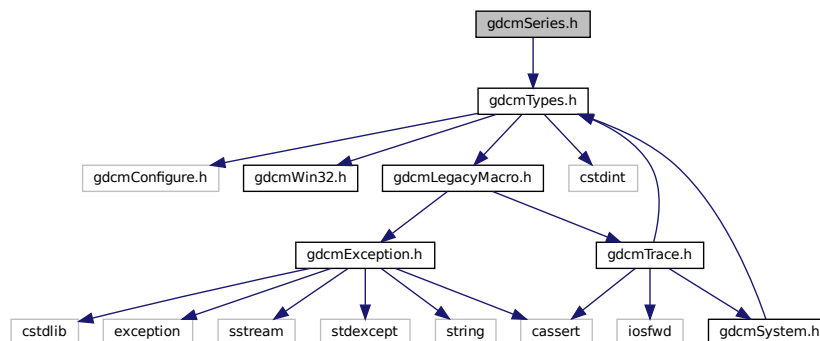
Include dependency graph for qdcmSerieHelper.h:



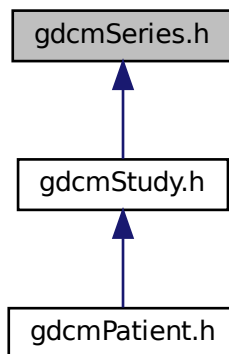
11.225 gdcmSeries.h File Reference

```
#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.

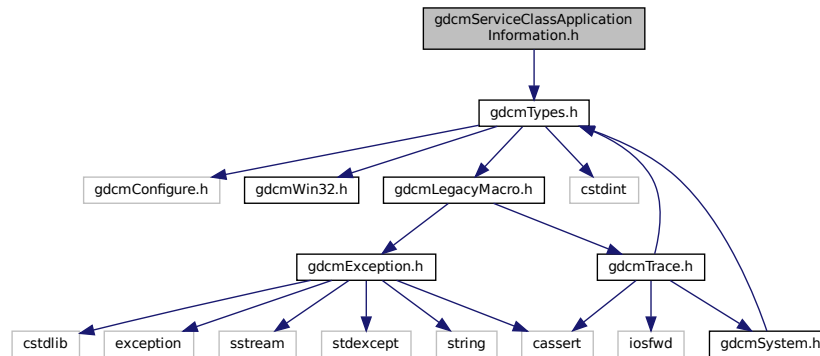
Namespaces

- `gdcm`

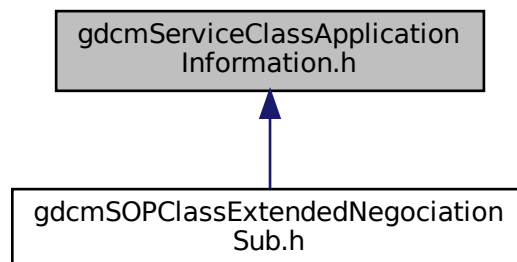
11.226 gdcmServiceClassApplicationInformation.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmServiceClassApplicationInformation.h:



This graph shows which files directly or indirectly include this file:



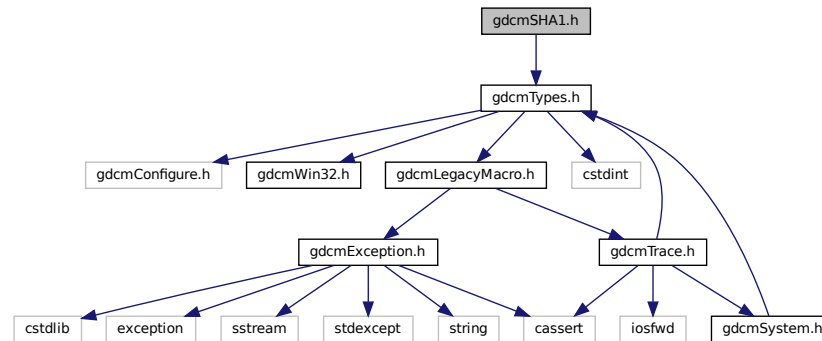
Classes

- class [gdcm::network::ServiceClassApplicationInformation](#)

Namespaces

- [gdcm](#)
- [gdcm::network](#)

Include dependency graph for gdcmSHA1.h:



Classes

- class [gdcm::SHA1](#)
Class for [SHA1](#).

Namespaces

- [gdcm](#)

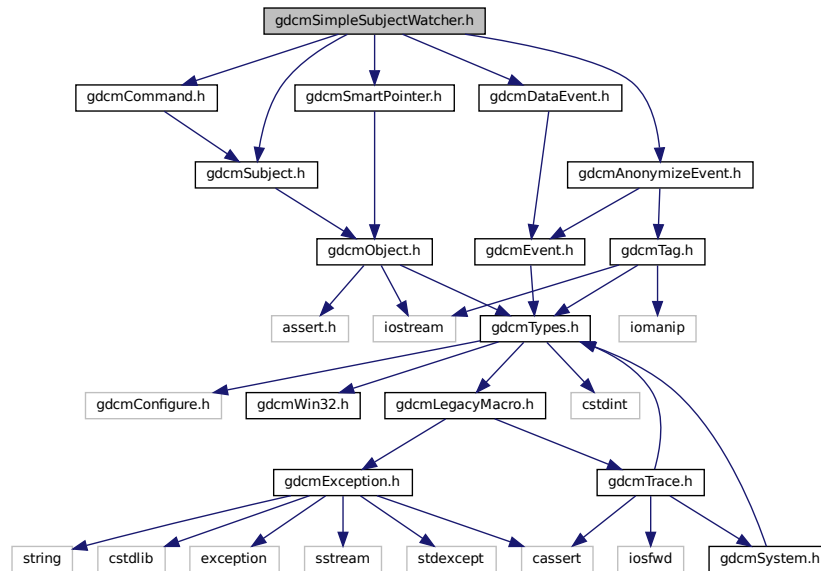
11.229 gdcmSimpleSubjectWatcher.h File Reference

```

#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.

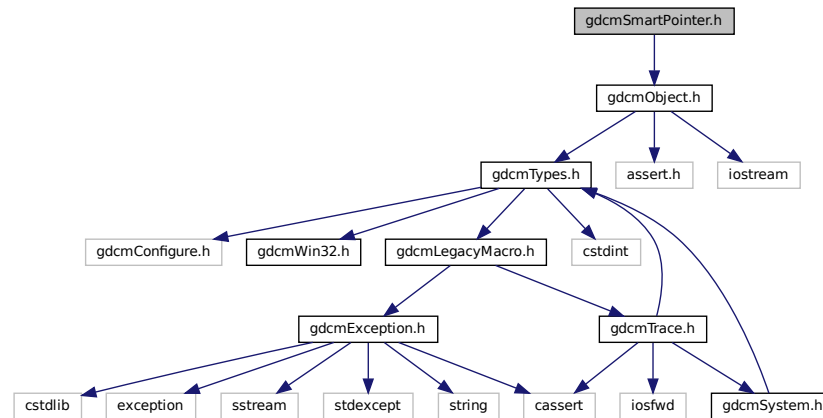
Namespaces

- `gdcm`

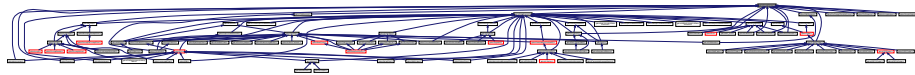
11.230 gdcmSmartPointer.h File Reference

```
#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.

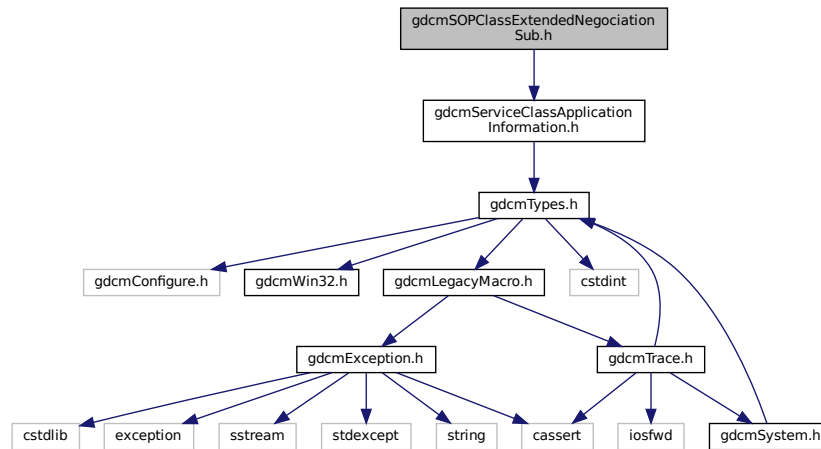
Namespaces

- `gdcm`

11.231 gdcmSOPClassExtendedNegotiationSub.h File Reference

```
#include "gdcmServiceClassApplicationInformation.h"
```

Include dependency graph for `gdcmSOPClassExtendedNegociationSub.h`:



Classes

- class [gdcm::network::SOPClassExtendedNegociationSub](#)
SOPClassExtendedNegociationSub.

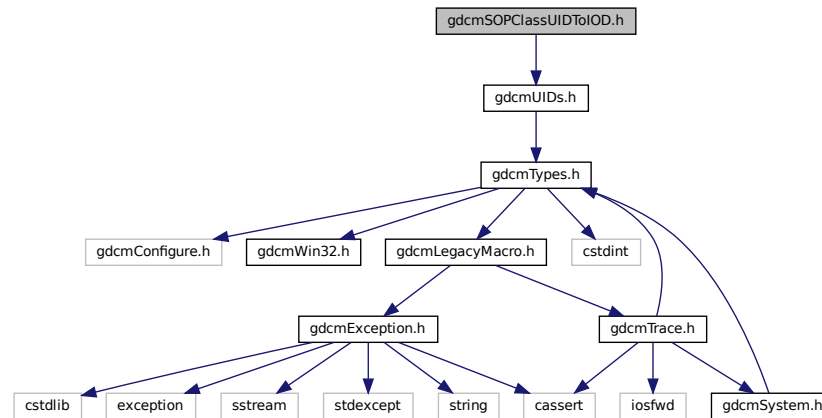
Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.232 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

- [gdcm](#)

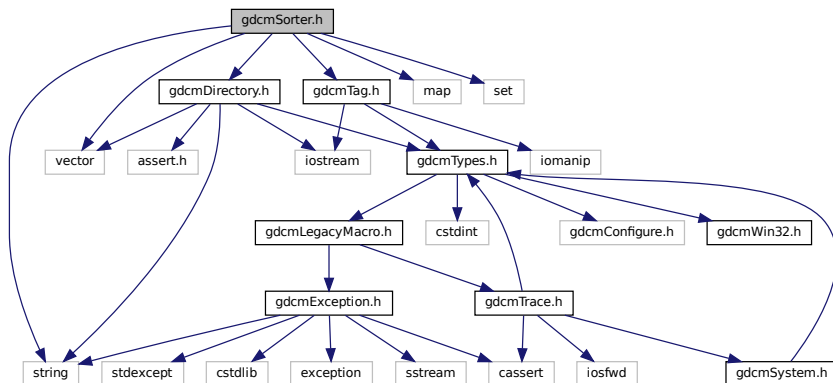
11.233 gdcmSorter.h File Reference

```

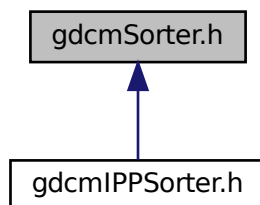
#include "gdcmDirectory.h"
#include "gdcmTag.h"
#include <vector>
#include <string>
#include <map>
#include <set>

```

Include dependency graph for `gdcmSorter.h`:



This graph shows which files directly or indirectly include this file:



Classes

- class `gdcm::Sorter`
Sorter.

Namespaces

- `gdcm`

Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const Sorter &s)`

Classes

- struct [gdcm::static_assert_test< x >](#)
- struct [gdcm::STATIC_ASSERTION_FAILURE< true >](#)

Namespaces

- [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.*

11.237.1 Macro Definition Documentation

11.237.1.1 GDCM_DO_JOIN

```
#define GDCM_DO_JOIN(  
    X,  
    Y ) GDCM\_DO\_JOIN2 (X,Y)
```

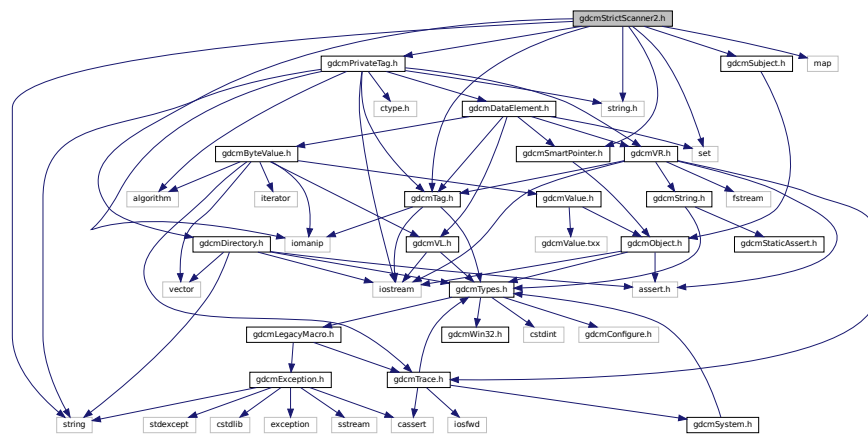
11.237.1.2 GDCM_DO_JOIN2

```
#define GDCM_DO_JOIN2(  
    X,  
    Y ) X##Y
```

11.237.1.3 GDCM_JOIN

```
#define GDCM_JOIN(  
    X,  
    Y ) GDCM\_DO\_JOIN ( X, Y )
```


Include dependency graph for gdcMStrictScanner2.h:



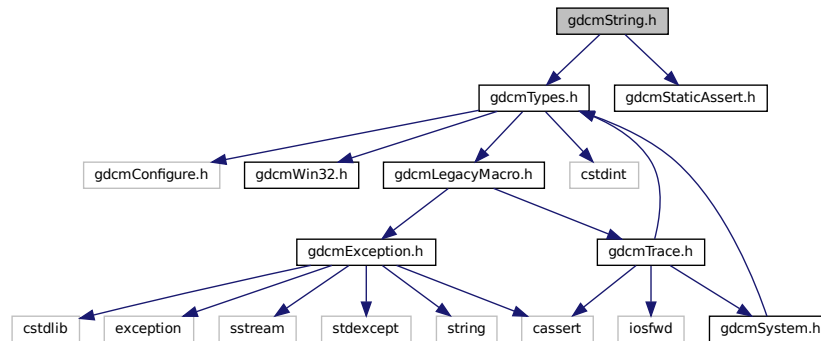
- struct `gdcmm::StrictScanner2::Itstr`
- class `gdcmm::StrictScanner2`
StrictScanner2.

- **gdcm**

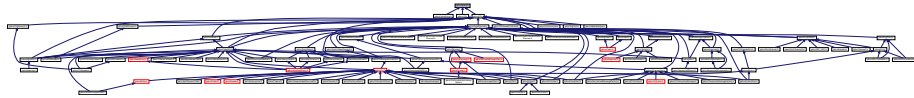
- `std::ostream & gdcm::operator<< (std::ostream &os, const StrictScanner2 &s)`

```
#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

- `gdcm`

Functions

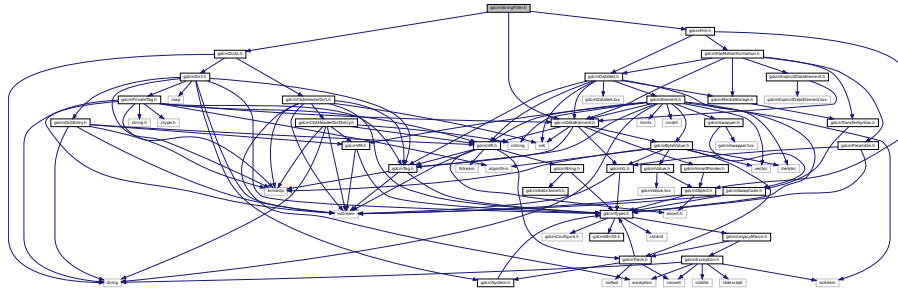
- template<char TDelimiter, unsigned int TMaxLength, char TPadChar>
`std::istream & gdcm::operator>> (std::istream &is, String< TDelimiter, TMaxLength, TPadChar > &ms)`

11.243 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

- [gdcm](#)

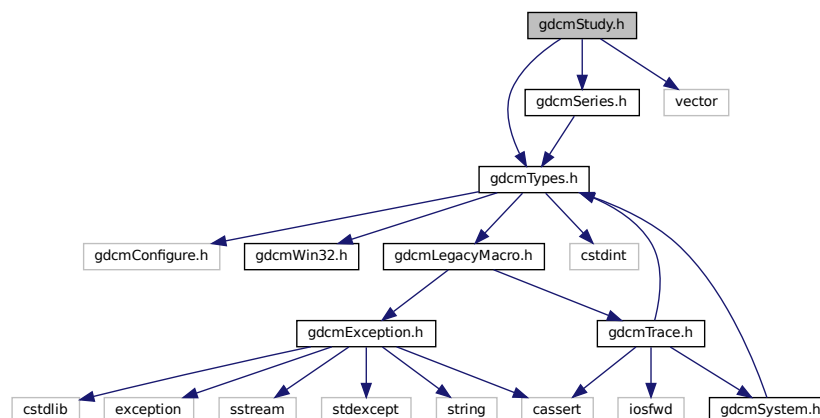
11.244 gdcmStudy.h File Reference

```
#include "gdcmTypes.h"
```

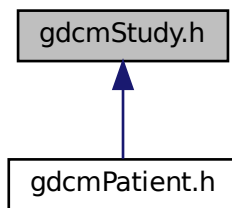
```
#include "gdcmSeries.h"
```

```
#include <vector>
```

Include dependency graph for gdcmStudy.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdc::Study](#)
[Study](#).

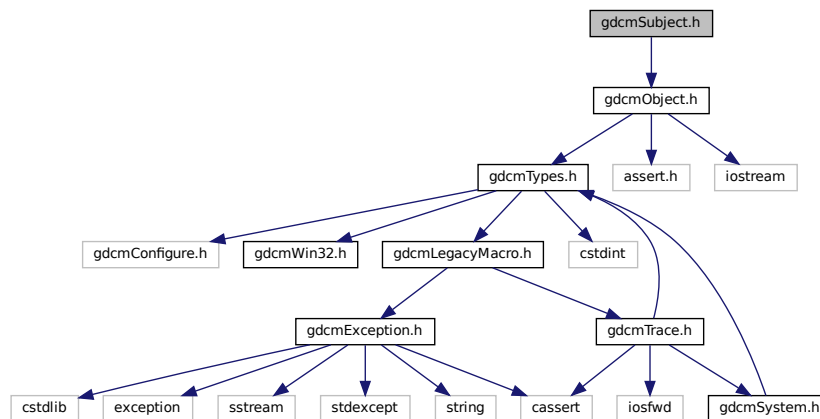
Namespaces

- [gdc](#)

11.245 gdcSubject.h File Reference

```
#include "gdcObject.h"
```

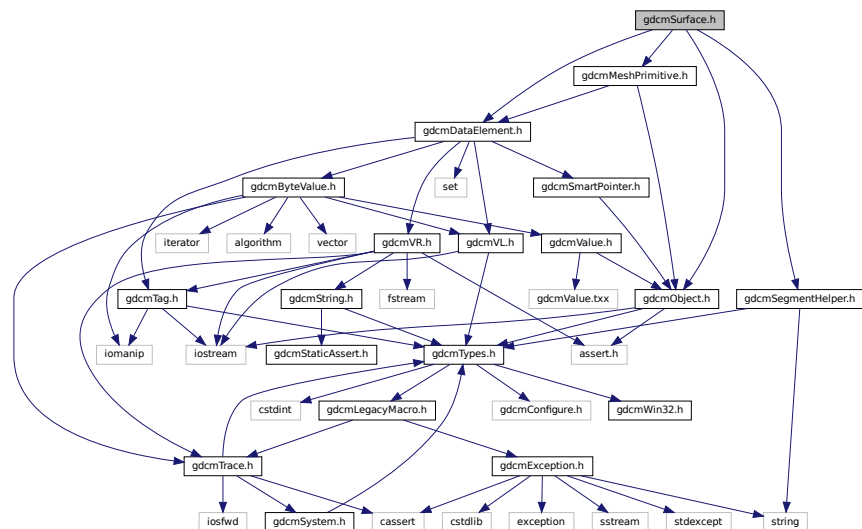
Include dependency graph for gdcSubject.h:



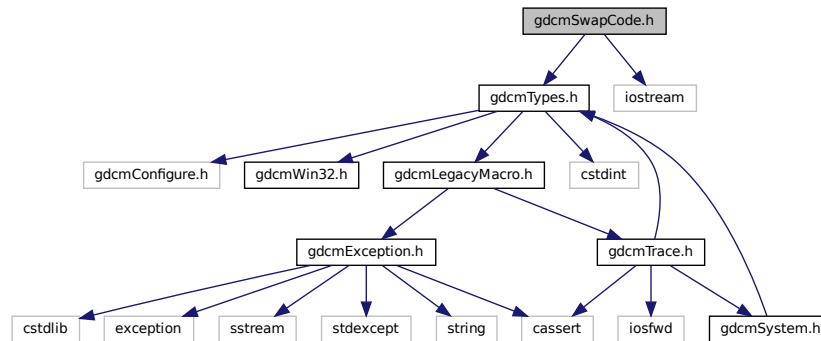
- class `gdcm::Subject`
Subject.

- **gdcm**

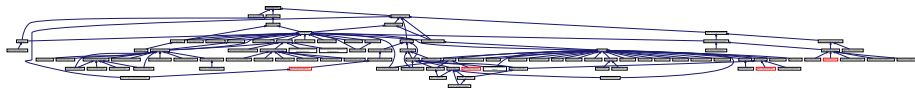
```
#include <gdcmObject.h>
#include <gdcmDataElement.h>
#include <gdcmMeshPrimitive.h>
#include "gdcmSegmentHelper.h"
Include dependency graph for gdcmSurface.h:
```



Include dependency graph for gdcmSwapCode.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::SwapCode](#)
SwapCode representation.

Namespaces

- [gdcm](#)

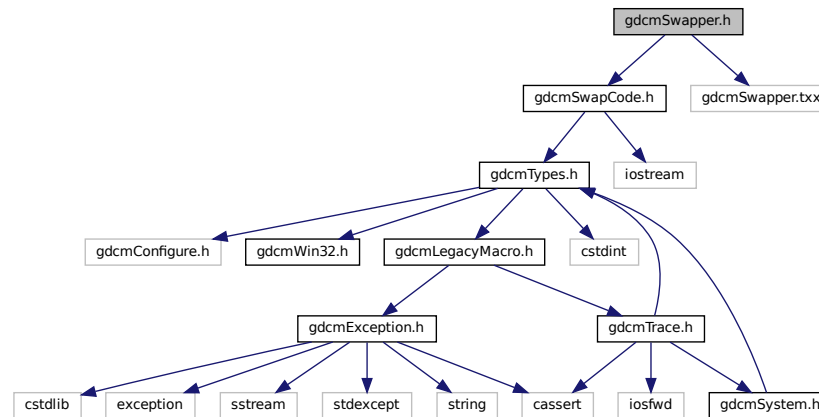
Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const SwapCode &sc)`

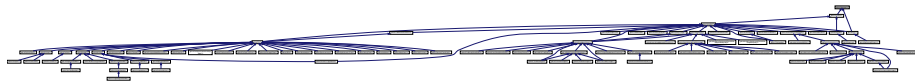
11.251 gdcmSwapper.h File Reference

```
#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`

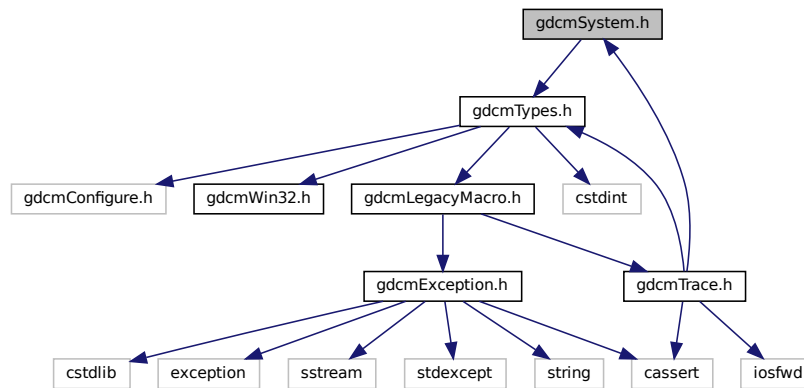
Namespaces

- `gdcm`

11.252 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

- `gdcm`

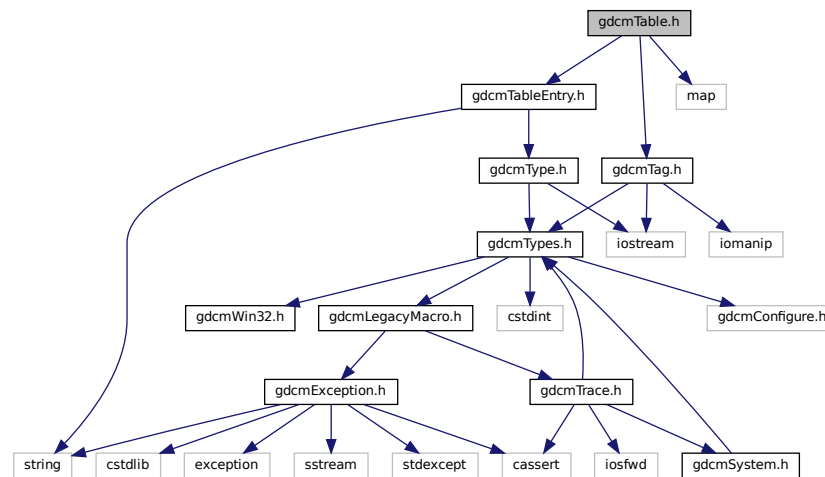
11.253 gdcmTable.h File Reference

```
#include "gdcmTableEntry.h"
```

```
#include "gdcmTag.h"
```

```
#include <map>
```

Include dependency graph for `gdcmTable.h`:



Classes

- class [gdcm::Table](#)
Table.

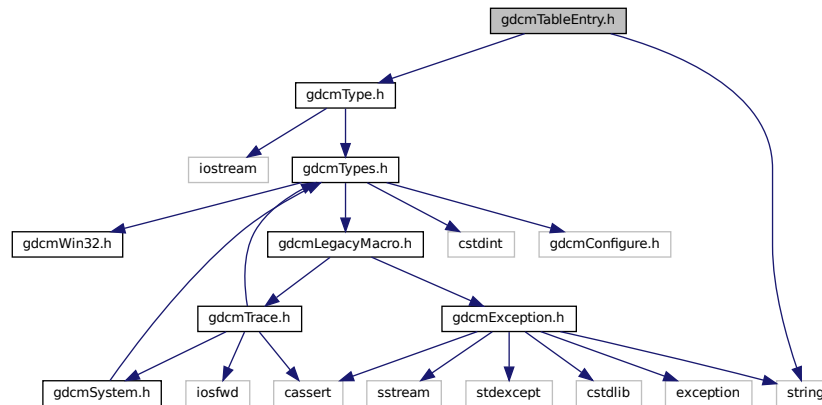
Namespaces

- [gdcm](#)

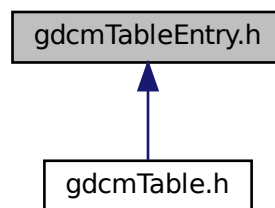
11.254 gdcmTableEntry.h File Reference

```
#include "gdcmType.h"
#include <string>
```

Include dependency graph for gdcmTableEntry.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::TableEntry](#)
TableEntry.

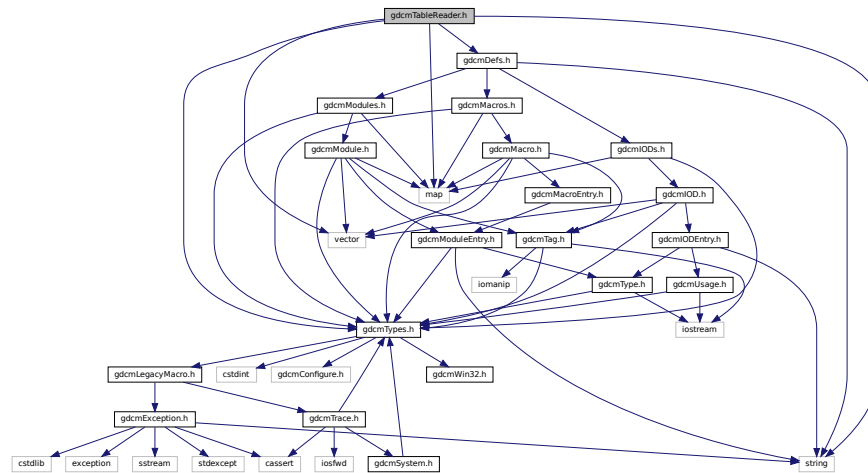
Namespaces

- [gdcm](#)

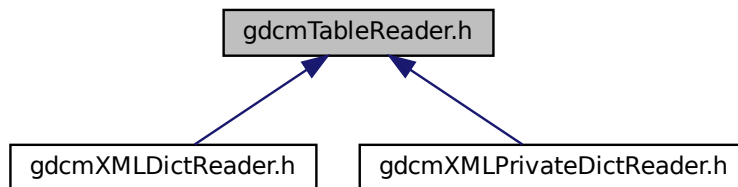
11.255 gdcmTableReader.h File Reference

```
#include "gdcmTypes.h"
#include "gdcmDefs.h"
#include <string>
#include <vector>
#include <map>
```

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

- [gdcm](#)

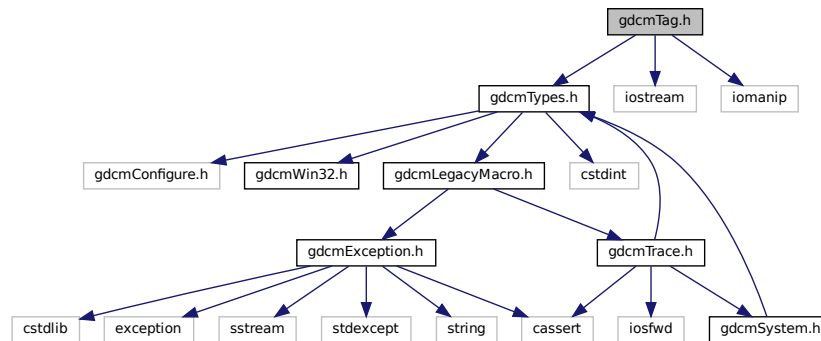
11.256 gdcmTag.h File Reference

```
#include "gdcmTypes.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

- [gdcm](#)

Functions

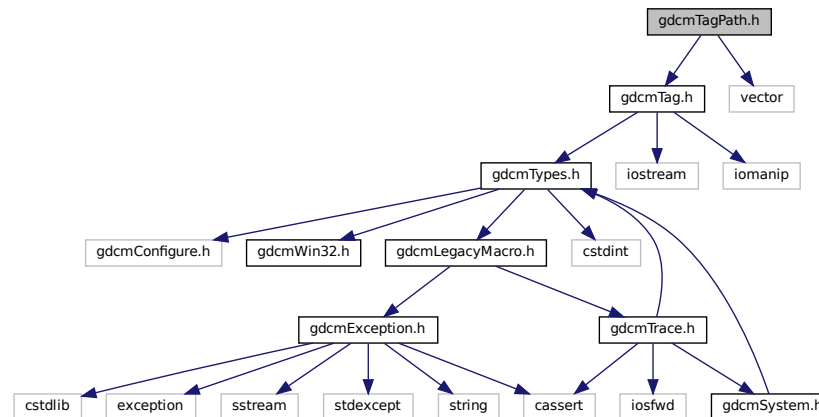
- `std::ostream & gdcm::operator<< (std::ostream &_os, const Tag &_val)`
- `std::istream & gdcm::operator>> (std::istream &_is, Tag &_val)`

11.257 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.

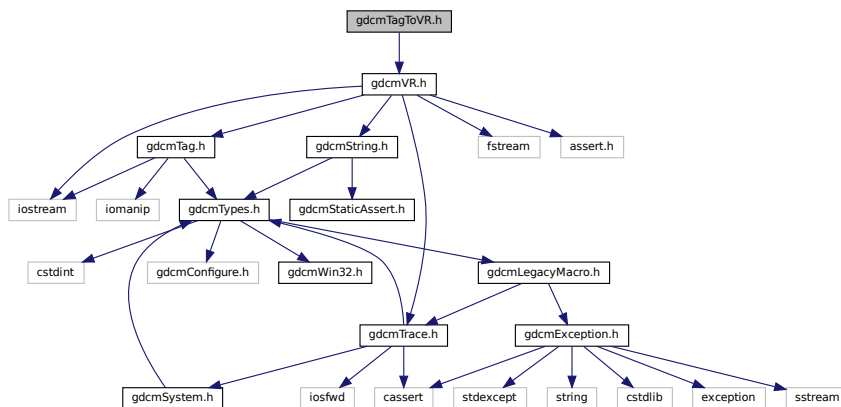
Namespaces

- [gdcm](#)

11.258 gdcmTagToVR.h File Reference

```
#include "gdcmVR.h"
```


Include dependency graph for gdcmTagToVR.h:



Namespaces

- [gdcm](#)

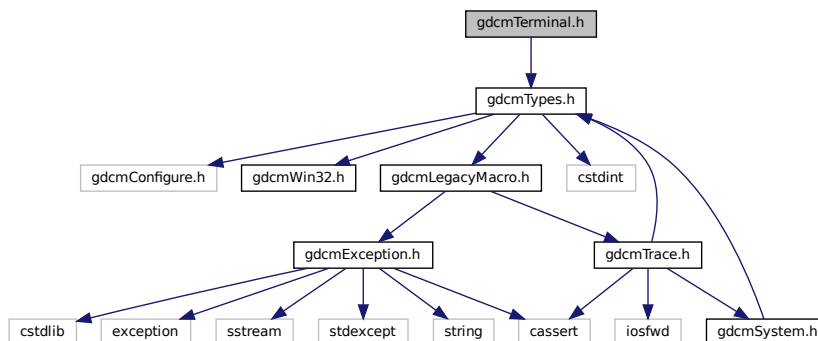
Functions

- VR::VRType [gdcm::GetVRFromTag](#) (Tag const &tag)

11.259 gdcmTerminal.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmTerminal.h:



Namespaces

- [gdc](#)
- [gdc::terminal](#)

Class for Terminal.

Enumerations

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

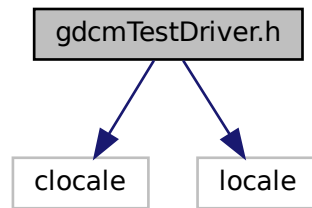
Functions

- [GDCM_EXPORT](#) std::string [gdc::terminal::setattribute](#) (Attribute att)
- [GDCM_EXPORT](#) std::string [gdc::terminal::setbgcolor](#) (Color c)
- [GDCM_EXPORT](#) std::string [gdc::terminal::setfgcolor](#) (Color c)
- [GDCM_EXPORT](#) void [gdc::terminal::setmode](#) (Mode m)

11.260 gdcTestDriver.h File Reference

```
#include <locale>
#include <locale>
```

Include dependency graph for gdcmTestDriver.h:

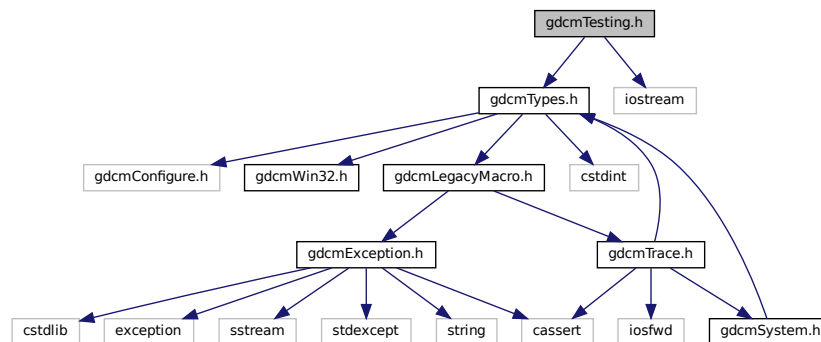


11.261 gdcmTesting.h File Reference

```
#include "gdcmTypes.h"
```

```
#include <iostream>
```

Include dependency graph for gdcmTesting.h:



Classes

- class [gdcm::Testing](#)
class for testing

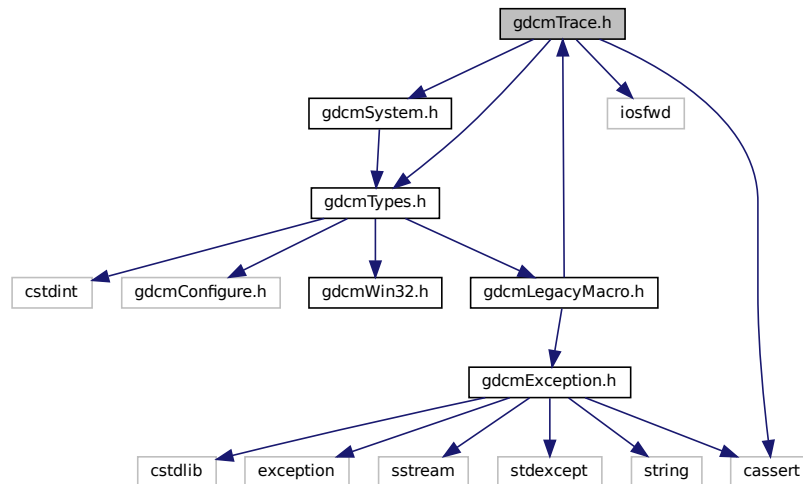
Namespaces

- [gdcm](#)

11.262 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

- `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.

11.262.1 Macro Definition Documentation

11.262.1.1 GDCM_FUNCTION

```
#define GDCM_FUNCTION "<unknown>"
```

11.262.1.2 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" && 2 < 3)</code>
------------	---

11.262.1.3 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" && 2 < 3)</code>
------------	---

11.262.1.4 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
------------	--------------

11.262.1.5 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
------------	---------------------

11.262.1.6 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
------------	--------------

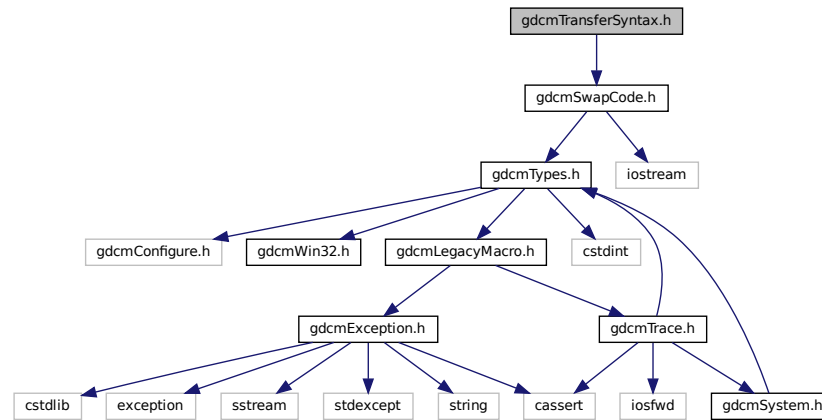
11.263 gdcmTransferSyntax.h File Reference

```

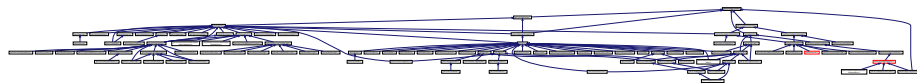
#include "gdcmSwapCode.h"

```

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

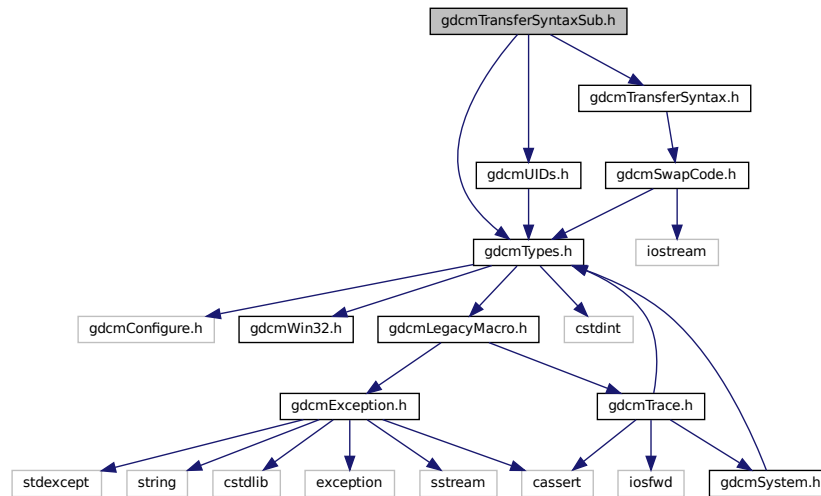
- [gdcm](#)

Functions

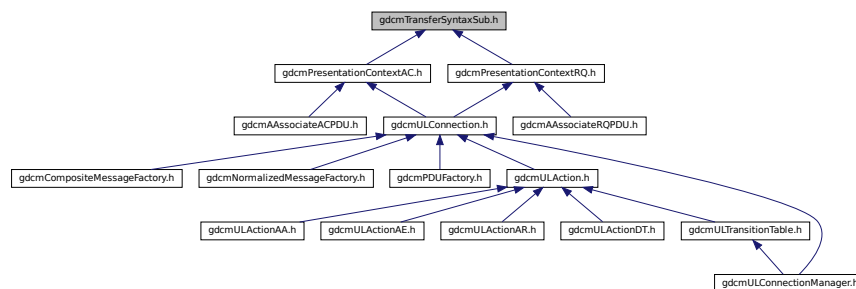
- `std::ostream & gdcm::operator<< (std::ostream &_os, const TransferSyntax &ts)`

11.264 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

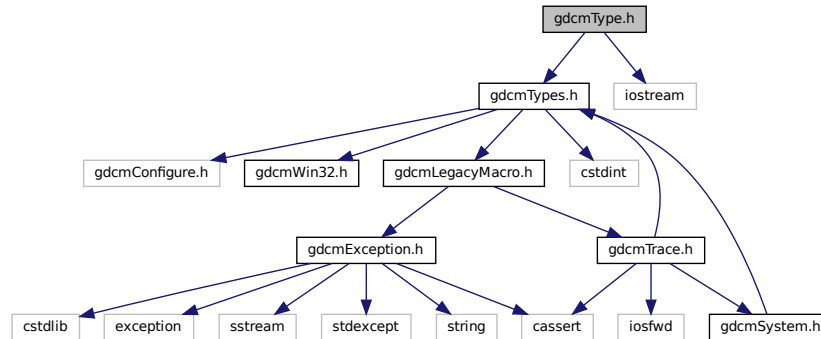
- [gdcm](#)
- [gdcm::network](#)

11.265 gdcmType.h File Reference

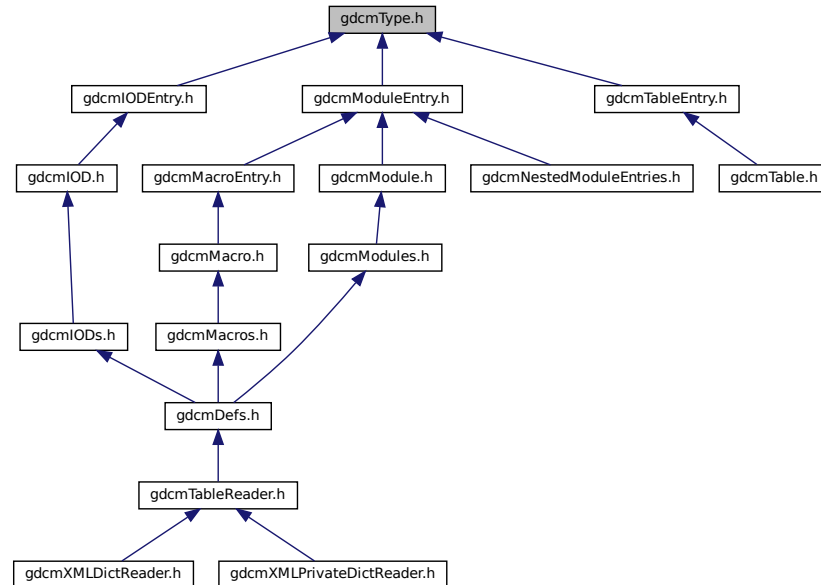
```
#include "gdcmTypes.h"
```

```
#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

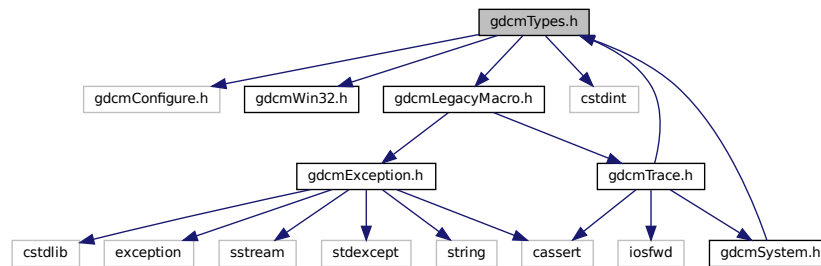
- [gdcm](#)

Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const Type &val)`

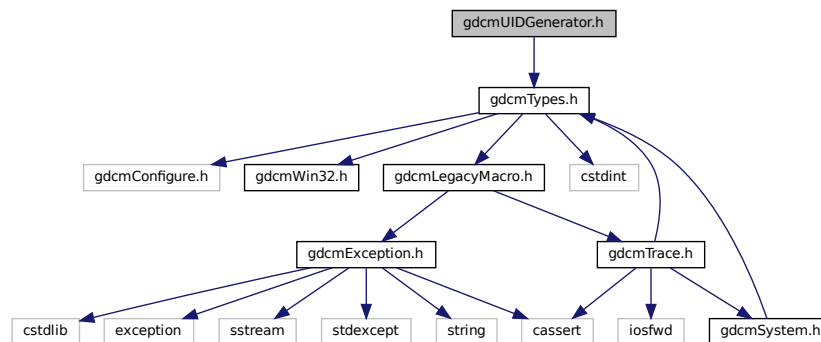
11.266 gdcmTypes.h File Reference

```
#include "gdcmConfigure.h"
#include "gdcmWin32.h"
#include "gdcmLegacyMacro.h"
#include <cstdint>
Include dependency graph for gdcmTypes.h:
```



11.267 gdcmUIDGenerator.h File Reference

```
#include "gdcmTypes.h"
Include dependency graph for gdcmUIDGenerator.h:
```



Classes

- class [gdcm::UIDGenerator](#)
Class for generating unique UID.

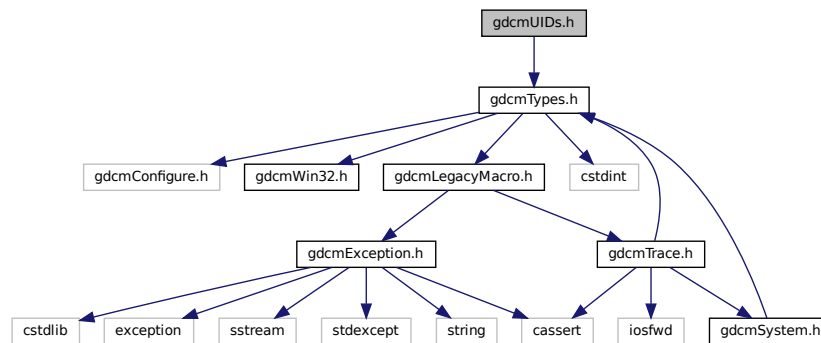
Namespaces

- [gdcm](#)

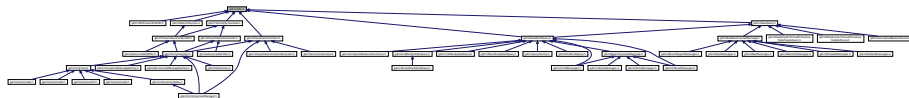
11.268 gdcmUIDs.h File Reference

```
#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

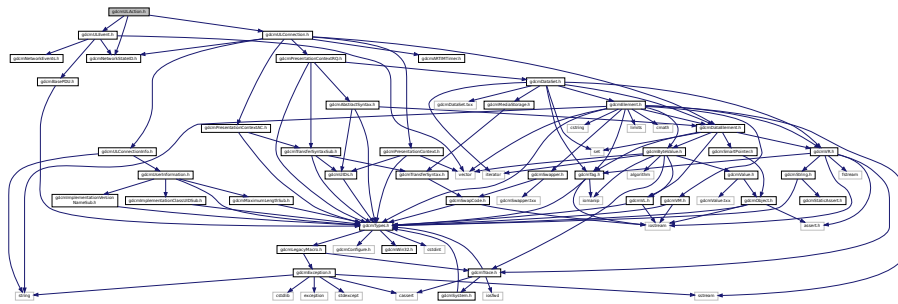
- [gdcm](#)

Functions

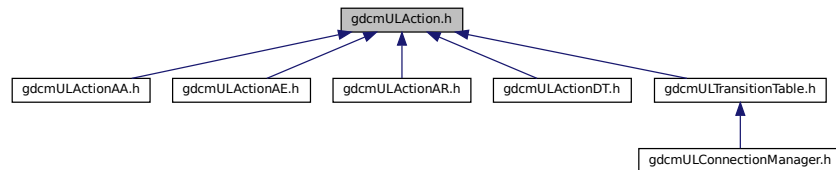
- `std::ostream & gdcm::operator<< (std::ostream &_os, const UIDs &uid)`

11.269 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.

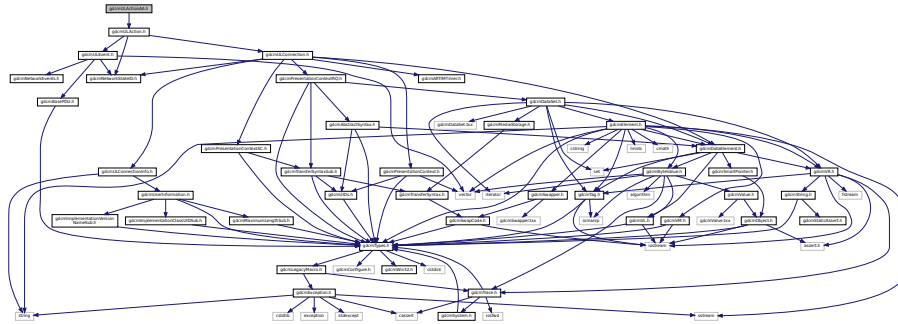
Namespaces

- `gdcm`
- `gdcm::network`

11.270 gdcmULActionAA.h File Reference

```
#include "gdcmULAction.h"
```

Include dependency graph for gdcmULActionAA.h:



Classes

- class [gdcm::network::ULActionAA1](#)
- class [gdcm::network::ULActionAA2](#)
- class [gdcm::network::ULActionAA3](#)
- class [gdcm::network::ULActionAA4](#)
- class [gdcm::network::ULActionAA5](#)
- class [gdcm::network::ULActionAA6](#)
- class [gdcm::network::ULActionAA7](#)
- class [gdcm::network::ULActionAA8](#)

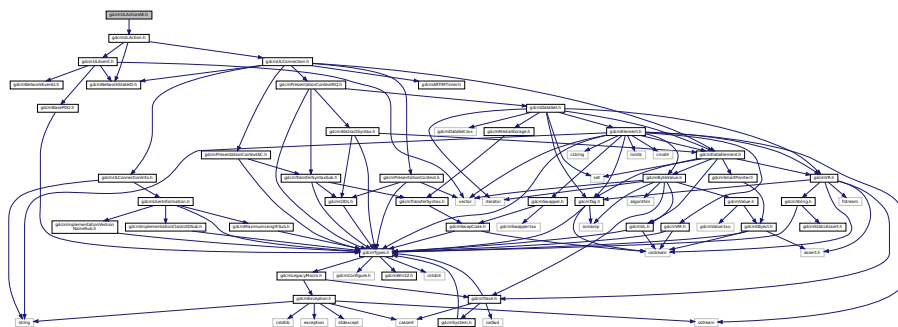
Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.271 gdcmULActionAE.h File Reference

```
#include "gdcmULAction.h"
```

Include dependency graph for gdcmULActionAE.h:



Classes

- class [gdcm::network::ULActionAE1](#)
- class [gdcm::network::ULActionAE2](#)
- class [gdcm::network::ULActionAE3](#)
- class [gdcm::network::ULActionAE4](#)
- class [gdcm::network::ULActionAE5](#)
- class [gdcm::network::ULActionAE6](#)
- class [gdcm::network::ULActionAE7](#)
- class [gdcm::network::ULActionAE8](#)

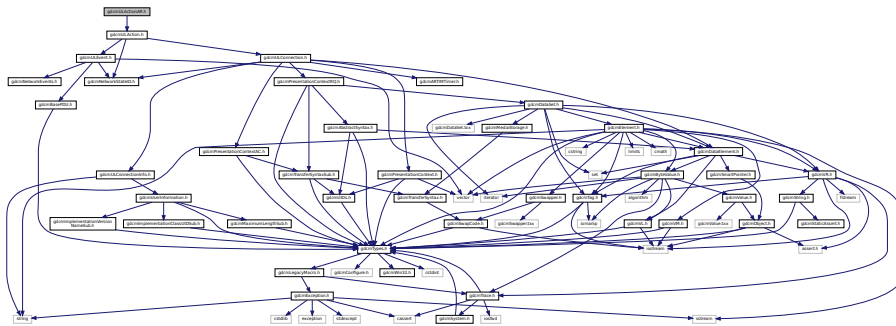
Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.272 gdcmULActionAR.h File Reference

```
#include "gdcmULAction.h"
```

Include dependency graph for gdcmULActionAR.h:



Classes

- class [gdcm::network::ULActionAR1](#)
- class [gdcm::network::ULActionAR10](#)
- class [gdcm::network::ULActionAR2](#)
- class [gdcm::network::ULActionAR3](#)
- class [gdcm::network::ULActionAR4](#)
- class [gdcm::network::ULActionAR5](#)
- class [gdcm::network::ULActionAR6](#)
- class [gdcm::network::ULActionAR7](#)
- class [gdcm::network::ULActionAR8](#)
- class [gdcm::network::ULActionAR9](#)

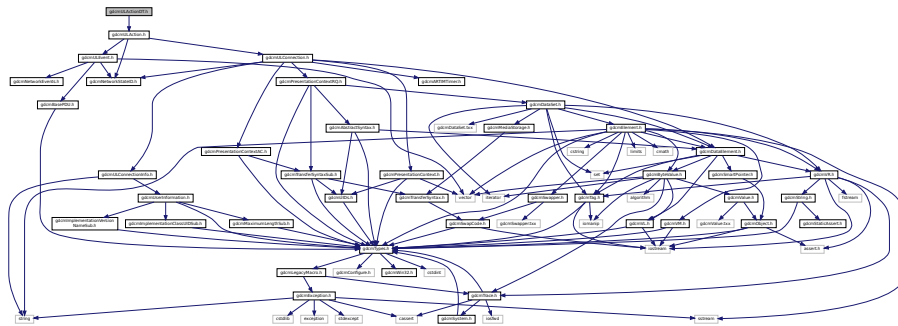
Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.273 gdcmULActionDT.h File Reference

```
#include "gdcmULAction.h"
```

Include dependency graph for gdcmULActionDT.h:



Classes

- class [gdcm::network::ULActionDT1](#)
- class [gdcm::network::ULActionDT2](#)

Namespaces

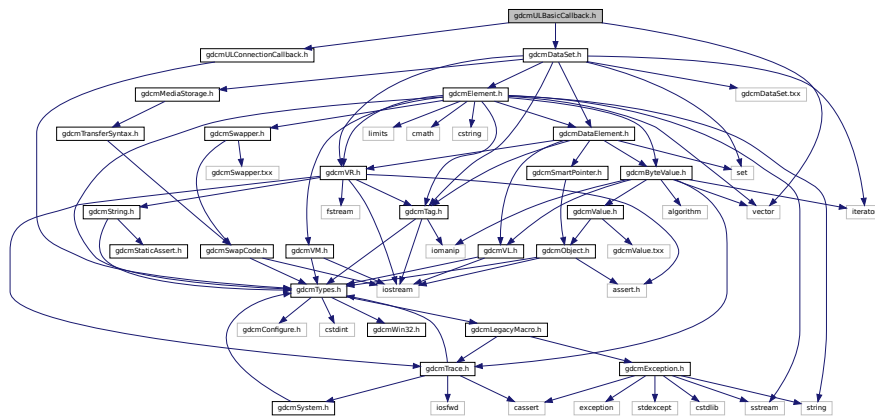
- [gdcm](#)
- [gdcm::network](#)

11.274 gdcmULBasicCallback.h File Reference

```
#include "gdcmULConnectionCallback.h"
```

```
#include "gdcmDataSet.h"
```


Include dependency graph for gdcmlBasicCallback.h:

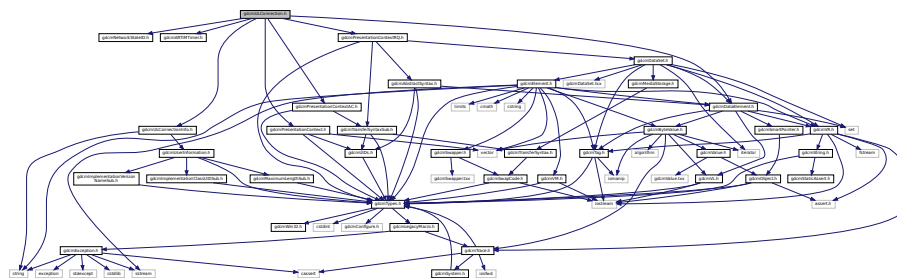


- class `gdcm::network::ULBasicCallback`
ULBasicCallback.

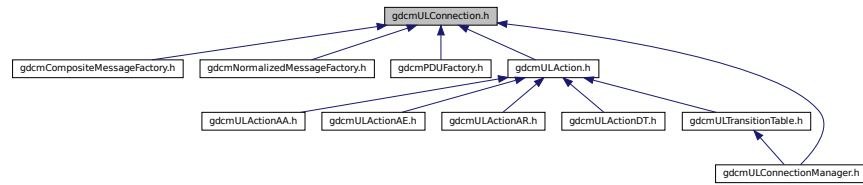
- `gdc`
- `gdc::network`

```
#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 gdcmlConnection.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcml::network::ULConnection](#)
ULConnection.

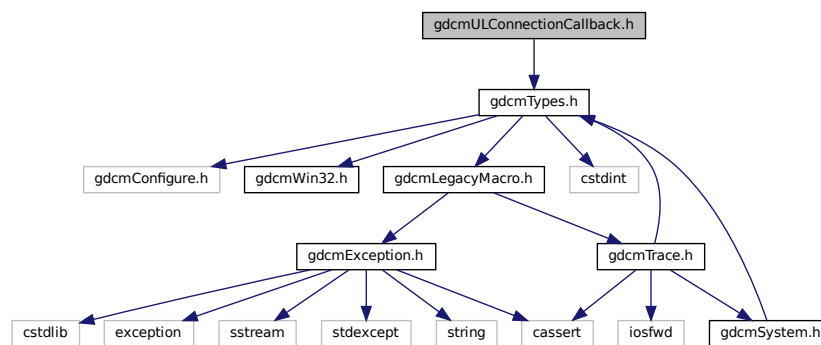
Namespaces

- [gdcml](#)
- [gdcml::network](#)

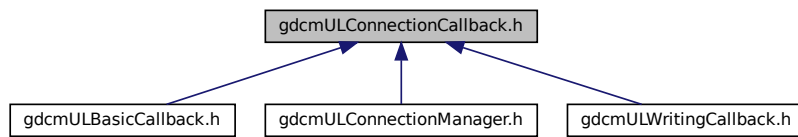
11.276 gdcmlULConnectionCallback.h File Reference

```
#include "gdcmlTypes.h"
```

Include dependency graph for gdcmlULConnectionCallback.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::network::ULConnectionCallback](#)

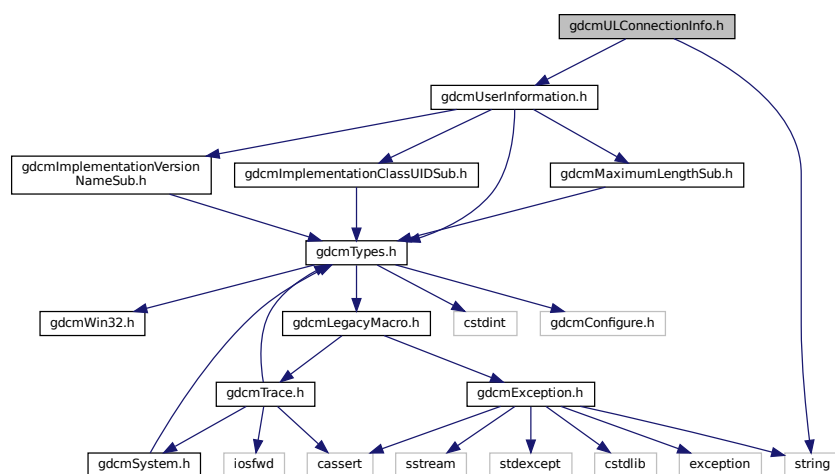
Namespaces

- [gdcm](#)
- [gdcm::network](#)

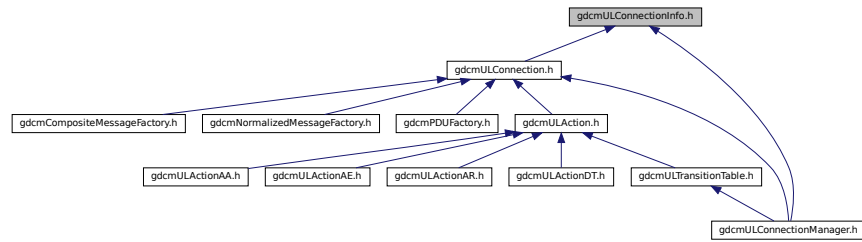
11.277 gdcmULConnectionInfo.h File Reference

```
#include "gdcmUserInformation.h"
#include <string>
```

Include dependency graph for gdcmULConnectionInfo.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcml::network::ULConnectionInfo](#)
ULConnectionInfo.

Namespaces

- [gdcml](#)
- [gdcml::network](#)

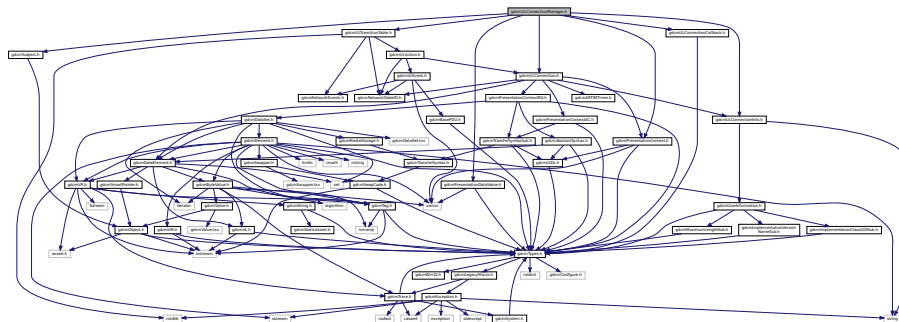
11.278 gdcmlULConnectionManager.h File Reference

```

#include "gdcmlULTransitionTable.h"
#include "gdcmlULConnection.h"
#include "gdcmlULConnectionInfo.h"
#include "gdcmlPresentationDataValue.h"
#include "gdcmlULConnectionCallback.h"
#include "gdcmlSubject.h"
#include "gdcmlPresentationContext.h"

```

Include dependency graph for gdcmlULConnectionManager.h:



Classes

- class [gdcm::network::ULConnectionManager](#)
ULConnectionManager.

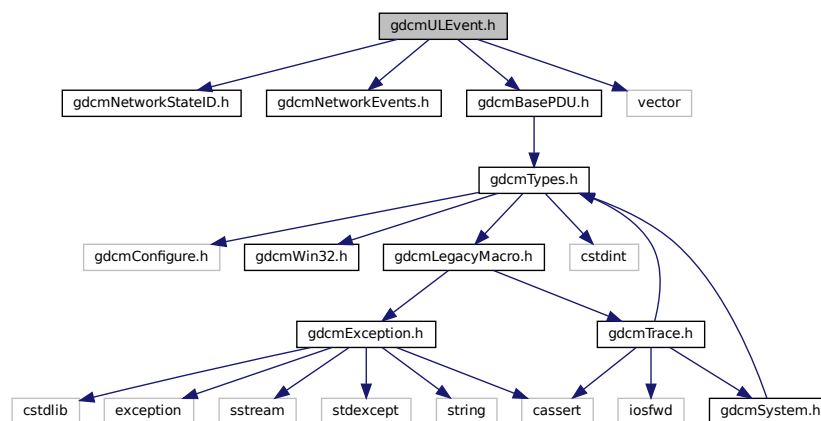
Namespaces

- [gdcm](#)
- [gdcm::network](#)

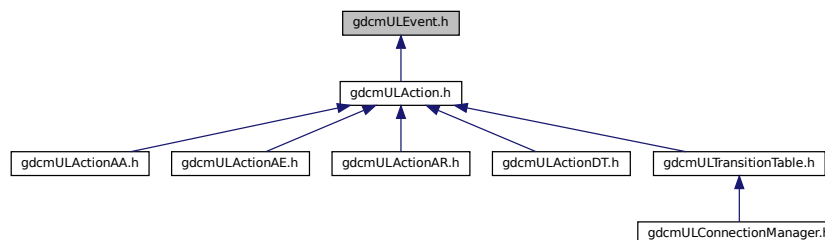
11.279 gdcmULEvent.h File Reference

```
#include "gdcmNetworkStateID.h"
#include "gdcmNetworkEvents.h"
#include "gdcmBasePDU.h"
#include <vector>
```

Include dependency graph for gdcmULEvent.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::network::ULEvent](#)
ULEvent.

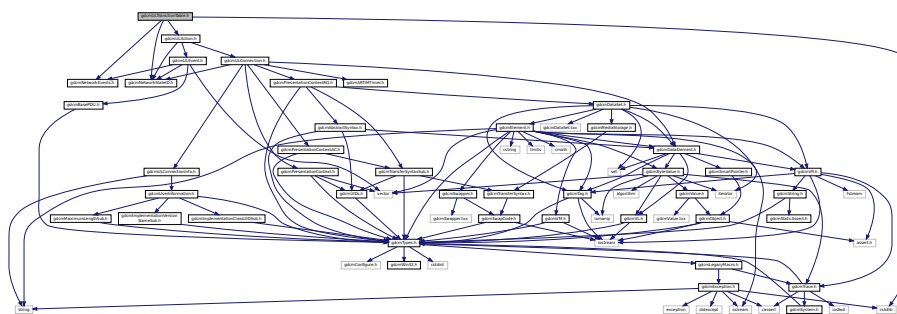
Namespaces

- [gdcm](#)
- [gdcm::network](#)

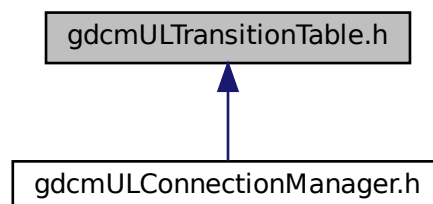
11.280 gdcmULTransitionTable.h File Reference

```
#include "gdcmNetworkStateID.h"
#include "gdcmNetworkEvents.h"
#include "gdcmULAction.h"
#include <cstdlib>
```

Include dependency graph for gdcmULTransitionTable.h:



This graph shows which files directly or indirectly include this file:



Classes

- class [gdcm::network::TableRow](#)
- struct [gdcm::network::Transition](#)
- class [gdcm::network::ULTransitionTable](#)

[ULTransitionTable](#) The transition table of all the ULEvents, new ULActions, and ULStates.

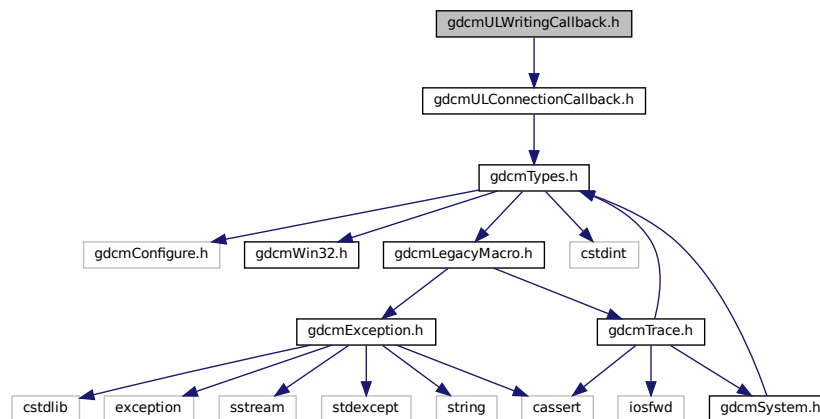
Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.281 gdcmULWritingCallback.h File Reference

```
#include "gdcmULConnectionCallback.h"
```

Include dependency graph for gdcmULWritingCallback.h:



Classes

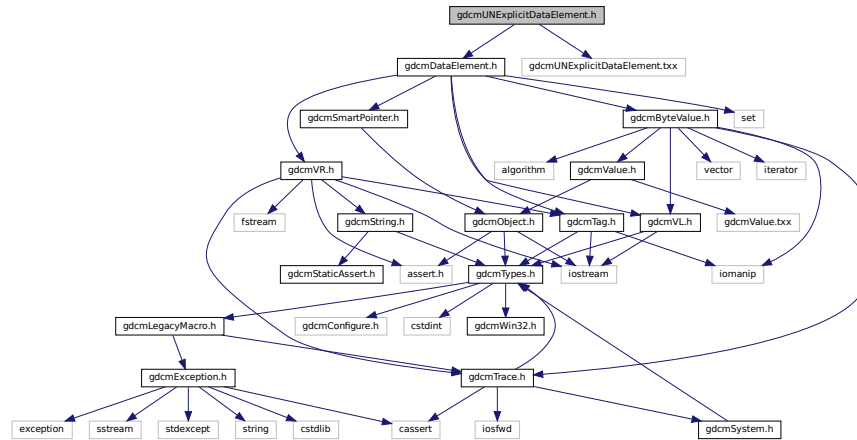
- class [gdcm::network::ULWritingCallback](#)

Namespaces

- [gdcm](#)
- [gdcm::network](#)

11.282 gdcmUNExplicitDataElement.h File Reference

```
#include "gdcmDataElement.h"
#include "gdcmUNExplicitDataElement.txx"
Include dependency graph for gdcmUNExplicitDataElement.h:
```



Classes

- class [gdcm::UNExplicitDataElement](#)
Class to read/write a *DataElement* as *UNExplicit Data Element*.

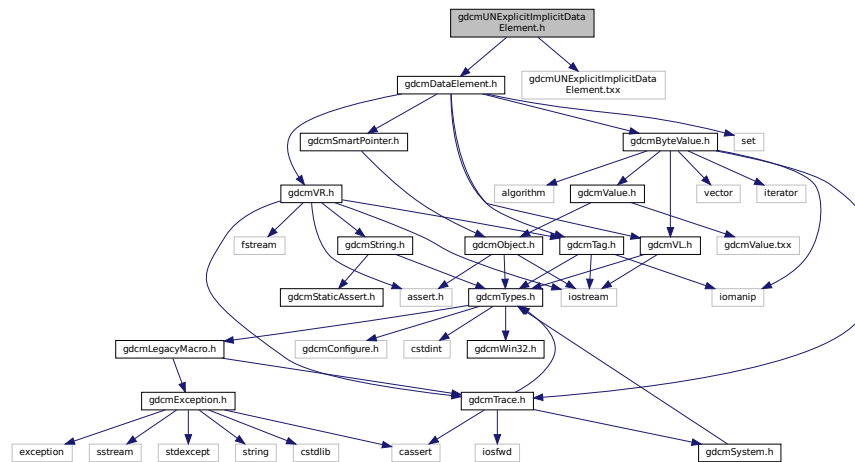
Namespaces

- [gdcm](#)

11.283 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*.

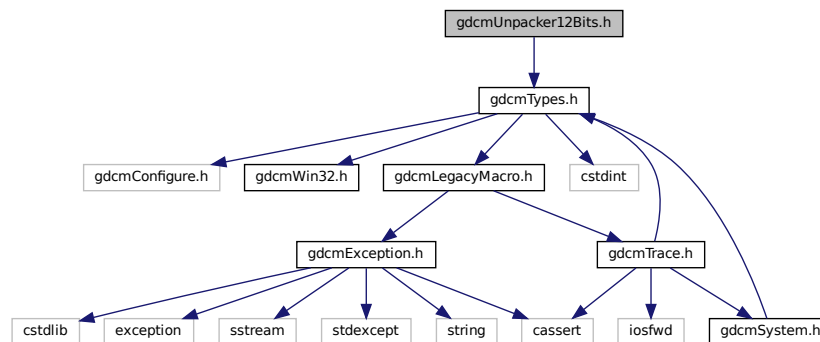
Namespaces

- [gdcm](#)

11.284 gdcmUnpacker12Bits.h File Reference

```
#include "gdcmTypes.h"
```

Include dependency graph for gdcmUnpacker12Bits.h:



Classes

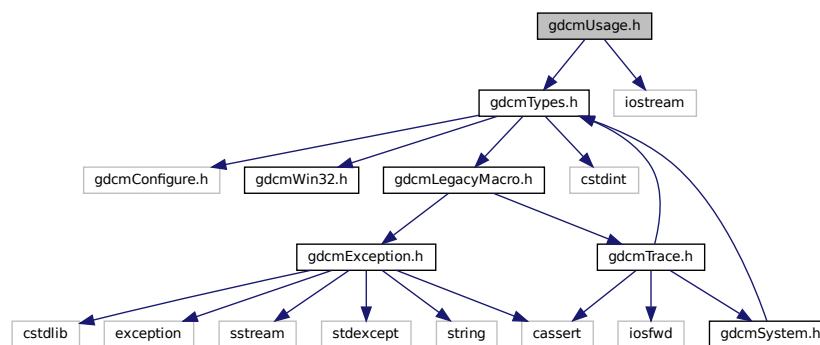
- class [gdcm::Unpacker12Bits](#)
Pack/Unpack 12 bits pixel into 16bits.

Namespaces

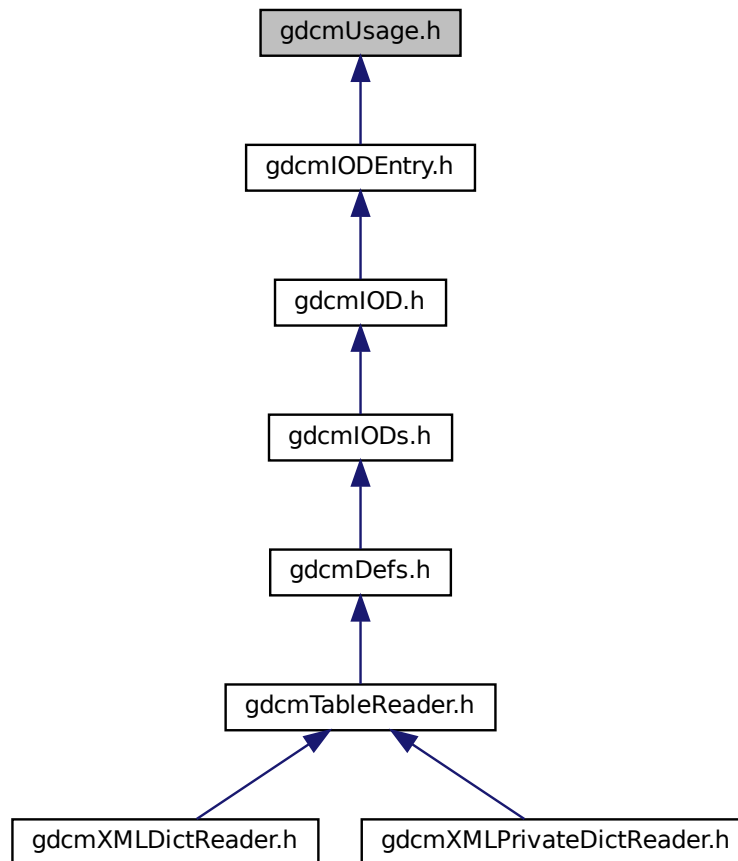
- [gdcm](#)

11.285 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

- `gdcm`

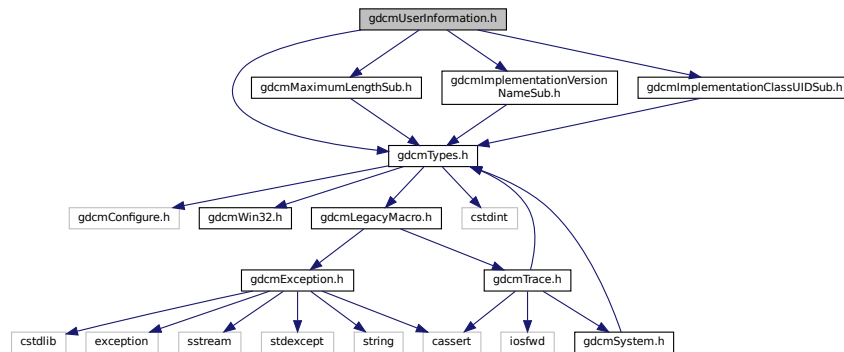
Functions

- `std::ostream & gdcm::operator<< (std::ostream &_os, const Usage &val)`

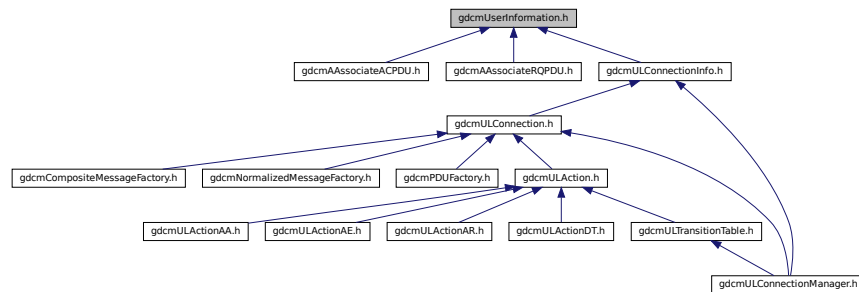
11.286 gdcmUserInformation.h File Reference

```
#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 [gdcm::network::UserInformation](#)
UserInformation.

Namespaces

- [gdcm](#)
- [gdcm::network](#)

Classes

- class [gdcm::Validate](#)
Validate class.

Namespaces

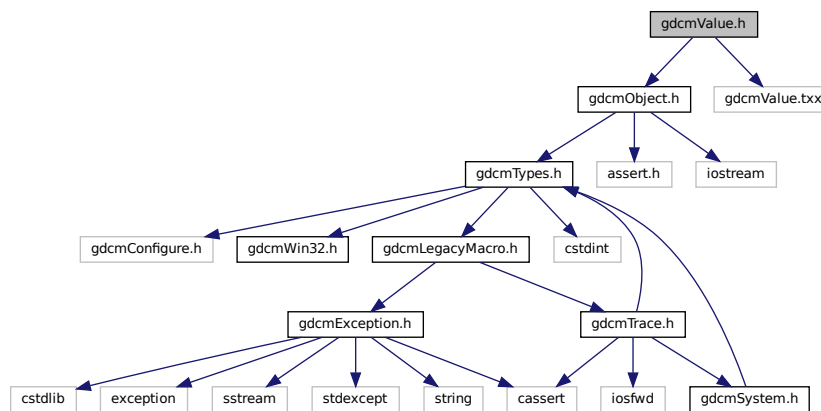
- [gdcm](#)

11.289 gdcmValue.h File Reference

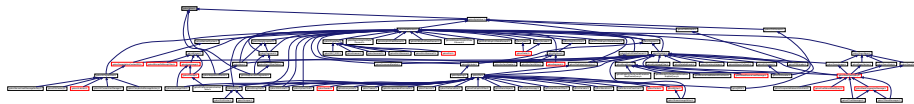
```
#include "gdcmObject.h"
```

```
#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

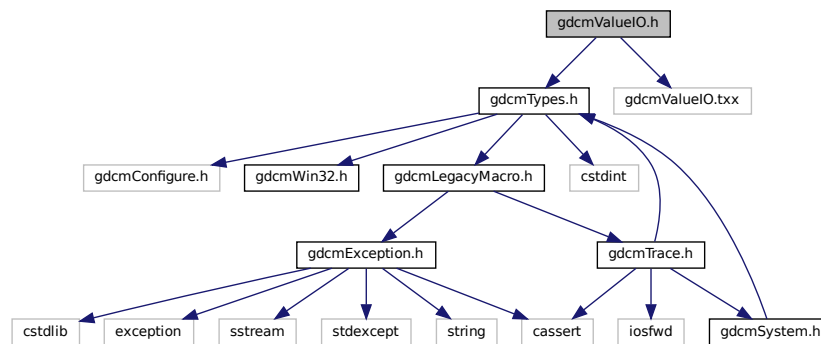
- [gdcm](#)

11.290 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

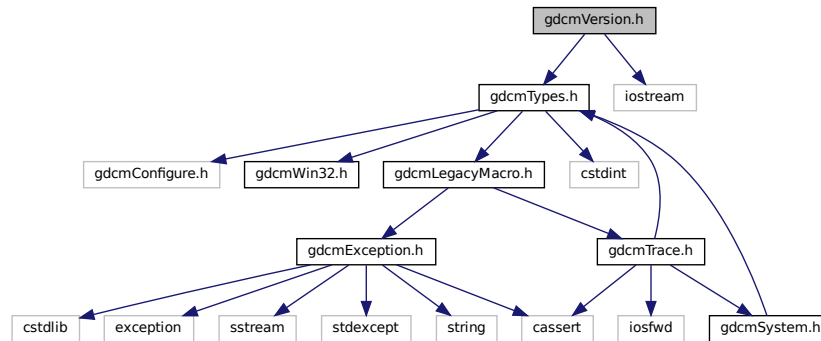
- [gdcm](#)

11.291 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

- [gdcm](#)

Functions

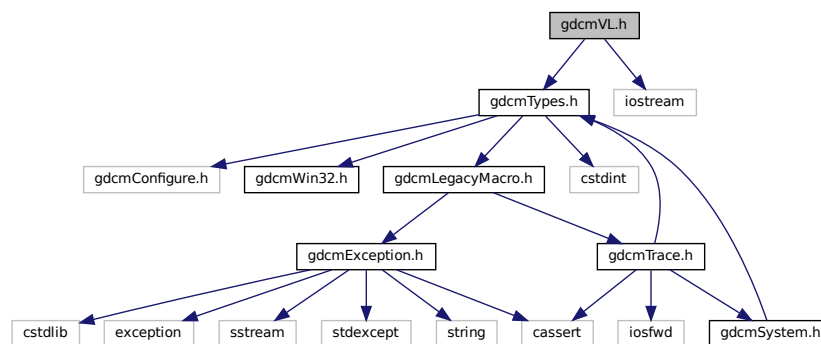
- `std::ostream & gdcm::operator<< (std::ostream &os, const Version &v)`

11.292 gdcmVL.h File Reference

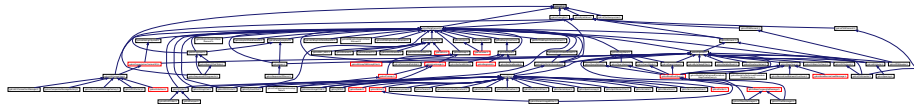
```
#include "gdcmTypes.h"
```

```
#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

- [gdcm](#)

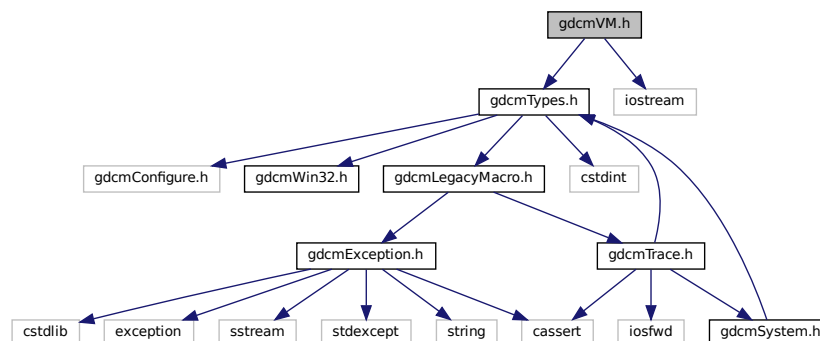
Functions

- `std::ostream & gdcm::operator<< (std::ostream &os, const VL &val)`

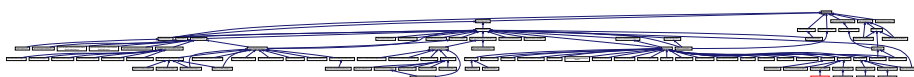
11.293 gdcmVM.h File Reference

```
#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

- [gdcm](#)

Macros

- #define [TYPETOLENGTH](#)(type, length)

Functions

- std::ostream & [gdcm::operator<<](#) (std::ostream &_os, const VM &_val)

11.293.1 Macro Definition Documentation

11.293.1.1 TYPETOLENGTH

```
#define TYPETOLENGTH(
    type,
    length )
```

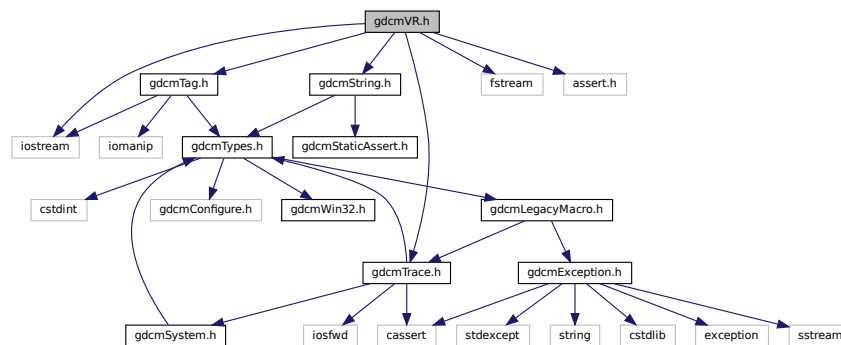
Value:

```
template<> struct VMToLength<VM::type> \
{ enum { Length = length }; };
```

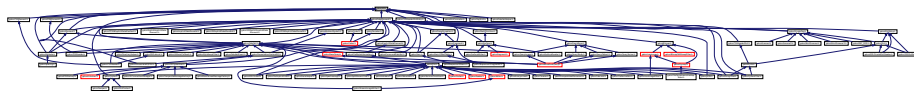
11.294 gdcmVR.h File Reference

```
#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

- [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`

11.294.1 Macro Definition Documentation

11.294.1.1 TYPETOENCODING

```
#define TYPETOENCODING(
    type,
    rep,
    rtype )
```

Value:

```
template<> struct VRToEncoding<VR::type> \
{ enum:long long { Mode = VR::rep }; }; \
template<> struct VRToType<VR::type> \
{ typedef rtype Type; };
```

11.294.1.2 VRTypeTemplateCase

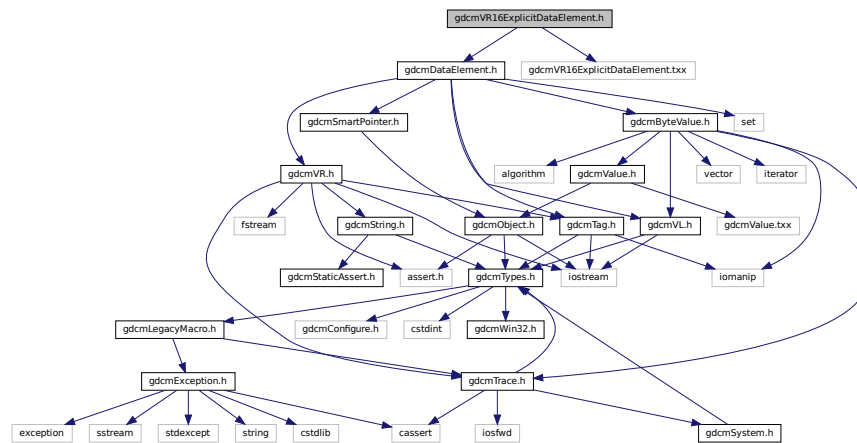
```
#define VRTypeTemplateCase(
    type )
```

Value:

```
case VR::type: \
    return sizeof ( VRToType<VR::type>::Type );
```

11.295 gdcmVR16ExplicitDataElement.h File Reference

```
#include "gdcmDataElement.h"
#include "gdcmVR16ExplicitDataElement.txx"
Include dependency graph for gdcmVR16ExplicitDataElement.h:
```



Classes

- class [gdcm::VR16ExplicitDataElement](#)
Class to read/write a *DataElement* as *Explicit Data Element*.

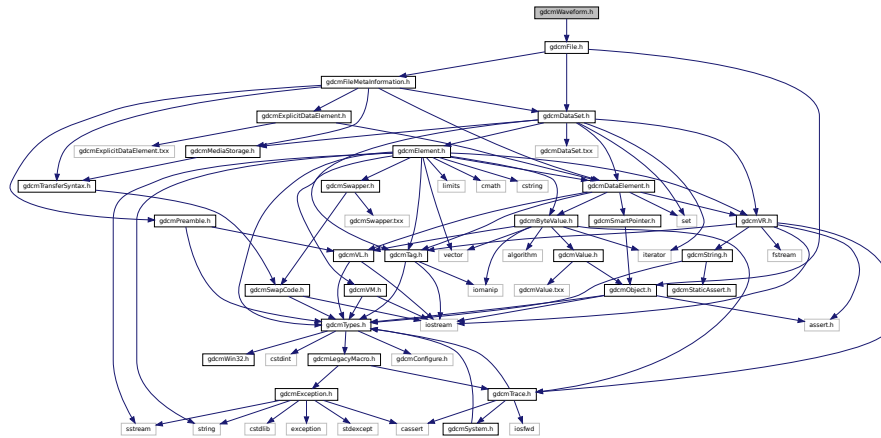
Namespaces

- [gdcm](#)

11.296 gdcmWaveform.h File Reference

```
#include "gdcmFile.h"
```

Include dependency graph for gdcmWaveform.h:



Classes

- class [gdcm::Waveform](#)
Waveform class.

Namespaces

- [gdcm](#)

11.297 gdcmWin32.h File Reference

This graph shows which files directly or indirectly include this file:



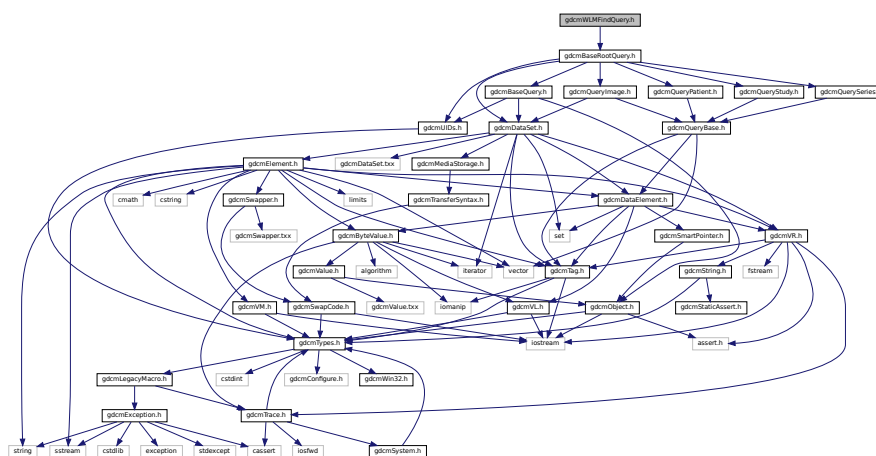
Macros

- #define [GDCM_EXPORT](#)

11.297.1 Macro Definition Documentation

```
#define GDCM_EXPORT
```

```
#include "gdcmBaseRootQuery.h"
Include dependency graph for gdcmWLMFindQuery.h:
```

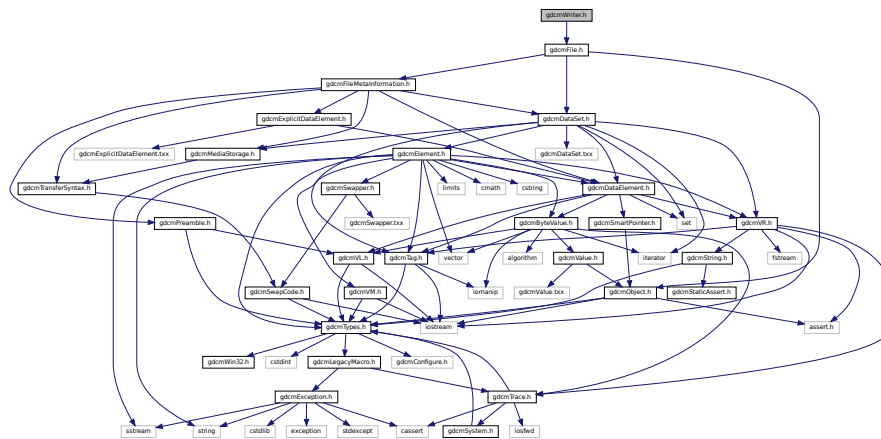


- class `gdcm::WLMFindQuery`
PatientRootQuery.

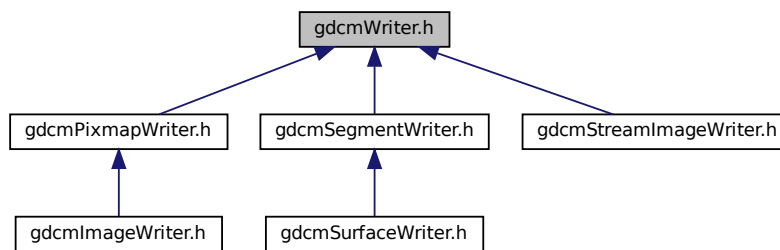
- **gdcm**

```
#include "gdcmFile.h"
```

Include dependency graph for `gdcmWriter.h`:



This graph shows which files directly or indirectly include this file:



Classes

- class `gdcm::Writer`
Writer ala DOM (Document *Object* Model)

Namespaces

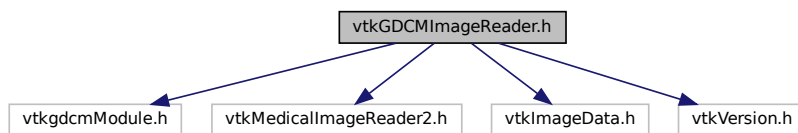
- **gdcm**

11.303 README.txt File Reference

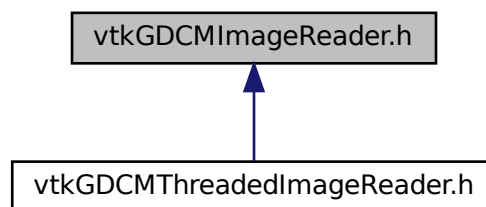
11.304 TestsList.txt File Reference

11.305 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

- `gdcm`

Macros

- `#define VTK_CMYK 8`
- `#define VTK_INVERSE_LUMINANCE 5`
- `#define VTK_LOOKUP_TABLE 6`
- `#define VTK_YBR 7`

11.305.1 Macro Definition Documentation

11.305.1.1 VTK_CMYK

```
#define VTK_CMYK 8
```

11.305.1.2 VTK_INVERSE_LUMINANCE

```
#define VTK_INVERSE_LUMINANCE 5
```

11.305.1.3 VTK_LOOKUP_TABLE

```
#define VTK_LOOKUP_TABLE 6
```

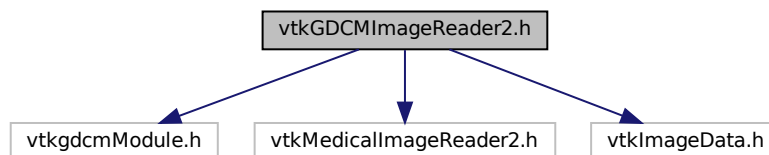
11.305.1.4 VTK_YBR

```
#define VTK_YBR 7
```

11.306 vtkGDCMImageReader2.h File Reference

```
#include "vtkgdcmModule.h"
#include "vtkMedicalImageReader2.h"
#include "vtkImageData.h"
```

Include dependency graph for vtkGDCMImageReader2.h:



Classes

- class [vtkGDCMImageReader2](#)

Namespaces

- [gdcmm](#)

Macros

- `#define` [VTK_CMYK](#) 8
- `#define` [VTK_INVERSE_LUMINANCE](#) 5
- `#define` [VTK_LOOKUP_TABLE](#) 6
- `#define` [VTK_YBR](#) 7

11.306.1 Macro Definition Documentation

11.306.1.1 VTK_CMYK

```
#define VTK_CMYK 8
```

11.306.1.2 VTK_INVERSE_LUMINANCE

```
#define VTK_INVERSE_LUMINANCE 5
```

11.306.1.3 VTK_LOOKUP_TABLE

```
#define VTK_LOOKUP_TABLE 6
```

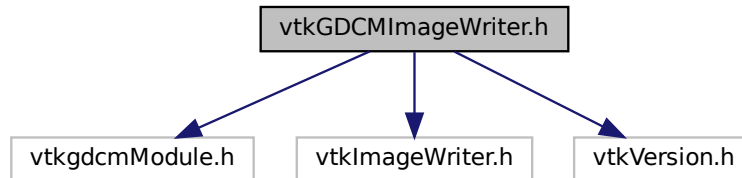
11.306.1.4 VTK_YBR

```
#define VTK_YBR 7
```

11.307 vtkGDCMImageWriter.h File Reference

```
#include "vtkgdcmModule.h"  
#include "vtkImageWriter.h"  
#include "vtkVersion.h"
```

Include dependency graph for vtkGDCMImageWriter.h:

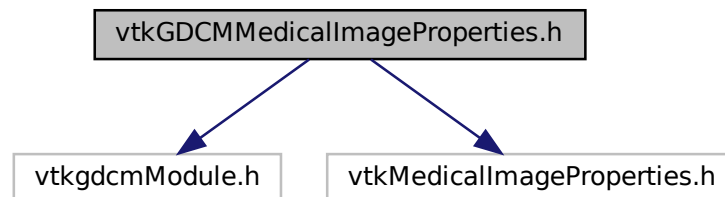


Classes

- class [vtkGDCMImageWriter](#)

11.308 vtkGDCMMedicalImageProperties.h File Reference

```
#include "vtkgdcmModule.h"  
#include "vtkMedicalImageProperties.h"  
Include dependency graph for vtkGDCMMedicalImageProperties.h:
```



Classes

- class [vtkGDCMMedicalImageProperties](#)

Namespaces

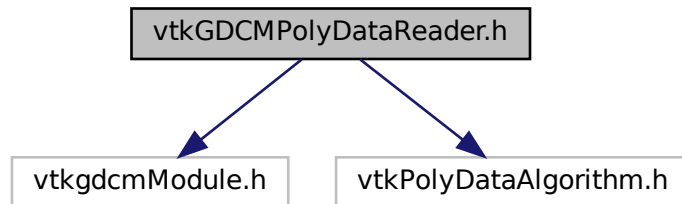
- [gdc](#)m

11.309 vtkGDCMPolyDataReader.h File Reference

```
#include "vtkgdcModule.h"
```

```
#include "vtkPolyDataAlgorithm.h"
```

Include dependency graph for vtkGDCMPolyDataReader.h:



Classes

- class [vtkGDCMPolyDataReader](#)

Namespaces

- [gdc](#)m

11.310 vtkGDCMPolyDataWriter.h File Reference

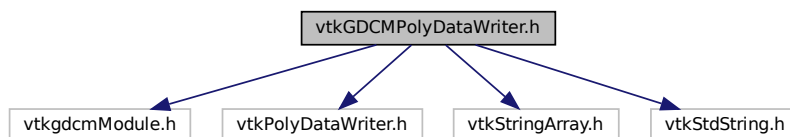
```
#include "vtkgdcModule.h"
```

```
#include "vtkPolyDataWriter.h"
```

```
#include "vtkStringArray.h"
```

```
#include "vtkStdString.h"
```

Include dependency graph for vtkGDCMPolyDataWriter.h:



Classes

- class [vtkGDCMPolyDataWriter](#)

Namespaces

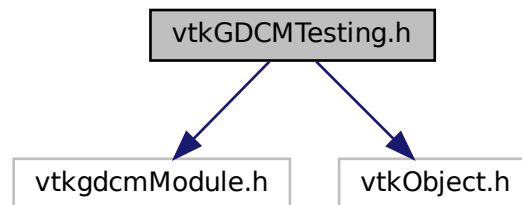
- [gdcm](#)

11.311 vtkGDCMTesting.h File Reference

```
#include "vtkgdcmModule.h"
```

```
#include "vtkObject.h"
```

Include dependency graph for vtkGDCMTesting.h:



Classes

- class [vtkGDCMTesting](#)

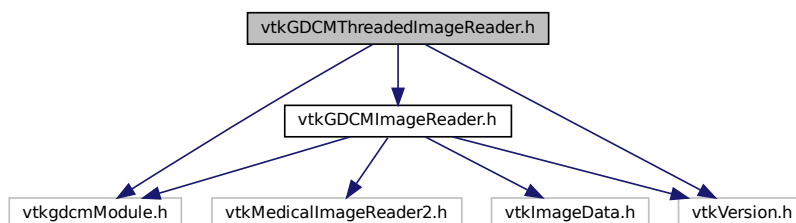
11.312 vtkGDCMThreadedImageReader.h File Reference

```
#include "vtkgdcmModule.h"
```

```
#include "vtkGDCMImageReader.h"
```

```
#include "vtkVersion.h"
```

Include dependency graph for vtkGDCMThreadedImageReader.h:



Classes

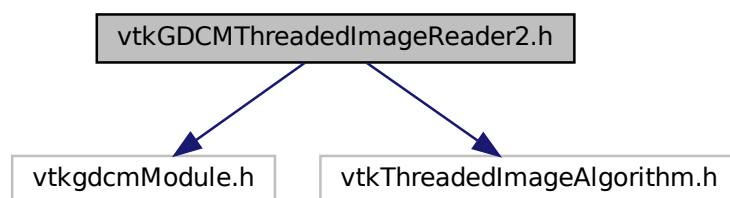
- class [vtkGDCMThreadedImageReader](#)

11.313 vtkGDCMThreadedImageReader2.h File Reference

```
#include "vtkgdcmModule.h"
```

```
#include "vtkThreadedImageAlgorithm.h"
```

Include dependency graph for vtkGDCMThreadedImageReader2.h:



Classes

- class [vtkGDCMThreadedImageReader2](#)

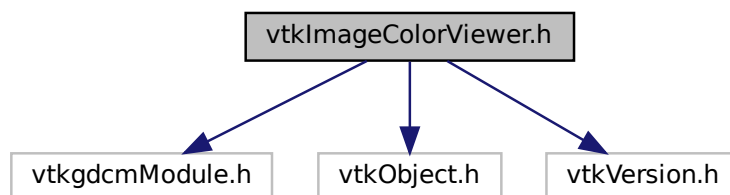
11.314 vtkImageColorViewer.h File Reference

```
#include "vtkgdcmModule.h"
```

```
#include "vtkObject.h"
```

```
#include "vtkVersion.h"
```

Include dependency graph for vtkImageColorViewer.h:



Classes

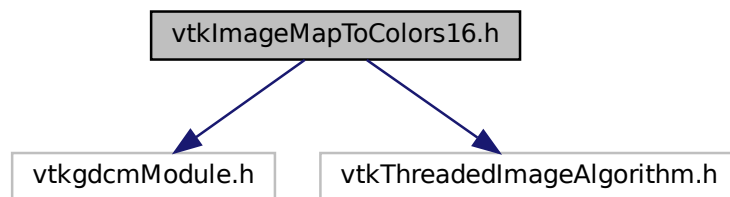
- class [vtkImageColorViewer](#)

11.315 vtkImageMapToColors16.h File Reference

```
#include "vtkgdcmModule.h"
```

```
#include "vtkThreadedImageAlgorithm.h"
```

Include dependency graph for vtkImageMapToColors16.h:



Classes

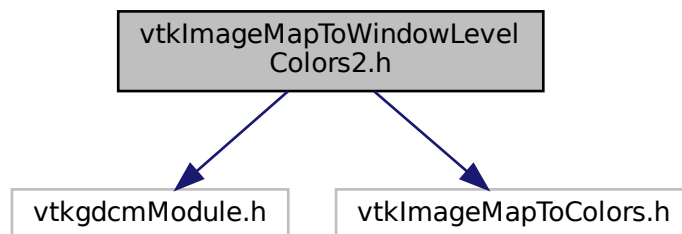
- class [vtkImageMapToColors16](#)

11.316 vtkImageMapToWindowLevelColors2.h File Reference

```
#include "vtkgdcmModule.h"
```

```
#include "vtkImageMapToColors.h"
```

Include dependency graph for vtkImageMapToWindowLevelColors2.h:



Classes

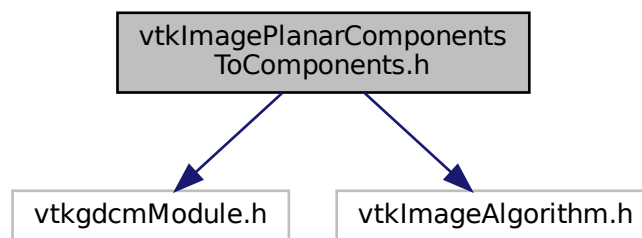
- class [vtkImageMapToWindowLevelColors2](#)

11.317 vtkImagePlanarComponentsToComponents.h File Reference

```
#include "vtkgdcmModule.h"
```

```
#include "vtkImageAlgorithm.h"
```

Include dependency graph for vtkImagePlanarComponentsToComponents.h:



Classes

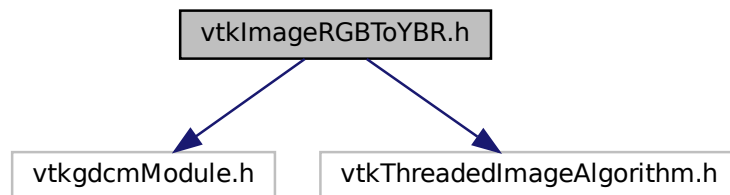
- class [vtkImagePlanarComponentsToComponents](#)

11.318 vtkImageRGBToYBR.h File Reference

```
#include "vtkgdcmModule.h"
```

```
#include "vtkThreadedImageAlgorithm.h"
```

Include dependency graph for vtkImageRGBToYBR.h:

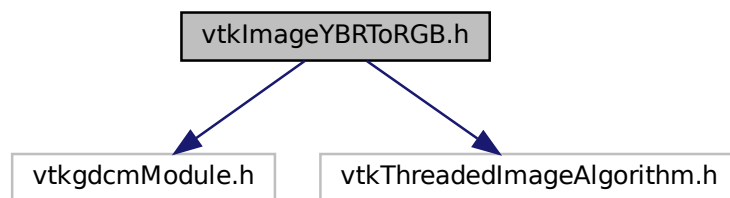


Classes

- class [vtkImageRGBToYBR](#)

11.319 vtkImageYBRToRGB.h File Reference

```
#include "vtkgdcmModule.h"
#include "vtkThreadedImageAlgorithm.h"
Include dependency graph for vtkImageYBRToRGB.h:
```

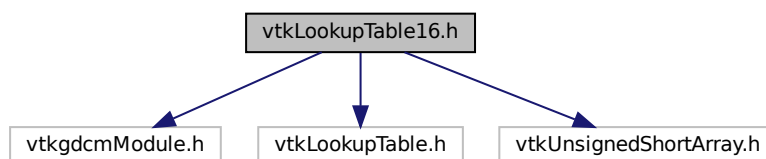


Classes

- class [vtkImageYBRToRGB](#)

11.320 vtkLookupTable16.h File Reference

```
#include "vtkgdcmModule.h"
#include "vtkLookupTable.h"
#include "vtkUnsignedShortArray.h"
Include dependency graph for vtkLookupTable16.h:
```



Classes

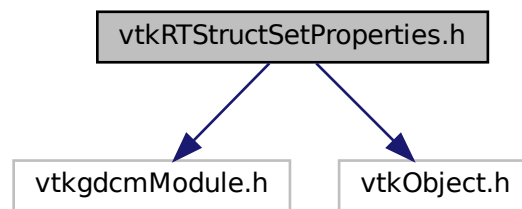
- class [vtkLookupTable16](#)

11.321 vtkRTStructSetProperties.h File Reference

```
#include "vtkgdcmModule.h"
```

```
#include "vtkObject.h"
```

Include dependency graph for vtkRTStructSetProperties.h:



Classes

- class [vtkRTStructSetProperties](#)

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

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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.cpp

This is a C++ example on how to use [gdcm::Attribute](#)

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

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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

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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

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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

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```
=====*/
```

```

/*
 * 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

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PURPOSE. See the above copyright notice for more information.

=====*/
/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/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

```

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Program:  GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
 * 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

```

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=====*/
/*
 * 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 GenFakeImage.cxx

/*=====

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```

=====*/
#include "gdcmImage.h"
#include "gdcmImageWriter.h"
#include "gdcmFileDerivation.h"
#include "gdcmUIDGenerator.h"
// #include "gdcmImageChangePhotometricInterpretation.h"
/*
 * This example shows two things:
 * 1. How to create an image ex-nihilo
 * 2. How to use the gdcm.FileDerivation filter. This filter is meant to create "DERIVED" image
 * object. FileDerivation has a simple API where you can reference *all* the input image that have been
 * used to generate the image. The API also allows user to specify the purpose of reference (see CID 7202,
 * PS 3.16 - 2008), and the image derivation type (CID 7203, PS 3.16 - 2008).
 */
int main(int, char *[])
{
    // Step 1: Fake Image
    gdcm::SmartPointer<gdcm::Image> im = new gdcm::Image;
    char * buffer = new char[ 256 * 256 * 3];
    char * p = buffer;
    int b = 128;
    //int ybr[3];
    int ybr2[3];
    //int rgb[3];
    for(int r = 0; r < 256; ++r)
        for(int g = 0; g < 256; ++g)
            //for(int b = 0; b < 256; ++b)
            {
                //rgb[0] = r;
                //rgb[1] = g;
                //rgb[1] = 128;
                //rgb[2] = b;
                //ybr[0] = r;
            }
}

```

```

        //ybr[1] = g;
        //ybr[1] = 128;
        //ybr[2] = b;
        ybr2[0] = r;
        ybr2[1] = g;
        ybr2[1] = 128;
        ybr2[2] = b;
        //gdcm::ImageChangePhotometricInterpretation::YBR2RGB(rgb, ybr);
        //gdcm::ImageChangePhotometricInterpretation::RGB2YBR(ybr2, rgb);
        *p++ = (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

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 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

```

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=====*/
/*
 * 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

```

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=====*/
/*
 * Simple C# example to show how one would 'Standardize' a DICOM File-Set
 *
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/StandardizeFiles.exe input_path output_path
 */
using System;
using gdcm;
public class StandardizeFiles
{
    public static bool ProcessOneFile( string filename, string outfilename )
    {
        PixmapReader reader = new PixmapReader();
        reader.SetFileName( filename );
        if( !reader.Read() )
        {
            System.Console.WriteLine( "Could not read:  " + filename );
            return false;
        }
        ImageChangeTransferSyntax change = new ImageChangeTransferSyntax();
        change.SetForce( false ); // do we really want to recompress when input is already compressed in same alg ?
        change.SetCompressIconImage( false ); // Keep it simple
        change.SetTransferSyntax( new TransferSyntax( TransferSyntax.TSType.JPEG2000Lossless ) );
        change.SetInput( reader.GetPixmap() );
        if( !change.Change() )
        {
            System.Console.WriteLine( "Could not change:  " + filename );
            return false;
        }
        gdcm.FileMetaInformation fmi = reader.GetFile().GetHeader();
        // The following three lines make sure to regenerate any value:
        fmi.Remove( new gdcm.Tag(0x0002,0x0012) );
        fmi.Remove( new gdcm.Tag(0x0002,0x0013) );
        fmi.Remove( new gdcm.Tag(0x0002,0x0016) );
        PixmapWriter writer = new PixmapWriter();
        writer.SetFileName( outfilename );
        writer.SetFile( reader.GetFile() );
        gdcm.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

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=====*/

```

/*
 * 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

```
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=====*/
/*
 * 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

```

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=====*/
/*
*/
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

```

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=====*/
/*
 * 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

```

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=====*/
/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Perso/gdcm/debug-gcc/bin
 * $ mono bin/CompressLossyJPEG.exe input.dcm output.dcm
 */
using System;
using gdcm;
public class CompressLossyJPEG
{
    public static int Main(string[] args)
    {
        if( args.Length < 2 )
        {
            System.Console.WriteLine( " input.dcm output.dcm" );
            return 1;
        }
        string filename = args[0];
        string outfilename = args[1];
        ImageReader reader = new ImageReader();
        reader.SetFileName( filename );
        if( !reader.Read() )
        {
            System.Console.WriteLine( "Could not read: " + filename );
            return 1;
        }
        // The output of gdcm::Reader is a gdcm::File
        File file = reader.GetFile();
        // the dataset is the the set of element we are interested in:
        DataSet ds = file.GetDataSet();
        Image image = reader.GetImage();
        //image.Print( cout );
        ImageChangeTransferSyntax change = new ImageChangeTransferSyntax();
        TransferSyntax targetts = new TransferSyntax( TransferSyntax.TSType.JPEGBaselineProcess1 );
        change.SetTransferSyntax( targetts );
        // Setup our JPEGCodec, warning it should be compatible with JPEGBaselineProcess1
        JPEGCodec jpegcodec = new JPEGCodec();
        if( !jpegcodec.CanCode( targetts ) )
        {
            System.Console.WriteLine( "Something went really wrong, JPEGCodec cannot handle JPEGBaselineProcess1" );
            return 1;
        }
        jpegcodec.SetLossless( false );
        jpegcodec.SetQuality( 50 ); // poor quality !
        change.SetUserCodec( jpegcodec ); // specify the codec to use to the ImageChangeTransferSyntax
        change.SetInput( image );
        bool b = change.Change();
        if( !b )
        {
            System.Console.WriteLine( "Could not change the Transfer Syntax" );
        }
    }
}

```

```

        return 1;
    }
    ImageWriter writer = new ImageWriter();
    writer.SetImage( (gdcm.Image)change.GetOutput() );
    writer.SetFile( reader.GetFile() );
    writer.SetFileName( outfilename );
    if( !writer.Write() )
    {
        System.Console.WriteLine( "Could not write: " + outfilename );
        return 1;
    }
    return 0;
}
}

```

12.19 DecompressImageMultiframe.cs

```

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=====*/
/*
$ 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.GetFilenames();
    Image image = new Image();
    image.SetNumberOfDimensions( 3 ); // important for now
    DataElement pixeldata = new DataElement( new gdcm.Tag(0x7fe0,0x0010) );
    // Create a new SequenceOfFragments C++ object, store it as a SmartPointer :
    SmartPtrFrag sq = SequenceOfFragments.New();
    // Yeah, the file are not guarantee to be in order, please adapt...
    for(uint i = 0; i < nfiles; ++i)
    {
        System.Console.WriteLine( filenames[(int)i] );
        string file = filenames[(int)i];
        System.IO.FileStream infile =
            new System.IO.FileStream(file, System.IO.FileMode.Open, System.IO.FileAccess.Read);
        uint fsize = gdcm.PosixEmulation.FileSize(file);
        byte[] jstream = new byte[fsize];
        infile.Read(jstream, 0 , jstream.Length);
        Fragment frag = new Fragment();
        frag.SetByteValue( jstream, new gdcm.VL( (uint)jstream.Length) );
        sq.AddFragment( frag );
    }
    // Pass by reference:
    pixeldata.SetValue( sq.__ref__() );
    // insert:
    image.SetDataElement( pixeldata );
    // JPEG use YBR to achieve better compression ratio by default (not RGB)
    // FIXME hardcoded:
    PhotometricInterpretation pi = new PhotometricInterpretation( PhotometricInterpretation.PIType.MONOCHROME2
    );
    image.SetPhotometricInterpretation( pi );
    // FIXME hardcoded:
    PixelFormat pixeltype = new PixelFormat(1,8,8,7);
    image.SetPixelFormat( pixeltype );
    // FIXME hardcoded:
    image.SetTransferSyntax( new TransferSyntax( TransferSyntax.TSType.JPEGLosslessProcess14_1 ) );
    image.SetDimension(0, 512);
    image.SetDimension(1, 512);
    image.SetDimension(2, 355);
    // Decompress !
    byte[] decompressedData = new byte[(int)image.GetBufferLength()];
    image.GetBuffer(decompressedData);
    // Write out the decompressed bytes
    System.Console.WriteLine(image.toString());
    using (System.IO.Stream stream =
        System.IO.File.Open(@"tmp/dd.raw",
            System.IO.FileMode.Create))
    {
        System.IO.BinaryWriter writer = new System.IO.BinaryWriter(stream);
        writer.Write(decompressedData);
    }
    return 0;
}
}

```

12.20 DumpCSA.cs

```

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=====*/
/*
 * Usage:
 * $ bin/DumpCSA.exe input.dcm
 */

```

```

using System;
using gdcmm;
public class DumpCSA
{
    public static int Main(string[] args)
    {
        string filename = args[0];
        gdcmm.Reader reader = new gdcmm.Reader();
        reader.SetFileName( filename );
        if (!reader.Read()) return 1;
        gdcmm.File f = reader.GetFile();
        gdcmm.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

```

/*=====

```

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```

=====*/

```

```

/*
 * This example shows how one from C# context can extract a binary blob
 * and write out as a file.
 * This example is meant for pdf encapsulated file, but can be adapted for other type
 * of binary blob.
 *
 * DICOM file is:
 * ...
 * (0042,0010) ST (no value available) # 0, 0 DocumentTitle
 * (0042,0011) OB 25\50\44\46\2d\31\2e\32\20\0d\25\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

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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

```

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=====*/
/*
 * 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

```

/*=====

```

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```

=====*/
/*
 * 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

```

/*=====

```

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```

=====*/
/*
 * 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

```

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=====*/
/*
 * 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

```

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=====*/
/*
 * 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.TType.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

```

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Program:  GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
 * 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

```

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=====*/
/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/GetArray.exe gdcmData/012345.002.050.dcm
 */
using System;
using gdcm;
public class GetArray
{
    public static int Main(string[] args)
    {
        string file1 = args[0];
        ImageReader reader = new ImageReader();
        reader.SetFileName( file1 );
        bool ret = reader.Read();
        if( !ret )
        {
            return 1;
        }
        Image image = reader.GetImage();
        PixelFormat pixeltype = image.GetPixelFormat();
        if( image.GetNumberOfDimensions() != 2 )
        {
            // For the purpose of the test, exit early on
            return 1;
        }
        uint dimx = image.GetDimension(0);
        uint dimy = image.GetDimension(1);
        uint npixels = dimx * dimy;
        //LookupTable lut = image.GetLUT();
        //uint r1 = lut.GetLUTLength( LookupTable.LookupTableType.RED );
        //byte[] rbuf = new byte[ r1 ];
        //uint r12 = lut.GetLUT( LookupTable.LookupTableType.RED, rbuf );
        //assert r1 == r12;
        //byte[] str1 = new byte[ image.GetBufferLength()];
        //image.GetBuffer( str1 );
        if( pixeltype.GetScalarType() == PixelFormat.ScalarType.UINT8 )
        {
            System.Console.WriteLine( "Processing UINT8 image type" );
            byte[] str1 = new byte[ npixels ];
            image.GetArray( str1 );
        }
        else if( pixeltype.GetScalarType() == PixelFormat.ScalarType.INT16 )
        {
            System.Console.WriteLine( "Processing INT16 image type" );
            short[] str1 = new short[ npixels ];
            image.GetArray( str1 );
        }
        else if( pixeltype.GetScalarType() == PixelFormat.ScalarType.UINT16 )
        {
            System.Console.WriteLine( "Processing UINT16 image type" );
            ushort[] str1 = new ushort[ npixels ];
            image.GetArray( str1 );
        }
        else
        {

```

```

        //System.Console.WriteLine( "Default (unhandled pixel format): " + pixeltype.toString() );
        System.Console.WriteLine( "Default (unhandled pixel format): " + pixeltype.GetScalarTypeAsString() );
        // Get bytes
        byte[] str1 = new byte[ image.GetBufferLength()];
        image.GetBuffer( str1 );
    }
    return 0;
}
}

```

12.30 MpegVideoInfo.cs

```

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=====*/
/*
 * 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

```

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```

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```

=====*/
/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/NewSequence.exe gdcmData/012345.002.050.dcm out.dcm
 */
using System;
//using gdcm;
public class NewSequence
{
    public static byte[] StrToByteArray(string str)
    {
        System.Text.ASCIIEncoding encoding=new System.Text.ASCIIEncoding();
        return encoding.GetBytes(str);
    }
    public static int Main(string[] argv)
    {
        string file1 = argv[0];
        string file2 = argv[1];
        gdcm.Reader r = new gdcm.Reader();
        r.SetFileName( file1 );
        if ( ! r.Read() )
        {
            return 1;
        }
        gdcm.File f = r.GetFile();
        gdcm.DataSet ds = f.GetDataSet();
        // tsis = gdcm.Tag(0x0008,0x2112) # SourceImageSequence
        // Create a dataelement
        gdcm.DataElement de = new gdcm.DataElement(new gdcm.Tag(0x0010, 0x2180));
        string occ = "Occupation";
        de.SetByteValue( StrToByteArray(occ), new gdcm.VL((uint)occ.Length));
        de.SetVR(new gdcm.VR(gdcm.VR.VRType.SH));
        // Create an item
        gdcm.Item it = new gdcm.Item();
        it.SetVLToUndefined(); // Needed to not popup error message
        //it.InsertDataElement(de)
        gdcm.DataSet nds = it.GetNestedDataSet();
        nds.Insert(de);
        // Create a Sequence
        gdcm.SmartPtrSQ sq = gdcm.SequenceOfItems.New();
        sq.SetLengthToUndefined();
        sq.AddItem(it);
        // Insert sequence into data set
        gdcm.DataElement des = new gdcm.DataElement(new gdcm.Tag(0x0400,0x0550));
        des.SetVR(new gdcm.VR(gdcm.VR.VRType.SQ));
        des.SetValue(sq.__ref__());
        des.SetVLToUndefined();
        ds.Insert(des);
        gdcm.Writer w = new gdcm.Writer();
        w.SetFile( f );
        w.SetFileName( file2 );
        if ( !w.Write() )
            return 1;
        return 0;
    }
}

```

12.32 RescaleImage.cs

```

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=====*/
/*

```

```

* Usage:
* $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
* $ mono bin/DecompressImage.exe gdcmData/012345.002.050.dcm rescaled.dcm
*/
using System;
using gdcm;
public class DecompressImage
{
    public static int Main(string[] args)
    {
        string file1 = args[0];
        ImageReader reader = new ImageReader();
        reader.SetFileName( file1 );
        bool ret = reader.Read();
        if( !ret )
        {
            return 1;
        }
        Image image = reader.GetImage();
        PixelFormat pixeltype = image.GetPixelFormat();
        Rescaler r = new Rescaler();
        r.SetIntercept( 0 );
        r.SetSlope( 1.2 );
        r.SetPixelFormat( pixeltype );
        PixelFormat outputpt = new PixelFormat( r.ComputeInterceptSlopePixelFormat() );
        System.Console.WriteLine( "pixeltype" );
        System.Console.WriteLine( pixeltype.ToString() );
        System.Console.WriteLine( "outputpt" );
        System.Console.WriteLine( outputpt.ToString() );
        uint len = image.GetBufferLength();
        short[] input = new short[ len / 2 ]; // sizeof(short) == 2
        image.GetArray( input );
        double[] output = new double[ len / 2 ];
        r.Rescale( output, input, len );
        // First Pixel is:
        System.Console.WriteLine( "Input:" );
        System.Console.WriteLine( input[0] );
        System.Console.WriteLine( "Output:" );
        System.Console.WriteLine( output[0] );
        return 0;
    }
}

```

12.33 SendFileSCU.cs

```

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=====*/
/*
* Usage:
* $ export LD_LIBRARY_PATH=$HOME/Perso/gdcm-gcc/bin
* $ mono bin/SendFileSCU.exe server port input.dcm
*/
using System;
using gdcm;
public class SendFileSCU
{
    public static int Main(string[] args)
    {
        string server = args[0];
        ushort port = ushort.Parse(args[1]);
        string filename = args[2];
        bool b = CompositeNetworkFunctions.CEcho( server, port );
        if( !b ) return 1;
        FilenamesType files = new FilenamesType();
        files.Add( filename );
        b = CompositeNetworkFunctions.CStore( server, port, files );
    }
}

```



```

        if( !b ) return 1;
        return 0;
    }
}

```

12.34 SimplePrintPatientName.cs

```

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=====*/
/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Perso/gdcm/debug-gcc/bin
 * $ mono bin/SimplePrintPatientName.exe gdcmData/012345.002.050.dcm
 */
/*
This example was provided by Jonathan Morra /jonmorra gmail com/
on the gdcm mailing list (Fri, 28 May 2010)
*/
using System;
using gdcm;
namespace GDCMTest
{
    class SimplePrintPatientName
    {
        static int Main(string[] args)
        {
            if (args.Length != 1)
            {
                Console.WriteLine("This program prints the patient name of a dicom file with gdcm");
                Console.WriteLine("Usage:  [input.dcm]");
                return 1;
            }
            gdcm.Reader reader = new gdcm.Reader();
            reader.SetFileName(args[0]);
            bool ret = reader.Read();
            //TagSetType tst = new TagSetType();
            //tst.Add( new Tag(0x7fe0,0x10) );
            //bool ret = reader.ReadUpToTag( new Tag(0x88,0x200), tst );
            if( !ret )
            {
                return 1;
            }
            gdcm.File file = reader.GetFile();
            gdcm.StringFilter filter = new gdcm.StringFilter();
            filter.SetFile(file);
            string value = filter.ToString(new gdcm.Tag(0x0010, 0x0010));
            Console.WriteLine("Patient Name:  " + value);
            return 0;
        }
    }
}

```

12.35 SortImage2.cs

```

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```

=====*/
/*
 * Usage:
 * $ export LD_LIBRARY_PATH=$HOME/Projects/gdcm/debug-gcc/bin
 * $ mono bin/SortImage.exe gdcmData/012345.002.050.dcm out.dcm
 */
using System;
using gdcm;
public class SortImage2
{
    bool mysort(DataSet ds1, DataSet ds2)
    {
        return false;
    }
    public static int Main(string[] args)
    {
        Sorter sorter = new Sorter();
        sorter.SetSortFunction( mysort );
        return 0;
    }
}

```

12.36 CStoreQtProgress.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
 * This small example show how one can use the virtual function
 * mechanism of the SimpleSubjectWatcher class to redirect progress
 * report to a custom Qt classes
 *
 * http://doc.qt.nokia.com/latest/qprogressdialog.html
 *
 * Usage:
 * CStoreQtProgress dicom.example.com 11112 gdcmData/MR_Spectroscopy_SIEMENS_OF.dcm
 */
#include "gdcmServiceClassUser.h"
#include "gdcmSimpleSubjectWatcher.h"
#include "gdcmProgressEvent.h"
#include "gdcmDirectory.h"
#include "gdcmPresentationContextGenerator.h"
#include <QApplication>
#include <QProgressDialog>
#include <QVBoxLayout>
namespace gdcm {
/*
 * This class is a little more complicated than what this example demonstrate
 * This watcher is capable of handling nested progress. Since the Progress
 * grows from [0 to 1] on a per file basis and we only have one instance of a
 * watcher per association, we need some calculation to compute the global
 * (total) progress
 * In fact we simply divide the per-file progress by the number of files.
 *
 * This QtWatcher class will then update the progress bar according to the
 * progress.
 */
class MyQtWatcher : public SimpleSubjectWatcher
{
    size_t nfiles;
    double progress;
    size_t index;

```

```

double refprogress;
QWidget* win;
QProgressDialog* qtprogress;
public:
MyQtWatcher(Subject * s, const char *comment = "", QWidget *w = NULL, QProgressDialog* p = NULL, size_t n =
1):
    SimpleSubjectWatcher(s,comment),nfiles(n),progress(0),index(0),refprogress(0),win(w),qtprogress(p){}
void ShowIteration()
{
    index++;
    assert( index <= nfiles );
    // update refprogress (we are moving to the next file)
    refprogress = progress;
}
void ShowProgress(Subject *, const Event &evt)
{
    // Retrieve the ProgressEvent:
    const ProgressEvent &pe = dynamic_cast<const ProgressEvent&>(evt);
    // compute global progress:
    progress = refprogress + (1. / (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

/*=====

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=====*/

```

#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

```

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=====*/

```

```

#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

```

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=====*/
/*
 * WARNING: This is a dev tool, do not use !
 *
 * Usage:  after a gdcmmconv, you would like to know if the conversion process is acceptable
 * sometime a vbindiff is acceptable, sometime it is not.  In the case of the famous Philips
 * Little/Big Endian Explicit Transfer Syntax it is not easy to compare two files.  However
 * this only impact byte ordering, thus we can compute byte-independant information to still
 * compare the files.
 */
#include "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

```

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=====*/
/*
* 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

```

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=====*/
/*
 *
 */
#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

```

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=====*/
/*
 * This example shows how to setup the pipeline from a gdcm::ImageReader into a
 * Qt QImage data structure.
 * It only handles 2D image.
 *
 * Ref:
 * http://doc.trolltech.com/4.5/qimage.html
 *
 * Usage:
 * ConvertToQImage gdcmData/012345.002.050.dcm output.png
 *
 * Thanks:
 * Sylvain ADAM (sylvain51 hotmail com) for contributing this example
 */
#include "gdcmImageReader.h"
#include <QImage>
#include <QImageWriter>
bool ConvertToFormat_RGB888(gdcm::Image const & gimage, char *buffer, QImage* &imageQt)
{
    const unsigned int* dimension = gimage.GetDimensions();

```

```

unsigned int dimX = dimension[0];
unsigned int dimY = dimension[1];
gimage.GetBuffer(buffer);
// Let's start with the easy case:
if( gimage.GetPhotometricInterpretation() == gdcm::PhotometricInterpretation::RGB )
{
    if( gimage.GetPixelFormat() != gdcm::PixelFormat::UINT8 )
    {
        return false;
    }
    unsigned char *ubuffer = (unsigned char*)buffer;
    // QImage::Format_RGB888 13 The image is stored using a 24-bit RGB format (8-8-8).
    imageQt = new QImage((unsigned char *)ubuffer, dimX, dimY, 3*dimX, QImage::Format_RGB888);
}
else if( gimage.GetPhotometricInterpretation() == gdcm::PhotometricInterpretation::MONOCHROME2 )
{
    if( gimage.GetPixelFormat() == gdcm::PixelFormat::UINT8 )
    {
        // We need to copy each individual 8bits into R / G and B:
        unsigned char *ubuffer = new unsigned char[dimX*dimY*3];
        unsigned char *pubuffer = ubuffer;
        for(unsigned int i = 0; i < dimX*dimY; i++)
        {
            *pubuffer++ = *buffer;
            *pubuffer++ = *buffer;
            *pubuffer++ = *buffer++;
        }
        imageQt = new QImage(ubuffer, dimX, dimY, QImage::Format_RGB888);
    }
    else if( gimage.GetPixelFormat() == gdcm::PixelFormat::INT16 )
    {
        // We need to copy each individual 16bits into R / G and B (truncate value)
        short *buffer16 = (short*)buffer;
        unsigned char *ubuffer = new unsigned char[dimX*dimY*3];
        unsigned char *pubuffer = ubuffer;
        for(unsigned int i = 0; i < dimX*dimY; i++)
        {
            // Scalar Range of gdcmData/012345.002.050.dcm is [0,192], we could simply do:
            // *pubuffer++ = *buffer16;
            // *pubuffer++ = *buffer16;
            // *pubuffer++ = *buffer16;
            // instead do it right:
            *pubuffer++ = (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

```

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=====*/
/*
 * http://www.w3.org/Graphics/PNG/inline-alpha.html
 * alphatest.png: PNG image data, 380 x 287, 8-bit/color RGBA, non-interlaced
 *
 * $ convert alphatest.png alphatest.rgba
 */
#include "gdcmImageReader.h"
#include "gdcmSequenceOfFragments.h"
#include "gdcmSystem.h"
#include "gdcmImageWriter.h"
#include <iostream>
#include <fstream>
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.rgba output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];
    size_t len = gdcm::System::FileSize(filename);
    std::ifstream is(filename, 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

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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

```

/*=====

```

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```

=====*/
/*
 * 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

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```

=====*/
#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

```

/*=====

```

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```

=====*/
#include "gdcmReader.h"
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input1.dcm input2.dcm" << std::endl;
        return 1;
    }
    const char *filename1 = argv[1];
    const char *filename2 = argv[2];
    gdcm::Reader reader1;
    reader1.SetFileName( filename1 );
    if( !reader1.Read() )
    {
        return 1;
    }
    gdcm::Reader reader2;
    reader2.SetFileName( filename2 );
    if( !reader2.Read() )
    {
        return 1;
    }
    const gdcm::File &file1 = reader1.GetFile();
    const gdcm::File &file2 = reader2.GetFile();
    const gdcm::DataSet &ds1 = file1.GetDataSet();
    const gdcm::DataSet &ds2 = file2.GetDataSet();
    gdcm::DataSet::ConstIterator it1 = ds1.Begin();
    gdcm::DataSet::ConstIterator it2 = ds2.Begin();
    const gdcm::DataElement &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

```

/*=====

```

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```

=====*/
#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::ValuesType vt3 = s.GetValues(t3);
    for(
        gdcm::Scanner::ValuesType::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::ValuesType vt2 = s.GetValues(t2);
    for(
        gdcm::Scanner::ValuesType::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

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=====*/
/*
 * 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 << "\\ ";
            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

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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 ?
    (ffff,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 ?
    (ffff,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 = gdcm::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 = gdcm::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 = gdcm::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];
    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();
}
/*

```

```

(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 &nestedds = item.GetNestedDataSet();
    if( !ProcessNested( nestedds ) ) {
        std::cerr << "Error processing Item #" << i << std::endl;
    }
}
return 0;
}

```

12.51 DumpGEMSMovieGroup.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

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=====*/
#include "gdcmReader.h"
#include "gdcmImage.h"
#include "gdcmImageWriter.h"
#include "gdcmDataElement.h"
#include "gdcmPrivateTag.h"
#include "gdcmUIDGenerator.h"
#include <iostream>
#include <string>
#include <map>
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 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(0x7fel,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(0x7fel,0x1,"GEMS_Ultrasound_MovieGroup_001");
  if( !ds.FindDataElement( tseq ) ) return 1;
  const DataElement& seq = ds.GetDataElement( tseq );
  SmartPointer<SequenceOfItems> sqi = seq.GetValueAsSQ();
  assert( sqi->GetNumberOfItems() == 1 );
  Item &item = sqi->GetItem(1);
  DataSet &subds = item.GetNestedDataSet();
  const PrivateTag tseq_dict(0x7fel,0x70,"GEMS_Ultrasound_MovieGroup_001");
  if( !subds.FindDataElement( tseq_dict ) ) return 1;
  const DataElement& seq_dict = subds.GetDataElement( tseq_dict );
  SmartPointer<SequenceOfItems> sqi_dict = seq_dict.GetValueAsSQ();
  const PrivateTag tseq_values8(0x7fel,0x8,"GEMS_Ultrasound_MovieGroup_001");
  if( !subds.FindDataElement( tseq_values8 ) ) return 1;
  const DataElement& seq_values8 = subds.GetDataElement( tseq_values8 );
  SmartPointer<SequenceOfItems> sqi_values8 = seq_values8.GetValueAsSQ();
  const PrivateTag tseq_values8name(0x7fel,0x2,"GEMS_Ultrasound_MovieGroup_001");
  if( !subds.FindDataElement( tseq_values8name ) ) return 1;
  const DataElement& values8name = subds.GetDataElement( tseq_values8name );
{
  Element<VR::LO,VM::VM1> el;
  el.SetFromDataElement( values8name );
  std::cout << el.GetValue() << std::endl;
}
  size_t count = subds.Size(); (void)count;
  assert( subds.Size() == 3 + 2 + 1 || subds.Size() == 3 + 2 + 2);
  // (7fel,0010) # 30,1 Private Creator
  // (7fel,1002) # 8,1 US MovieGroup Value 0008 Name
  // (7fel,1003) # 4,1 ?
  // (7fel,1008) # 8140,1 US MovieGroup Value 0008 Sequence
  // (7fel,1010) # 1372196,1 ?
  // (7fel,1070) # 33684,1 US MovieGroup Dict
  // (7fel,1073) (*)
  PrintNameValueMapping( sqi_values8, sqi_dict, "  ");
  const PrivateTag tseq_values10(0x7fel,0x10,"GEMS_Ultrasound_MovieGroup_001");
  const PrivateTag tseq_values10name(0x7fel,0x12,"GEMS_Ultrasound_MovieGroup_001");
  const PrivateTag tseq_values18(0x7fel,0x18,"GEMS_Ultrasound_MovieGroup_001");
  PrintNameValueMapping4( tseq_values10, subds, tseq_values10name, tseq_values18, sqi_dict, "  ");
  print73( subds, sqi_dict, "  " );
#ifdef 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

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```

=====*/
/*
 * 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);
        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);
#endif
        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;
    }
}
#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 reflen )
{
    // TUSNONIMAGESTAM (5176)
    // TUSREMEASUREMEN (1352)
    // TUSBSINGLELAYOU (16)
    // TUSCLIPPAREMTE (104)
    element el;
    while( el.read( is ) )
    {
    }
    //size_t pos = is.tellg();
    //assert( pos == reflen );
    (void)reflen;
    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

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=====*/
#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;
}
#endif 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 zallocoref = elzalloc.GetValue();
        assert( zallocoref >= 0 );
        // (200d,3021) IS 2 0
        const PrivateTag tzero(0x200d,0x3021,"Philips US Imaging DD 033");
        if( !ds3.FindDataElement( tzero ) ) return 1;
        const DataElement& zero = ds3.GetDataElement( tzero );
        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

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=====*/

/*

* <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

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=====*/
/*
* 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

```

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=====*/
/*
 * 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

```

/*=====

```

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```

=====*/

```

```

/*
 *
 *      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

```

/*=====

```


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```

=====*/
#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.GetFilenames();
    }
    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

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=====*/
#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

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;
}

```

12.60 ELSCINT1WaveToText.cxx

```

Program:  GDCM (Grassroots DICOM). A DICOM library

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PURPOSE.  See the above copyright notice for more information.

=====*/
#include "gdcmReader.h"
#include "gdcmPrivateTag.h"
/*
 * This example shows how to read a Wave Information tag from ELSCINT1
 * The wave information is stored in Tag (01e1,18,ELSCINT1) hidden in a
 * Secondary Capture Image Storage (usually a 'N' Symbol is shown)
 *
 * Everything done in this code is for the sole purpose of writing interoperable
 * software under Sect. 1201 (f) Reverse Engineering exception of the DMCA.
 * If you believe anything in this code violates any law or any of your rights,
 * please contact us (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:
 * Gauthier Bouilhol
 */
template <typename T>
bool dumpargs(std::ostream & os, T c1, T c2, T c3, T c4, T c5, T c6, T c7, T c8)
{
    static const char sep = '\\t';
    os << c1 << sep << c2 << sep << c3 << sep << c4 << sep << c5 << sep << c6 << sep << c7 << sep << c8;
    os << std::endl;
    return true;
}

bool wave2stream( std::ostream &text_file, const char *in, size_t len )
{
    const short * buffer = (const short*)in;
    size_t length = len / sizeof( short );
    text_file << "COMPLETE_WAVE" << '\\t' << "MASK" << '\\t' << "AQUISITION_PROFIL" << '\\t' << "END-INHALE" << '\\t' <<
    "END-EXHALE" << '\\t' << "AQUISITION_WAVE" << '\\t' << "WAVE_STATISTICS" << '\\t' << "MASK" << std::endl;
    for (size_t i=0;i<length-76;i+=2)
    {
        if ( i < 74 )
        {
            if (buffer[i+75] == 0)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 0 << '\\t' << " " << '\\t' << buffer[i+1] <<
                '\\t' << " " << '\\t' << " " << '\\t' << buffer[i] << '\\t' << buffer[i+1] <<
                std::endl;
            if (buffer[i+75] == 16384)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 0 << '\\t' << buffer[i+74] <<
                '\\t' << " " << '\\t' << " " << '\\t' << buffer[i] << '\\t' << buffer[i+1] <<
                std::endl;
            if (buffer[i+75] == 256)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 0 << '\\t' << " " << '\\t' << " " <<
                '\\t' << buffer[i] << '\\t' << buffer[i+1] <<
                std::endl;
            if (buffer[i+75] == -32768)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 1 << '\\t' << " " << '\\t' << " " <<
                '\\t' << buffer[i+74] << '\\t' << buffer[i] << '\\t' << buffer[i+1] <<
                std::endl;
            if (buffer[i+75] == -16384)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 1 << '\\t' << buffer[i+74] <<
                '\\t' << " " << '\\t' << buffer[i+74] << '\\t' << buffer[i] << '\\t' << buffer[i+1] <<
                std::endl;
            if (buffer[i+75] == -32512)
                text_file << buffer[i+74] << '\\t' << buffer[i+75] << '\\t' << 1 << '\\t' << " " << '\\t' << " " <<
                '\\t' << buffer[i+74] << '\\t' << buffer[i+74] << '\\t' << buffer[i] << '\\t' << buffer[i+1] <<
                std::endl;
        }
        else
        {
            if (buffer[i+75] == 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

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=====*/

```

#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( outfile );
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: " << outfile << std::endl;
    return 1;
}
return 0;
}

```

12.63 ExtractEncryptedContent.cxx

```

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=====*/
#include "gdcmReader.h"
#include <fstream>
/*

openssl smime -encrypt -binary -aes256 -in outputfile.dcm -inform DER -out outputfile.der -outform DER
../trunk/Testing/Source/Data/certificate.pem

openssl smime -decrypt -binary -in out.der -inform DER -out outputfile.dcm -outform DER -inkey
../trunk/Testing/Source/Data/privatekey.pem ../trunk/Testing/Source/Data/certificate.pem

*/
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.dcm output.der" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfile = 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( outfile, std::ios::binary );
    of.write( bv->GetPointer(), bv->GetLength() );
    of.close();
    return 0;
}

```


12.64 ExtractIconFromFile.cxx

```

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=====*/
/*
 * This example shows how to either retrieve an Icon if present somewhere
 * in the file, or else generate one.
 */
#include "gdcmImageReader.h"
#include "gdcmPNMCodec.h"
#include "gdcmIconImageFilter.h"
#include "gdcmIconImageGenerator.h"
bool WriteIconAsPNM(const char* filename, const gdcm::IconImage& icon)
{
    gdcm::PNMCodec pnm;
    pnm.SetDimensions( icon.GetDimensions() );
    pnm.SetPixelFormat( icon.GetPixelFormat() );
    pnm.SetPhotometricInterpretation( icon.GetPhotometricInterpretation() );
    pnm.SetLUT( icon.GetLUT() );
    const gdcm::DataElement& in = icon.GetDataElement();
    bool b = pnm.Write( filename, in );
    assert( b );
    return 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

```

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PURPOSE.  See the above copyright notice for more information.

=====*/
// This work was realised during the GSOC 2011 by Manoj Alwani
#include <fstream>
#include <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\x00C\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;
        }
    }
    gdcm::Writer w;
    gdcm::File &file = w.GetFile();
    gdcm::DataSet &ds = file.GetDataSet();
    file.GetHeader().SetDataSetTransferSyntax( gdcm::TransferSyntax::ExplicitVRLittleEndian );
    gdcm::UIDGenerator uid;
    gdcm::DataElement de( gdcm::Tag(0x8,0x18) ); // SOP Instance UID
    de.SetVR( gdcm::VR::UI );
    const char *u = uid.Generate();
    de.SetByteValue( u, strlen(u) );
    ds.Insert( de );
    gdcm::DataElement del( gdcm::Tag(0x8,0x16) );
    del.SetVR( gdcm::VR::UI );
    gdcm::MediaStorage ms( gdcm::MediaStorage::CTImageStorage );
    del.SetByteValue( ms.GetString(), strlen(ms.GetString()) );
    ds.Insert( del );
    const char mystr[] = "MONOCHROME2 ";
    gdcm::DataElement de2( gdcm::Tag(0x28,0x04) );
    //de.SetTag(gdcm::Tag(0x28,0x04));
    de2.SetVR( gdcm::VR::CS );
    de2.SetByteValue(mystr, strlen(mystr));
    ds.Insert( de2 );
    gdcm::Attribute<0x0028,0x0010> row = {image->comps[0].w};
    //row.SetValue(512);
    ds.Insert( row.GetAsDataElement() );
    // w.SetCheckFileMetaInformation( true );
    gdcm::Attribute<0x0028,0x0011> col = {image->comps[0].h};
    ds.Insert( col.GetAsDataElement() );
    gdcm::Attribute<0x0028,0x0008> Number_Of_Frames = {1};
    ds.Insert( Number_Of_Frames.GetAsDataElement() );
    gdcm::Attribute<0x0028,0x0100> at = {8};
    ds.Insert( at.GetAsDataElement() );
    gdcm::Attribute<0x0028,0x0002> at1 = {image->numcomps};
    ds.Insert( at1.GetAsDataElement() );
    gdcm::Attribute<0x0028,0x0101> at2 = {8};
    ds.Insert( at2.GetAsDataElement() );
    gdcm::Attribute<0x0028,0x0102> at3 = {7};
    ds.Insert( at3.GetAsDataElement() );
    if (flag == 1)
    {
        for (int i=0; i < No_Of_Resolutions; i++)
        {
            int a = 1;
            int b = 1;
            while(a!==(No_Of_Resolutions)-i))
            {
                b = b*2;
                a = a+1;
            }
            uint16_t row = (image->y1)/b;
            uint16_t col = (image->x1)/b;
            //std::cout << row;
            gdcm::Element<gdcm::VR::IS, gdcm::VM::VM1> el2;
            el2.SetValue(i+1);
            gdcm::DataElement rfn = el2.GetAsDataElement(); //ulr --> upper left row
            rfn.SetTag( gdcm::Tag(0x0008,0x1160) );
            gdcm::Element<gdcm::VR::US, gdcm::VM::VM2> el;
            el.SetValue(1,0);
            el.SetValue(1,1);
            gdcm::DataElement ulr = el.GetAsDataElement(); //ulr --> upper left col/row
            ulr.SetTag( gdcm::Tag(0x0048,0x0201) );
            gdcm::Element<gdcm::VR::US, gdcm::VM::VM2> el1;
            el1.SetValue(col,0);
            el1.SetValue(row,1);
            gdcm::DataElement brr = el1.GetAsDataElement();
            brr.SetTag( gdcm::Tag(0x0048,0x0202) ); //brr --> bottom right col/row
            gdcm::Item it;
            gdcm::DataSet &nds = it.GetNestedDataSet();
            nds.Insert( rfn );
            nds.Insert( ulr );
            nds.Insert( brr );
            sq->AddItem(it);
        }
    }
    gdcm::Writer w1;
    gdcm::File &file1 = w1.GetFile();
    gdcm::DataSet &ds1 = file1.GetDataSet();

```

```

file1.GetHeader().SetDataSetTransferSyntax( gdcm::TransferSyntax::ExplicitVRLittleEndian );
gdcm::UIDGenerator uid1;
gdcm::DataElement dea( gdcm::Tag(0x8,0x18) ); // SOP Instance UID
dea.SetVR( gdcm::VR::UI );
const char *ul = uid1.Generate();
dea.SetByteValue( ul, strlen(ul) );
ds1.Insert( dea );
gdcm::DataElement deb( gdcm::Tag(0x8,0x16) );
deb.SetVR( gdcm::VR::UI );
gdcm::MediaStorage 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

```

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 the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
 PURPOSE. See the above copyright notice for more information.

```

=====*/
// This work was realised during the GSOC 2011 by Manoj Alwani
#include "gdcmReader.h"
#include "gdcmMediaStorage.h"
#include "gdcmWriter.h"
#include "gdcmItem.h"
#include "gdcmImageReader.h"
#include "gdcmAttribute.h"
#include "gdcmFile.h"
#include "gdcmTag.h"
#include "gdcmTransferSyntax.h"
#include "gdcmUIDGenerator.h"
#include "gdcmAnonymizer.h"
#include "gdcmStreamImageWriter.h"
#include "gdcmImageHelper.h"
#include "gdcmTrace.h"
int main(int, char *[])
{
    char * buffer = new char[ 256 * 256 *3 ];
    // *p = (uint8_t*)buffer;
    char * p = buffer;
    gdcm::Trace::DebugOn();
    gdcm::Trace::WarningOn();
    for(int row = 0; row < 256; ++row)
    {
        for(int col = 0; col < 256; ++col)
            //for(int b = 0; b < 256; ++b)
            {
                *p++ = 255;
                *p++ = 0;
                *p++ = 0;
            }
        gdcm::Writer w;
        gdcm::File &file = w.GetFile();
        gdcm::DataSet &ds = file.GetDataSet();
        file.GetHeader().SetDataSetTransferSyntax( gdcm::TransferSyntax::ExplicitVRLittleEndian );
        gdcm::UIDGenerator uid;
        gdcm::DataElement de( gdcm::Tag(0x8,0x18) ); // SOP Instance UID
        de.SetVR( gdcm::VR::UI );
        const char *u = uid.Generate();
        de.SetByteValue( u, strlen(u) );
        ds.Insert( de );
        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<<"\nable to read";
if (!theStreamWriter.WriteImageInformation()){
    std::cerr << "unable to write image information" << std::endl;
    delete [] buffer;
    return 1; //the CanWrite function should prevent getting here, else,
    //that's a test failure
}
std::vector<unsigned int> extent =
    gdcmm::ImageHelper::GetDimensionsValue(file);
unsigned short xmax = extent[0];
unsigned short ymax = extent[1];
unsigned short theChunkSize = 1;
unsigned short ychunk = extent[1]/theChunkSize; //go in chunk sizes of theChunkSize
unsigned short zmax = extent[2];
std::cout << xmax << ymax << zmax;
if (xmax == 0 || ymax == 0)
{
    std::cerr << "Image has no size, unable to write zero-sized image." << std::endl;
    return 0;
}
int z, y, nexty;
unsigned long prevLen = 0; //when going through the char buffer, make sure to grab
//the bytes sequentially. So, store how far you got in the buffer with each iteration.
for (z = 0; z < zmax; ++z){
    for (y = 0; y < ymax; y += ychunk){
        nexty = y + ychunk;
        if (nexty > ymax) nexty = ymax;
        theStreamWriter.DefinePixelExtent(0, xmax, y, nexty, z, z+1);
        unsigned long len = theStreamWriter.DefineProperBufferLength();
        std::cout << "\n" << len;
        char* finalBuffer = new char[len];
        memcpy(finalBuffer, &(buffer[prevLen]), len);
        std::cout << "\nable to write";
        if (!theStreamWriter.Write(finalBuffer, len)){
            std::cerr << "writing failure:" << "output.dcm" << " at y = " << y << " and z = " << z << std::endl;

```



```

        delete [] buffer;
        delete [] finalBuffer;
        return 1;
    }
    delete [] finalBuffer;
    prevLen += len;
}
}
delete buffer;
uint16_t firstTag1 = 0xfffe;
uint16_t secondTag1 = 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

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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;
    }
    gdcm::File &file = reader.GetFile();
    const gdcm::DataElement &pixeldata0 = file.GetDataSet().GetDataElement( gdcm::Tag(0x7fe0,0x0010) );
    const gdcm::SequenceOfFragments *sqf = pixeldata0.GetSequenceOfFragments();
    if( !sqf )
    {
        return 1;
    }
    const gdcm::Fragment &frag0 = sqf->GetFragment(0);
    gdcm::ByteValue *bv = const_cast<gdcm::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:
            gdcm::DataElement pixeldata( gdcm::Tag(0x7fe0,0x0010) );
            pixeldata.SetVR( gdcm::VR::OB );
            gdcm::SmartPointer<gdcm::SequenceOfFragments> sq = new gdcm::SequenceOfFragments;
            gdcm::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;
    }
    gdcm::Writer writer;
    writer.SetFile( reader.GetFile() );
    writer.SetFileName( outfilename );
    writer.CheckFileMetaInformationOff();
    if( !writer.Write() )
    {
        std::cerr << "Could not write" << std::endl;
    }
    // paranoid check:
    gdcm::ImageReader ireader;
    ireader.SetFileName( outfilename );
    if( !ireader.Read() )
    {
        std::cerr << "file written is still not valid, please report" << std::endl;
        return 1;
    }
    return 0;
}

```

12.68 FixJAIBugJPEGLS.cxx

```

/*=====

```

```

Program:  GDCM (Grassroots DICOM). A DICOM library

```

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```

=====*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmImageReader.h"
#include <fstream>
#include "gdcm_charls.h"
/*
 * This small example should show how one can handle the famous JAI-JPEGLS bug
 * It will take in as invalid DICOM/JAI-JPEG-LS and write out as Explicit Little
 * Endian. One can use 'gdcmconv --jpegl' 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 jpegl:  " << 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

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the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
PURPOSE. See the above copyright notice for more information.

=====*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "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

```

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Program:  GDCM (Grassroots DICOM). A DICOM library

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=====*/
#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

```

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Program:  GDCM (Grassroots DICOM). A DICOM library

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=====*/
#include "gdcMReader.h"
#include "gdcMGlobal.h"
#include "gdcMDummyValueGenerator.h"
#include "gdcMMediaStorage.h"
#include "gdcMWriter.h"
#include "gdcMItem.h"
#include "gdcMImageReader.h"
#include "gdcMSequenceOfItems.h"
#include "gdcMAttribute.h"
#include "gdcMFile.h"
#include "gdcMTag.h"
#include "gdcMDict.h"
#include "gdcMDictEntry.h"
#include "gdcMDicts.h"
#include "gdcMTransferSyntax.h"
#include "gdcMUIDGenerator.h"
#include "gdcMAnonymizer.h"
#include <cstdlib>
#include <cstring>
gdcM::DataElement CreateFakeElement(gdcM::Tag const &tag, bool toremove)
{
    static const gdcM::Global &g = gdcM::Global::GetInstance();
    static const gdcM::Dicts &dicts = g.GetDicts();
    static const gdcM::Dict &pubdict = dicts.GetPublicDict();
    static size_t countglobal = 0;
    static std::vector<gdcM::Tag> balcptags =
        gdcM::Anonymizer::GetBasicApplicationLevelConfidentialityProfileAttributes();
    size_t count = countglobal % balcptags.size();
    const gdcM::DictEntry &dictentry = pubdict.GetDictEntry(tag);
    gdcM::DataElement de;
    de.SetTag( tag );
    using gdcM::VR;
    const VR &vr = dictentry.GetVR();
    //if( vr != VR::INVALID )

```



```

if( vr.IsDual() )
{
    if( vr == VR::US_SS )
    {
        de.SetVR( VR::US );
    }
    else if( vr == VR::US_SS_OW )
    {
        de.SetVR( VR::OW );
    }
    else if( vr == VR::OB_OW )
    {
        de.SetVR( VR::OB );
    }
}
else
{
    de.SetVR( vr );
}

const char str[] = "BasicApplicationLevelConfidentialityProfileAttributes";
const char safe[] = "This is safe to keep";
if( de.GetVR() != VR::SQ )
{
    if( toremove )
        de.SetByteValue( str, (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

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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 where it is assumed that Sequence can be
* either represented as undefined length or defined length. This should work
* in most case, but the undefined length is a little more general and can
* store sequence of items that a defined length cannot.

* We need to make sure that we can store numerous Item in a SQ

*

* Warning: do not try to compute the group length elements !

* Warning: You may need a 64bits machine for this example to work.

*/

```

int main(int argc, char *argv[])
{

```

{

```

if( argc < 3 )
{
    std::cerr << argv[0] << " input.dcm output.dcm" << std::endl;
    return 1;
}
const char *filename = argv[1];
const char *outfilename = argv[2];
gdcm::Reader reader;
reader.SetFileName( filename );
if( !reader.Read() )
{
    return 1;
}
gdcm::File &file = reader.GetFile();
gdcm::DataSet &ds = file.GetDataSet();
// Create a Sequence
gdcm::SmartPointer<gdcm::SequenceOfItems> sq = new gdcm::SequenceOfItems();
sq->SetLengthToUndefined();
const char owner_str[] = "GDCM CONFORMANCE TESTS";
gdcm::DataElement owner( gdcm::Tag(0x4d4d, 0x10) );
owner.SetByteValue( owner_str, (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

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=====*/
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmItem.h"
#include "gdcmImageReader.h"
#include "gdcmSequenceOfItems.h"
#include "gdcmFile.h"

```

```

#include "gdcmTag.h"
/*
 * This example is used to generate the file:
 *
 * gdcmConformanceTests/SequenceWithUndefinedLengthNotConvertibleToDefinedLength.dcm
 *
 * There is a flaw in the DICOM design 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.
 * 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

```

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=====*/
/*
*/
#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

```

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```

```

=====*/
/*
 * This example is a little helper to detect the famous SIEMENS JPEG lossless compressed image
 * where DICOM is declared as:
 *
 * (0028,0100) US 16          # 2,1 Bits Allocated
 * (0028,0101) US 12          # 2,1 Bits Stored
 * (0028,0102) US 11          # 2,1 High Bit
 * (0028,0103) US 0           # 2,1 Pixel Representation
 *
 * But where JPEG is:
 *
 *      JPEG_SOF_Parameters:
 *      SamplePrecision = 16
 *      nLines = 192
 *      nSamplesPerLine = 192
 *      nComponentsInFrame = 1
 *      component 0
 *          ComponentIdentifier = 1
 *          HorizontalSamplingFactor = 1
 *          VerticalSamplingFactor = 1
 *          QuantizationTableDestinationSelector = 0
 *
 * This case is valid. One simply has to use the 16bits jpeg decoder to decode the 12bits stored image.
 * This used to be an issue in GDCM 1.2.x (fixed in GDCM 1.2.5)
 *
 * The main return 0 (no error) when the file read is actually a potential problem. At the end of the main
 * function, the jpeg stream is stored in the filename specified as second argument
 */
#include "gdcmImageReader.h"
#include "gdcmSequenceOfFragments.h"
#include "gdcmJPEGCodec.h"
#include <iostream>
#include <fstream>
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.dcm output.jpg" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];
    gdcm::ImageReader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Could not read: " << filename << std::endl;
        return 1;
    }
    // The output of gdcm::Reader is a gdcm::File
    const gdcm::File &file = reader.GetFile();
    const gdcm::Image &image = reader.GetImage();
    const gdcm::TransferSyntax &ts = file.GetHeader().GetDataSetTransferSyntax();
    if( ts != gdcm::TransferSyntax::JPEGLosslessProcess14 && ts != gdcm::TransferSyntax::JPEGLosslessProcess14_1 )
    {
        std::cerr << "Input is not a lossless JPEG" << std::endl;
        return 1;
    }
    // the dataset is the the set of element we are interested in:
    const gdcm::DataSet &ds = file.GetDataSet();
    const gdcm::Tag rawTag(0x7fe0, 0x0010); // Default to Pixel Data
    const gdcm::DataElement &pdde = ds.GetDataElement( rawTag );
    const gdcm::SequenceOfFragments *sf = pdde.GetSequenceOfFragments();
    if( sf )
    {
        std::ofstream output(outfilename, std::ios::binary);
        sf->WriteBuffer(output);
    }
    else
    {
        std::cerr << "Error" << std::endl;
        return 1;
    }
    gdcm::JPEGCodec jpeg;
    std::ifstream is(outfilename, 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

```

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=====*/
#include "gdcmReader.h"
#include "gdcmAttribute.h"
bool Region ( char* nomefile, unsigned int* X_min, unsigned int* Y_min, unsigned int* X_max, unsigned int* Y_max
);
int main(int argc, char* argv[] )
{
    // Controllo del numero di argomenti introdotti da riga di comando
    if( argc < 2 )
    {
        std::cerr << "Usage:  " << std::endl;
        std::cerr << argv[0] << " inputImageFile  " << std::endl;
        return EXIT_FAILURE;
    }
    unsigned int x_min = 1;
    unsigned int y_min = 1;
    unsigned int x_max = 1;
    unsigned int y_max = 1;
    if( Region ( argv[1], &x_min, &y_min, &x_max, &y_max ) )
    {
        std::cout << "x_min = " << x_min << std::endl;
        std::cout << "y_min = " << y_min << std::endl;
        std::cout << "x_max = " << x_max << std::endl;
        std::cout << "y_max = " << y_max << std::endl;
    }
    else
    {
        std::cout << "no\n";
    }
}
bool Region ( char* nomefile, unsigned int* X_min, unsigned int* Y_min, unsigned int* X_max, unsigned int* Y_max
)
{
    gdcm::Reader reader;
    reader.SetFileName( nomefile );
    if( !reader.Read() )
    {
        std::cerr << "Could not read:  " << nomefile << std::endl;
        return false;
    }
    gdcm::File &file = reader.GetFile();
    gdcm::DataSet &ds = file.GetDataSet();
    gdcm::Tag tsqr(0x0018,0x6011);
    if( !ds.FindDataElement( tsqr ) )
    {
        return false;
    }
}

```

```

    }
    const gdcm::DataElement &sqr= ds.GetDataElement( tsqr );
    //std::cout << sqr << std::endl;
    const gdcm::SequenceOfItems *sqi = sqr.GetValueAssSQ();
    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

```

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=====*/
#include "gdcmReader.h"
#include "gdcmImage.h"
#include "gdcmImageWriter.h"
#include "gdcmDataElement.h"
#include "gdcmPrivateTag.h"
#include "gdcmUIDGenerator.h"

```



```

#include <iostream>
#include <string>
#include <map>
/*
 * This example will extract the Movie from the private group of
 * GEMS_Ultrasound_MovieGroup_001 See Attribute
 * (7fel,60,GEMS_Ultrasound_MovieGroup_001)
 *
 * The output file will be stored in 'outvid.dcm' as
 * MultiframeGrayscaleByteSecondaryCaptureImageStorage
 */
int main(int argc, char *argv[])
{
    if( argc < 2 ) return 1;
    using namespace gdcm;
    const char *filename = argv[1];
    gdcm::Reader reader;
    reader.SetFileName( filename );
    reader.Read();
    gdcm::File &file = reader.GetFile();
    gdcm::DataSet &ds = file.GetDataSet();
    const PrivateTag tseq(0x7fel,0x1,"GEMS_Ultrasound_MovieGroup_001");
    if( !ds.FindDataElement( tseq ) ) return 1;
    const DataElement& seq = ds.GetDataElement( tseq );
    SmartPointer<SequenceOfItems> sqi = seq.GetValueAsSQ();
    assert( sqi->GetNumberOfItems() == 1 );
    Item &item = sqi->GetItem(1);
    DataSet &subds = item.GetNestedDataSet();
    const PrivateTag tseq1(0x7fel,0x10,"GEMS_Ultrasound_MovieGroup_001");
    if( !subds.FindDataElement( tseq1 ) ) return 1;
    const DataElement& seq1 = subds.GetDataElement( tseq1 );
    SmartPointer<SequenceOfItems> sqi2 = seq1.GetValueAsSQ();
    //int n = sqi2->GetNumberOfItems();
    int index = 1;
    Item &item2 = sqi2->GetItem(index);
    DataSet &subds2 = item2.GetNestedDataSet();
    const PrivateTag tseq2(0x7fel,0x20,"GEMS_Ultrasound_MovieGroup_001");
    if( !subds2.FindDataElement( tseq2 ) ) return 1;
    const DataElement& seq2 = subds2.GetDataElement( tseq2 );
    // std::cout << seq2 << std::endl;
    SmartPointer<SequenceOfItems> sqi3 = seq2.GetValueAsSQ();
    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

```

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```

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```

=====*/
/*
 * Basic example for dealing with a DICOM file that contains an Image
 * (read: Pixel Data element)
 */
#include "gdcmImageReader.h"
#include "gdcmImageWriter.h"
#include "gdcmImage.h"
#include "gdcmPhotometricInterpretation.h"
#include <iostream>
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.dcm output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];
    // Instantiate the image reader:
    gdcm::ImageReader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Could not read: " << filename << std::endl;
        return 1;
    }
    // If we reach here, we know for sure 2 things:
    // 1. It is a valid DICOM
    // 2. And it contains an Image !
    // The output of superclass gdcm::Reader is a gdcm::File
    //gdcm::File &file = reader.GetFile();
    // The other output of gdcm::ImageReader is a gdcm::Image
    const gdcm::Image &image = reader.GetImage();
    // Let's get some property from the image:
    unsigned int ndim = image.GetNumberOfDimensions();
    // Dimensions of the image:
    const unsigned int *dims = image.GetDimensions();
    // Origin
    const double *origin = image.GetOrigin();
    const gdcm::PhotometricInterpretation &pi = image.GetPhotometricInterpretation();
    for(unsigned int i = 0; i < ndim; ++i)
    {
        std::cout << "Dim(" << i << "): " << dims[i] << std::endl;
    }
    for(unsigned int i = 0; i < ndim; ++i)
    {
        std::cout << "Origin(" << i << "): " << origin[i] << std::endl;
    }
    std::cout << "PhotometricInterpretation: " << pi << std::endl;
    // Write the modified DataSet back to disk
    gdcm::ImageWriter writer;
    writer.SetImage( image );
    writer.SetFileName( outfile );
    //writer.SetFile( file ); // We purposely NOT copy the meta information from the input
    // file, and instead only pass the image
    if( !writer.Write() )
    {
        std::cerr << "Could not write: " << outfile << std::endl;
        return 1;
    }
    return 0;
}

```

12.79 HelloWorld.cxx

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

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```

=====*/
/*
 * This example is ... guess what this is for :)
 */
#include "gdcmReader.h"
#include "gdcmWriter.h"
#include "gdcmAttribute.h"
#include <iostream>
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        std::cerr << argv[0] << " input.dcm output.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    const char *outfilename = argv[2];
    // 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

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```

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```

=====*/
#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 nitens = 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

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=====*/
#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

```

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=====*/
/*
 * This example will show how one can read in two DICOM files, use the dataset
 * from file1 and use image from file2 to save it in a 3rd file.
 *
 * Eg:
 * MergeTwoFiles gdcmData/012345.002.050.dcm gdcmData/test.acr merge.dcm
 */
#include "gdcmReader.h"
#include "gdcmImageReader.h"
#include "gdcmImageWriter.h"
#include "gdcmWriter.h"
#include "gdcmDataSet.h"
#include "gdcmAttribute.h"
int main(int argc, char *argv[])
{
    if( argc < 3 )
    {
        return 1;
    }
    const char *file1 = argv[1];
    const char *file2 = argv[2];
    const char *file3 = argv[3];

```

```

// Read file1
gdcm::ImageReader reader1;
reader1.SetFileName( file1 );
if( !reader1.Read() )
{
    return 1;
}
// Read file2
gdcm::ImageReader reader2;
reader2.SetFileName( file2 );
if( !reader2.Read() )
{
    return 1;
}
// Ok now let's take the DataSet from file1 and the Image from file2
// Warning: if file2 is -for example- a Secondary Capture Storage, then it has no
// Image Orientation (Patient) thus any Image Orientation (Patient) from file1
// will be discarded...
// let's be fancy. In case reader2 contains explicit, but reader1 is implicit
// we would rather see an implicit output
if( reader1.GetFile().GetHeader().GetDataSetTransferSyntax() == gdcm::TransferSyntax::ImplicitVRLittleEndian )
{
    reader2.GetImage().SetTransferSyntax( gdcm::TransferSyntax::ImplicitVRLittleEndian );
}
gdcm::ImageWriter writer;
writer.SetFileName( file3 );
writer.SetFile( reader1.GetFile() );
// ImageWriter will always use all of gdcm::Image information 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

```

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=====*/
/*
*/
/*
*/
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.ulEnableRFSpooling = 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

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=====*/
/*
*/
#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

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```

```

=====*/
/*
 * Dummy example to show GDCM Dict(s) API (Part 6) + Collected Private Attributes:
 */
#include "gdcmGlobal.h"
#include "gdcmDicts.h"
#include "gdcmDict.h"
#include "gdcmCSAHeader.h"
#include "gdcmPrivateTag.h"
int main(int , char *[])
{
    const gdcm::Global& g = gdcm::Global::GetInstance(); // sum of all knowledge !
    const gdcm::Dicts &dicts = g.GetDicts();
    const gdcm::Dict &pub = dicts.GetPublicDict(); // Part 6
    //std::cout << pub << std::endl;
    // 3 different ways to access the same information
    // 1. From the public dict only:
    gdcm::Tag patient_name(0x10,0x10);
    const gdcm::DictEntry &entry1 = pub.GetDictEntry(patient_name);
    std::cout << entry1 << std::endl;
    // 2. From all dicts:
    const gdcm::DictEntry &entry2 = dicts.GetDictEntry(patient_name);
    std::cout << entry2 << std::endl;
    // 3. This solution is the most flexible solution as you can request using the same
    // API either a public tag or a private tag
    const char *strowner = 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

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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

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PURPOSE. See the above copyright notice for more information.

=====*/
/*
 * This example shows how to read and dump a DICOMDIR File
 *
 * Thanks:
 * Tom Marynowski (lordglub gmail) for contributing this example
 */
#include "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 ") ||
// 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

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=====*/

```

/*
 * 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

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=====*/
/*
 * This small example will show how one can read and print
 * a DICOM Attribute using different technique (by tag or by name)
 */
#include "gdcmReader.h"
#include "gdcmGlobal.h"
#include "gdcmDicts.h"
#include "gdcmDict.h"
#include "gdcmAttribute.h"
#include "gdcmStringFilter.h"
#include <iostream>
int main(int argc, char *argv[])
{
    if( argc < 2 )
    {
        std::cerr << argv[0] << " input.dcm" << std::endl;
        return 1;
    }
    const char *filename = argv[1];
    // Instantiate the reader:
    gdcm::Reader reader;
    reader.SetFileName( filename );
    if( !reader.Read() )
    {
        std::cerr << "Could not read: " << filename << std::endl;
    }
}
```

```

    return 1;
}
// The output of gdcm::Reader is a gdcm::File
gdcm::File &file = reader.GetFile();
// the dataset is the the set of element we are interested in:
gdcm::DataSet &ds = file.GetDataSet();
const gdcm::Global& g = gdcm::Global::GetInstance();
const gdcm::Dicts &dicts = g.GetDicts();
const gdcm::Dict &pubdict = dicts.GetPublicDict();
using namespace gdcm;
// In this example we will show why using name to lookup attribute can be
// dangerous.
Tag tPatientName(0x0,0x0);
//const DictEntry &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

```

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Program:  GDCM (Grassroots DICOM). A DICOM library

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=====*/
#include "gdcmReader.h"
#include "gdcmImplicitDataElement.h"
#include "gdcmDataSet.h"
#include "gdcmPrivateTag.h"
#include "gdcmPrivateTag.h"
#include "gdcmByteValue.h"
#include "gdcmSequenceOfItems.h"
using namespace gdcm;
int main(int argc, char *argv[])
{

```



```

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

```

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Program:  GDCM (Grassroots DICOM). A DICOM library

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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

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=====*/
// 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

```

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=====*/
/*
 * GDCM API expect a const char * as input for SetFileName
 * In order to use this API from Qt, here is a simple test that
 * shows how to do it in a portable manner:
 *
 * http://doc.qt.nokia.com/latest/qdir.html#navigation-and-directory-operations
 */
#include "gdcmReader.h"
#include "gdcmDirectory.h"
#include <QDir>
#include <QString>
#include <CoreApplication>
#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

```

/*=====

```

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```

=====*/

```

```

/*
 * Simple example to show how to use Scanner API.
 * It exposes the three different cases:
 * - DICOM Attribute is present and has a value
 * - DICOM Attribute is present and has no value
 * - DICOM Attribute is not present at all
 * It also shows the purpose of the function 'IsKey' to detect whether or
 * not the file has been read by the gdcm::Scanner. Technically most of the time
 * if a file is not a 'Key' this is because it is not a DICOM file. You need to use
 * gdcm::System::FileExists to decide whether or not the file actually exist on the disk.
 *
 * It was tested on this particular image:
 * ./SimpleScanner gdcmData/012345.002.050.dcm
 */
#include "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

```

/*=====

```

```

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=====*/
/*
*/
#include "gdcmSorter.h"
#include "gdcmScanner.h"
#include "gdcmDataSet.h"
#include "gdcmAttribute.h"
bool mysort(gdcm::DataSet const & ds1, gdcm::DataSet const & ds2 )
{
    //gdcm::Attribute<0x0020,0x0013> at1; // Instance Number
    gdcm::Attribute<0x0018,0x1060> at1; // Trigger Time
    gdcm::Attribute<0x0020,0x0032> at11; // Image Position (Patient)
    at1.Set( ds1 );
    at11.Set( ds1 );
    //gdcm::Attribute<0x0020,0x0013> at2;
    gdcm::Attribute<0x0018,0x1060> at2;
    gdcm::Attribute<0x0020,0x0032> at22;
    at2.Set( ds2 );
    at22.Set( ds2 );
    if( at11 == at22 )
    {
        return at1 < at2;
    }
    return at11 < at22;
}
bool mysort_part1(gdcm::DataSet const & ds1, gdcm::DataSet const & ds2 )
{
    gdcm::Attribute<0x0018,0x1060> at1;
    at1.Set( ds1 );
    gdcm::Attribute<0x0018,0x1060> at2;
    at2.Set( ds2 );
    return at1 < at2;
}
bool mysort_part2(gdcm::DataSet const & ds1, gdcm::DataSet const & ds2 )
{
    gdcm::Attribute<0x0020,0x0032> at1;
    at1.Set( ds1 );
    gdcm::Attribute<0x0020,0x0032> at2;
    at2.Set( ds2 );
    return at1 < at2;
}
// technically all files are in the same Frame of Reference, so this function
// should be a no-op
bool mysort_dummy(gdcm::DataSet const & ds1, gdcm::DataSet const & ds2 )
{
    gdcm::Attribute<0x0020,0x0052> at1; // FrameOfReferenceUID
    at1.Set( ds1 );
    gdcm::Attribute<0x0020,0x0052> at2;
    at2.Set( ds2 );
    return at1 < at2;
}
int main(int argc, char *argv[])
{
    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::ValuesType &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

```

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```

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```

=====*/
// 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 "gdcmmJPEGLSCodec.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

```

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=====*/
#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::DASComp( 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

```

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=====*/
/*
*/
#include "gdcmDefs.h"
#include "gdcmGlobal.h"
#include "gdcmIODs.h"
#include "gdcmIOD.h"
#include "gdcmMacros.h"

```

```

#include "gdcmIODEntry.h"
#include "gdcmModules.h"
#include "gdcmModule.h"
#include "gdcmAnonymizer.h"
#include "gdcmDicts.h"
int main(int , char *[])
{
    using namespace gdcm;
    static Global &g = Global::GetInstance();
    if( !g.LoadResourcesFiles() )
    {
        return 1;
    }
    static const Defs &defs = g.GetDefs();
    static const Modules &modules = defs.GetModules();
    static const IODs &iods = defs.GetIODs();
    static const Macros &macros = defs.GetMacros();
    static const Dicts &dicts = g.GetDicts();
    std::vector<Tag> tags = gdcm::Anonymizer::GetBasicApplicationLevelConfidentialityProfileAttributes();
    for( std::vector<Tag>::const_iterator tit = tags.begin(); tit != tags.end(); ++tit )
    {
        const Tag &tag = *tit;
        const DictEntry &dictentry = dicts.GetDictEntry(tag);
        std::cout << "Processing Attribute: " << tag << " " << dictentry << std::endl;
        IODs::IODMapTypeConstIterator it = iods.Begin();
        for( ; it != iods.End(); ++it )
        {
            const IODs::IODName &name = it->first;
            const IOD &iod = it->second;
            const 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

```

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=====*/
/*
*/
#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 );

```

```

    gdcM::Attribute<0x0020,0x000d> at2;
    at2.Set( ds2 );
    return at1 < at2;
}
bool mysort2(gdcM::DataSet const & ds1, gdcM::DataSet const & ds2 )
{
    gdcM::Attribute<0x0020,0x000e> at1;
    at1.Set( ds1 );
    gdcM::Attribute<0x0020,0x000e> at2;
    at2.Set( ds2 );
    return at1 < at2;
}
bool mysort3(gdcM::DataSet const & ds1, gdcM::DataSet const & ds2 )
{
    // This is a floating point number is the comparison ok ?
    gdcM::Attribute<0x0020,0x0037> at1;
    at1.Set( ds1 );
    gdcM::Attribute<0x0020,0x0037> at2;
    at2.Set( ds2 );
    return at1 < at2;
}
bool mysort4(gdcM::DataSet const & ds1, gdcM::DataSet const & ds2 )
{
    // Do the IPP sorting here
    gdcM::Attribute<0x0020,0x0032> iop1;
    gdcM::Attribute<0x0020,0x0037> iop1;
    iop1.Set( ds1 );
    iop1.Set( ds1 );
    gdcM::Attribute<0x0020,0x0032> iop2;
    gdcM::Attribute<0x0020,0x0037> iop2;
    iop2.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]*iop1[i];
    double dist2 = 0;
    for( int i = 0; i < 3; ++i) dist2 += normal[i]*iop2[i];
    std::cout << dist1 << ", " << dist2 << std::endl;
    return dist1 < dist2;
}
int main(int argc, char *argv[])
{
    const char *extradataroot = gdcM::Testing::GetDataExtraRoot();
    std::string dir1;
    if( argc < 2 )
    {
        if( !extradataroot )
        {
            return 1;
        }
        dir1 = extradataroot;
        dir1 += "/gdcMSampleData/ForSeriesTesting/VariousIncidences/ST1";
    }
    else
    {
        dir1 = argv[1];
    }
    gdcM::Directory d;
    d.Load( dir1.c_str(), true ); // recursive !
    const gdcM::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 );
    gdcM::Scanner s0;
    const gdcM::Tag t1(0x0020,0x000d); // Study Instance UID
    const gdcM::Tag t2(0x0020,0x000e); // Series Instance UID
    //const gdcM::Tag t3(0x0010,0x0010); // Patient's Name
    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

```

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=====*/

```

```

/*
 * 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_SEQUENCE_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

```

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=====*/
/*
 * 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

```

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=====*/
/*
* 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

```

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=====*/
/*
* This example shows how to rewrite a ELSCINT1/PMSCT_RLE1 compressed

```

```

* image so that it is readable by most 3rd party software (DICOM does
* not specify this particular encoding).
* This is required for the sake of interoperability with any standard
* conforming DICOM system.
*
* Everything done in this code is for the sole purpose of writing interoperable
* software under Sect. 1201 (f) Reverse Engineering exception of the DMCA.
* If you believe anything in this code violates any law or any of your rights,
* please contact us (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

```

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=====*/
#include "gdcmUIDGenerator.h"
#include <iostream>
#include <string>
#include <set>
int main()
{
    gdcm::UIDGenerator uid;
    //const char myroot[] = "9876543210.9876543210.9876543210.9876543210.9876543210"; // fails in ~40000 tries
    const char myroot[] = "9876543210.9876543210.9876543210";
    uid.SetRoot( myroot );
    std::set<std::string> uids;
    uint64_t wrap = 0;
    uint64_t c = 0;
    while(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

```

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=====*/
/*
 * This example will take in a DICOM file, and tries to decompress it (actually write it
 * as ImplicitVRLittleEndian Transfer Syntax).
 *
 * Compilation:
 * $ CLASSPATH=gdcm.jar javac ../../gdcm/Examples/Java/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

```

/*=====

```

```

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=====*/
/*
 * This example will take in a DICOM file, and tries to decompress it (actually write it
 * as ImplicitVRLittleEndian Transfer Syntax).
 *
 * Compilation:
 * $ CLASSPATH=gdcm.jar javac ../../gdcm/Examples/Java/DecompressPixmap.java -d .
 *
 * Usage:
 * $ LD_LIBRARY_PATH=. CLASSPATH=gdcm.jar:. java DecompressPixmap gdcmData/012345.002.050.dcm out.dcm
 */
import gdcm.*;
public class DecompressPixmap
{
    public static void main(String[] args) throws Exception
    {
        String file1 = args[0];
        String file2 = args[1];
        PixmapReader reader = new PixmapReader();
        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

```

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=====*/

```

```

/*
 * 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

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=====*/
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

```

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Program:  GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
 * Compilation:
 * $ CLASSPATH=gdcm.jar javac ../../gdcm/Examples/Java/HelloSimple.java -d .
 *
 * Usage:
 * $ LD_LIBRARY_PATH=. CLASSPATH=gdcm.jar:. java HelloSimple gdcmData/012345.002.050.dcm
 */
import gdcm.*;
public class HelloSimple
{
    public static void main(String[] args) throws Exception
    {
        String filename = args[0];
        Reader reader = new Reader();
        reader.SetFileName( filename );
        boolean ret = reader.Read();
        if( !ret )
        {
            throw new Exception("Could not read:  " + filename );
        }
        File f = reader.GetFile();
        DataSet ds = f.GetDataSet();
        System.out.println( ds.toString() );
        System.out.println("Success reading:  " + filename );
    }
}

```

12.110 ReadFiles.java

```

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Program:  GDCM (Grassroots DICOM). A DICOM library

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=====*/
import gdcm.*;
import java.io.File;
public class ReadFiles
{
    static int i = 0;
    public static void process(String path)
    {
        //String path = file.getPath();
        assert PosixEmulation.FileExists(path) : "Problem converting to 8bits";
        System.out.println("Reading:  " + path );
        System.out.println("File:  " + i++);
        Reader r = new Reader();
        try
        {
            r.SetFileName( path );
            TagSetType skip = new TagSetType();
            skip.insert( new Tag(0x7fe0,0x10) );
            boolean b = r.ReadUpToTag( new Tag(0x88,0x200), skip );
            //System.out.println("DS:\n" + r.GetFile().GetDataSet().toString() );
        }
        finally
        {
            r.delete(); // will properly call C++ destructor and close file descriptor
        }
    }
    // Process only files under dir
    public static void visitAllFiles(File dir)
    {
        if (dir.isDirectory())
        {
            String[] children = dir.list();
            for (int i=0; i<children.length; i++)
            {
                visitAllFiles(new File(dir, children[i]));
            }
        }
        else
        {
            process(dir.getPath());
        }
    }
    public static void waiting (int n)
    {
        long t0, t1;
        t0 = System.currentTimeMillis();
        do
        {
            t1 = System.currentTimeMillis();
        }
        while ((t1 - t0) < (n * 1000));
    }
    public static void main(String[] args) throws Exception
    {
        String directory = args[0];
        Directory gdir = new Directory();
        long n = gdir.Load( directory, true );
        System.out.println( gdir.toString() );
        FilenamesType files = gdir.GetFilenames();
        for( long i = 0; i < n; ++i )
        {
            String path = files.get( (int)i );
            process( path );
        }
        System.out.println( "Java API" );
        //waiting( 10 );
    }
}

```

```

    for( int i = 0; i < 2; ++i )
    {
        File dir = new File(directory);
        visitAllFiles(dir);
    }
}

```

12.111 ScanDirectory.java

```

/*=====

```

Program: GDCM (Grassroots DICOM). A DICOM library

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```

=====*/
import gdcm.*;
import gdcm.Reader;
import gdcm.LookupTable;
import java.io.File;
import java.io.*;
import java.awt.image.*;
import javax.imageio.ImageIO;
public class ScanDirectory
{
    public static class MyWatcher extends SimpleSubjectWatcher
    {
        public MyWatcher(Subject s) { super(s,"Override String"); }
        protected void ShowProgress(Subject caller, Event evt)
        {
            ProgressEvent pe = ProgressEvent.Cast(evt);
            System.out.println( "This is my progress: " + pe.GetProgress() );
        }
    }
    public static byte[] GetAsByte(Bitmap input)
    {
        long len = input.GetBufferLength();
        byte[] buffer = new byte[ (int)len ];
        PhotometricInterpretation pi = input.GetPhotometricInterpretation();
        if( pi.GetType() == PhotometricInterpretation.PIType.MONOCHROME1 )
        {
            ImageChangePhotometricInterpretation icpi = new ImageChangePhotometricInterpretation();
            icpi.SetInput( input );
            icpi.SetPhotometricInterpretation(
                new PhotometricInterpretation(
                    PhotometricInterpretation.PIType.MONOCHROME2 ) );
            if( icpi.Change() )
            {
                Bitmap output = icpi.GetOutput();
                output.GetArray( buffer );
            }
            return buffer;
        }
        else
        {
            input.GetArray( buffer );
            return buffer;
        }
    }
    public static short[] GetAsShort(Bitmap input)
    {
        long len = input.GetBufferLength(); // length in bytes
        short[] buffer = new short[ (int)len / 2 ];
        PhotometricInterpretation pi = input.GetPhotometricInterpretation();
        if( pi.GetType() == PhotometricInterpretation.PIType.MONOCHROME1 )
        {
            ImageChangePhotometricInterpretation icpi = new ImageChangePhotometricInterpretation();
            icpi.SetInput( input );
            icpi.SetPhotometricInterpretation(
                new PhotometricInterpretation(

```

```

        PhotometricInterpretation.PIType.MONOCHROME2 ) );
    if( icpi.Change() )
    {
        Bitmap output = icpi.GetOutput();
        output.GetArray( buffer );
    }
    return buffer;
}
else
{
    input.GetArray( buffer );
    return buffer;
}
}
public static boolean WritePNG(Bitmap input, String outfilename )
{
    int imageType = BufferedImage.TYPE_CUSTOM;
    PixelFormat pf = input.GetPixelFormat();
    PhotometricInterpretation pi = input.GetPhotometricInterpretation();
    // We need to handle both public and private icon
    // It could well be that we are getting an RGB Icon or 16 bits Icon:
    ColorModel colorModel = null;
    if( pf.GetSamplesPerPixel() == 1 )
    {
        if( pi.GetType() == PhotometricInterpretation.PIType.MONOCHROME1
            || pi.GetType() == PhotometricInterpretation.PIType.MONOCHROME2 )
        {
            if( pf.GetScalarType() == PixelFormat.ScalarType.UINT8 )
            {
                imageType = BufferedImage.TYPE_BYTE_GRAY;
            }
            else if( pf.GetScalarType() == PixelFormat.ScalarType.UINT12 )
            {
                imageType = BufferedImage.TYPE_USHORT_GRAY;
            }
            else if( pf.GetScalarType() == PixelFormat.ScalarType.UINT16 )
            {
                imageType = BufferedImage.TYPE_USHORT_GRAY;
            }
        }
        else if( pi.GetType() == PhotometricInterpretation.PIType.PALETTE_COLOR )
        {
            LookupTable lut = input.GetLUT();
            long 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

```

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Program:  GDCM (Grassroots DICOM). A DICOM library

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=====*/
/*
* 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_tymap():
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_tymap()[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_tymap().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 gdcmm
20 import sys,os
21
22 if __name__ == "__main__":
23     r = gdcmm.Reader()
24     # Will require Testing...
25     dataroot = gdcmm.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 = gdcmm.File()
34     # ds = f.GetDataSet()
35     de = gdcmm.DataElement( gdcmm.Tag(0x0008,0x0016) )
36     de.SetByteStringValue( uid )
37     vr = gdcmm.VR( gdcmm.VR.UI )
38     de.SetVR( vr )
39     ds.Replace( de )
40
41     ano = gdcmm.Anonymizer()
42     ano.SetFile( r.GetFile() )
43     ano.RemovePrivateTags()
44     ano.RemoveGroupLength()
45     taglist = [
46         gdcmm.Tag(0x0008,0x0008),
47         gdcmm.Tag(0x0008,0x0022),
48         gdcmm.Tag(0x0008,0x0032),
49         gdcmm.Tag(0x0008,0x2111),
50         gdcmm.Tag(0x0008,0x1150),
51         gdcmm.Tag(0x0008,0x1155),
52         gdcmm.Tag(0x0008,0x0100),
53         gdcmm.Tag(0x0008,0x0102),
54         gdcmm.Tag(0x0008,0x0104),
55         gdcmm.Tag(0x0040,0xa170),
56         gdcmm.Tag(0x0008,0x2112),
57         gdcmm.Tag(0x0008,0x0100),
58         gdcmm.Tag(0x0008,0x0102),
59         gdcmm.Tag(0x0008,0x0104),
60         gdcmm.Tag(0x0008,0x9215),
61         gdcmm.Tag(0x0018,0x0010),
62         gdcmm.Tag(0x0018,0x0022),
63         gdcmm.Tag(0x0018,0x0050),
64         gdcmm.Tag(0x0018,0x0060),
65         gdcmm.Tag(0x0018,0x0088),
66         gdcmm.Tag(0x0018,0x0090),
67         gdcmm.Tag(0x0018,0x1040),
68         gdcmm.Tag(0x0018,0x1100),
69         gdcmm.Tag(0x0018,0x1110),
70         gdcmm.Tag(0x0018,0x1111),
71         gdcmm.Tag(0x0018,0x1120),
72         gdcmm.Tag(0x0018,0x1130),
73         gdcmm.Tag(0x0018,0x1150),
74         gdcmm.Tag(0x0018,0x1151),
75         gdcmm.Tag(0x0018,0x1152),
76         gdcmm.Tag(0x0018,0x1160),
77         gdcmm.Tag(0x0018,0x1190),
78         gdcmm.Tag(0x0018,0x1210),
79         gdcmm.Tag(0x0020,0x0012),
80         gdcmm.Tag(0x0020,0x0032),
81         gdcmm.Tag(0x0020,0x0037),
82         gdcmm.Tag(0x0020,0x1041),
83         gdcmm.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( gdc.Tag(0x0018,0x0020) ) # ScanningSequence
74 ano.Remove( gdc.Tag(0x0018,0x0021) ) # SequenceVariant
75 ano.Remove( gdc.Tag(0x0018,0x0022) ) # ScanOptions
76 ano.Remove( gdc.Tag(0x0018,0x0023) ) # MRAcquisitionType
77 ano.Remove( gdc.Tag(0x0018,0x0050) ) # SliceThickness
78 ano.Remove( gdc.Tag(0x0018,0x0080) ) # RepetitionTime
79 ano.Remove( gdc.Tag(0x0018,0x0081) ) # EchoTime
80 ano.Remove( gdc.Tag(0x0018,0x0088) ) # SpacingBetweenSlices
81 ano.Remove( gdc.Tag(0x0018,0x0091) ) # EchoTrainLength
82 ano.Remove( gdc.Tag(0x0018,0x1164) ) # ImagerPixelSpacing
83
84 ano.Remove( gdc.Tag(0x0020,0x0032) ) # Image Position (Patient)
85 ano.Remove( gdc.Tag(0x0020,0x0037) ) # Image Orientation (Patient)
86 ano.Remove( gdc.Tag(0x0020,0x0052) ) # Frame of Reference UID
87 ano.Remove( gdc.Tag(0x0020,0x1040) ) # Position Reference Indicator
88
89 ano.Replace( gdc.Tag(0x0028,0x0301), "NO" ) # Burned In Annotation
90
91 ano.Empty( gdc.Tag(0x0020,0x0020) )
92
93 ano.Remove( gdc.Tag(0x7fe0,0x0000) )
94
95 #ano.Empty( gdc.Tag(0x0028,0x0009) ) # Frame Increment Pointer
96
97 #ano.Empty( gdc.Tag(0x0028,0x1052) ) #<entry group="0028" element="1052" vr="DS" vm="1" name="Rescale
Intercept"/>
98 #ano.Empty( gdc.Tag(0x0028,0x1053) ) #<entry group="0028" element="1053" vr="DS" vm="1" name="Rescale
Slope"/>
99 #ano.Replace( gdc.Tag(0x0028,0x1054), "US" ) #<entry group="0028" element="1054" vr="LO" vm="1"
name="Rescale Type"/>
100
101 ano.Replace( gdc.Tag(0x2050, 0x0020), "IDENTITY")
102 """
103
104 w = gdc.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 gdcData/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 gdc
33
34 if __name__ == "__main__":
35
36     file1 = sys.argv[1]
37     file2 = sys.argv[2]
38
39     r = gdc.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 = gdc.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 gdcml
21 import sys,os
22
23 def CheckSecondaryCaptureObjectIsMRImageStorage(r):
24     ds = r.GetFile().GetDataSet()
25     # Check Source Image Sequence
26     if ds.FindDataElement( gdcml.Tag(0x0008,0x2112) ):
27         sis = ds.GetDataElement( gdcml.Tag(0x0008,0x2112) )
28         sqsis = sis.GetSequenceOfItems()
29         if sqsis.GetNumberOfItems():
30             item1 = sqsis.GetItem(1)
31             nestedds = item1.GetNestedDataSet()
32             if nestedds.FindDataElement( gdcml.Tag(0x0008,0x1150) ):
33                 ReferencedSOPClassUID = nestedds.GetDataElement( gdcml.Tag(0x0008,0x1150) )
34                 raw = ReferencedSOPClassUID.GetByteValue().GetPointer()
35                 uids = gdcml.UIDs()
36                 # what is the actual object we are looking at ?
37                 ms = gdcml.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 = gdcml.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         gdcml.ImageHelper.SetForcePixelSpacing( True )
63         mrspacing = gdcml.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         gdcml.ImageHelper.SetForceRescaleInterceptSlope( True )
70         ris = gdcml.ImageHelper.GetRescaleInterceptSlopeValue( r.GetFile() )
71         image.SetIntercept( ris[0] )
72         image.SetSlope( ris[1] )
73
74     outfilename = sys.argv[2]
75     w = gdcml.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
175                     0x1511)).GetValue())
176
177                 print value
178
179             # Next
180             if itemNr < sequence.GetNumberOfItems():
181                 itemNr = itemNr + 1
182             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

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=====*/
using vtkgdcm;
using Kitware.VTK;
using System;
using System.Runtime.InteropServices;
/*
 * This example shows how vtkgdcm can be connected to Kitware.VTK Activiz product.
 * Three (3) arguments are required:
 * 1. Input DICOM file           (SWIG)
 * 2. Temporary PNG (intermediate) file (Activiz)
 * 3. Final DICOM file           (SWIG)
 *
 * $ 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

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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

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=====*/
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

```

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Program:  GDCM (Grassroots DICOM). A DICOM library

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```

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```

=====*/
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

```

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Program:  GDCM (Grassroots DICOM). A DICOM library

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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.Write( "dataRoot: " + dataRoot + "\n" );
System.Console.Write( "filename being used is: " + filename + "\n" );
vtkGDCMImageReader reader = vtkGDCMImageReader.New();
vtkStringArray array = vtkStringArray.New();
array.InsertNextValue(filename);
reader.SetFileNames(array);
reader.Update();
System.Console.Write(reader.GetOutput());
vtkRenderWindowInteractor iren = vtkRenderWindowInteractor.New();
vtkRenderer ren1 = vtkRenderer.New();
vtkRenderWindow renWin = vtkRenderWindow.New();
renWin.AddRenderer(ren1);
vtkImageActor actor = vtkImageActor.New();
vtkImageMapToWindowLevelColors coronalColors = vtkImageMapToWindowLevelColors.New();
coronalColors.SetInput(reader.GetOutput());
actor.SetInput(coronalColors.GetOutput());
ren1.AddActor(actor);
iren.SetRenderWindow(renWin);
iren.Initialize();
renWin.Render();
int retVal = testHelper.IsInteractiveModeSpecified();
if( retVal != 0 )
{
    iren.Start();
}
return 0;
}
}

```

12.143 HelloVTKWorld.cs

```

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Program:  GDCM (Grassroots DICOM). A DICOM library

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=====*/
using vtkgdcm;
/*
 * This test only test the SWIG/VTK part, you do not need Activiz
 */
public class HelloVTKWorld
{
    public static int Main(string[] args)
    {
        string filename = args[0];
        vtkGDCMImageReader reader = vtkGDCMImageReader.New();
        reader.SetFileName( filename );
        reader.Update();
        vtkMedicalImageProperties prop = reader.GetMedicalImageProperties();
        System.Console.WriteLine( prop.GetPatientName() ); //
        if( reader.GetImageFormat() == 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

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=====*/
using vtkgdcms;
/*
 * 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();
        vtkVolume16Reader reader = vtkVolume16Reader.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

```

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```

```

=====*/
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

```
/*=====
```

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```
=====*/
```

```

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

```
/*=====
```

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```

=====*/
#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

```

/*=====

```

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```

=====*/
#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

/*=====*/

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```

=====*/
#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::ostream 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 );
    #if (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

```

/*=====

```

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```

=====*/
#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

```

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```

```

=====*/
#include "vtkGDCMImageReader.h"
#include "vtkGDCMImageWriter.h"
#include "vtkImageData.h"
#include "vtkImageCast.h"
#include "vtkPointData.h"
#include "vtkBitArray.h"
#include "vtkUnsignedCharArray.h"
#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

```

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=====*/
#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 *[])
{
    gdcm::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::ostream os;
    os << "PT";
    os << "%03d.dcm";
    gdcm::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

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=====*/
#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("rtdose.dcm");
writer2.SetFile( file );
writer2.Write();
// END HACK
return 0;
}

```

12.154 GenerateRTSTRUCT.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

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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

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```
=====*/
#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

```
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```

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```

=====*/
#include "vtkActor.h"
#include "vtkCamera.h"
#include "vtkMatrix4x4.h"
#include "vtkTransform.h"
#include "vtkAssembly.h"
#include "vtkCellPicker.h"
#include "vtkCommand.h"
#include "vtkImageActor.h"
#include "vtkImageMapToColors.h"
#include "vtkImageOrthoPlanes.h"
#include "vtkImagePlaneWidget.h"
#include "vtkImageReader.h"
#include "vtkInteractorEventRecorder.h"
#include "vtkLookupTable.h"
#include "vtkOutlineFilter.h"
#include "vtkPolyDataMapper.h"
#include "vtkProperty.h"
#include "vtkRenderWindow.h"
#include "vtkRenderWindowInteractor.h"
#include "vtkRenderer.h"
#include "vtkVolume16Reader.h"
#include "vtkImageData.h"
#include "vtkImageChangeInformation.h"
#include "vtkOrientationMarkerWidget.h"
#include "vtkAnnotatedCubeActor.h"
#include "vtkAxesActor.h"
#include "vtkCaptionActor2D.h"
#include "vtkTextProperty.h"
#include "vtkPropAssembly.h"
#include "vtkGDCMImageReader.h"
#include "vtkGDCMImageWriter.h"
#include "vtkStringArray.h"
#include "vtkVersion.h"
#include "gdcmsystem.h"
#include "gdcmdir.h"
#include "gdcmpp.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' positions
    //
    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 gdcmmreslice.cxx

```

/*=====
Program:  GDCM (Grassroots DICOM). A DICOM library

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=====*/
#include "vtkGDCMImageReader.h"
#include "vtkRenderer.h"
#include "vtkAssembly.h"
#include "vtkImageFlip.h"
#include "vtkImageReslice.h"
#include "vtkRenderWindow.h"
#include "vtkAnnotatedCubeActor.h"
#include "vtkTransform.h"
#include "vtkAxesActor.h"
#include "vtkTextProperty.h"
#include "vtkCaptionActor2D.h"
#include "vtkPropAssembly.h"
#include "vtkOrientationMarkerWidget.h"
#include "vtkRenderWindowInteractor.h"
#include "vtkPolyDataMapper.h"
#include "vtkActor.h"
#include "vtkImageData.h"
#include "vtkLookupTable.h"
#include "vtkTexture.h"
#include "vtkPlaneSource.h"
#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 gdcmrptionplan.cxx

```
/*=====
```

Program: GDCM (Grassroots DICOM). A DICOM library

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```
=====*/
```

```

#include "vtkImageData.h"
#include "vtkPointData.h"
#include "vtkPolyData.h"
#include "vtkProperty.h"
#include "vtkPolyDataMapper.h"
#include "vtkActor.h"
#include "vtkRenderer.h"
#include "vtkCellArray.h"
#include "vtkPoints.h"
#include "vtkDoubleArray.h"
#include <vtkXMLImageDataWriter.h>
#include <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
(ffff,e000) na (Item with undefined length)
(0008,1040) LO [Test]
(300a,00b2) SH (no value)
(300a,00b3) CS [MU]
(300a,00c0) IS [1 ]
(300a,00c2) LO [1 ]
(300a,00c4) CS [STATIC]
(300a,00c6) CS [PROTON]
(300a,00ce) CS [TREATMENT ]

```

```
# u/1,1 Ion Beam Sequence
```

```
# 4,1 Institutional Department Name
```

```
# 0,1 Treatment Machine Name
```

```
# 2,1 Primary Dosimeter Unit
```

```
# 2,1 Beam Number
```

```
# 2,1 Beam Name
```

```
# 6,1 Beam Type
```

```
# 6,1 Radiation Type
```

```
# 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 &compensatorsq = 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 &compensatorthicknessdata = 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 &compensatorrows = 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 &compensatorcols = nestedds2.GetDataElement( at2.GetTag() );
at2.SetFromDataElement( compensatorcols );
std::cout << at2.GetValue() << std::endl;
// (300a,00e9) DS [3.679991\4.249288 ] # 18,2 Compensator Pixel Spacing
gdcmm::Attribute<0x300a,0x00e9> at3;
const gdcmm::DataElement &compensatorpixelspacing = nestedds2.GetDataElement( at3.GetTag() );
at3.SetFromDataElement( compensatorpixelspacing );
std::cout << at3.GetValue(0) << std::endl;
// (300a,00ea) DS [-76.00\62.50] # 12,2 Compensator Position
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

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```

=====*/
#include "vtkImageData.h"
#include "vtkPointData.h"
#include "vtkPolyData.h"
#include "vtkProperty.h"
#include "vtkPolyDataMapper.h"
#include "vtkActor.h"
#include "vtkRenderer.h"
#include "vtkCellArray.h"
#include "vtkPoints.h"
#include "vtkDoubleArray.h"
#include <vtkXMLImageDataWriter.h>
#include <vtkRenderWindowInteractor.h>
#include <vtkImageColorViewer.h>
#include "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
(ffff,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
(ffff,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
(ffff,e00d)
(ffff,e000) na (Item with undefined length)
(ffff,e00d)
(ffff,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();
    #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->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

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the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
PURPOSE. See the above copyright notice for more information.

=====*/
#include "vtkGDCMPolyDataReader.h"
// #include "vtkGDCMPolyDataWriter.h"
#include "vtkAppendPolyData.h"
#include "vtkPolyDataWriter.h"
#include "vtkPolyDataMapper.h"
#include "vtkPolyDataMapper2D.h"
#include "vtkActor2D.h"
#include "vtkRenderWindowInteractor.h"
#include "vtkRenderWindow.h"
#include "vtkRenderer.h"
#include "vtkCamera.h"
#include "vtkProperty.h"
#include "vtkProperty2D.h"
#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

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```

=====*/
#include "vtkGDCMImageReader.h"
#include "vtkRenderer.h"
#include "vtkAssembly.h"
#include "vtkRenderWindow.h"
#include "vtkAnnotatedCubeActor.h"
#include "vtkTransform.h"
#include "vtkAxesActor.h"
#include "vtkTextProperty.h"
#include "vtkCaptionActor2D.h"
#include "vtkPropAssembly.h"
#include "vtkOrientationMarkerWidget.h"
#include "vtkRenderWindowInteractor.h"
#include "vtkPolyDataMapper.h"
#include "vtkActor.h"
#include "vtkImageData.h"
#include "vtkLookupTable.h"
#include "vtkTexture.h"
#include "vtkPlaneSource.h"
#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

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=====*/
#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

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=====*/
#include "vtkGDCMImageReader.h"
#include "vtkRenderWindow.h"
#include "vtkRenderer.h"
#include "vtkImageMapToWindowLevelColors.h"
#include "vtkImageActor.h"
#include "vtkPNGWriter.h"
#include "vtkWindowToImageFilter.h"
#include "vtkMedicalImageProperties.h"
#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

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=====*/
//
// Load a DICOM series.
// Position a sphere within the volume.
// Allow the user to change between Axial, Sagittal, Coronal, and
// Oblique view of the images and move through the slices.
// The display should show the resliced image and the cross section
// of the sphere intersecting that plane.
//

```



```

/*
from Scott Johnson /Scott Johnson neuwave com/
to VTK /vtkusers vtk.org/
date Tue, May 11, 2010 at 7:01 PM
*/
#include <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 "gdcmDirectory.h"
#include "gdcmTesting.h"
#include "gdcmIPPSorter.h"
// Change to match the path to find Raw_0.vti or provide
// the parameter when starting ResliceSphere.
const double sphereCenter[3]={74, 219, 70};
// Angles (0, 0, 0)
const double AxialMatrix[] = { 1.0, 0.0, 0.0, 0.0,
                               0.0, 1.0, 0.0, 0.0,
                               0.0, 0.0, 1.0, 0.0,
                               0.0, 0.0, 0.0, 1.0 };

// Angles (0, 90, 0)
const double SagittalMatrix[] = { 0.0, 0.0, 1.0, 0.0,
                                   0.0, 1.0, 0.0, 0.0,
                                   -1.0, 0.0, 0.0, 0.0,
                                   0.0, 0.0, 0.0, 1.0 };

// Angles (-90, 0, 0)
const double CoronalMatrix[] = { 1.0, 0.0, 0.0, 0.0,
                                  0.0, 0.0, 1.0, 0.0,
                                  0.0, -1.0, 0.0, 0.0,
                                  0.0, 0.0, 0.0, 1.0 };

// Angles (0, 90, 31)
const double ObliqueMatrix[] = { 0.0, -0.515038, 0.857167, 0.0,
                                   0.0, 0.857167, 0.515038, 0.0,
                                   -1.0, 0.0, 0.0, 0.0,
                                   0.0, 0.0, 0.0, 1.0 };

class ResliceRender;
// Class to handle key press events.
class KeyCallback : public vtkCommand
{
public:
    static KeyCallback* New()
    {
        return new KeyCallback();
    }
    void Execute(vtkObject* caller, unsigned long eventId, void *calldata);
    void SetCallbackData(ResliceRender* reslice);
protected:
    ResliceRender* _reslice;
};

class ResliceRender
{
public:

```

```

typedef enum _ORIENTATION
{
    AXIAL = 0,
    SAGITTAL = 1,
    CORONAL = 2,
    OBLIQUE = 3
} ORIENTATION;
ResliceRender()
{
    _orientation=AXIAL;
}
~ResliceRender()
{
    _transform->Delete();
    _reader->Delete();
    _reslice->Delete();
    _interactor->Delete();
    _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

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=====*/
#include "vtkGDCMPolyDataReader.h"
#include "vtkGDCMPolyDataWriter.h"
#include "vtkPolyDataWriter.h"
#include "vtkPolyDataMapper.h"
#include "vtkPolyDataMapper2D.h"
#include "vtkActor2D.h"
#include "vtkRenderWindowInteractor.h"
#include "vtkMedicalImageProperties.h"
#include "vtkRenderWindow.h"
#include "vtkRenderer.h"
#include "vtkCamera.h"
#include "vtkProperty.h"
#include "vtkProperty2D.h"
#include "vtkAppendPolyData.h"
#include "vtkImageData.h"
#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

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=====*/
#include "gdcmReader.h"
#include "gdcmImageReader.h"
#include "gdcmDirectory.h"

```



```

#include "gdcmSystem.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;
        gdcm::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 gdcm::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
    gdcm::ImageReader reader;
    reader.SetFileName( reference );
    if( !reader.Read() )
    {
        // That would be very bad...
        assert(0);
    }
    const gdcm::Image &image = reader.GetImage();
    gdcm::PixelFormat pixeltype = image.GetPixelFormat();

```

```

unsigned long len = image.GetBufferLength();
const unsigned int *dims = image.GetDimensions();
unsigned short pixelsize = pixeltype.GetPixelSize();
(void)pixelsize;
assert( image.GetNumberOfDimensions() == 2 );
vtkImageData *output = vtkImageData::New();
output->SetDimensions(dims[0], dims[1], (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

/*=====

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```

=====*/
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;
    }
}
gdcmmReader.SetFileNames(sa);
gdcmmReader.Update();
outImageData = gdcmmReader.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 gdcmm 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 creating 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 sagittalColors = new vtkImageMapToColors();
sagittalColors.SetInput(theImageData);
sagittalColors.SetLookupTable(bwLut);
vtkImageActor sagittal = new vtkImageActor();
sagittal.SetInput(sagittalColors.GetOutput());
sagittal.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(sagittal);
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

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=====*/

// 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() == vtkgdcml.vtkgdcml.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

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the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR
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=====*/
import vtk.*;
import gdcml.*;
import java.io.File;
import java.awt.Canvas;
/*
 * Compilation:
 * CLASSPATH=vtkgdcml.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:vtkgdcml.jar:gdcml.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

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=====*/
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

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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

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PURPOSE. See the above copyright notice for more information.

=====*/
// We are required to call the package 'vtk' eventhough I (MM) would have preferred
// an import statement along the line of:
// import vtkgdcmm.*;
import vtk.*;
/*
 * Usage:
 * export LD_LIBRARY_PATH=/usr/lib/jvm/java-6-openjdk/jre/lib/amd64/xawt:.
 * java -classpath 'pwd'/vtkgdcmm.jar:/usr/share/java/vtk.jar:. ReadSeriesIntoVTK
 */
public class ReadSeriesIntoVTK
{
    static {
        System.loadLibrary("vtkCommonJava");
        System.loadLibrary("vtkFilteringJava");
        System.loadLibrary("vtkIOJava");
        System.loadLibrary("vtkImagingJava");
        System.loadLibrary("vtkGraphicsJava");
        System.loadLibrary("vtkgdcmmJava");
        try {
            System.loadLibrary("vtkRenderingJava");
        } catch (Throwable e) {
            System.out.println("cannot load vtkHybrid, skipping...");
        }
        try {
            System.loadLibrary("vtkHybridJava");
        } catch (Throwable e) {
            System.out.println("cannot load vtkHybrid, skipping...");
        }
        try {
            System.loadLibrary("vtkVolumeRenderingJava");
        } catch (Throwable e) {
            System.out.println("cannot load vtkVolumeRendering, skipping...");
        }
    }
    public static void main(String[] args)
    {
        vtkFileOutputWindow outWin = new vtkFileOutputWindow();
        outWin.SetInstance(outWin);
        outWin.SetFileName("MVSVTKViewer.log");
        // See: http://review.source.kitware.com/#change,888
        // vtkWrapJava does not handle static keyword
        // String directory = vtkGDCMTesting.GetGDCMDataRoot();
        vtkGDCMTesting t = new vtkGDCMTesting();
        String directory = t.GetGDCMDataRoot();
        String file0 = directory + "/SIEMENS_MAGNETOM-12-MONO2-FileSeq0.dcm";
        String file1 = directory + "/SIEMENS_MAGNETOM-12-MONO2-FileSeq1.dcm";
        String file2 = directory + "/SIEMENS_MAGNETOM-12-MONO2-FileSeq2.dcm";
        String file3 = directory + "/SIEMENS_MAGNETOM-12-MONO2-FileSeq3.dcm";
        vtkStringArray s = new vtkStringArray();
        System.out.println("adding : " + file0 );
        s.InsertNextValue( file0 );
        s.InsertNextValue( file1 );
        s.InsertNextValue( file2 );
    }
}

```



```

s.InsertNextValue( file3 );
vtkGDCMImageReader reader = new vtkGDCMImageReader();
reader.SetFileNames( s );
reader.Update();
System.out.println("Success reading: " + file0 );
vtkMetaImageWriter writer = new vtkMetaImageWriter();
writer.DebugOn();
writer.SetCompression( false );
writer.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     el1 = ds.GetDataElement( tag1 )
112     el2 = ds.GetDataElement( tag2 )
113
114
115     #pf = gdc.PythonFilter()
116     #pf.SetFile( reader.GetFile() )
117     #print el1.GetTag()
118
119     print el1.GetByteValue()
120     v1 = eval(el1.GetByteValue().GetBuffer())
121     print el2.GetByteValue()
122     v2 = eval(el2.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, [134](#)
- ~AnonymizeEvent
 - gdcmm::AnonymizeEvent, [111](#)
- ~Anonymizer
 - gdcmm::Anonymizer, [115](#)
- ~Attribute
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >, [158](#)
- ~AudioCodec
 - gdcmm::AudioCodec, [170](#)
- ~BaseCompositeMessage
 - gdcmm::network::BaseCompositeMessage, [175](#)
- ~BaseNormalizedMessage
 - gdcmm::network::BaseNormalizedMessage, [177](#)
- ~BasePDU
 - gdcmm::network::BasePDU, [179](#)
- ~BaseQuery
 - gdcmm::BaseQuery, [182](#)
- ~BaseRootQuery
 - gdcmm::BaseRootQuery, [188](#)
- ~Bitmap
 - gdcmm::Bitmap, [200](#)
- ~BitmapToBitmapFilter
 - gdcmm::BitmapToBitmapFilter, [214](#)
- ~BoxRegion
 - gdcmm::BoxRegion, [217](#)
- ~ByteSwapFilter
 - gdcmm::ByteSwapFilter, [225](#)
- ~ByteValue
 - gdcmm::ByteValue, [228](#)
- ~CAPICryptographicMessageSyntax
 - gdcmm::CAPICryptographicMessageSyntax, [237](#)
- ~CSAHeader
 - gdcmm::CSAHeader, [298](#)
- ~Cleaner
 - gdcmm::Cleaner, [250](#)
- ~Coder
 - gdcmm::Coder, [259](#)
- ~Command
 - gdcmm::Command, [268](#)
- ~CommandDataSet
 - gdcmm::CommandDataSet, [270](#)
- ~CryptoFactory
 - gdcmm::CryptoFactory, [283](#)
- ~CryptographicMessageSyntax
 - gdcmm::CryptographicMessageSyntax, [285](#)
- ~Curve
 - gdcmm::Curve, [314](#)
- ~DICOMDIRGenerator
 - gdcmm::DICOMDIRGenerator, [365](#)
- ~DPath
 - gdcmm::DPath, [402](#)
- ~DataEvent
 - gdcmm::DataEvent, [334](#)
- ~DataSetEvent
 - gdcmm::DataSetEvent, [351](#)
- ~Decoder
 - gdcmm::Decoder, [354](#)
- ~Defs
 - gdcmm::Defs, [358](#)
- ~DeltaEncodingCodec
 - gdcmm::DeltaEncodingCodec, [362](#)
- ~DictConverter
 - gdcmm::DictConverter, [374](#)
- ~DictPrinter
 - gdcmm::DictPrinter, [384](#)
- ~Dicts
 - gdcmm::Dicts, [386](#)
- ~DirectionCosines
 - gdcmm::DirectionCosines, [392](#)
- ~Directory
 - gdcmm::Directory, [396](#)
- ~Dumper
 - gdcmm::Dumper, [407](#)
- ~Element
 - gdcmm::Element< TVR, VM::VM1_n >, [416](#)
- ~EmptyMaskGenerator
 - gdcmm::EmptyMaskGenerator, [437](#)
- ~Event
 - gdcmm::Event, [448](#)
- ~Exception
 - gdcmm::Exception, [451](#)
- ~File
 - gdcmm::File, [461](#)
- ~FileAnonymizer
 - gdcmm::FileAnonymizer, [466](#)
- ~FileChangeTransferSyntax
 - gdcmm::FileChangeTransferSyntax, [470](#)
- ~FileDecompressLookupTable

- gdcmm::FileDecompressLookupTable, [473](#)
- ~FileDerivation
 - gdcmm::FileDerivation, [476](#)
- ~FileExplicitFilter
 - gdcmm::FileExplicitFilter, [480](#)
- ~FileMetaInformation
 - gdcmm::FileMetaInformation, [485](#)
- ~FileNameEvent
 - gdcmm::FileNameEvent, [497](#)
- ~FileStreamer
 - gdcmm::FileStreamer, [507](#)
- ~FilenameGenerator
 - gdcmm::FilenameGenerator, [501](#)
- ~Global
 - gdcmm::Global, [524](#)
- ~GroupDict
 - gdcmm::GroupDict, [528](#)
- ~IconImageFilter
 - gdcmm::IconImageFilter, [530](#)
- ~IconImageGenerator
 - gdcmm::IconImageGenerator, [534](#)
- ~Image
 - gdcmm::Image, [539](#)
- ~ImageApplyLookupTable
 - gdcmm::ImageApplyLookupTable, [546](#)
- ~ImageChangePhotometricInterpretation
 - gdcmm::ImageChangePhotometricInterpretation, [549](#)
- ~ImageChangePlanarConfiguration
 - gdcmm::ImageChangePlanarConfiguration, [553](#)
- ~ImageChangeTransferSyntax
 - gdcmm::ImageChangeTransferSyntax, [557](#)
- ~ImageCodec
 - gdcmm::ImageCodec, [563](#)
- ~ImageConverter
 - gdcmm::ImageConverter, [574](#)
- ~ImageFragmentSplitter
 - gdcmm::ImageFragmentSplitter, [578](#)
- ~ImageReader
 - gdcmm::ImageReader, [588](#)
- ~ImageRegionReader
 - gdcmm::ImageRegionReader, [592](#)
- ~ImageToImageFilter
 - gdcmm::ImageToImageFilter, [596](#)
- ~ImageWriter
 - gdcmm::ImageWriter, [599](#)
- ~JPEG12Codec
 - gdcmm::JPEG12Codec, [629](#)
- ~JPEG16Codec
 - gdcmm::JPEG16Codec, [632](#)
- ~JPEG2000Codec
 - gdcmm::JPEG2000Codec, [636](#)
- ~JPEG8Codec
 - gdcmm::JPEG8Codec, [643](#)
- ~JPEGCodec
 - gdcmm::JPEGCodec, [647](#)
- ~JPEGLSCodec
 - gdcmm::JPEGLSCodec, [656](#)
- ~JSON
 - gdcmm::JSON, [661](#)
- ~KAKADUCodec
 - gdcmm::KAKADUCodec, [664](#)
- ~LookupTable
 - gdcmm::LookupTable, [672](#)
- ~MemberCommand
 - gdcmm::MemberCommand< T >, [703](#)
- ~MeshPrimitive
 - gdcmm::MeshPrimitive, [709](#)
- ~ModuleEntry
 - gdcmm::ModuleEntry, [724](#)
- ~MrProtocol
 - gdcmm::MrProtocol, [735](#)
- ~Object
 - gdcmm::Object, [765](#)
- ~OpenSSLCryptographicMessageSyntax
 - gdcmm::OpenSSLCryptographicMessageSyntax, [770](#)
- ~OpenSSL7CryptographicMessageSyntax
 - gdcmm::OpenSSL7CryptographicMessageSyntax, [775](#)
- ~Orientation
 - gdcmm::Orientation, [778](#)
- ~Overlay
 - gdcmm::Overlay, [784](#)
- ~PDBHeader
 - gdcmm::PDBHeader, [806](#)
- ~PDFCodec
 - gdcmm::PDFCodec, [810](#)
- ~PGXCodec
 - gdcmm::PGXCodec, [818](#)
- ~PNMCodec
 - gdcmm::PNMCodec, [852](#)
- ~PVRGCodec
 - gdcmm::PVRGCodec, [895](#)
- ~ParseException
 - gdcmm::ParseException, [792](#)
- ~Parser
 - gdcmm::Parser, [796](#)
- ~Pixmap
 - gdcmm::Pixmap, [835](#)
- ~PixmapReader
 - gdcmm::PixmapReader, [841](#)
- ~PixmapToPixmapFilter
 - gdcmm::PixmapToPixmapFilter, [845](#)
- ~PixmapWriter
 - gdcmm::PixmapWriter, [848](#)
- ~Preamble
 - gdcmm::Preamble, [856](#)
- ~Printer
 - gdcmm::Printer, [879](#)

- ~PrivateDict
 - gdcm::PrivateDict, [883](#)
- ~ProgressEvent
 - gdcm::ProgressEvent, [892](#)
- ~PythonFilter
 - gdcm::PythonFilter, [897](#)
- ~QueryBase
 - gdcm::QueryBase, [900](#)
- ~RAWCodec
 - gdcm::RAWCodec, [915](#)
- ~RLECodec
 - gdcm::RLECodec, [937](#)
- ~Reader
 - gdcm::Reader, [921](#)
- ~Region
 - gdcm::Region, [928](#)
- ~Rescaler
 - gdcm::Rescaler, [932](#)
- ~SHA1
 - gdcm::SHA1, [1019](#)
- ~Scanner
 - gdcm::Scanner, [946](#)
- ~Scanner2
 - gdcm::Scanner2, [957](#)
- ~Segment
 - gdcm::Segment, [967](#)
- ~SegmentReader
 - gdcm::SegmentReader, [979](#)
- ~SegmentWriter
 - gdcm::SegmentWriter, [982](#)
- ~SegmentedPaletteColorLookupTable
 - gdcm::SegmentedPaletteColorLookupTable, [975](#)
- ~SerieHelper
 - gdcm::SerieHelper, [1003](#)
- ~ServiceClassUser
 - gdcm::ServiceClassUser, [1012](#)
- ~SimpleMemberCommand
 - gdcm::SimpleMemberCommand< T >, [1023](#)
- ~SimpleSubjectWatcher
 - gdcm::SimpleSubjectWatcher, [1026](#)
- ~SmartPointer
 - gdcm::SmartPointer< ObjectType >, [1033](#)
- ~Sorter
 - gdcm::Sorter, [1041](#)
- ~Spacing
 - gdcm::Spacing, [1046](#)
- ~SplitMosaicFilter
 - gdcm::SplitMosaicFilter, [1048](#)
- ~StreamImageReader
 - gdcm::StreamImageReader, [1054](#)
- ~StreamImageWriter
 - gdcm::StreamImageWriter, [1059](#)
- ~StrictScanner
 - gdcm::StrictScanner, [1067](#)
- ~StrictScanner2
 - gdcm::StrictScanner2, [1077](#)
- ~StringFilter
 - gdcm::StringFilter, [1091](#)
- ~Subject
 - gdcm::Subject, [1097](#)
- ~Surface
 - gdcm::Surface, [1102](#)
- ~SurfaceReader
 - gdcm::SurfaceReader, [1119](#)
- ~SurfaceWriter
 - gdcm::SurfaceWriter, [1122](#)
- ~Table
 - gdcm::Table, [1137](#)
- ~TableEntry
 - gdcm::TableEntry, [1139](#)
- ~TableReader
 - gdcm::TableReader, [1141](#)
- ~TableRow
 - gdcm::network::TableRow, [1145](#)
- ~TagPath
 - gdcm::TagPath, [1157](#)
- ~Testing
 - gdcm::Testing, [1161](#)
- ~Trace
 - gdcm::Trace, [1168](#)
- ~Transition
 - gdcm::network::Transition, [1182](#)
- ~ULAction
 - gdcm::network::ULAction, [1228](#)
- ~ULBasicCallback
 - gdcm::network::ULBasicCallback, [1268](#)
- ~ULConnection
 - gdcm::network::ULConnection, [1271](#)
- ~ULConnectionCallback
 - gdcm::network::ULConnectionCallback, [1276](#)
- ~ULConnectionManager
 - gdcm::network::ULConnectionManager, [1282](#)
- ~ULEvent
 - gdcm::network::ULEvent, [1289](#)
- ~ULWritingCallback
 - gdcm::network::ULWritingCallback, [1293](#)
- ~UserInformation
 - gdcm::network::UserInformation, [1304](#)
- ~Validate
 - gdcm::Validate, [1308](#)
- ~Value
 - gdcm::Value, [1311](#)
- ~Version
 - gdcm::Version, [1315](#)
- ~Writer
 - gdcm::Writer, [1461](#)
- ~XMLDictReader
 - gdcm::XMLDictReader, [1465](#)

- ~XMLPrinter
 - gdcm::XMLPrinter, [1469](#)
- ~XMLPrivateDictReader
 - gdcm::XMLPrivateDictReader, [1472](#)
- ~vtkGDCMImageReader
 - vtkGDCMImageReader, [1341](#)
- ~vtkGDCMImageReader2
 - vtkGDCMImageReader2, [1356](#)
- ~vtkGDCMImageWriter
 - vtkGDCMImageWriter, [1370](#)
- ~vtkGDCMMedicalImageProperties
 - vtkGDCMMedicalImageProperties, [1378](#)
- ~vtkGDCMPolyDataReader
 - vtkGDCMPolyDataReader, [1382](#)
- ~vtkGDCMPolyDataWriter
 - vtkGDCMPolyDataWriter, [1387](#)
- ~vtkGDCMTesting
 - vtkGDCMTesting, [1392](#)
- ~vtkGDCMThreadedImageReader
 - vtkGDCMThreadedImageReader, [1396](#)
- ~vtkGDCMThreadedImageReader2
 - vtkGDCMThreadedImageReader2, [1400](#)
- ~vtkImageColorViewer
 - vtkImageColorViewer, [1410](#)
- ~vtkImageMapToColors16
 - vtkImageMapToColors16, [1423](#)
- ~vtkImageMapToWindowLevelColors2
 - vtkImageMapToWindowLevelColors2, [1429](#)
- ~vtkImagePlanarComponentsToComponents
 - vtkImagePlanarComponentsToComponents, [1433](#)
- ~vtkImageRGBToYBR
 - vtkImageRGBToYBR, [1435](#)
- ~vtkImageYBRToRGB
 - vtkImageYBRToRGB, [1438](#)
- ~vtkLookupTable16
 - vtkLookupTable16, [1441](#)
- ~vtkRTStructSetProperties
 - vtkRTStructSetProperties, [1445](#)
- AAbortPDU
 - gdcm::network::AAbortPDU, [90](#)
- AAssociateACPDU
 - gdcm::network::AAssociateACPDU, [93](#)
 - gdcm::network::AAssociateRQPDU, [105](#)
- AAssociateRJPDU
 - gdcm::network::AAssociateRJPDU, [97](#)
- AAssociateRQPDU
 - gdcm::network::AAssociateACPDU, [96](#)
 - gdcm::network::AAssociateRQPDU, [101](#)
- AbstractMultiDimensionalImageModel
 - gdcm::UIDs, [1215](#)
- AbstractSyntax
 - gdcm::network::AbstractSyntax, [107](#)
 - gdcm::PresentationContext, [862](#)
- AcquisitionContextSRStorage
 - gdcm::UIDs, [1214](#)
- ActiveComponent
 - vtkImageMapToColors16, [1427](#)
- Add
 - gdcm::GroupDict, [528](#)
- add1
 - gdcm, [64](#)
- AddAcceptedPresentationContext
 - gdcm::network::ULConnection, [1271](#)
- AddContourReferencedFrameOfReference
 - vtkRTStructSetProperties, [1445](#)
- AddCSAHeaderDictEntry
 - gdcm::CSAHeaderDict, [303](#)
- AddDerivationDescription
 - gdcm::FileDerivation, [476](#)
- AddDictEntry
 - gdcm::Dict, [370](#)
 - gdcm::PrivateDict, [883](#)
- AddFile
 - gdcm::FileSet, [504](#)
 - gdcm::SerieHelper, [1003](#)
- AddFileName
 - gdcm::SerieHelper, [1004](#)
- AddFragment
 - gdcm::SequenceOfFragments, [987](#)
- AddFromFile
 - gdcm::PresentationContextGenerator, [867](#)
- AddGroupLength
 - gdcm::DictConverter, [374](#)
- AddImageDirectoryRecord
 - gdcm::DICOMDIRGenerator, [366](#)
- AddInput
 - vtkImageColorViewer, [1410](#)
- AddInputConnection
 - vtkImageColorViewer, [1410](#)
- AddIOD
 - gdcm::IODs, [616](#)
- AddIODEntry
 - gdcm::IOD, [610](#)
- AddItem
 - gdcm::SequenceOfItems, [996](#)
- AddMacro
 - gdcm::Macros, [684](#)
 - gdcm::Module, [720](#)
- AddMacroEntry
 - gdcm::Macro, [681](#)
- AddModule
 - gdcm::Modules, [728](#)
- AddModuleEntry
 - gdcm::Module, [720](#)
 - gdcm::NestedModuleEntries, [748](#)
- AddNewUndefinedLengthItem
 - gdcm::SequenceOfItems, [996](#)

- AddObserver
 - gdcm::Subject, [1097](#)
- AddPatientDirectoryRecord
 - gdcm::DICOMDIRGenerator, [366](#)
- AddPresentationContext
 - gdcm::network::AAssociateRQPDU, [101](#)
 - gdcm::PresentationContextGenerator, [867](#)
- AddPresentationContextAC
 - gdcm::network::AAssociateACPDU, [94](#)
- AddPresentationDataValue
 - gdcm::network::PDataTFPDU, [800](#)
- AddPrimitiveData
 - gdcm::MeshPrimitive, [709](#)
- AddPrivateTag
 - gdcm::Scanner, [946](#)
 - gdcm::Scanner2, [957](#)
 - gdcm::StrictScanner, [1067](#)
 - gdcm::StrictScanner2, [1077](#)
- AddPublicTag
 - gdcm::Scanner2, [957](#)
 - gdcm::StrictScanner2, [1077](#)
- AddPurposeOfReferenceCodeSequence
 - gdcm::FileDerivation, [476](#)
- AddQueryDataSet
 - gdcm::BaseQuery, [182](#)
- AddReference
 - gdcm::FileDerivation, [476](#)
- AddReferencedFrameOfReference
 - vtkRTStructSetProperties, [1446](#)
- AddRestriction
 - gdcm::SerieHelper, [1004](#)
- AddRoleSelectionSub
 - gdcm::network::UserInformation, [1305](#)
- AddSegment
 - gdcm::SegmentWriter, [983](#)
- AddSelect
 - gdcm::Sorter, [1041](#)
- AddSeriesDirectoryRecord
 - gdcm::DICOMDIRGenerator, [366](#)
- AddSkipTag
 - gdcm::Scanner, [947](#)
 - gdcm::Scanner2, [957](#)
 - gdcm::StrictScanner, [1068](#)
 - gdcm::StrictScanner2, [1078](#)
- AddSOPClassExtendedNegotiationSub
 - gdcm::network::UserInformation, [1305](#)
- AddSourceImageSequence
 - gdcm::FileDerivation, [476](#)
- AddStructureSetROI
 - vtkRTStructSetProperties, [1446](#)
- AddStructureSetROIObservation
 - vtkRTStructSetProperties, [1446](#)
- AddStudyDirectoryRecord
 - gdcm::DICOMDIRGenerator, [366](#)
- AddSurface
 - gdcm::Segment, [967](#)
- AddTag
 - gdcm::Scanner, [947](#)
 - gdcm::StrictScanner, [1068](#)
- AddTransferSyntax
 - gdcm::network::PresentationContextRQ, [871](#)
 - gdcm::PresentationContext, [861](#)
- AdultMouseAnatomyOntology
 - gdcm::UIDs, [1212](#)
- AdvancedBlendingPresentationStateStorage
 - gdcm::UIDs, [1213](#)
- AE
 - gdcm::VR, [1328](#)
- AEComp
 - gdcm, [58](#)
- AES128_CIPHER
 - gdcm::CryptographicMessageSyntax, [285](#)
- AES192_CIPHER
 - gdcm::CryptographicMessageSyntax, [285](#)
- AES256_CIPHER
 - gdcm::CryptographicMessageSyntax, [285](#)
- AffectedSOPClassUID
 - gdcm::network::CEchoRQ, [241](#)
- ALGOType
 - gdcm::Segment, [966](#)
- ALGOType_END
 - gdcm::Segment, [967](#)
- Allocate
 - gdcm::LookupTable, [673](#)
- AmbulatoryECGWaveformStorage
 - gdcm::MediaStorage, [694](#)
 - gdcm::UIDs, [1209](#)
- AnatomicRegion
 - gdcm::Segment, [972](#)
- AnatomicRegionModifiers
 - gdcm::Segment, [972](#)
- AnonymizeEvent
 - gdcm::AnonymizeEvent, [110](#), [111](#)
- Anonymizer
 - gdcm::Anonymizer, [115](#)
- Append
 - gdcm::ByteValue, [229](#)
 - gdcm::Global, [524](#)
- AppendFrameEncode
 - gdcm::ImageCodec, [563](#)
 - gdcm::JPEG2000Codec, [636](#)
 - gdcm::JPEGCodec, [647](#)
 - gdcm::JPEGLSCCodec, [656](#)
 - gdcm::RLECodec, [937](#)
- AppendImplementationClassUID
 - gdcm::FileMetaInformation, [485](#)
- AppendRowEncode
 - gdcm::ImageCodec, [563](#)

- gdcm::JPEG2000Codec, [636](#)
- gdcm::JPEGCodec, [648](#)
- gdcm::JPEGLSCCodec, [656](#)
- gdcm::RLECodec, [937](#)
- AppendToDataElement
 - gdcm::FileStreamer, [507](#)
- AppendToGroupDataElement
 - gdcm::FileStreamer, [507](#)
- ApplicationContext
 - gdcm::network::ApplicationContext, [123](#)
- Apply
 - gdcm::ImageApplyLookupTable, [546](#)
- ApplyInverseVideo
 - vtkGDCMImageReader, [1349](#)
 - vtkGDCMImageReader2, [1364](#)
- ApplyLookupTable
 - vtkGDCMImageReader, [1350](#)
 - vtkGDCMImageReader2, [1364](#)
- ApplyPlanarConfiguration
 - vtkGDCMImageReader, [1350](#)
 - vtkGDCMImageReader2, [1364](#)
- ApplyShiftScale
 - vtkGDCMImageReader, [1350](#)
 - vtkGDCMImageReader2, [1365](#)
- ApplyYBRToRGB
 - vtkGDCMImageReader, [1350](#)
 - vtkGDCMImageReader2, [1365](#)
- Area
 - gdcm::BoxRegion, [217](#)
 - gdcm::Region, [928](#)
- AReleaseRPPDU
 - gdcm::network::AReleaseRPPDU, [128](#)
- AReleaseRQPDU
 - gdcm::network::AReleaseRQPDU, [130](#)
- AreOverlaysInPixelData
 - gdcm::Bitmap, [200](#)
 - gdcm::Pixmap, [835](#)
- ARGB
 - gdcm::PhotometricInterpretation, [822](#)
- ArrayIncludeMacroType
 - gdcm::Macro, [681](#)
 - gdcm::Module, [720](#)
- ArrayType
 - gdcm::Attribute< Group, Element, TVR, TVM >, [139](#)
 - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, [148](#)
 - gdcm::Attribute< Group, Element, TVR, VM::VM1_n >, [157](#)
- ArterialPulseWaveformStorage
 - gdcm::UIDs, [1213](#)
- ARTIMTimer
 - gdcm::network::ARTIMTimer, [132](#)
- AS
 - gdcm::VR, [1328](#)
- ASComp
 - gdcm, [58](#)
- ASN1
 - gdcm::ASN1, [134](#)
- AsynchronousOperationsWindowSub
 - gdcm::network::AsynchronousOperationsWindowSub, [136](#)
- AT
 - gdcm::VR, [1328](#)
- Attribute
 - gdcm::Attribute< Group, Element, TVR, VM::VM1_n >, [158](#)
 - gdcm::terminal, [85](#)
- Audio
 - gdcm::MediaStorage, [696](#)
- AudioCodec
 - gdcm::AudioCodec, [170](#)
- AudioSRStorageTrialRetired
 - gdcm::UIDs, [1210](#)
- AUTOMATIC
 - gdcm::Segment, [967](#)
- AutoPixelMinMax
 - gdcm::IconImageGenerator, [534](#)
- AutorefractionMeasurementsStorage
 - gdcm::UIDs, [1213](#)
- AXIAL
 - gdcm::Orientation, [778](#)
- backslash
 - gdcm, [64](#)
- BadBigEndian
 - gdcm::SwapCode, [1125](#)
- BadLittleEndian
 - gdcm::SwapCode, [1125](#)
- BALCPPProtect
 - gdcm::Anonymizer, [115](#)
- Base64
 - gdcm::Base64, [172](#)
- BaseQuery
 - gdcm::BaseQuery, [182](#)
- BaseRootQuery
 - gdcm::BaseRootQuery, [188](#)
- BasicAnnotationBoxSOPClass
 - gdcm::UIDs, [1208](#)
- BasicApplicationLevelConfidentialityProfile
 - gdcm::Anonymizer, [116](#)
- BasicCodedEntry
 - gdcm::SegmentHelper::BasicCodedEntry, [192](#)
- BasicCodedEntryVector
 - gdcm::Segment, [966](#)
- BasicColorImageBoxSOPClass
 - gdcm::UIDs, [1208](#)
- BasicColorPrintManagementMetaSOPClass
 - gdcm::UIDs, [1208](#)

- BasicFilmBoxSOPClass
 - gdcm::UIDs, [1208](#)
- BasicFilmSessionSOPClass
 - gdcm::UIDs, [1208](#)
- BasicGrayscaleImageBoxSOPClass
 - gdcm::UIDs, [1208](#)
- BasicGrayscalePrintManagementMetaSOPClass
 - gdcm::UIDs, [1208](#)
- BasicOffsetTable
 - gdcm::BasicOffsetTable, [195](#)
- BasicPrintImageOverlayBoxSOPClassRetired
 - gdcm::UIDs, [1208](#)
- BasicStructuredDisplayStorage
 - gdcm::UIDs, [1214](#)
- BasicStudyContentNotificationSOPClassRetired
 - gdcm::UIDs, [1207](#)
- BasicTextSR
 - gdcm::MediaStorage, [694](#)
- BasicTextSRStorage
 - gdcm::UIDs, [1210](#)
- BasicVoiceAudioWaveformStorage
 - gdcm::MediaStorage, [694](#)
 - gdcm::UIDs, [1209](#)
- Begin
 - gdcm::CSAHeaderDict, [303](#)
 - gdcm::DataSet, [340](#)
 - gdcm::Dict, [370](#)
 - gdcm::IODs, [616](#)
 - gdcm::Scanner, [947](#)
 - gdcm::Scanner2, [957](#)
 - gdcm::SequenceOfFragments, [988](#)
 - gdcm::SequenceOfItems, [996](#)
 - gdcm::StrictScanner, [1068](#)
 - gdcm::StrictScanner2, [1078](#)
- BigEndian
 - gdcm::SwapCode, [1125](#)
- Bitmap
 - gdcm::Bitmap, [200](#)
 - gdcm::JPEG2000Codec, [641](#)
 - gdcm::PixelFormat, [832](#)
- BitmapToBitmapFilter
 - gdcm::BitmapToBitmapFilter, [214](#)
- BitSample
 - gdcm::JPEGCodec, [653](#)
 - gdcm::LookupTable, [677](#)
- black
 - gdcm::terminal, [86](#)
- BlendingSoftcopyPresentationStateStorageSOPClass
 - gdcm::UIDs, [1209](#)
- blink
 - gdcm::terminal, [86](#)
- BLUE
 - gdcm::LookupTable, [672](#)
- blue
 - gdcm::terminal, [86](#)
- BOOL_FUNCTION_PFILE_PFILE_POINTER
 - gdcm, [58](#)
- BoundingBox
 - gdcm::BoxRegion, [217](#)
- BoxRegion
 - gdcm::BoxRegion, [217](#)
- BreakConnection
 - gdcm::network::ULConnectionManager, [1283](#)
- BreakConnectionNow
 - gdcm::network::ULConnectionManager, [1283](#)
- BreastImagingRelevantPatientInformationQuery
 - gdcm::UIDs, [1211](#)
- BreastProjectionXRayImageStorageForPresentation
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1213](#)
- BreastProjectionXRayImageStorageForProcessing
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1213](#)
- BreastTomosynthesisImageStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1212](#)
- bright
 - gdcm::terminal, [86](#)
- Build
 - vtkLookupTable16, [1441](#)
- ByteBuffer
 - gdcm::ByteBuffer, [221](#)
- bytes
 - gdcm::Tag, [1156](#)
- ByteSwap
 - gdcm::ByteSwapFilter, [225](#)
- ByteSwapFilter
 - gdcm::ByteSwapFilter, [224](#), [225](#)
- ByteValue
 - gdcm::ByteValue, [228](#)
- C_CANCEL_RQ
 - gdcm::network::DIMSE, [390](#)
- C_ECHO_RQ
 - gdcm::network::DIMSE, [390](#)
- C_ECHO_RSP
 - gdcm::network::DIMSE, [390](#)
- C_FIND_RQ
 - gdcm::network::DIMSE, [390](#)
- C_FIND_RSP
 - gdcm::network::DIMSE, [390](#)
- C_GET_RQ
 - gdcm::network::DIMSE, [390](#)
- C_GET_RSP
 - gdcm::network::DIMSE, [390](#)
- C_MOVE_RQ
 - gdcm::network::DIMSE, [390](#)
- C_MOVE_RSP

- gdcmm::network::DIMSE, 390
- C_STORE_RQ
 - gdcmm::network::DIMSE, 390
- C_STORE_RSP
 - gdcmm::network::DIMSE, 390
- CALIBRATED
 - gdcmm::Spacing, 1046
- CanCode
 - gdcmm::AudioCodec, 170
 - gdcmm::Coder, 260
 - gdcmm::ImageCodec, 564
 - gdcmm::JPEG2000Codec, 636
 - gdcmm::JPEGCodec, 648
 - gdcmm::JPEGLSCoec, 656
 - gdcmm::KAKADUCoec, 664
 - gdcmm::PDFCoec, 810
 - gdcmm::PGXCoec, 819
 - gdcmm::PNMCoec, 852
 - gdcmm::PVRGCoec, 895
 - gdcmm::RAWCoec, 915
 - gdcmm::RLECoec, 937
- CanDecode
 - gdcmm::AudioCodec, 170
 - gdcmm::Decoder, 355
 - gdcmm::DeltaEncodingCoec, 362
 - gdcmm::ImageCodec, 564
 - gdcmm::JPEG2000Codec, 637
 - gdcmm::JPEGCodec, 648
 - gdcmm::JPEGLSCoec, 656
 - gdcmm::KAKADUCoec, 664
 - gdcmm::PDFCoec, 810
 - gdcmm::PGXCoec, 819
 - gdcmm::PNMCoec, 853
 - gdcmm::PVRGCoec, 895
 - gdcmm::RAWCoec, 916
 - gdcmm::RLECoec, 937
- CanDisplay
 - gdcmm::VR, 1329
- CanEmptyTag
 - gdcmm::Anonymizer, 116
- CanRead
 - gdcmm::Reader, 921
- CanReadFile
 - vtkGDCMImageReader, 1341
 - vtkGDCMImageReader2, 1356
- CanReadImage
 - gdcmm::StreamImageReader, 1054
- CanStoreLossy
 - gdcmm::TransferSyntax, 1176
- CanWriteFile
 - gdcmm::StreamImageWriter, 1059
- CAPICryptoFactory
 - gdcmm::CryptoFactory, 282
- gdcmm::CAPICryptoFactory, 235
- CAPICryptographicMessageSyntax
 - gdcmm::CAPICryptographicMessageSyntax, 237
- CardiacElectrophysiologyWaveformStorage
 - gdcmm::MediaStorage, 694
 - gdcmm::UIDs, 1209
- CardiacRelevantPatientInformationQuery
 - gdcmm::UIDs, 1211
- CEcho
 - gdcmm::CompositeNetworkFunctions, 275
- CFind
 - gdcmm::CompositeNetworkFunctions, 275
- Change
 - gdcmm::FileChangeTransferSyntax, 470
 - gdcmm::FileDecompressLookupTable, 473
 - gdcmm::FileExplicitFilter, 480
 - gdcmm::ImageChangePhotometricInterpretation, 549
 - gdcmm::ImageChangePlanarConfiguration, 553
 - gdcmm::ImageChangeTransferSyntax, 558
- ChangeFMI
 - gdcmm::FileExplicitFilter, 480
- ChangeMonochrome
 - gdcmm::ImageChangePhotometricInterpretation, 550
- ChangeRGB2YBR
 - gdcmm::ImageChangePhotometricInterpretation, 550
- ChangeYBR2RGB
 - gdcmm::ImageChangePhotometricInterpretation, 550
- CharacterDataHandler
 - gdcmm::TableReader, 1141
 - gdcmm::XMLDictReader, 1466
 - gdcmm::XMLPrivateDictReader, 1472
- CheckDataElement
 - gdcmm::FileStreamer, 508
- CheckEvent
 - gdcmm::AnonymizeEvent, 111
 - gdcmm::DataEvent, 335
 - gdcmm::DataSetEvent, 351
 - gdcmm::Event, 448
 - gdcmm::FileNameEvent, 497
 - gdcmm::ProgressEvent, 892
- CheckFileMetaInformationOff
 - gdcmm::Writer, 1461
- CheckFileMetaInformationOn
 - gdcmm::Writer, 1461
- CheckTemplateFileName
 - gdcmm::FileStreamer, 508
- ChestCADSRStorage
 - gdcmm::UIDs, 1210
- CipherTypes
 - gdcmm::CryptographicMessageSyntax, 284
- Clamp
 - gdcmm, 64
- Clean
 - gdcmm::Cleaner, 250

- clean
 - gdcm, [64](#)
- Cleaner
 - gdcm::Cleaner, [250](#)
- CleanupUnusedBits
 - gdcm::ImageCodec, [564](#)
- Clear
 - gdcm::Anonymizer, [116](#)
 - gdcm::Bitmap, [200](#)
 - gdcm::ByteValue, [229](#)
 - gdcm::DataElement, [322](#)
 - gdcm::DataSet, [340](#)
 - gdcm::IOD, [610](#)
 - gdcm::IODs, [616](#)
 - gdcm::Item, [624](#)
 - gdcm::LookupTable, [673](#)
 - gdcm::Macro, [682](#)
 - gdcm::Macros, [684](#)
 - gdcm::Module, [720](#)
 - gdcm::Modules, [728](#)
 - gdcm::Preamble, [856](#)
 - gdcm::SequenceOfFragments, [988](#)
 - gdcm::SequenceOfItems, [996](#)
 - gdcm::SerieHelper, [1004](#)
 - gdcm::Value, [1311](#)
 - vtkGDCMMedicalImageProperties, [1378](#)
 - vtkRTStructSetProperties, [1446](#)
- ClearInternalUIDs
 - gdcm::Anonymizer, [116](#)
- ClearPrivateTags
 - gdcm::Scanner2, [958](#)
 - gdcm::StrictScanner2, [1078](#)
- ClearPublicTags
 - gdcm::Scanner2, [958](#)
 - gdcm::StrictScanner2, [1078](#)
- ClearSkipTags
 - gdcm::Scanner, [947](#)
 - gdcm::Scanner2, [958](#)
 - gdcm::StrictScanner, [1068](#)
 - gdcm::StrictScanner2, [1078](#)
- ClearTags
 - gdcm::Scanner, [947](#)
 - gdcm::StrictScanner, [1068](#)
- Clone
 - gdcm::BoxRegion, [218](#)
 - gdcm::ImageCodec, [564](#)
 - gdcm::JPEG2000Codec, [637](#)
 - gdcm::JPEGCodec, [648](#)
 - gdcm::JPEGLSCodec, [657](#)
 - gdcm::KAKADUCodec, [664](#)
 - gdcm::PGXCodec, [819](#)
 - gdcm::PNMCodec, [853](#)
 - gdcm::PVRGCodec, [896](#)
 - gdcm::RAWCodec, [916](#)
 - gdcm::Region, [929](#)
 - gdcm::RLECodec, [938](#)
- CM
 - gdcm::SegmentHelper::BasicCodedEntry, [193](#)
- cMaxEventID
 - gdcm::network, [84](#)
- cMaxStateID
 - gdcm::network, [84](#)
- CMove
 - gdcm::CompositeNetworkFunctions, [276](#)
- CMYK
 - gdcm::PhotometricInterpretation, [822](#)
- Code
 - gdcm::Coder, [260](#)
 - gdcm::JPEG2000Codec, [637](#)
 - gdcm::JPEGCodec, [649](#)
 - gdcm::JPEGLSCodec, [657](#)
 - gdcm::JSON, [661](#)
 - gdcm::KAKADUCodec, [665](#)
 - gdcm::PVRGCodec, [896](#)
 - gdcm::RAWCodec, [916](#)
 - gdcm::RLECodec, [938](#)
- CodeMeaning
 - gdcm::RealWorldValueMappingContent, [926](#)
- CodeString
 - gdcm::CodeString, [263](#), [264](#)
- CodeValue
 - gdcm::RealWorldValueMappingContent, [926](#)
- ColonCADSRStorage
 - gdcm::UIDs, [1214](#)
- Color
 - gdcm::terminal, [86](#)
- ColorArray
 - gdcm::SurfaceHelper, [1115](#)
- ColorPaletteQueryRetrieveInformationModelFIND
 - gdcm::UIDs, [1215](#)
- ColorPaletteQueryRetrieveInformationModelGET
 - gdcm::UIDs, [1215](#)
- ColorPaletteQueryRetrieveInformationModelMOVE
 - gdcm::UIDs, [1215](#)
- ColorPaletteStorage
 - gdcm::UIDs, [1215](#)
- ColorSoftcopyPresentationStateStorageSOPClass
 - gdcm::UIDs, [1209](#)
- Command
 - gdcm::Command, [267](#), [268](#)
- CommandDataSet
 - gdcm::CommandDataSet, [270](#)
- CommandTypes
 - gdcm::network::DIMSE, [390](#)
- Compatible
 - gdcm::VM, [1324](#)
 - gdcm::VR, [1330](#)
- Component

- gdcmm::PersonName, 816
- CompOperators
 - gdcmm, 61
- CompositeInstanceRetrieveWithoutBulkDataGET
 - gdcmm::UIDs, 1214
- CompositeInstanceRootRetrieveGET
 - gdcmm::UIDs, 1214
- CompositeInstanceRootRetrieveMOVE
 - gdcmm::UIDs, 1214
- CompositingPlanarMPRVolumetricPresentationStateStorage
 - gdcmm::UIDs, 1213
- Comprehensive3DSRStorage
 - gdcmm::UIDs, 1214
- ComprehensiveSR
 - gdcmm::MediaStorage, 694
- ComprehensiveSRStorage
 - gdcmm::UIDs, 1210
- ComprehensiveSRStorageTrialRetired
 - gdcmm::UIDs, 1210
- CompressionTypes
 - vtkGDCMImageWriter, 1370
- Compute
 - gdcmm::EquipmentManufacturer, 446
 - gdcmm::MD5, 688
 - gdcmm::SHA1, 1019
- ComputeBoundingBox
 - gdcmm::BoxRegion, 218
 - gdcmm::Region, 929
- ComputeBufferLength
 - gdcmm::ImageRegionReader, 592
- ComputeByteLength
 - gdcmm::SequenceOfFragments, 988
- ComputeDataElement
 - gdcmm::DataSet, 340
- ComputeDataSetMediaStorageSOPClass
 - gdcmm::FileMetaInformation, 485
- ComputeDataSetTransferSyntax
 - gdcmm::FileMetaInformation, 485
- ComputeDistAlongNormal
 - gdcmm::DirectionCosines, 392
- ComputedRadiographyImageStorage
 - gdcmm::MediaStorage, 693
 - gdcmm::UIDs, 1208
- ComputeFile
 - gdcmm::MD5, 688
 - gdcmm::SHA1, 1019
- ComputeFileMD5
 - gdcmm::Testing, 1161
- ComputeGroupLength
 - gdcmm::DataSet, 340
- ComputeInterceptSlopePixelType
 - gdcmm::Rescaler, 932
- ComputeLength
 - gdcmm::ByteValue, 229
- gdcmm::Fragment, 520
- gdcmm::SequenceOfFragments, 988
- gdcmm::SequenceOfItems, 997
- ComputeLossyFlag
 - gdcmm::Bitmap, 200
- ComputeMD5
 - gdcmm::Testing, 1161
- ComputeMediaStorageFromModality
 - gdcmm::ImageHelper, 580
- ComputeMOSAICDimensions
 - gdcmm::SplitMosaicFilter, 1048
- ComputeMOSAICSliceNormal
 - gdcmm::SplitMosaicFilter, 1048
- ComputeMOSAICSlicePosition
 - gdcmm::SplitMosaicFilter, 1049
- ComputeNumberOfSurfaces
 - gdcmm::SurfaceWriter, 1122
- ComputeOffsetTable
 - gdcmm::JPEGCodec, 649
- ComputePixelAspectRatioFromPixelSpacing
 - gdcmm::Spacing, 1046
- ComputePixelTypeFromMinMax
 - gdcmm::Rescaler, 932
- ComputeSpacingFromImagePositionPatient
 - gdcmm::ImageHelper, 580
- ComputeTargetMediaStorage
 - gdcmm::ImageWriter, 599
- ComputeVR
 - gdcmm::DataSetHelper, 353
- ComputeZSpacing
 - gdcmm::IPPSorter, 621
- ConcatenatePDVBlobs
 - gdcmm::network::PresentationDataValue, 874
- ConcatenatePDVBlobsAsExplicit
 - gdcmm::network::PresentationDataValue, 874
- CONDENSED_STYLE
 - gdcmm::Printer, 879
- Conditional
 - gdcmm::Usage, 1301
- CONSOLE
 - gdcmm::terminal, 86
- const
 - gdcmm::SOPClassUIDToIOD, 1037
- const_iterator
 - gdcmm::CodeString, 262
 - gdcmm::LO, 667
 - gdcmm::String< TDelimiter, TMaxLength, TPadChar >, 1086
- const_reference
 - gdcmm::CodeString, 262
 - gdcmm::LO, 667
 - gdcmm::String< TDelimiter, TMaxLength, TPadChar >, 1086
- const_reverse_iterator

- gdcmm::CodeString, 262
- gdcmm::LO, 667
- gdcmm::String< TDelimiter, TMaxLength, TPadChar
>, 1086
- ConstCharWrapper
 - gdcmm::ConstCharWrapper, 278
- ConstIterator
 - gdcmm::CSAHeaderDict, 302
 - gdcmm::DataSet, 339
 - gdcmm::Dict, 369
 - gdcmm::Scanner, 945
 - gdcmm::SequenceOfFragments, 987
 - gdcmm::SequenceOfItems, 995
 - gdcmm::StrictScanner, 1066
- Construct
 - gdcmm::BaseRootQuery, 188
- ConstructAbortPDU
 - gdcmm::network::PDUFactory, 812
- ConstructCEchoRQ
 - gdcmm::network::CompositeMessageFactory, 272
- ConstructCFindRQ
 - gdcmm::network::CompositeMessageFactory, 272
- ConstructCMoveRQ
 - gdcmm::network::CompositeMessageFactory, 272
- ConstructCStoreRQ
 - gdcmm::network::CompositeMessageFactory, 273
- ConstructCStoreRSP
 - gdcmm::network::CompositeMessageFactory, 273
- ConstructFromString
 - gdcmm::DPath, 403
 - gdcmm::TagPath, 1157
- ConstructFromTagList
 - gdcmm::TagPath, 1158
- ConstructNAction
 - gdcmm::network::NormalizedMessageFactory, 756
- ConstructNCreate
 - gdcmm::network::NormalizedMessageFactory, 756
- ConstructNDelete
 - gdcmm::network::NormalizedMessageFactory, 756
- ConstructNEventReport
 - gdcmm::network::NormalizedMessageFactory, 757
- ConstructNGet
 - gdcmm::network::NormalizedMessageFactory, 757
- ConstructNSet
 - gdcmm::network::NormalizedMessageFactory, 757
- ConstructorType
 - gdcmm::Dicts, 386
- ConstructPDU
 - gdcmm::network::PDUFactory, 812
- ConstructPDV
 - gdcmm::network::BaseCompositeMessage, 175
 - gdcmm::network::BaseNormalizedMessage, 177
 - gdcmm::network::CEchoRQ, 241
 - gdcmm::network::CFindRQ, 246
 - gdcmm::network::CMoveRQ, 256
 - gdcmm::network::CStoreRQ, 310
 - gdcmm::network::CStoreRSP, 311
 - gdcmm::network::NActionRQ, 738
 - gdcmm::network::NCreateRQ, 741
 - gdcmm::network::NDeleteRQ, 744
 - gdcmm::network::NEventReportRQ, 750
 - gdcmm::network::NGetRQ, 753
 - gdcmm::network::NSetRQ, 761
- ConstructPDVByDataSet
 - gdcmm::network::CEchoRSP, 243
 - gdcmm::network::CFindCancelRQ, 244
 - gdcmm::network::CFindRSP, 247
 - gdcmm::network::CMoveCancelRq, 254
 - gdcmm::network::CMoveRSP, 257
 - gdcmm::network::NActionRSP, 739
 - gdcmm::network::NCreateRSP, 742
 - gdcmm::network::NDeleteRSP, 745
 - gdcmm::network::NEventReportRSP, 751
 - gdcmm::network::NGetRSP, 754
 - gdcmm::network::NSetRSP, 763
- ConstructQuery
 - gdcmm::CompositeNetworkFunctions, 276, 277
 - gdcmm::NormalizedNetworkFunctions, 758
- ConstructReleasePDU
 - gdcmm::network::PDUFactory, 812
- ContentAssessmentResultsStorage
 - gdcmm::UIDs, 1214
- Convert
 - gdcmm::DictConverter, 374
 - gdcmm::ImageConverter, 575
- ConvertRGBToPaletteColor
 - gdcmm::IconImageGenerator, 534
- ConvertToCXX
 - gdcmm::DictConverter, 375
- ConvertToUNC
 - gdcmm::System, 1129
- ConvertToXML
 - gdcmm::DictConverter, 375
- CornealTopographyMapStorage
 - gdcmm::UIDs, 1214
- CORONAL
 - gdcmm::Orientation, 778
- Create
 - gdcmm::Preamble, 856
- CreateCEchoPDU
 - gdcmm::network::PDUFactory, 812
- CreateCFindPDU
 - gdcmm::network::PDUFactory, 812
- CreateCMovePDU
 - gdcmm::network::PDUFactory, 812
- CreateCMSProvider
 - gdcmm::CAPICryptoFactory, 236
 - gdcmm::CryptoFactory, 283

- gdcm::OpenSSLCryptoFactory, 768
- gdcm::OpenSSLP7CryptoFactory, 773
- CreateCStoreRQPDU
 - gdcm::network::PDUFactory, 813
- CreateCStoreRSPPDU
 - gdcm::network::PDUFactory, 813
- CreateDefaultUniqueSeriesIdentifier
 - gdcm::SerieHelper, 1004
- CreateNActionPDU
 - gdcm::network::PDUFactory, 813
- CreateNCreatePDU
 - gdcm::network::PDUFactory, 813
- CreateNDeletePDU
 - gdcm::network::PDUFactory, 813
- CreateNEventReportPDU
 - gdcm::network::PDUFactory, 813
- CreateNGetPDU
 - gdcm::network::PDUFactory, 814
- CreateNSetPDU
 - gdcm::network::PDUFactory, 814
- CreateUniqueSeriesIdentifier
 - gdcm::SerieHelper, 1005
- Cross
 - gdcm::DirectionCosines, 392
- CrossDot
 - gdcm::DirectionCosines, 392
- CryptoFactory
 - gdcm::CryptoFactory, 283
- CryptographicMessageSyntax
 - gdcm::CryptographicMessageSyntax, 285
- CryptoLib
 - gdcm::CryptoFactory, 282
- CS
 - gdcm::VR, 1328
- CSAElement
 - gdcm::CSAElement, 289
- CSAHeader
 - gdcm::CSAHeader, 297
 - gdcm::DataSet, 349
- CSAHeaderDict
 - gdcm::CSAHeaderDict, 302, 303
- CSAHeaderDictEntry
 - gdcm::CSAHeaderDictEntry, 305
- CSAHeaderType
 - gdcm::CSAHeader, 297
- CSANonImageStorage
 - gdcm::MediaStorage, 694
- CSComp
 - gdcm, 59
- CSD
 - gdcm::SegmentHelper::BasicCodedEntry, 193
- CStore
 - gdcm::CompositeNetworkFunctions, 277
- CSV
 - gdcm::SegmentHelper::BasicCodedEntry, 193
- CT_private_ELE
 - gdcm::TransferSyntax, 1175
- CTDefinedProcedureProtocolStorage
 - gdcm::UIDs, 1214
- CTImageStorage
 - gdcm::MediaStorage, 693
 - gdcm::UIDs, 1208
- CTPerformedProcedureProtocolStorage
 - gdcm::UIDs, 1214
- Curve
 - gdcm::Curve, 313, 314
 - vtkGDCMImageReader, 1350
 - vtkGDCMImageReader2, 1365
- Curves
 - gdcm::Pixmap, 838
- CV
 - gdcm::SegmentHelper::BasicCodedEntry, 194
- CXX
 - gdcm::Printer, 879
- cyan
 - gdcm::terminal, 86
- DA
 - gdcm::VR, 1328
- DAComp
 - gdcm, 59
- DataElement
 - gdcm::DataElement, 321, 322
 - gdcm::Value, 1312
- DataElementSet
 - gdcm::DataSet, 339
- DataElementType
 - gdcm::ModuleEntry, 726
- DataEvent
 - gdcm::DataEvent, 334, 335
- DataField
 - gdcm::CSAElement, 294
- DataPtr
 - gdcm::CSAElement, 289
- DATASET_FORMAT
 - gdcm::CSAHeader, 297
- DataSetEvent
 - gdcm::DataSetEvent, 351
- DataSetHandled
 - gdcm::network::ULConnectionCallback, 1277
- DataSetHandles
 - gdcm::network::ULConnectionCallback, 1277
- DataSetMS
 - gdcm::FileMetaInformation, 491
- DataSetTS
 - gdcm::FileMetaInformation, 491
- DataWasPassed
 - vtkImageMapToColors16, 1427

- dCor
 - gdcm::MrProtocol::Vector3, [1314](#)
- DebugOff
 - gdcm::Trace, [1168](#)
- DebugOn
 - gdcm::Trace, [1168](#)
- Decode
 - gdcm::AudioCodec, [171](#)
 - gdcm::Base64, [172](#)
 - gdcm::Curve, [314](#)
 - gdcm::Decoder, [355](#)
 - gdcm::DeltaEncodingCodec, [362](#)
 - gdcm::ImageCodec, [565](#)
 - gdcm::JPEG2000Codec, [637](#)
 - gdcm::JPEGCodec, [649](#)
 - gdcm::JPEGLSCodec, [657](#)
 - gdcm::JSON, [661](#)
 - gdcm::KAKADUCodec, [665](#)
 - gdcm::LookupTable, [673](#)
 - gdcm::PDFCodec, [810](#)
 - gdcm::PVRGCodec, [896](#)
 - gdcm::RAWCodec, [916](#)
 - gdcm::RLECodec, [938](#)
- Decode8
 - gdcm::LookupTable, [673](#)
- DecodeByStreams
 - gdcm::Decoder, [355](#)
 - gdcm::ImageCodec, [565](#)
 - gdcm::JPEG12Codec, [629](#)
 - gdcm::JPEG16Codec, [632](#)
 - gdcm::JPEG2000Codec, [638](#)
 - gdcm::JPEG8Codec, [643](#)
 - gdcm::JPEGCodec, [649](#)
 - gdcm::RAWCodec, [917](#)
 - gdcm::RLECodec, [938](#)
- DecodeBytes
 - gdcm::RAWCodec, [917](#)
- DecodeExtent
 - gdcm::JPEG2000Codec, [638](#)
 - gdcm::JPEGCodec, [649](#)
 - gdcm::JPEGLSCodec, [658](#)
 - gdcm::RLECodec, [939](#)
- Decompress
 - gdcm::Overlay, [784](#)
- Decrypt
 - gdcm::CAPICryptographicMessageSyntax, [238](#)
 - gdcm::CryptographicMessageSyntax, [285](#)
 - gdcm::OpenSSLCryptographicMessageSyntax, [770](#)
 - gdcm::OpenSSL7CryptographicMessageSyntax, [775](#)
- DeepCopy
 - vtkRTStructSetProperties, [1446](#)
- DEFAULT
 - gdcm::CryptoFactory, [282](#)
- Default
 - gdcm::FileMetaInformation, [485](#)
- DefinedProcedureProtocolInformationModelFIND
 - gdcm::UIDs, [1214](#)
- DefinedProcedureProtocolInformationModelGET
 - gdcm::UIDs, [1214](#)
- DefinedProcedureProtocolInformationModelMOVE
 - gdcm::UIDs, [1214](#)
- DefinedTerms
 - gdcm::DefinedTerms, [356](#)
- DefinePixelExtent
 - gdcm::StreamImageReader, [1054](#)
 - gdcm::StreamImageWriter, [1059](#)
- DefineProperBufferLength
 - gdcm::StreamImageReader, [1054](#)
 - gdcm::StreamImageWriter, [1059](#)
- DeflatedExplicitVRLittleEndian
 - gdcm::TransferSyntax, [1175](#)
 - gdcm::UIDs, [1206](#)
- DeformableSpatialRegistrationStorage
 - gdcm::UIDs, [1209](#)
- Defs
 - gdcm::Defs, [357](#), [358](#)
- DeleteDirectory
 - gdcm::System, [1129](#)
- DeltaEncodingCodec
 - gdcm::DeltaEncodingCodec, [362](#)
- Derive
 - gdcm::FileDerivation, [477](#)
- DES3_CIPHER
 - gdcm::CryptographicMessageSyntax, [285](#)
- Description
 - gdcm::ModuleEntry, [724](#)
- DescriptionField
 - gdcm::ModuleEntry, [726](#)
- DetachedInterpretationManagementSOPClassRetired
 - gdcm::UIDs, [1208](#)
- DetachedPatientManagementMetaSOPClassRetired
 - gdcm::UIDs, [1207](#)
- DetachedPatientManagementSOPClass
 - gdcm::MediaStorage, [694](#)
- DetachedPatientManagementSOPClassRetired
 - gdcm::UIDs, [1207](#)
- DetachedResultsManagementMetaSOPClassRetired
 - gdcm::UIDs, [1207](#)
- DetachedResultsManagementSOPClassRetired
 - gdcm::UIDs, [1207](#)
- DetachedStudyManagementMetaSOPClassRetired
 - gdcm::UIDs, [1207](#)
- DetachedStudyManagementSOPClass
 - gdcm::MediaStorage, [694](#)
- DetachedStudyManagementSOPClassRetired
 - gdcm::UIDs, [1207](#)
- DetachedVisitManagementSOPClass

gdcM::MediaStorage, [694](#)
 DetachedVisitManagementSOPClassRetired
 gdcM::UIDs, [1207](#)
 DetailSRStorageTrialRetired
 gdcM::UIDs, [1210](#)
 DETECTOR
 gdcM::Spacing, [1046](#)
 DetermineEventByPDU
 gdcM::network::PDUFactory, [814](#)
 dicomAETitle
 gdcM::UIDs, [1211](#)
 dicomApplicationCluster
 gdcM::UIDs, [1211](#)
 DICOMApplicationContextName
 gdcM::UIDs, [1207](#)
 dicomAssociationAcceptor
 gdcM::UIDs, [1211](#)
 dicomAssociationInitiator
 gdcM::UIDs, [1211](#)
 dicomAuthorizedNodeCertificateReference
 gdcM::UIDs, [1211](#)
 dicomConfigurationRoot
 gdcM::UIDs, [1212](#)
 DICOMContentMappingResource
 gdcM::UIDs, [1215](#)
 DICOMControlledTerminology
 gdcM::UIDs, [1207](#)
 dicomDescription
 gdcM::UIDs, [1211](#)
 dicomDevice
 gdcM::UIDs, [1212](#)
 dicomDeviceName
 gdcM::UIDs, [1211](#)
 dicomDeviceSerialNumber
 gdcM::UIDs, [1212](#)
 dicomDevicesRoot
 gdcM::UIDs, [1212](#)
 DICOMDIR
 gdcM::DICOMDIR, [363](#)
 DICOMDIRGenerator
 gdcM::DICOMDIRGenerator, [365](#)
 dicomHostname
 gdcM::UIDs, [1211](#)
 dicomInstalled
 gdcM::UIDs, [1211](#)
 dicomInstitutionAddress
 gdcM::UIDs, [1212](#)
 dicomInstitutionDepartmentName
 gdcM::UIDs, [1212](#)
 dicomInstitutionName
 gdcM::UIDs, [1212](#)
 dicomIssuerOfPatientID
 gdcM::UIDs, [1212](#)
 dicomManufacturer
 gdcM::UIDs, [1211](#)
 dicomManufacturerModelName
 gdcM::UIDs, [1211](#)
 dicomNetworkAE
 gdcM::UIDs, [1212](#)
 dicomNetworkConnection
 gdcM::UIDs, [1212](#)
 dicomNetworkConnectionReference
 gdcM::UIDs, [1211](#)
 dicomPort
 gdcM::UIDs, [1211](#)
 dicomPreferredCalledAETitle
 gdcM::UIDs, [1211](#)
 dicomPreferredCallingAETitle
 gdcM::UIDs, [1212](#)
 dicomPrimaryDeviceType
 gdcM::UIDs, [1211](#)
 dicomRelatedDeviceReference
 gdcM::UIDs, [1211](#)
 dicomSoftwareVersion
 gdcM::UIDs, [1211](#)
 dicomSOPClass
 gdcM::UIDs, [1211](#)
 dicomStationName
 gdcM::UIDs, [1212](#)
 dicomSupportedCharacterSet
 gdcM::UIDs, [1212](#)
 dicomThisNodeCertificateReference
 gdcM::UIDs, [1211](#)
 dicomTLSCyphersuite
 gdcM::UIDs, [1211](#)
 dicomTransferCapability
 gdcM::UIDs, [1212](#)
 dicomTransferRole
 gdcM::UIDs, [1211](#)
 dicomTransferSyntax
 gdcM::UIDs, [1211](#)
 DICOMUIDRegistry
 gdcM::UIDs, [1207](#)
 dicomUniqueAETitle
 gdcM::UIDs, [1212](#)
 dicomUniqueAETitlesRegistryRoot
 gdcM::UIDs, [1212](#)
 dicomVendorData
 gdcM::UIDs, [1211](#)
 DICOS2DAITStorage
 gdcM::UIDs, [1214](#)
 DICOS3DAITStorage
 gdcM::UIDs, [1214](#)
 DICOSCTImageStorage
 gdcM::UIDs, [1214](#)
 DICOSDigitalXRayImageStorageForPresentation
 gdcM::UIDs, [1214](#)
 DICOSDigitalXRayImageStorageForProcessing

- gdcM::UIDs, [1214](#)
- DICOSQuadrupoleResonanceQRStorage
 - gdcM::UIDs, [1214](#)
- DICOSThreatDetectionReportStorage
 - gdcM::UIDs, [1214](#)
- Dict
 - gdcM::Dict, [369](#), [370](#)
 - gdcM::DictEntry, [381](#)
- DICT_DEBUG
 - gdcM::DictConverter, [374](#)
- DICT_DEFAULT
 - gdcM::DictConverter, [374](#)
- DICT_XML
 - gdcM::DictConverter, [374](#)
- DictConverter
 - gdcM::DictConverter, [374](#)
- DictEntry
 - gdcM::DictEntry, [378](#)
- DictPrinter
 - gdcM::DictPrinter, [383](#)
- Dicts
 - gdcM::CSAHeaderDict, [304](#)
 - gdcM::Dict, [372](#)
 - gdcM::Dicts, [386](#)
 - gdcM::PrivateDict, [885](#)
- difference_type
 - gdcM::CodeString, [262](#)
 - gdcM::LO, [667](#)
 - gdcM::String< TDelimiter, TMaxLength, TPadChar
>, [1086](#)
- DigitalIntraoralXRayImageStorageForPresentation
 - gdcM::UIDs, [1208](#)
- DigitalIntraoralXrayImageStorageForPresentation
 - gdcM::MediaStorage, [693](#)
- DigitalIntraoralXRayImageStorageForProcessing
 - gdcM::MediaStorage, [693](#)
 - gdcM::UIDs, [1208](#)
- DigitalMammographyImageStorageForPresentation
 - gdcM::MediaStorage, [693](#)
- DigitalMammographyImageStorageForProcessing
 - gdcM::MediaStorage, [693](#)
- DigitalMammographyXRayImageStorageForPresentation
 - gdcM::UIDs, [1208](#)
- DigitalMammographyXRayImageStorageForProcessing
 - gdcM::UIDs, [1208](#)
- DigitalXRayImageStorageForPresentation
 - gdcM::MediaStorage, [693](#)
 - gdcM::UIDs, [1208](#)
- DigitalXRayImageStorageForProcessing
 - gdcM::MediaStorage, [693](#)
 - gdcM::UIDs, [1208](#)
- dim
 - gdcM::terminal, [86](#)
- Dimensions
 - gdcM::Bitmap, [211](#)
 - gdcM::ImageCodec, [572](#)
- DirCosTolerance
 - gdcM::IPPSorter, [621](#)
- DirectionCosines
 - gdcM::DirectionCosines, [392](#)
 - vtkGDCMImageReader, [1350](#)
 - vtkGDCMImageReader2, [1365](#)
- Directory
 - gdcM::Directory, [396](#)
- DisplaySystemSOPClass
 - gdcM::UIDs, [1213](#)
- DisplaySystemSOPInstance
 - gdcM::UIDs, [1213](#)
- DoByteSwap
 - gdcM::ImageCodec, [565](#)
- DolconImage
 - gdcM::PixmapWriter, [848](#)
- DoInvertMonochrome
 - gdcM::ImageCodec, [565](#)
- DoOverlayCleanup
 - gdcM::ImageCodec, [566](#)
- DoPaddedCompositePixelCode
 - gdcM::ImageCodec, [566](#)
- DoPlanarConfiguration
 - gdcM::ImageCodec, [566](#)
- doround
 - gdcM, [64](#)
- DoSimpleCopy
 - gdcM::ImageCodec, [566](#)
- Dot
 - gdcM::DirectionCosines, [393](#)
- DoYBR
 - gdcM::ImageCodec, [566](#)
- DoYBRFull422
 - gdcM::ImageCodec, [566](#)
- DPath
 - gdcM::DPath, [402](#)
- DropDuplicatePositions
 - gdcM::IPPSorter, [622](#)
- DS
 - gdcM::VR, [1328](#)
- dSag
 - gdcM::MrProtocol::Vector3, [1314](#)
- DT
 - gdcM::VR, [1328](#)
- DTComp
 - gdcM, [59](#)
- dTra
 - gdcM::MrProtocol::Vector3, [1314](#)
- Dumper
 - gdcM::Dumper, [406](#)
- DuplicateAttributeError
 - gdcM::Parser, [796](#)

eAABORTPDURceivedOpen
 gdcM::network, [83](#)
 eAABORTRequest
 gdcM::network, [83](#)
 eAASSOCIATE_RQPDURceived
 gdcM::network, [82](#)
 eAASSOCIATERequestLocalUser
 gdcM::network, [82](#)
 eAASSOCIATEresponseAccept
 gdcM::network, [82](#)
 eAASSOCIATEresponseReject
 gdcM::network, [82](#)
 eArabic
 gdcM, [62](#)
 eARELEASE_RPPDURceived
 gdcM::network, [83](#)
 eARELEASE_RQPDURceivedOpen
 gdcM::network, [83](#)
 eARELEASERequest
 gdcM::network, [83](#)
 eARELEASEResponse
 gdcM::network, [83](#)
 eARTIMTimerExpired
 gdcM::network, [83](#)
 eASSOCIATE_ACPDURceived
 gdcM::network, [82](#)
 eASSOCIATE_RJPDURceived
 gdcM::network, [82](#)
 ECG12leadWaveformStorage
 gdcM::UIDs, [1209](#)
 ECharSet
 gdcM, [61](#)
 eCreateMMPS
 gdcM, [62](#)
 eCyrillic
 gdcM, [62](#)
 EddyCurrentImageStorage
 gdcM::UIDs, [1214](#)
 EddyCurrentMultiframeImageStorage
 gdcM::UIDs, [1214](#)
 EDGE
 gdcM::MeshPrimitive, [709](#)
 eEventDoesNotExist
 gdcM::network, [83](#)
 EEventID
 gdcM::network, [82](#)
 eFind
 gdcM, [63](#)
 eGB18030
 gdcM, [62](#)
 eGreek
 gdcM, [62](#)
 eHebrew
 gdcM, [62](#)
 eImage
 gdcM, [63](#)
 eJapanese
 gdcM, [62](#)
 eJapaneseKanjiMultibyte
 gdcM, [62](#)
 eJapaneseSupplementaryKanjiMultibyte
 gdcM, [62](#)
 eKoreanHangulHanjaMultibyte
 gdcM, [62](#)
 eLatin1
 gdcM, [62](#)
 eLatin2
 gdcM, [62](#)
 eLatin3
 gdcM, [62](#)
 eLatin4
 gdcM, [62](#)
 eLatin5
 gdcM, [62](#)
 elem
 gdcM::SerieHelper, [1006](#)
 Element
 gdcM::Element< TVR, VM::VM1_n >, [416](#)
 eMove
 gdcM, [63](#)
 Empty
 gdcM::Anonymizer, [117](#)
 gdcM::BoxRegion, [218](#)
 gdcM::Cleaner, [250](#), [251](#)
 gdcM::DataElement, [322](#)
 gdcM::FileAnonymizer, [466](#)
 gdcM::Region, [929](#)
 EmptyMaskGenerator
 gdcM::EmptyMaskGenerator, [437](#)
 EncapsulatedCDASStorage
 gdcM::MediaStorage, [694](#)
 gdcM::UIDs, [1210](#)
 EncapsulatedDocument
 gdcM::EncapsulatedDocument, [439](#)
 EncapsulatedPDFStorage
 gdcM::MediaStorage, [694](#)
 gdcM::UIDs, [1210](#)
 EncapsulatedSTLStorage
 gdcM::UIDs, [1214](#)
 Encode
 gdcM::Base64, [172](#)
 EncodeBuffer
 gdcM::JPEG12Codec, [630](#)
 gdcM::JPEG16Codec, [633](#)
 gdcM::JPEG8Codec, [643](#)
 gdcM::JPEGCodec, [650](#)
 EncodeBytes
 gdcM::System, [1130](#)

- Encrypt
 - gdcm::CAPICryptographicMessageSyntax, [238](#)
 - gdcm::CryptographicMessageSyntax, [285](#)
 - gdcm::OpenSSLCryptographicMessageSyntax, [770](#)
 - gdcm::OpenSSL7CryptographicMessageSyntax, [775](#)
- End
 - gdcm::CSAHeaderDict, [303](#)
 - gdcm::DataSet, [340](#), [341](#)
 - gdcm::Dict, [370](#)
 - gdcm::IODs, [616](#)
 - gdcm::Scanner, [947](#)
 - gdcm::Scanner2, [958](#)
 - gdcm::SequenceOfFragments, [988](#), [989](#)
 - gdcm::SequenceOfItems, [997](#)
 - gdcm::StrictScanner, [1068](#)
 - gdcm::StrictScanner2, [1078](#)
- EndElement
 - gdcm::TableReader, [1141](#)
 - gdcm::XMLDictReader, [1466](#)
 - gdcm::XMLPrivateDictReader, [1473](#)
- EndElementHandler
 - gdcm::Parser, [794](#)
- EndFilter
 - gdcm::SimpleSubjectWatcher, [1026](#)
- EndWith
 - gdcm::Filename, [493](#)
- EnhancedCTImageStorage
 - gdcm::MediaStorage, [693](#)
 - gdcm::UIDs, [1208](#)
- EnhancedMRColorImageStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1215](#)
- EnhancedMRIImageStorage
 - gdcm::MediaStorage, [694](#)
 - gdcm::UIDs, [1208](#)
- EnhancedPETImageStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1214](#)
- EnhancedSR
 - gdcm::MediaStorage, [694](#)
- EnhancedSRStorage
 - gdcm::UIDs, [1210](#)
- EnhancedUSVolumeStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1212](#)
- EnhancedXAImageStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1209](#)
- EnhancedXRFImageStorage
 - gdcm::UIDs, [1209](#)
- ENQueryType
 - gdcm, [62](#)
- EnumeratedValues
 - gdcm::EnumeratedValues, [444](#)
- ePatient
 - gdcm, [62](#)
- ePatientRootType
 - gdcm, [63](#)
- ePDATArequest
 - gdcm::network, [83](#)
- ePDATATFPDU
 - gdcm::network, [83](#)
- EQueryLevel
 - gdcm, [62](#)
- EQueryType
 - gdcm, [63](#)
- ERootType
 - gdcm, [63](#)
- ErrorOff
 - gdcm::Trace, [1169](#)
- ErrorOn
 - gdcm::Trace, [1169](#)
- ErrorType
 - gdcm::Parser, [795](#)
- 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, [1283](#)
- EstablishConnectionMove

- gdcmm::network::ULConnectionManager, 1283
- 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
- eUnrecognizedPDURceived
 - gdcmm::network, 83
- eUTF8
 - gdcmm, 62
- Event
 - gdcmm::Event, 448
- eWLMFind
 - gdcmm, 63
- Exception
 - gdcmm::Exception, 451
- Execute
 - gdcmm::Command, 268
 - gdcmm::EmptyMaskGenerator, 437
 - gdcmm::MemberCommand< T >, 704
 - gdcmm::SimpleMemberCommand< T >, 1023
- ExecuteData
 - vtkGDCMImageReader, 1341
 - vtkGDCMThreadedImageReader, 1396
- ExecuteInformation
 - vtkGDCMImageReader, 1342
 - vtkGDCMThreadedImageReader, 1396
- ExecuteQuery
 - gdcmm::StringFilter, 1091
- Explicit
 - gdcmm::TransferSyntax, 1174
- ExplicitVRBigEndian
 - gdcmm::TransferSyntax, 1175
 - gdcmm::UIDs, 1206
- ExplicitVRLittleEndian
 - gdcmm::TransferSyntax, 1175
 - gdcmm::UIDs, 1206
- Explore
 - gdcmm::Directory, 396
- ExtensibleSRStorage
 - gdcmm::UIDs, 1214
- Extract
 - gdcmm::IconImageFilter, 531
- ExtractIconImages
 - gdcmm::IconImageFilter, 531
- ExtractVeprolconImages
 - gdcmm::IconImageFilter, 531
- F
 - gdcmm::Printer, 882
 - gdcmm::Reader, 925
 - gdcmm::Validate, 1309
 - gdcmm::XMLPrinter, 1470
- FACET
 - gdcmm::MeshPrimitive, 709
- FallColorPaletteSOPInstance
 - gdcmm::UIDs, 1212
- FD
 - gdcmm::VR, 1328
- Fiducials
 - gdcmm::Fiducials, 459
- File
 - gdcmm::File, 461
- FileAnonymizer
 - gdcmm::FileAnonymizer, 466
- FileChangeTransferSyntax
 - gdcmm::FileChangeTransferSyntax, 470
 - gdcmm::ImageCodec, 572
- FileDecompressLookupTable
 - gdcmm::FileDecompressLookupTable, 473
- FileDerivation
 - gdcmm::FileDerivation, 476
- FileExists
 - gdcmm::System, 1130
- FileExplicitFilter
 - gdcmm::FileExplicitFilter, 480
- FilesDirectory
 - gdcmm::System, 1130
- FilesSymlink
 - gdcmm::System, 1130
- FileList
 - gdcmm, 59
- FileMetaInformation
 - gdcmm::FileMetaInformation, 484, 485
- FileName
 - vtkGDCMPolyDataReader, 1385
- Filename
 - gdcmm::Filename, 492
- filename
 - gdcmm::FileWithName, 512
- FileNameEvent
 - gdcmm::FileNameEvent, 497
- FilenameGenerator
 - gdcmm::FilenameGenerator, 500
- FileNameOrdering
 - gdcmm::SerieHelper, 1005
- FileNames

- vtkGDCMImageReader, [1350](#)
- Filenames
 - gdcm::Sorter, [1043](#)
- FilenamesType
 - gdcm::DICOMDIRGenerator, [365](#)
 - gdcm::Directory, [396](#)
 - gdcm::FilenameGenerator, [500](#)
- FilenameType
 - gdcm::DICOMDIRGenerator, [365](#)
 - gdcm::Directory, [396](#)
 - gdcm::FilenameGenerator, [500](#)
- FileSet
 - gdcm::FileSet, [504](#)
- FileSize
 - gdcm::System, [1131](#)
- FileStreamer
 - gdcm::FileStreamer, [507](#)
- FileType
 - gdcm::FileSet, [503](#)
- FileTime
 - gdcm::System, [1131](#)
- FileType
 - gdcm::FileSet, [504](#)
- FileWithName
 - gdcm::FileWithName, [512](#)
- Fill
 - gdcm::ByteValue, [229](#)
- FillFromDataSet
 - gdcm::FileMetaInformation, [486](#)
- FillMedicalImageInformation
 - vtkGDCMImageReader, [1342](#)
 - vtkGDCMImageReader2, [1356](#)
 - vtkGDCMPolyDataReader, [1382](#)
- FindContext
 - gdcm::network::ULConnection, [1271](#)
- FindCSAElementByName
 - gdcm::CSAHeader, [298](#)
- FindDataElement
 - gdcm::DataSet, [341](#)
 - gdcm::Item, [625](#)
 - gdcm::SequenceOfItems, [997](#)
- FindDictEntry
 - gdcm::PrivateDict, [883](#)
- FindMacroEntry
 - gdcm::Macro, [682](#)
- FindModuleEntryInMacros
 - gdcm::Module, [721](#)
- FindMrProtocolByName
 - gdcm::MrProtocol, [736](#)
- FindNextDataElement
 - gdcm::DataSet, [341](#)
- FindPatientRootQuery
 - gdcm::FindPatientRootQuery, [514](#)
- FindPDBelementByName
 - gdcm::PDBHeader, [807](#)
- FindStudyRootQuery
 - gdcm::FindStudyRootQuery, [517](#)
- FirstRender
 - vtkImageColorViewer, [1420](#)
- FL
 - gdcm::VR, [1328](#)
- FLOAT16
 - gdcm::PixelFormat, [826](#)
- FLOAT32
 - gdcm::PixelFormat, [826](#)
- FLOAT64
 - gdcm::PixelFormat, [826](#)
- ForceRescale
 - vtkGDCMImageReader, [1351](#)
 - vtkGDCMImageReader2, [1365](#)
- FormatDateTime
 - gdcm::System, [1131](#)
- Fragment
 - gdcm::Fragment, [520](#)
- FragmentVector
 - gdcm::SequenceOfFragments, [987](#)
- FromString
 - gdcm::StringFilter, [1091](#)
- FUJI
 - gdcm::EquipmentManufacturer, [445](#)
- FujiPrivateCRLImageStorage
 - gdcm::MediaStorage, [695](#)
- FujiPrivateMammoCRLImageStorage
 - gdcm::MediaStorage, [695](#)
- 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_LESSCOREQUAL, 61
- GetVRFromTag, 65
- GlobalInstance, 78
- 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, 111
 - operator=, 112
 - Self, 110
 - SetTag, 112
 - Superclass, 110
- gdcmm::Anonymizer, 112
 - ~Anonymizer, 115
 - Anonymizer, 115
 - BALCPPProtect, 115
 - BasicApplicationLevelConfidentialityProfile, 116
 - CanEmptyTag, 116
 - Clear, 116
 - ClearInternalUIDs, 116
 - Empty, 117
 - GetBasicApplicationLevelConfidentialityProfileAttributes, 117
 - GetCryptographicMessageSyntax, 117
 - GetFile, 118
 - New, 118
 - RecurseDataSet, 118
 - Remove, 118
 - RemoveGroupLength, 118
 - RemovePrivateTags, 119
 - RemoveRetired, 119
 - Replace, 119, 120
 - SetCryptographicMessageSyntax, 120
 - SetFile, 120
- gdcmm::AnyEvent, 121
- gdcmm::ApplicationEntity, 124
 - Internal, 126
 - IsValid, 125
 - MaxLength, 126
 - MaxNumberOfComponents, 126
 - Padding, 126
 - Print, 125
 - Separator, 126
 - SetBlob, 125
 - Squeeze, 126
- gdcmm::ASN1, 133
 - ~ASN1, 134
 - ASN1, 134
 - operator=, 135
 - ParseDump, 135

- ParseDumpFile, [135](#)
- TestPBKDF2, [135](#)
- gdcmm::Attribute< Group, Element, TVR, TVM >, [137](#)
 - ArrayType, [139](#)
 - GDCM_STATIC_ASSERT, [140](#)
 - GetAsDataElement, [140](#)
 - GetDictVM, [140](#)
 - GetDictVR, [141](#)
 - GetNumberOfValues, [141](#)
 - GetTag, [141](#)
 - GetValue, [141](#), [142](#)
 - GetValues, [142](#)
 - GetVM, [142](#)
 - GetVR, [142](#)
 - Internal, [146](#)
 - operator!=, [143](#)
 - operator<, [143](#)
 - operator==, [143](#)
 - operator[], [143](#)
 - Print, [144](#)
 - Set, [144](#)
 - SetByteValue, [144](#)
 - SetByteValueNoSwap, [144](#)
 - SetFromDataElement, [145](#)
 - SetFromDataSet, [145](#)
 - SetValue, [145](#)
 - SetValues, [146](#)
 - VMType, [140](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, [147](#)
 - ArrayType, [148](#)
 - GDCM_STATIC_ASSERT, [149](#)
 - GetAsDataElement, [149](#)
 - GetDictVM, [150](#)
 - GetDictVR, [150](#)
 - GetNumberOfValues, [150](#)
 - GetTag, [150](#)
 - GetValue, [150](#)
 - GetValues, [151](#)
 - GetVM, [151](#)
 - GetVR, [151](#)
 - Internal, [153](#)
 - operator!=, [151](#)
 - operator<, [151](#)
 - operator==, [151](#)
 - Print, [152](#)
 - Set, [152](#)
 - SetByteValue, [152](#)
 - SetByteValueNoSwap, [152](#)
 - SetFromDataElement, [152](#)
 - SetFromDataSet, [153](#)
 - SetValue, [153](#)
 - VMType, [149](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM1_3 >, [154](#)
 - GetVM, [154](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM1_8 >, [155](#)
 - GetVM, [156](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >, [156](#)
 - ~Attribute, [158](#)
 - ArrayType, [157](#)
 - Attribute, [158](#)
 - GDCM_STATIC_ASSERT, [158](#)
 - GetAsDataElement, [158](#)
 - GetDictVM, [159](#)
 - GetDictVR, [159](#)
 - GetNumberOfValues, [159](#)
 - GetTag, [159](#)
 - GetValue, [159](#)
 - GetValues, [160](#)
 - GetVM, [160](#)
 - GetVR, [160](#)
 - operator[], [160](#)
 - Print, [160](#)
 - Set, [161](#)
 - SetByteValue, [161](#)
 - SetFromDataElement, [161](#)
 - SetFromDataSet, [161](#)
 - SetNumberOfValues, [161](#)
 - SetValue, [162](#)
 - SetValues, [162](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM2_2n >, [163](#)
 - GetVM, [164](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM2_n >, [164](#)
 - GetVM, [165](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM3_3n >, [166](#)
 - GetVM, [167](#)
- gdcmm::Attribute< Group, Element, TVR, VM::VM3_n >, [167](#)
 - GetVM, [168](#)
- gdcmm::AudioCodec, [169](#)
 - ~AudioCodec, [170](#)
 - AudioCodec, [170](#)
 - CanCode, [170](#)
 - CanDecode, [170](#)
 - Decode, [171](#)
- gdcmm::Base64, [171](#)
 - Base64, [172](#)
 - Decode, [172](#)
 - Encode, [172](#)
 - GetDecodeLength, [173](#)
 - GetEncodeLength, [173](#)
 - operator=, [173](#)
- gdcmm::BaseQuery, [180](#)

- ~BaseQuery, [182](#)
- AddQueryDataSet, [182](#)
- BaseQuery, [182](#)
- GetAbstractSyntaxUID, [183](#)
- GetQueryDataSet, [183](#)
- GetSOPInstanceUID, [183](#)
- mDataSet, [185](#)
- mSopInstanceUID, [185](#)
- Print, [183](#)
- QueryFactory, [185](#)
- SetSearchParameter, [183](#), [184](#)
- SetSOPInstanceUID, [184](#)
- ValidateQuery, [184](#)
- ValidDataSet, [184](#)
- WriteHelpFile, [185](#)
- WriteQuery, [185](#)
- gdcm::BaseRootQuery, [186](#)
 - ~BaseRootQuery, [188](#)
 - BaseRootQuery, [188](#)
 - Construct, [188](#)
 - GetQueryLevelFromQueryRoot, [188](#)
 - GetQueryLevelFromString, [188](#)
 - GetQueryLevelString, [188](#)
 - GetTagListByLevel, [189](#)
 - InitializeDataSet, [189](#)
 - mHelpDescription, [190](#)
 - mImage, [190](#)
 - mPatient, [190](#)
 - mRootType, [190](#)
 - mSeries, [190](#)
 - mStudy, [190](#)
 - QueryFactory, [190](#)
 - ValidateQuery, [189](#)
- gdcm::BasicOffsetTable, [194](#)
 - BasicOffsetTable, [195](#)
 - operator<=, [196](#)
 - Read, [196](#)
- gdcm::Bitmap, [197](#)
 - ~Bitmap, [200](#)
 - AreOverlaysInPixelData, [200](#)
 - Bitmap, [200](#)
 - Clear, [200](#)
 - ComputeLossyFlag, [200](#)
 - Dimensions, [211](#)
 - GetBuffer, [201](#)
 - GetBuffer2, [201](#)
 - GetBufferLength, [201](#)
 - GetColumns, [201](#)
 - GetDataElement, [201](#), [202](#)
 - GetDimension, [202](#)
 - GetDimensions, [202](#)
 - GetLUT, [202](#)
 - GetNeedByteSwap, [203](#)
 - GetNumberOfDimensions, [203](#)
 - GetPhotometricInterpretation, [203](#)
 - GetPixelFormat, [203](#), [204](#)
 - GetPlanarConfiguration, [204](#)
 - GetRows, [204](#)
 - GetTransferSyntax, [204](#)
 - ImageChangeTransferSyntax, [210](#)
 - IsEmpty, [204](#)
 - IsLossy, [205](#)
 - IsTransferSyntaxCompatible, [205](#)
 - LossyFlag, [211](#)
 - LUT, [211](#)
 - LUTPtr, [200](#)
 - NeedByteSwap, [211](#)
 - NumberOfDimensions, [211](#)
 - PF, [211](#)
 - PI, [211](#)
 - PixelData, [212](#)
 - PixmapReader, [210](#)
 - PlanarConfiguration, [212](#)
 - Print, [205](#)
 - SetColumns, [205](#)
 - SetDataElement, [205](#)
 - SetDimension, [206](#)
 - SetDimensions, [206](#)
 - SetLossyFlag, [206](#)
 - SetLUT, [206](#)
 - SetNeedByteSwap, [207](#)
 - SetNumberOfDimensions, [207](#)
 - SetPhotometricInterpretation, [207](#)
 - SetPixelFormat, [207](#)
 - SetPlanarConfiguration, [208](#)
 - SetRows, [208](#)
 - SetTransferSyntax, [208](#)
 - TryJPEG2000Codec, [208](#)
 - TryJPEG2000Codec2, [209](#)
 - TryJPEGCodec, [209](#)
 - TryJPEGCodec2, [209](#)
 - TryJPEGLSCodec, [209](#)
 - TryKAKADUCodec, [209](#)
 - TryPVRGCodec, [209](#)
 - TryRAWCodec, [210](#)
 - TryRLECodec, [210](#)
 - TS, [212](#)
 - UnusedBitsPresentInPixelData, [210](#)
- gdcm::BitmapToBitmapFilter, [212](#)
 - ~BitmapToBitmapFilter, [214](#)
 - BitmapToBitmapFilter, [214](#)
 - GetOutput, [214](#)
 - GetOutputAsBitmap, [214](#)
 - Input, [215](#)
 - Output, [215](#)
 - SetInput, [214](#)
- gdcm::BoxRegion, [215](#)
 - ~BoxRegion, [217](#)

- Area, [217](#)
- BoundingBox, [217](#)
- BoxRegion, [217](#)
- Clone, [218](#)
- ComputeBoundingBox, [218](#)
- Empty, [218](#)
- GetXMax, [218](#)
- GetXMin, [218](#)
- GetYMax, [219](#)
- GetYMin, [219](#)
- GetZMax, [219](#)
- GetZMin, [219](#)
- IsValid, [219](#)
- operator=, [219](#)
- Print, [220](#)
- SetDomain, [220](#)
- gdcmm::ByteBuffer, [220](#)
 - ByteBuffer, [221](#)
 - Get, [221](#)
 - GetStart, [221](#)
 - ShiftEnd, [221](#)
 - UpdatePosition, [221](#)
- gdcmm::ByteSwap< T >, [222](#)
 - Swap, [222](#)
 - SwapFromSwapCodeIntoSystem, [223](#)
 - SwapRange, [223](#)
 - SwapRangeFromSwapCodeIntoSystem, [223](#)
 - SystemIsBigEndian, [223](#)
 - SystemIsLittleEndian, [224](#)
- gdcmm::ByteSwapFilter, [224](#)
 - ~ByteSwapFilter, [225](#)
 - ByteSwap, [225](#)
 - ByteSwapFilter, [224](#), [225](#)
 - operator=, [225](#)
 - SetByteSwapTag, [225](#)
- gdcmm::ByteValue, [226](#)
 - ~ByteValue, [228](#)
 - Append, [229](#)
 - ByteValue, [228](#)
 - Clear, [229](#)
 - ComputeLength, [229](#)
 - Fill, [229](#)
 - GetBuffer, [229](#)
 - GetLength, [229](#)
 - GetPointer, [230](#)
 - GetVoidPointer, [230](#)
 - IsEmpty, [231](#)
 - IsPrintable, [231](#)
 - operator const std::vector< char > &, [231](#)
 - operator=, [231](#)
 - operator==, [231](#), [232](#)
 - Print, [232](#)
 - PrintASCII, [232](#)
 - PrintASCIIXML, [232](#)
 - PrintGroupLength, [232](#)
 - PrintHex, [232](#)
 - PrintHexXML, [233](#)
 - PrintPNXML, [233](#)
 - Read, [233](#)
 - SetLength, [233](#)
 - SetLengthOnly, [233](#)
 - Write, [234](#)
 - WriteBuffer, [234](#)
- gdcmm::CAPICryptoFactory, [235](#)
 - CAPICryptoFactory, [235](#)
 - CreateCMSProvider, [236](#)
- gdcmm::CAPICryptographicMessageSyntax, [236](#)
 - ~CAPICryptographicMessageSyntax, [237](#)
 - CAPICryptographicMessageSyntax, [237](#)
 - Decrypt, [238](#)
 - Encrypt, [238](#)
 - GetCipherType, [238](#)
 - GetInitialized, [238](#)
 - ParseCertificateFile, [239](#)
 - ParseKeyFile, [239](#)
 - SetCipherType, [239](#)
 - SetPassword, [239](#)
- gdcmm::Cleaner, [248](#)
 - ~Cleaner, [250](#)
 - Clean, [250](#)
 - Cleaner, [250](#)
 - Empty, [250](#), [251](#)
 - GetFile, [251](#)
 - New, [251](#)
 - Preserve, [251](#)
 - Remove, [251](#), [252](#)
 - RemoveAllGroupLength, [252](#)
 - RemoveAllIllegal, [252](#)
 - RemoveAllMissingPrivateCreator, [252](#)
 - RemoveMissingPrivateCreator, [252](#)
 - Scrub, [253](#)
 - SetFile, [253](#)
- gdcmm::Codec, [258](#)
- gdcmm::Coder, [259](#)
 - ~Coder, [259](#)
 - CanCode, [260](#)
 - Code, [260](#)
 - InternalCode, [260](#)
- gdcmm::CodeString, [261](#)
 - CodeString, [263](#), [264](#)
 - const_iterator, [262](#)
 - const_reference, [262](#)
 - const_reverse_iterator, [262](#)
 - difference_type, [262](#)
 - GetAsString, [264](#)
 - IsValid, [264](#)
 - iterator, [262](#)
 - operator!=, [265](#)

- operator<<, 265
- operator==, 265
- pointer, 263
- reference, 263
- reverse_iterator, 263
- Size, 265
- size_type, 263
- TrimInternal, 265
- value_type, 263
- gdcmm::Command, 266
 - ~Command, 268
 - Command, 267, 268
 - Execute, 268
 - operator=, 268
- gdcmm::CommandDataSet, 269
 - ~CommandDataSet, 270
 - CommandDataSet, 270
 - Insert, 270
 - operator<<, 271
 - Read, 271
 - Replace, 271
 - Write, 271
- gdcmm::CompositeNetworkFunctions, 273
 - CEcho, 275
 - CFind, 275
 - CMove, 276
 - ConstructQuery, 276, 277
 - CStore, 277
 - KeyValuePairArrayType, 274
 - KeyValuePairType, 274
- gdcmm::ConstCharWrapper, 278
 - ConstCharWrapper, 278
 - operator const char *, 278
- gdcmm::CP246ExplicitDataElement, 279
 - GetLength, 280
 - Read, 280
 - ReadPreValue, 280
 - ReadValue, 280
 - ReadWithLength, 281
- gdcmm::CryptoFactory, 281
 - ~CryptoFactory, 283
 - CAPI, 282
 - CreateCMSProvider, 283
 - CryptoFactory, 283
 - CryptoLib, 282
 - DEFAULT, 282
 - GetFactoryInstance, 283
 - OPENSSL, 282
 - OPENSSL7, 282
- gdcmm::CryptographicMessageSyntax, 284
 - ~CryptographicMessageSyntax, 285
 - AES128_CIPHER, 285
 - AES192_CIPHER, 285
 - AES256_CIPHER, 285
 - CipherTypes, 284
 - CryptographicMessageSyntax, 285
 - Decrypt, 285
 - DES3_CIPHER, 285
 - Encrypt, 285
 - GetCipherType, 286
 - operator=, 286
 - ParseCertificateFile, 286
 - ParseKeyFile, 286
 - SetCipherType, 286
 - SetPassword, 287
- gdcmm::CSAElement, 287
 - CSAElement, 289
 - DataField, 294
 - DataPtr, 289
 - GetByteValue, 290
 - GetKey, 290
 - GetName, 290
 - GetNoOfItems, 290
 - GetSyngoDT, 290
 - GetValue, 291
 - GetVM, 291
 - GetVR, 291
 - IsEmpty, 291
 - KeyField, 294
 - NameField, 294
 - NoOfItemsField, 294
 - operator<, 292
 - operator<<, 294
 - operator=, 292
 - operator==, 292
 - SetByteValue, 292
 - SetKey, 292
 - SetName, 293
 - SetNoOfItems, 293
 - SetSyngoDT, 293
 - SetValue, 293
 - SetVM, 293
 - SetVR, 293
 - SyngoDTField, 295
 - ValueMultiplicityField, 295
 - VRField, 295
- gdcmm::CSAHeader, 295
 - ~CSAHeader, 298
 - CSAHeader, 297
 - CSAHeaderType, 297
 - DATASET_FORMAT, 297
 - FindCSAElementByName, 298
 - GetCSADatInfo, 298
 - GetCSAEEnd, 298
 - GetCSAElementByName, 298
 - GetCSAImageHeaderInfoTag, 299
 - GetCSASeriesHeaderInfoTag, 299
 - GetDataSet, 299

- GetFormat, [300](#)
- GetInterfile, [300](#)
- GetMrProtocol, [300](#)
- INTERFILE, [297](#)
- LoadFromDataElement, [300](#)
- NOMAGIC, [297](#)
- operator<, [301](#)
- Print, [300](#)
- SV10, [297](#)
- UNKNOWN, [297](#)
- ZEROED_OUT, [297](#)
- gdcmm::CSAHeaderDict, [301](#)
 - AddCSAHeaderDictEntry, [303](#)
 - Begin, [303](#)
 - ConstIterator, [302](#)
 - CSAHeaderDict, [302](#), [303](#)
 - Dicts, [304](#)
 - End, [303](#)
 - GetCSAHeaderDictEntry, [303](#)
 - IsEmpty, [303](#)
 - Iterator, [302](#)
 - LoadDefault, [304](#)
 - MapCSAHeaderDictEntry, [302](#)
 - operator<, [304](#)
 - operator=, [304](#)
- gdcmm::CSAHeaderDictEntry, [304](#)
 - CSAHeaderDictEntry, [305](#)
 - GetDescription, [306](#)
 - GetName, [306](#)
 - GetVM, [306](#)
 - GetVR, [306](#)
 - operator<, [306](#)
 - operator<<, [307](#)
 - SetDescription, [307](#)
 - SetName, [307](#)
 - SetVM, [307](#)
 - SetVR, [307](#)
- gdcmm::CSAHeaderDictException, [308](#)
- gdcmm::Curve, [312](#)
 - ~Curve, [314](#)
 - Curve, [313](#), [314](#)
 - Decode, [314](#)
 - GetAsPoints, [314](#)
 - GetCurveDataDescriptor, [314](#)
 - GetDataValueRepresentation, [314](#)
 - GetDimensions, [315](#)
 - GetGroup, [315](#)
 - GetNumberOfCurves, [315](#)
 - GetNumberOfPoints, [315](#)
 - GetTypeOfData, [315](#)
 - GetTypeOfDataDescription, [315](#)
 - IsEmpty, [315](#)
 - Print, [316](#)
 - SetCoordinateStartValue, [316](#)
 - SetCoordinateStepValue, [316](#)
 - SetCurve, [316](#)
 - SetCurveDataDescriptor, [316](#)
 - SetCurveDescription, [316](#)
 - SetDataValueRepresentation, [317](#)
 - SetDimensions, [317](#)
 - SetGroup, [317](#)
 - SetNumberOfPoints, [317](#)
 - SetTypeOfData, [317](#)
 - Update, [317](#)
- gdcmm::DataElement, [318](#)
 - Clear, [322](#)
 - DataElement, [321](#), [322](#)
 - Empty, [322](#)
 - GetByteValue, [322](#)
 - GetLength, [322](#)
 - GetSequenceOfFragments, [323](#)
 - GetTag, [323](#)
 - GetValue, [323](#), [324](#)
 - GetValueAsSQ, [324](#)
 - GetVL, [324](#), [325](#)
 - GetVR, [325](#)
 - IsEmpty, [325](#)
 - IsUndefinedLength, [325](#)
 - operator<, [326](#)
 - operator<<, [330](#)
 - operator=, [326](#)
 - operator==, [326](#)
 - Read, [326](#)
 - ReadOrSkip, [326](#)
 - ReadPreValue, [327](#)
 - ReadValue, [327](#)
 - ReadValueWithLength, [327](#)
 - ReadWithLength, [327](#)
 - SetByteValue, [327](#)
 - SetTag, [328](#)
 - SetValue, [328](#)
 - SetValueFieldLength, [329](#)
 - SetVL, [329](#)
 - SetVLToUndefined, [329](#)
 - SetVR, [329](#)
 - TagField, [330](#)
 - ValueField, [331](#)
 - ValueLengthField, [331](#)
 - ValuePtr, [321](#)
 - VRField, [331](#)
 - Write, [330](#)
- gdcmm::DataElementException, [332](#)
- gdcmm::DataEvent, [332](#)
 - ~DataEvent, [334](#)
 - CheckEvent, [335](#)
 - DataEvent, [334](#), [335](#)
 - GetData, [335](#)
 - GetDataLength, [335](#)

- GetEventName, 335
- MakeObject, 335
- operator=, 336
- Self, 334
- SetData, 336
- Superclass, 334
- gdcm::DataSet, 336
 - Begin, 340
 - Clear, 340
 - ComputeDataElement, 340
 - ComputeGroupLength, 340
 - ConstIterator, 339
 - CSAHeader, 349
 - DataElementSet, 339
 - End, 340, 341
 - FindDataElement, 341
 - FindNextDataElement, 341
 - GetDataElement, 342
 - GetDEEnd, 342
 - GetDES, 343
 - GetLength, 343
 - GetMediaStorage, 343
 - GetPrivateCreator, 343
 - GetPrivateTag, 343
 - Insert, 344
 - InsertDataElement, 344
 - IsEmpty, 344
 - Iterator, 339
 - operator<=, 349
 - operator(), 344
 - operator=, 345
 - operator[], 345
 - Print, 345
 - Read, 345
 - ReadNested, 345
 - ReadSelectedPrivateTags, 346
 - ReadSelectedPrivateTagsWithLength, 346
 - ReadSelectedTags, 346
 - ReadSelectedTagsWithLength, 346
 - ReadUpToTag, 346
 - ReadUpToTagWithLength, 347
 - ReadWithLength, 347
 - Remove, 347
 - Replace, 347
 - ReplaceEmpty, 348
 - Size, 348
 - SizeType, 339
 - Write, 348
- gdcm::DataSetEvent, 349
 - ~DataSetEvent, 351
 - CheckEvent, 351
 - DataSetEvent, 351
 - GetDataSet, 352
 - GetEventName, 352
 - m_DataSet, 352
 - MakeObject, 352
 - operator=, 352
 - Self, 351
 - Superclass, 351
- gdcm::DataSetHelper, 353
 - ComputeVR, 353
- gdcm::Decoder, 354
 - ~Decoder, 354
 - CanDecode, 355
 - Decode, 355
 - DecodeByStreams, 355
- gdcm::DefinedTerms, 356
 - DefinedTerms, 356
- gdcm::Defs, 356
 - ~Defs, 358
 - Defs, 357, 358
 - GetIODFromFile, 358
 - GetIODNameFromMediaStorage, 358
 - GetIODs, 358
 - GetMacros, 359
 - GetModules, 359
 - GetTypeFromTag, 359
 - Global, 360
 - IsEmpty, 359
 - LoadDefaults, 359
 - LoadFromFile, 360
 - operator=, 360
 - Verify, 360
- gdcm::DeltaEncodingCodec, 361
 - ~DeltaEncodingCodec, 362
 - CanDecode, 362
 - Decode, 362
 - DeltaEncodingCodec, 362
- gdcm::DICOMDIR, 363
 - DICOMDIR, 363
- gdcm::DICOMDIRGenerator, 364
 - ~DICOMDIRGenerator, 365
 - AddImageDirectoryRecord, 366
 - AddPatientDirectoryRecord, 366
 - AddSeriesDirectoryRecord, 366
 - AddStudyDirectoryRecord, 366
 - DICOMDIRGenerator, 365
 - FilenameType, 365
 - FilenameType, 365
 - Generate, 366
 - GetFile, 366
 - GetScanner, 367
 - SetDescriptor, 367
 - SetFile, 367
 - SetFilenames, 367
 - SetRootDirectory, 367
- gdcm::Dict, 368
 - AddDictEntry, 370

- Begin, [370](#)
- ConstIterator, [369](#)
- Dict, [369](#), [370](#)
- Dicts, [372](#)
- End, [370](#)
- GetDictEntry, [370](#)
- GetDictEntryByKeyword, [371](#)
- GetDictEntryByName, [371](#)
- GetKeywordFromTag, [371](#)
- IsEmpty, [371](#)
- Iterator, [369](#)
- LoadDefault, [372](#)
- MapDictEntry, [369](#)
- operator<<, [372](#)
- operator=, [372](#)
- gdcmm::DictConverter, [372](#)
 - ~DictConverter, [374](#)
 - AddGroupLength, [374](#)
 - Convert, [374](#)
 - ConvertToCXX, [375](#)
 - ConvertToXML, [375](#)
 - DICT_DEBUG, [374](#)
 - DICT_DEFAULT, [374](#)
 - DICT_XML, [374](#)
 - DictConverter, [374](#)
 - GetDictName, [375](#)
 - GetInputFilename, [375](#)
 - GetOutputFilename, [375](#)
 - GetOutputType, [375](#)
 - OutputTypes, [374](#)
 - Readuint16, [375](#)
 - ReadVM, [376](#)
 - ReadVR, [376](#)
 - SetDictName, [376](#)
 - SetInputFileName, [376](#)
 - SetOutputFileName, [376](#)
 - SetOutputType, [376](#)
 - WriteFooter, [377](#)
 - WriteHeader, [377](#)
- gdcmm::DictEntry, [377](#)
 - Dict, [381](#)
 - DictEntry, [378](#)
 - GetKeyword, [378](#)
 - GetName, [379](#)
 - GetRetired, [379](#)
 - GetVM, [379](#)
 - GetVR, [379](#)
 - IsUnique, [380](#)
 - operator<<, [381](#)
 - SetElementXX, [380](#)
 - SetGroupXX, [380](#)
 - SetKeyword, [380](#)
 - SetName, [380](#)
 - SetRetired, [381](#)
 - SetVM, [381](#)
 - SetVR, [381](#)
- gdcmm::DictPrinter, [382](#)
 - ~DictPrinter, [384](#)
 - DictPrinter, [383](#)
 - Print, [384](#)
 - PrintDataElement2, [384](#)
 - PrintDataSet2, [384](#)
- gdcmm::Dicts, [385](#)
 - ~Dicts, [386](#)
 - ConstructorType, [386](#)
 - Dicts, [386](#)
 - GEMS, [386](#)
 - GetConstructorString, [387](#)
 - GetCSAHeaderDict, [387](#)
 - GetDictEntry, [387](#)
 - GetPrivateDict, [387](#), [388](#)
 - GetPublicDict, [388](#)
 - Global, [388](#)
 - IsEmpty, [388](#)
 - LoadDefaults, [388](#)
 - operator<<, [389](#)
 - operator=, [388](#)
 - PHILIPS, [386](#)
 - SIEMENS, [386](#)
- gdcmm::DirectionCosines, [391](#)
 - ~DirectionCosines, [392](#)
 - ComputeDistAlongNormal, [392](#)
 - Cross, [392](#)
 - CrossDot, [392](#)
 - DirectionCosines, [392](#)
 - Dot, [393](#)
 - IsValid, [393](#)
 - Normalize, [393](#)
 - operator const double *, [394](#)
 - Print, [394](#)
 - SetFromString, [394](#)
- gdcmm::Directory, [394](#)
 - ~Directory, [396](#)
 - Directory, [396](#)
 - Explore, [396](#)
 - FileNamesType, [396](#)
 - FilenameType, [396](#)
 - GetDirectories, [397](#)
 - GetFileNames, [397](#)
 - GetToplevel, [397](#)
 - Load, [397](#)
 - operator<<, [398](#)
 - Print, [398](#)
- gdcmm::DirectoryHelper, [399](#)
 - GetCTImageSeriesUIDs, [399](#)
 - GetFileNamesFromSeriesUIDs, [399](#)
 - GetFrameOfReference, [400](#)
 - GetMRImageSeriesUIDs, [400](#)

- GetRTStructSeriesUIDs, [400](#)
- GetSeriesUIDsBySOPClassUID, [400](#)
- GetSOPClassUID, [400](#)
- GetStringValueFromTag, [401](#)
- LoadImageFromFiles, [401](#)
- RetrieveSOPInstanceUIDFromIndex, [401](#)
- RetrieveSOPInstanceUIDFromZPosition, [401](#)
- gdcmm::DPath, [402](#)
 - ~DPath, [402](#)
 - ConstructFromString, [403](#)
 - DPath, [402](#)
 - IsValid, [403](#)
 - Match, [403](#)
 - operator<, [403](#)
 - operator<=, [404](#)
 - Print, [403](#)
- gdcmm::DummyValueGenerator, [404](#)
 - Generate, [404](#)
- gdcmm::Dumper, [405](#)
 - ~Dumper, [407](#)
 - Dumper, [406](#)
- gdcmm::Element< TVR, TVM >, [407](#)
 - GetAsDataElement, [409](#)
 - GetLength, [409](#)
 - GetValue, [410](#)
 - GetValues, [410](#)
 - GetVM, [410](#)
 - GetVR, [410](#)
 - Internal, [412](#)
 - operator[], [411](#)
 - Print, [411](#)
 - Read, [411](#)
 - Set, [411](#)
 - SetFromDataElement, [411](#)
 - SetNoSwap, [412](#)
 - SetValue, [412](#)
 - Type, [409](#)
 - Write, [412](#)
- gdcmm::Element< TVR, VM::VM1_2 >, [413](#)
 - Parent, [414](#)
 - SetLength, [414](#)
- gdcmm::Element< TVR, VM::VM1_n >, [415](#)
 - ~Element, [416](#)
 - Element, [416](#)
 - GetAsDataElement, [417](#)
 - GetLength, [417](#)
 - GetValue, [417](#)
 - GetVM, [417](#)
 - GetVR, [417](#)
 - operator=, [418](#)
 - operator[], [418](#)
 - Print, [418](#)
 - Read, [418](#)
 - Set, [418](#)
 - SetArray, [418](#)
 - SetFromDataElement, [419](#)
 - SetLength, [419](#)
 - SetNoSwap, [419](#)
 - SetValue, [419](#)
 - Type, [416](#)
 - Write, [419](#)
 - WriteASCII, [420](#)
- gdcmm::Element< TVR, VM::VM2_2n >, [420](#)
 - Parent, [421](#)
 - SetLength, [421](#)
- gdcmm::Element< TVR, VM::VM2_n >, [422](#)
 - Parent, [423](#)
 - SetLength, [423](#)
- gdcmm::Element< TVR, VM::VM3_3n >, [424](#)
 - Parent, [425](#)
 - SetLength, [425](#)
- gdcmm::Element< TVR, VM::VM3_4 >, [426](#)
 - Parent, [427](#)
 - SetLength, [427](#)
- gdcmm::Element< TVR, VM::VM3_n >, [428](#)
 - Parent, [429](#)
 - SetLength, [429](#)
- gdcmm::Element< VR::AS, VM::VM5 >, [429](#)
 - GetLength, [430](#)
 - Internal, [430](#)
 - Print, [430](#)
- gdcmm::Element< VR::OB, VM::VM1 >, [430](#)
- gdcmm::Element< VR::OW, VM::VM1 >, [432](#)
- gdcmm::ElementDisableCombinations< TVR, TVM >, [434](#)
- gdcmm::ElementDisableCombinations< VR::OB, VM::VM1_n >, [435](#)
- gdcmm::ElementDisableCombinations< VR::OW, VM::VM1_n >, [435](#)
- gdcmm::EmptyMaskGenerator, [435](#)
 - ~EmptyMaskGenerator, [437](#)
 - EmptyMaskGenerator, [437](#)
 - Execute, [437](#)
 - SetInputDirectory, [437](#)
 - SetOutputDirectory, [438](#)
 - SetSOPClassUIDMode, [438](#)
 - SOPClassUIDMode, [437](#)
 - UseGrayscaleSecondaryImageStorage, [437](#)
 - UseOriginalSOPClassUID, [437](#)
- gdcmm::EncapsulatedDocument, [438](#)
 - EncapsulatedDocument, [439](#)
- gdcmm::EncodingImplementation< T >, [439](#)
- gdcmm::EncodingImplementation< VR::VRASCII >, [440](#)
 - Read, [440](#)
 - ReadComputeLength, [440](#)
 - ReadNoSwap, [440](#)
 - Write, [441](#)
- gdcmm::EncodingImplementation< VR::VRBINARY >, [441](#)
 - Read, [442](#)

- ReadComputeLength, [442](#)
- ReadNoSwap, [442](#)
- Write, [442](#)
- gdcmm::EndEvent, [443](#)
- gdcmm::EnumeratedValues, [444](#)
 - EnumeratedValues, [444](#)
- gdcmm::EquipmentManufacturer, [444](#)
 - Compute, [446](#)
 - FUJI, [445](#)
 - GEMS, [445](#)
 - HITACHI, [445](#)
 - KODAK, [445](#)
 - MARCONI, [445](#)
 - PMS, [445](#)
 - SIEMENS, [445](#)
 - TOSHIBA, [445](#)
 - Type, [445](#)
 - TypeToString, [446](#)
 - UNKNOWN, [445](#)
- gdcmm::Event, [446](#)
 - ~Event, [448](#)
 - CheckEvent, [448](#)
 - Event, [448](#)
 - GetEventName, [448](#)
 - MakeObject, [449](#)
 - operator=, [449](#)
 - Print, [449](#)
- gdcmm::Exception, [450](#)
 - ~Exception, [451](#)
 - Exception, [451](#)
 - GetDescription, [451](#)
 - what, [451](#)
- gdcmm::ExitEvent, [452](#)
- gdcmm::ExplicitDataElement, [453](#)
 - GetLength, [455](#)
 - Read, [455](#)
 - ReadPreValue, [455](#)
 - ReadValue, [455](#)
 - ReadWithLength, [455](#)
 - Write, [455](#)
- gdcmm::ExplicitImplicitDataElement, [456](#)
 - GetLength, [458](#)
 - Read, [458](#)
 - ReadPreValue, [458](#)
 - ReadValue, [458](#)
 - ReadWithLength, [458](#)
- gdcmm::Fiducials, [459](#)
 - Fiducials, [459](#)
- gdcmm::File, [459](#)
 - ~File, [461](#)
 - File, [461](#)
 - GetDataSet, [462](#)
 - GetHeader, [462](#)
 - operator<, [464](#)
- Read, [463](#)
- SetDataSet, [463](#)
- SetHeader, [463](#)
- Write, [463](#)
- gdcmm::FileAnonymizer, [464](#)
 - ~FileAnonymizer, [466](#)
 - Empty, [466](#)
 - FileAnonymizer, [466](#)
 - Remove, [466](#)
 - Replace, [467](#)
 - SetInputFileName, [467](#)
 - SetOutputFileName, [467](#)
 - Write, [468](#)
- gdcmm::FileChangeTransferSyntax, [468](#)
 - ~FileChangeTransferSyntax, [470](#)
 - Change, [470](#)
 - FileChangeTransferSyntax, [470](#)
 - GetCodec, [470](#)
 - New, [470](#)
 - SetInputFileName, [471](#)
 - SetOutputFileName, [471](#)
 - SetTransferSyntax, [471](#)
- gdcmm::FileDecompressLookupTable, [472](#)
 - ~FileDecompressLookupTable, [473](#)
 - Change, [473](#)
 - FileDecompressLookupTable, [473](#)
 - GetFile, [474](#)
 - GetPixmap, [474](#)
 - SetFile, [474](#)
 - SetPixmap, [474](#)
- gdcmm::FileDerivation, [475](#)
 - ~FileDerivation, [476](#)
 - AddDerivationDescription, [476](#)
 - AddPurposeOfReferenceCodeSequence, [476](#)
 - AddReference, [476](#)
 - AddSourceImageSequence, [476](#)
 - Derive, [477](#)
 - FileDerivation, [476](#)
 - GetFile, [477](#)
 - SetAppendDerivationHistory, [477](#)
 - SetDerivationCodeSequenceCodeValue, [477](#)
 - SetDerivationDescription, [478](#)
 - SetFile, [478](#)
 - SetPurposeOfReferenceCodeSequenceCodeValue, [478](#)
- gdcmm::FileExplicitFilter, [479](#)
 - ~FileExplicitFilter, [480](#)
 - Change, [480](#)
 - ChangeFMI, [480](#)
 - FileExplicitFilter, [480](#)
 - GetFile, [480](#)
 - ProcessDataSet, [480](#)
 - SetChangePrivateTags, [481](#)
 - SetFile, [481](#)

- SetRecomputeItemLength, 481
- SetRecomputeSequenceLength, 481
- SetUseVRUN, 481
- gdcm::FileMetaInformation, 482
 - ~FileMetaInformation, 485
 - AppendImplementationClassUID, 485
 - ComputeDataSetMediaStorageSOPClass, 485
 - ComputeDataSetTransferSyntax, 485
 - DataSetMS, 491
 - DataSetTS, 491
 - Default, 485
 - FileMetaInformation, 484, 485
 - FillFromDataSet, 486
 - GetDataSetTransferSyntax, 486
 - GetFileMetaInformationVersion, 486
 - GetFullLength, 486
 - GetGDCMImplementationClassUID, 486
 - GetGDCMImplementationVersionName, 486
 - GetGDCMSourceApplicationEntityTitle, 487
 - GetImplementationClassUID, 487
 - GetImplementationVersionName, 487
 - GetMediaStorage, 487
 - GetMediaStorageAsString, 487
 - GetMetaInformationTS, 487
 - GetPreamble, 487, 488
 - GetSourceApplicationEntityTitle, 488
 - Insert, 488
 - IsValid, 488
 - MetaInformationTS, 491
 - operator<<, 490
 - operator=, 488
 - Read, 488
 - ReadCompat, 489
 - ReadCompatInternal, 489
 - Replace, 489
 - SetDataSetTransferSyntax, 489
 - SetImplementationClassUID, 489
 - SetImplementationVersionName, 490
 - SetPreamble, 490
 - SetSourceApplicationEntityTitle, 490
 - Write, 490
- gdcm::Filename, 491
 - EndWith, 493
 - Filename, 492
 - GetExtension, 493
 - GetFileName, 493
 - GetName, 493
 - GetPath, 493
 - IsEmpty, 493
 - IsIdentical, 494
 - Join, 494
 - operator const char *, 494
 - ToUnixSlashes, 494
 - ToWindowsSlashes, 494
- gdcm::FileNameEvent, 495
 - ~FileNameEvent, 497
 - CheckEvent, 497
 - FileNameEvent, 497
 - GetEventName, 498
 - GetFileName, 498
 - MakeObject, 498
 - operator=, 498
 - Self, 497
 - SetFileName, 498
 - Superclass, 497
- gdcm::FilenameGenerator, 499
 - ~FilenameGenerator, 501
 - FilenameGenerator, 500
 - FilenamesType, 500
 - FilenameType, 500
 - Generate, 501
 - GetFilename, 501
 - GetFilenames, 501
 - GetNumberOfFilenames, 501
 - GetPattern, 502
 - GetPrefix, 502
 - SetNumberOfFilenames, 502
 - SetPattern, 502
 - SetPrefix, 502
 - SizeType, 500
- gdcm::FileSet, 503
 - AddFile, 504
 - FileSet, 504
 - FilesType, 503
 - FileType, 504
 - GetFiles, 504
 - operator<<, 505
 - SetFiles, 505
- gdcm::FileStreamer, 505
 - ~FileStreamer, 507
 - AppendToDataElement, 507
 - AppendToGroupDataElement, 507
 - CheckDataElement, 508
 - CheckTemplateFileName, 508
 - FileStreamer, 507
 - New, 508
 - ReserveDataElement, 508
 - ReserveGroupDataElement, 508
 - SetOutputFileName, 509
 - SetTemplateFileName, 509
 - StartDataElement, 509
 - StartGroupDataElement, 509
 - StopDataElement, 510
 - StopGroupDataElement, 510
- gdcm::FileWithName, 510
 - filename, 512
 - FileWithName, 512
- gdcm::FindPatientRootQuery, 513

- FindPatientRootQuery, [514](#)
- GetAbstractSyntaxUID, [514](#)
- GetTagListByLevel, [514](#)
- InitializeDataSet, [514](#)
- QueryFactory, [515](#)
- ValidateQuery, [515](#)
- gdc::FindStudyRootQuery, [516](#)
- FindStudyRootQuery, [517](#)
- GetAbstractSyntaxUID, [517](#)
- GetTagListByLevel, [517](#)
- InitializeDataSet, [517](#)
- QueryFactory, [518](#)
- ValidateQuery, [518](#)
- gdc::Fragment, [519](#)
- ComputeLength, [520](#)
- Fragment, [520](#)
- GetLength, [521](#)
- operator<=, [522](#)
- Read, [521](#)
- ReadBacktrack, [521](#)
- ReadPreValue, [521](#)
- ReadValue, [521](#)
- Write, [522](#)
- gdc::Global, [522](#)
- ~Global, [524](#)
- Append, [524](#)
- GetDefs, [524](#)
- GetDicts, [524](#), [525](#)
- GetInstance, [525](#)
- Global, [523](#), [524](#)
- LoadResourcesFiles, [525](#)
- Locate, [525](#)
- operator<=, [526](#)
- operator=, [526](#)
- Prepend, [526](#)
- gdc::GroupDict, [526](#)
- ~GroupDict, [528](#)
- Add, [528](#)
- GetAbbreviation, [528](#)
- GetName, [528](#)
- GroupDict, [527](#)
- GroupStringVector, [527](#)
- Insert, [528](#)
- operator<=, [529](#)
- Size, [528](#)
- gdc::IconImageFilter, [529](#)
- ~IconImageFilter, [530](#)
- Extract, [531](#)
- ExtractIconImages, [531](#)
- ExtractVeprolIconImages, [531](#)
- GetFile, [531](#)
- GetIconImage, [531](#)
- GetNumberOfIconImages, [532](#)
- IconImageFilter, [530](#)
- SetFile, [532](#)
- gdc::IconImageGenerator, [532](#)
- ~IconImageGenerator, [534](#)
- AutoPixelMinMax, [534](#)
- ConvertRGBToPaletteColor, [534](#)
- Generate, [534](#)
- GetIconImage, [534](#)
- GetPixmap, [535](#)
- IconImageGenerator, [533](#)
- SetOutputDimensions, [535](#)
- SetOutsideValuePixel, [535](#)
- SetPixelMinMax, [535](#)
- SetPixmap, [536](#)
- gdc::ignore_char, [536](#)
- ignore_char, [536](#)
- m_char, [537](#)
- gdc::Image, [537](#)
- ~Image, [539](#)
- GetDirectionCosines, [540](#)
- GetIntercept, [540](#)
- GetOrigin, [540](#)
- GetSlope, [541](#)
- GetSpacing, [541](#)
- Image, [539](#)
- Print, [541](#)
- SetDirectionCosines, [541](#), [542](#)
- SetIntercept, [542](#)
- SetOrigin, [542](#), [543](#)
- SetSlope, [543](#)
- SetSpacing, [543](#)
- gdc::ImageApplyLookupTable, [544](#)
- ~ImageApplyLookupTable, [546](#)
- Apply, [546](#)
- ImageApplyLookupTable, [546](#)
- SetRGB8, [546](#)
- gdc::ImageChangePhotometricInterpretation, [547](#)
- ~ImageChangePhotometricInterpretation, [549](#)
- Change, [549](#)
- ChangeMonochrome, [550](#)
- ChangeRGB2YBR, [550](#)
- ChangeYBR2RGB, [550](#)
- GetPhotometricInterpretation, [550](#)
- ImageChangePhotometricInterpretation, [549](#)
- RGB2YBR, [550](#)
- SetPhotometricInterpretation, [550](#)
- YBR2RGB, [551](#)
- gdc::ImageChangePlanarConfiguration, [551](#)
- ~ImageChangePlanarConfiguration, [553](#)
- Change, [553](#)
- GetPlanarConfiguration, [553](#)
- ImageChangePlanarConfiguration, [553](#)
- RGBPixelsToRGBPlanes, [554](#)
- RGBPlanesToRGBPixels, [554](#)
- SetPlanarConfiguration, [554](#)

- gdcm::ImageChangeTransferSyntax, 555
 - ~ImageChangeTransferSyntax, 557
 - Change, 558
 - GetTransferSyntax, 558
 - ImageChangeTransferSyntax, 557
 - SetCompressIconImage, 558
 - SetForce, 558
 - SetTransferSyntax, 558
 - SetUserCodec, 559
 - TryJPEG2000Codec, 559
 - TryJPEGCodec, 559
 - TryJPEGLSCodec, 559
 - TryRAWCodec, 560
 - TryRLECodec, 560
- gdcm::ImageCodec, 560
 - ~ImageCodec, 563
 - AppendFrameEncode, 563
 - AppendRowEncode, 563
 - CanCode, 564
 - CanDecode, 564
 - CleanupUnusedBits, 564
 - Clone, 564
 - Decode, 565
 - DecodeByStreams, 565
 - Dimensions, 572
 - DoByteSwap, 565
 - DoInvertMonochrome, 565
 - DoOverlayCleanup, 566
 - DoPaddedCompositePixelCode, 566
 - DoPlanarConfiguration, 566
 - DoSimpleCopy, 566
 - DoYBR, 566
 - DoYBRFull422, 566
 - FileChangeTransferSyntax, 572
 - GetDimensions, 567
 - GetHeaderInfo, 567
 - GetLossyFlag, 567
 - GetLUT, 567
 - GetNeedByteSwap, 567
 - GetNumberOfDimensions, 567
 - GetPhotometricInterpretation, 568
 - GetPixelFormat, 568
 - GetPlanarConfiguration, 568
 - ImageChangePhotometricInterpretation, 572
 - ImageCodec, 563
 - IsFrameEncoder, 568
 - IsLossy, 568
 - IsRowEncoder, 569
 - IsValid, 569
 - LossyFlag, 572
 - LUT, 572
 - LUTPtr, 563
 - NeedByteSwap, 572
 - NeedOverlayCleanup, 573
 - NumberOfDimensions, 573
 - PF, 573
 - PI, 573
 - PlanarConfiguration, 573
 - RequestPaddedCompositePixelCode, 573
 - RequestPlanarConfiguration, 573
 - SetDimensions, 569
 - SetLossyFlag, 569
 - SetLUT, 570
 - SetNeedByteSwap, 570
 - SetNeedOverlayCleanup, 570
 - SetNumberOfDimensions, 570
 - SetPhotometricInterpretation, 570
 - SetPixelFormat, 571
 - SetPlanarConfiguration, 571
 - StartEncode, 571
 - StopEncode, 571
- gdcm::ImageConverter, 574
 - ~ImageConverter, 574
 - Convert, 575
 - GetOutput, 575
 - ImageConverter, 574
 - SetInput, 575
- gdcm::ImageFragmentSplitter, 576
 - ~ImageFragmentSplitter, 578
 - GetFragmentSizeMax, 578
 - ImageFragmentSplitter, 578
 - SetForce, 578
 - SetFragmentSizeMax, 578
 - Split, 579
- gdcm::ImageHelper, 579
 - ComputeMediaStorageFromModality, 580
 - ComputeSpacingFromImagePositionPatient, 580
 - GetDimensionsValue, 581
 - GetDirectionCosinesFromDataSet, 581
 - GetDirectionCosinesValue, 581
 - GetForcePixelSpacing, 581
 - GetForceRescaleInterceptSlope, 581
 - GetLUT, 582
 - GetOriginValue, 582
 - GetPhotometricInterpretationValue, 582
 - GetPixelFormatValue, 582
 - GetPlanarConfigurationValue, 582
 - GetPMSRescaleInterceptSlope, 582
 - GetPointerFromElement, 583
 - GetRealWorldValueMappingContent, 583
 - GetRescaleInterceptSlopeValue, 583
 - GetSpacingTagFromMediaStorage, 583
 - GetSpacingValue, 583
 - GetZSpacingTagFromMediaStorage, 584
 - SetDimensionsValue, 584
 - SetDirectionCosinesValue, 584
 - SetForcePixelSpacing, 584
 - SetForceRescaleInterceptSlope, 584

- SetOriginValue, 585
- SetPMSRescaleInterceptSlope, 585
- SetRescaleInterceptSlopeValue, 585
- SetSpacingValue, 585
- gdcm::ImageReader, 586
 - ~ImageReader, 588
 - GetImage, 588
 - ImageReader, 588
 - Read, 589
 - ReadACRNEMAIImage, 589
 - ReadImage, 589
- gdcm::ImageRegionReader, 590
 - ~ImageRegionReader, 592
 - ComputeBufferLength, 592
 - GetRegion, 593
 - ImageRegionReader, 592
 - Read, 593
 - ReadInformation, 593
 - ReadIntoBuffer, 593
 - SetRegion, 594
- gdcm::ImageToImageFilter, 594
 - ~ImageToImageFilter, 596
 - GetInput, 596
 - GetOutput, 596
 - ImageToImageFilter, 596
- gdcm::ImageWriter, 597
 - ~ImageWriter, 599
 - ComputeTargetMediaStorage, 599
 - GetImage, 600
 - ImageWriter, 599
 - Write, 600
- gdcm::ImplicitDataElement, 605
 - GetLength, 606
 - Read, 606
 - ReadPreValue, 606
 - ReadValue, 606
 - ReadValueWithLength, 607
 - ReadWithLength, 607
 - Write, 607
- gdcm::InitializeEvent, 608
- gdcm::IOD, 609
 - AddIODEntry, 610
 - Clear, 610
 - GetIODEntry, 610
 - GetNumberOfIODs, 610
 - GetTypeFromTag, 611
 - IOD, 610
 - MapIODEntry, 609
 - operator<<, 611
 - SizeType, 610
- gdcm::IODEntry, 611
 - GetIE, 612
 - GetName, 613
 - GetRef, 613
 - GetUsage, 613
 - GetUsageType, 613
 - IODEntry, 612
 - operator<<, 614
 - SetIE, 613
 - SetName, 613
 - SetRef, 613
 - SetUsage, 614
- gdcm::IODs, 614
 - AddIOD, 616
 - Begin, 616
 - Clear, 616
 - End, 616
 - GetIOD, 617
 - IODMapType, 615
 - IODMapTypeConstIterator, 615
 - IODName, 615
 - IODs, 616
 - operator<<, 617
- gdcm::IPPSorter, 617
 - ComputeZSpacing, 621
 - DirCosTolerance, 621
 - DropDuplicatePositions, 622
 - GetDirectionCosinesTolerance, 619
 - GetZSpacing, 619
 - GetZSpacingTolerance, 620
 - IPPSorter, 619
 - SetComputeZSpacing, 620
 - SetDirectionCosinesTolerance, 620
 - SetDropDuplicatePositions, 620
 - SetZSpacingTolerance, 621
 - Sort, 621
 - ZSpacing, 622
 - ZTolerance, 622
- gdcm::Item, 622
 - Clear, 624
 - FindDataElement, 625
 - GetDataElement, 625
 - GetLength, 625
 - GetNestedDataSet, 625
 - InsertDataElement, 625
 - Item, 624
 - operator<<, 626
 - Read, 626
 - SetNestedDataSet, 626
 - Write, 626
- gdcm::IterationEvent, 627
- gdcm::JPEG12Codec, 628
 - ~JPEG12Codec, 629
 - DecodeByStreams, 629
 - EncodeBuffer, 630
 - GetHeaderInfo, 630
 - InternalCode, 630
 - IsStateSuspension, 630

- JPEG12Codec, [629](#)
- gdcmm::JPEG16Codec, [631](#)
 - ~JPEG16Codec, [632](#)
 - DecodeByStreams, [632](#)
 - EncodeBuffer, [633](#)
 - GetHeaderInfo, [633](#)
 - InternalCode, [633](#)
 - IsStateSuspension, [633](#)
 - JPEG16Codec, [632](#)
- gdcmm::JPEG2000Codec, [634](#)
 - ~JPEG2000Codec, [636](#)
 - AppendFrameEncode, [636](#)
 - AppendRowEncode, [636](#)
 - Bitmap, [641](#)
 - CanCode, [636](#)
 - CanDecode, [637](#)
 - Clone, [637](#)
 - Code, [637](#)
 - Decode, [637](#)
 - DecodeByStreams, [638](#)
 - DecodeExtent, [638](#)
 - GetHeaderInfo, [638](#)
 - GetQuality, [638](#)
 - GetRate, [639](#)
 - ImageRegionReader, [641](#)
 - IsFrameEncoder, [639](#)
 - IsRowEncoder, [639](#)
 - JPEG2000Codec, [636](#)
 - SetMCT, [639](#)
 - SetNumberOfResolutions, [639](#)
 - SetNumberOfThreadsForDecompression, [639](#)
 - SetQuality, [640](#)
 - SetRate, [640](#)
 - SetReversible, [640](#)
 - SetTileSize, [640](#)
 - StartEncode, [640](#)
 - StopEncode, [640](#)
- gdcmm::JPEG8Codec, [641](#)
 - ~JPEG8Codec, [643](#)
 - DecodeByStreams, [643](#)
 - EncodeBuffer, [643](#)
 - GetHeaderInfo, [644](#)
 - InternalCode, [644](#)
 - IsStateSuspension, [644](#)
 - JPEG8Codec, [643](#)
- gdcmm::JPEGCodec, [645](#)
 - ~JPEGCodec, [647](#)
 - AppendFrameEncode, [647](#)
 - AppendRowEncode, [648](#)
 - BitSample, [653](#)
 - CanCode, [648](#)
 - CanDecode, [648](#)
 - Clone, [648](#)
 - Code, [649](#)
 - ComputeOffsetTable, [649](#)
 - Decode, [649](#)
 - DecodeByStreams, [649](#)
 - DecodeExtent, [649](#)
 - EncodeBuffer, [650](#)
 - GetHeaderInfo, [650](#)
 - GetLossless, [650](#)
 - GetQuality, [650](#)
 - ImageRegionReader, [653](#)
 - IsFrameEncoder, [651](#)
 - IsRowEncoder, [651](#)
 - IsStateSuspension, [651](#)
 - IsValid, [651](#)
 - JPEGCodec, [647](#)
 - Quality, [653](#)
 - SetBitSample, [651](#)
 - SetLossless, [651](#)
 - SetPixelFormat, [652](#)
 - SetQuality, [652](#)
 - StartEncode, [652](#)
 - StopEncode, [652](#)
- gdcmm::JPEGLSCodec, [653](#)
 - ~JPEGLSCodec, [656](#)
 - AppendFrameEncode, [656](#)
 - AppendRowEncode, [656](#)
 - CanCode, [656](#)
 - CanDecode, [656](#)
 - Clone, [657](#)
 - Code, [657](#)
 - Decode, [657](#)
 - DecodeExtent, [658](#)
 - GetBufferLength, [658](#)
 - GetHeaderInfo, [658](#)
 - GetLossless, [658](#)
 - ImageRegionReader, [660](#)
 - IsFrameEncoder, [658](#)
 - IsRowEncoder, [659](#)
 - JPEGLSCodec, [655](#)
 - SetBufferLength, [659](#)
 - SetLossless, [659](#)
 - SetLossyError, [659](#)
 - StartEncode, [659](#)
 - StopEncode, [659](#)
- gdcmm::JSON, [660](#)
 - ~JSON, [661](#)
 - Code, [661](#)
 - Decode, [661](#)
 - GetPrettyPrint, [661](#)
 - JSON, [660](#)
 - PrettyPrintOff, [661](#)
 - PrettyPrintOn, [662](#)
 - SetPrettyPrint, [662](#)
- gdcmm::KAKADUCodec, [662](#)
 - ~KAKADUCodec, [664](#)

- CanCode, [664](#)
- CanDecode, [664](#)
- Clone, [664](#)
- Code, [665](#)
- Decode, [665](#)
- KAKADUCodec, [664](#)
- gdcmm::LO, [666](#)
 - const_iterator, [667](#)
 - const_reference, [667](#)
 - const_reverse_iterator, [667](#)
 - difference_type, [667](#)
 - IsValid, [669](#)
 - iterator, [667](#)
 - LO, [669](#)
 - pointer, [668](#)
 - reference, [668](#)
 - reverse_iterator, [668](#)
 - size_type, [668](#)
 - Superclass, [668](#)
 - value_type, [668](#)
- gdcmm::LookupTable, [670](#)
 - ~LookupTable, [672](#)
 - Allocate, [673](#)
 - BitSample, [677](#)
 - BLUE, [672](#)
 - Clear, [673](#)
 - Decode, [673](#)
 - Decode8, [673](#)
 - GetBitSample, [674](#)
 - GetBufferAsRGBA, [674](#)
 - GetLUT, [674](#)
 - GetLUTDescriptor, [674](#)
 - GetLUTLength, [675](#)
 - GetPointer, [675](#)
 - GRAY, [672](#)
 - GREEN, [672](#)
 - IncompleteLUT, [678](#)
 - InitializeBlueLUT, [675](#)
 - Initialized, [675](#)
 - InitializeGreenLUT, [675](#)
 - InitializeLUT, [676](#)
 - InitializeRedLUT, [676](#)
 - Internal, [678](#)
 - IsRGB8, [676](#)
 - LookupTable, [672](#)
 - LookupTableType, [672](#)
 - Print, [676](#)
 - RED, [672](#)
 - SetBlueLUT, [676](#)
 - SetGreenLUT, [677](#)
 - SetLUT, [677](#)
 - SetRedLUT, [677](#)
 - UNKNOWN, [672](#)
 - WriteBufferAsRGBA, [677](#)
- gdcmm::Macro, [680](#)
 - AddMacroEntry, [681](#)
 - ArrayIncludeMacrosType, [681](#)
 - Clear, [682](#)
 - FindMacroEntry, [682](#)
 - GetMacroEntry, [682](#)
 - GetName, [682](#)
 - Macro, [681](#)
 - MapModuleEntry, [681](#)
 - operator<<, [683](#)
 - SetName, [682](#)
 - Verify, [682](#)
- gdcmm::Macros, [683](#)
 - AddMacro, [684](#)
 - Clear, [684](#)
 - GetMacro, [685](#)
 - IsEmpty, [685](#)
 - Macros, [684](#)
 - ModuleMapType, [684](#)
 - operator<<, [685](#)
- gdcmm::MD5, [687](#)
 - Compute, [688](#)
 - ComputeFile, [688](#)
- gdcmm::MEC_MR3, [688](#)
 - GetCanonMECMR3Tag, [689](#)
 - GetPMTFInformationDataTag, [689](#)
 - GetToshibaMECMR3Tag, [689](#)
 - Print, [689](#)
- gdcmm::MediaStorage, [690](#)
 - AmbulatoryECGWaveformStorage, [694](#)
 - Audio, [696](#)
 - BasicTextSR, [694](#)
 - BasicVoiceAudioWaveformStorage, [694](#)
 - BreastProjectionXRayImageStorageForPresentation, [695](#)
 - BreastProjectionXRayImageStorageForProcessing, [695](#)
 - BreastTomosynthesisImageStorage, [695](#)
 - CardiacElectrophysiologyWaveformStorage, [694](#)
 - ComprehensiveSR, [694](#)
 - ComputedRadiographylImageStorage, [693](#)
 - CSANonImageStorage, [694](#)
 - CTImageStorage, [693](#)
 - DetachedPatientManagementSOPClass, [694](#)
 - DetachedStudyManagementSOPClass, [694](#)
 - DetachedVisitManagementSOPClass, [694](#)
 - DigitalIntraoralXRayImageStorageForPresentation, [693](#)
 - DigitalIntraoralXRayImageStorageForProcessing, [693](#)
 - DigitalMammographylImageStorageForPresentation, [693](#)
 - DigitalMammographylImageStorageForProcessing, [693](#)

- DigitalXRayImageStorageForPresentation, [693](#)
- DigitalXRayImageStorageForProcessing, [693](#)
- EncapsulatedCDASStorage, [694](#)
- EncapsulatedPDFStorage, [694](#)
- EnhancedCTImageStorage, [693](#)
- EnhancedMRColorImageStorage, [695](#)
- EnhancedMRIImageStorage, [694](#)
- EnhancedPETImageStorage, [695](#)
- EnhancedSR, [694](#)
- EnhancedUSVolumeStorage, [695](#)
- EnhancedXAImageStorage, [695](#)
- FujiPrivateCRImageStorage, [695](#)
- FujiPrivateMammoCRImageStorage, [695](#)
- GeneralECGWaveformStorage, [694](#)
- GeneralElectricMagneticResonanceImageStorage, [695](#)
- GEPrivate3DModelStorage, [695](#)
- GetModality, [696](#)
- GetModalityDimension, [696](#)
- GetMSString, [697](#)
- GetMSType, [697](#)
- GetNumberOfModality, [697](#)
- GetNumberOfMSString, [697](#)
- GetNumberOfMSType, [697](#)
- GetString, [698](#)
- GrayscaleSoftcopyPresentationStateStorageSOP-Class, [694](#)
- GuessFromModality, [698](#)
- HangingProtocolStorage, [695](#)
- HardcopyColorImageStorage, [695](#)
- HardcopyGrayscaleImageStorage, [694](#)
- HemodynamicWaveformStorage, [694](#)
- IsImage, [698](#)
- IsUndefined, [698](#)
- IVOCTForPresentation, [695](#)
- IVOCTForProcessing, [695](#)
- KeyObjectSelectionDocument, [695](#)
- LeadECGWaveformStorage, [694](#)
- LegacyConvertedEnhancedCTImageStorage, [695](#)
- LegacyConvertedEnhancedMRIImageStorage, [695](#)
- LegacyConvertedEnhancedPETImageStorage, [695](#)
- MammographyCADSR, [695](#)
- MediaStorage, [696](#)
- MediaStorageDirectoryStorage, [693](#)
- ModalityPerformedProcedureStepSOPClass, [695](#)
- MRIImageStorage, [693](#)
- MRSpectroscopyStorage, [694](#)
- MS_END, [695](#)
- MSType, [693](#)
- MultiframeGrayscaleByteSecondaryCaptureImageStorage, [694](#)
- MultiframeGrayscaleWordSecondaryCaptureImageStorage, [694](#)
- MultiframeSingleBitSecondaryCaptureImageStorage, [694](#)
- MultiframeTrueColorSecondaryCaptureImageStorage, [694](#)
- NoObject, [696](#)
- NuclearMedicineImageStorage, [694](#)
- NuclearMedicineImageStorageRetired, [694](#)
- ObjectEnd, [696](#)
- ObjectType, [696](#)
- operator MSType, [699](#)
- operator < <, [700](#)
- OphthalmicPhotography16BitImageStorage, [695](#)
- OphthalmicPhotography8BitImageStorage, [695](#)
- OphthalmicTomographyImageStorage, [695](#)
- PDF, [696](#)
- PETImageStorage, [694](#)
- Philips3D, [694](#)
- PhilipsPrivateMRSyntheticImageStorage, [695](#)
- RawDataStorage, [694](#)
- RTDoseStorage, [694](#)
- RTImageStorage, [694](#)
- RTIonBeamsTreatmentRecordStorage, [695](#)
- RTIonPlanStorage, [695](#)
- RTPlanStorage, [694](#)
- RTStructureSetStorage, [694](#)
- RTTreatmentSummaryRecordStorage, [695](#)
- SecondaryCaptureImageStorage, [694](#)
- Segmentation, [696](#)
- SegmentationStorage, [695](#)
- SetFromDataSet, [699](#)
- SetFromFile, [699](#)
- SetFromHeader, [699](#)
- SetFromModality, [699](#)
- SetFromSourceImageSequence, [700](#)
- SpacialFiducialsStorage, [694](#)
- SpacialRegistrationStorage, [694](#)
- StandaloneCurveStorage, [694](#)
- StandaloneModalityLUTStorage, [694](#)
- StandaloneOverlayStorage, [694](#)
- StandaloneVOILUTStorage, [694](#)
- StudyComponentManagementSOPClass, [694](#)
- SurfaceSegmentationStorage, [695](#)
- ToshibaPrivateDataStorage, [695](#)
- UltrasoundImageStorage, [693](#)
- UltrasoundImageStorageRetired, [693](#)
- UltrasoundMultiFrameImageStorage, [693](#)
- UltrasoundMultiFrameImageStorageRetired, [693](#)
- URI, [696](#)
- Video, [696](#)
- VideoEndoscopicImageStorage, [695](#)
- VideoMicroscopicImageStorage, [695](#)
- VideoPhotographicImageStorage, [695](#)
- VLEndoscopicImageStorage, [695](#)
- VLMicroscopicImageStorage, [695](#)

- VLPhotographicImageStorage, 695
- VLWholeSlideMicroscopyImageStorage, 695
- Waveform, 696
- XRay3DAngiographicImageStorage, 695
- XRay3DCraniofacialImageStorage, 695
- XRayAngiographicBiPlaneImageStorageRetired, 694
- XRayAngiographicImageStorage, 694
- XRayRadiationDoseSR, 695
- XRayRadiofluoroscopicImageStorage, 694
- gdcm::MemberCommand< T >, 700
 - ~MemberCommand, 703
 - Execute, 704
 - m_ConstMemberFunction, 705
 - m_MemberFunction, 705
 - m_This, 706
 - MemberCommand, 703
 - New, 704
 - operator=, 704
 - Self, 702
 - SetCallbackFunction, 705
 - TConstMemberFunctionPointer, 703
 - TMemberFunctionPointer, 703
- gdcm::MeshPrimitive, 706
 - ~MeshPrimitive, 709
 - AddPrimitiveData, 709
 - EDGE, 709
 - FACET, 709
 - GetMPType, 709
 - GetMPTypeString, 709
 - GetNumberOfPrimitivesData, 710
 - GetPrimitiveData, 710
 - GetPrimitivesData, 710
 - GetPrimitiveType, 711
 - LINE, 709
 - MeshPrimitive, 709
 - MPTType, 708
 - MPTType_END, 709
 - PrimitiveData, 711
 - PrimitivesData, 708
 - PrimitiveType, 712
 - SetPrimitiveData, 711
 - SetPrimitivesData, 711
 - SetPrimitiveType, 711
 - TRIANGLE, 709
 - TRIANGLE_FAN, 709
 - TRIANGLE_STRIP, 709
 - VERTEX, 709
- gdcm::ModalityPerformedProcedureStepCreateQuery, 712
 - GetAbstractSyntaxUID, 714
 - GetRequiredDataSet, 714
 - ModalityPerformedProcedureStepCreateQuery, 714
 - QueryFactory, 714
 - ValidateQuery, 714
- gdcm::ModalityPerformedProcedureStepSetQuery, 715
 - GetAbstractSyntaxUID, 717
 - GetRequiredDataSet, 717
 - ModalityPerformedProcedureStepSetQuery, 717
 - QueryFactory, 717
 - ValidateQuery, 717
- gdcm::ModifiedEvent, 718
- gdcm::Module, 719
 - AddMacro, 720
 - AddModuleEntry, 720
 - ArrayIncludeMacrosType, 720
 - Clear, 720
 - FindModuleEntryInMacros, 721
 - GetModuleEntryInMacros, 721
 - GetName, 721
 - MapModuleEntry, 720
 - Module, 720
 - operator<<, 721
 - SetName, 721
 - Verify, 721
- gdcm::ModuleEntry, 722
 - ~ModuleEntry, 724
 - DataElementType, 726
 - Description, 724
 - DescriptionField, 726
 - GetDescription, 724
 - GetName, 725
 - GetType, 725
 - ModuleEntry, 724
 - Name, 726
 - operator<<, 725
 - SetDescription, 725
 - SetName, 725
 - SetType, 725
- gdcm::Modules, 726
 - AddModule, 728
 - Clear, 728
 - GetModule, 728
 - IsEmpty, 728
 - ModuleMapType, 727
 - Modules, 727
 - operator<<, 728
- gdcm::MovePatientRootQuery, 729
 - GetAbstractSyntaxUID, 730
 - GetTagListByLevel, 730
 - InitializeDataSet, 730
 - MovePatientRootQuery, 730
 - QueryFactory, 731
 - ValidateQuery, 731
- gdcm::MoveStudyRootQuery, 732
 - GetAbstractSyntaxUID, 733
 - GetTagListByLevel, 733
 - InitializeDataSet, 733
 - MoveStudyRootQuery, 733

- QueryFactory, 734
- ValidateQuery, 734
- gdcmm::MrProtocol, 734
 - ~MrProtocol, 735
 - FindMrProtocolByName, 736
 - GetMrProtocolByName, 736
 - GetSliceArray, 736
 - GetVersion, 736
 - Load, 736
 - MrProtocol, 735
 - operator<<, 737
 - Print, 736
- gdcmm::MrProtocol::Slice, 1029
 - Normal, 1029
 - Position, 1029
- gdcmm::MrProtocol::SliceArray, 1030
 - Slices, 1030
- gdcmm::MrProtocol::Vector3, 1314
 - dCor, 1314
 - dSag, 1314
 - dTra, 1314
- gdcmm::NestedModuleEntries, 746
 - AddModuleEntry, 748
 - GetModuleEntry, 748
 - GetNumberOfModuleEntries, 748
 - NestedModuleEntries, 747
 - operator<<, 748
 - SizeType, 747
- 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, 83
 - eARELEASEResponse, 83
 - eARTIMTimerExpired, 83
 - eASSOCIATE_ACPDUREceived, 82
 - eASSOCIATE_RJPDUREceived, 82
 - eEventDoesNotExist, 83
 - EEventID, 82
 - ePDATArequest, 83
 - ePDATATFPDU, 83
 - 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, 84
- 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, 122
 - ApplicationContext, 123
 - GetName, 123
 - Print, 123
 - Read, 123
 - SetName, 123
 - Size, 123
 - Write, 124
- gdcmm::network::AReleaseRPPDU, 127
 - AReleaseRPPDU, 128
 - IsLastFragment, 128
 - Print, 128
 - Read, 128
 - Size, 129
 - Write, 129
- gdcmm::network::AReleaseRQPDU, 129
 - AReleaseRQPDU, 130
 - IsLastFragment, 130
 - Print, 131
 - Read, 131
 - Size, 131
 - Write, 131
- gdcmm::network::ARTIMTimer, 132
 - ARTIMTimer, 132
 - GetElapsedTime, 132
 - GetHasExpired, 133
 - GetTimeout, 133
 - SetTimeout, 133
 - Start, 133
 - Stop, 133
- gdcmm::network::AsynchronousOperationsWindowSub, 135
 - AsynchronousOperationsWindowSub, 136
 - Print, 136
 - Read, 136
 - Size, 136
 - Write, 137
- gdcmm::network::BaseCompositeMessage, 174
 - ~BaseCompositeMessage, 175
 - ConstructPDV, 175
- gdcmm::network::BaseNormalizedMessage, 176
 - ~BaseNormalizedMessage, 177
 - ConstructPDV, 177
- gdcmm::network::BasePDU, 178
 - ~BasePDU, 179
 - IsLastFragment, 179
 - Print, 179
 - Read, 179
 - Size, 180
 - Write, 180
- gdcmm::network::CEchoRQ, 240
 - AffectedSOPClassUID, 241
 - ConstructPDV, 241
 - MessageID, 241
- gdcmm::network::CEchoRSP, 242
 - ConstructPDVByDataSet, 243
- gdcmm::network::CFind, 243
- gdcmm::network::CFindCancelRQ, 243
 - ConstructPDVByDataSet, 244
- gdcmm::network::CFindRQ, 245
 - ConstructPDV, 246
- gdcmm::network::CFindRSP, 246
 - ConstructPDVByDataSet, 247
- gdcmm::network::CMoveCancelRq, 254
 - ConstructPDVByDataSet, 254
- gdcmm::network::CMoveRQ, 255
 - ConstructPDV, 256
- gdcmm::network::CMoveRSP, 256
 - ConstructPDVByDataSet, 257
- gdcmm::network::CompositeMessageFactory, 272
 - ConstructCEchoRQ, 272
 - ConstructCFindRQ, 272
 - ConstructCMoveRQ, 272
 - ConstructCStoreRQ, 273
 - ConstructCStoreRSP, 273
- gdcmm::network::CStoreRQ, 309
 - ConstructPDV, 310
- gdcmm::network::CStoreRSP, 310
 - ConstructPDV, 311
- gdcmm::network::DIMSE, 389
 - C_CANCEL_RQ, 390

- C_ECHO_RQ, 390
- C_ECHO_RSP, 390
- C_FIND_RQ, 390
- C_FIND_RSP, 390
- C_GET_RQ, 390
- C_GET_RSP, 390
- C_MOVE_RQ, 390
- C_MOVE_RSP, 390
- C_STORE_RQ, 390
- C_STORE_RSP, 390
- CommandTypes, 390
- N_ACTION_RQ, 390
- N_ACTION_RSP, 390
- N_CREATE_RQ, 390
- N_CREATE_RSP, 390
- N_DELETE_RQ, 390
- N_DELETE_RSP, 390
- N_EVENT_REPORT_RQ, 390
- N_EVENT_REPORT_RSP, 390
- N_GET_RQ, 390
- N_GET_RSP, 390
- N_SET_RQ, 390
- N_SET_RSP, 390
- gdcmm::network::ImplementationClassUIDSub, 601
 - ImplementationClassUIDSub, 601
 - Print, 601
 - Read, 601
 - Size, 602
 - Write, 602
- gdcmm::network::ImplementationUIDSub, 602
 - ImplementationUIDSub, 602
 - Write, 603
- gdcmm::network::ImplementationVersionNameSub, 603
 - ImplementationVersionNameSub, 603
 - Print, 604
 - Read, 604
 - Size, 604
 - Write, 604
- gdcmm::network::MaximumLengthSub, 685
 - GetMaximumLength, 686
 - MaximumLengthSub, 686
 - Print, 686
 - Read, 686
 - SetMaximumLength, 687
 - Size, 687
 - Write, 687
- gdcmm::network::NActionRQ, 737
 - ConstructPDV, 738
- gdcmm::network::NActionRSP, 738
 - ConstructPDVByDataSet, 739
- gdcmm::network::NCreateRQ, 740
 - ConstructPDV, 741
- gdcmm::network::NCreateRSP, 741
 - ConstructPDVByDataSet, 742
- gdcmm::network::NDeleteRQ, 743
 - ConstructPDV, 744
- gdcmm::network::NDeleteRSP, 744
 - ConstructPDVByDataSet, 745
- gdcmm::network::NEventReportRQ, 749
 - ConstructPDV, 750
- gdcmm::network::NEventReportRSP, 750
 - ConstructPDVByDataSet, 751
- gdcmm::network::NGetRQ, 752
 - ConstructPDV, 753
- gdcmm::network::NGetRSP, 753
 - ConstructPDVByDataSet, 754
- gdcmm::network::NormalizedMessageFactory, 756
 - ConstructNAction, 756
 - ConstructNCreate, 756
 - ConstructNDelete, 756
 - ConstructNEventReport, 757
 - ConstructNGet, 757
 - ConstructNSet, 757
- gdcmm::network::NSetRQ, 760
 - ConstructPDV, 761
- gdcmm::network::NSetRSP, 762
 - ConstructPDVByDataSet, 763
- gdcmm::network::PDataTFPDU, 799
 - AddPresentationDataValue, 800
 - GetNumberOfPresentationDataValues, 800
 - GetPresentationDataValue, 801
 - IsLastFragment, 801
 - PDataTFPDU, 800
 - Print, 801
 - Read, 801
 - ReadInto, 801
 - Size, 801
 - SizeType, 800
 - Write, 802
- gdcmm::network::PDUFactory, 811
 - ConstructAbortPDU, 812
 - ConstructPDU, 812
 - ConstructReleasePDU, 812
 - CreateCEchoPDU, 812
 - CreateCFindPDU, 812
 - CreateCMovePDU, 812
 - CreateCStoreRQPDU, 813
 - CreateCStoreRSPPDU, 813
 - CreateNActionPDU, 813
 - CreateNCreatePDU, 813
 - CreateNDeletePDU, 813
 - CreateNEventReportPDU, 813
 - CreateNGetPDU, 814
 - CreateNSetPDU, 814
 - DetermineEventByPDU, 814
 - GetPDVs, 814
- gdcmm::network::PresentationContextAC, 863
 - GetPresentationContextID, 864

- GetReason, 864
- GetTransferSyntax, 864
- PresentationContextAC, 863
- Print, 864
- Read, 864
- SetPresentationContextID, 864
- SetReason, 865
- SetTransferSyntax, 865
- Size, 865
- Write, 865
- gdcmm::network::PresentationContextRQ, 869
 - AddTransferSyntax, 871
 - GetAbstractSyntax, 871
 - GetNumberOfTransferSyntaxes, 871
 - GetPresentationContextID, 871
 - GetTransferSyntax, 871
 - GetTransferSyntaxes, 872
 - operator==, 872
 - PresentationContextRQ, 870
 - Print, 872
 - Read, 872
 - SetAbstractSyntax, 872
 - SetPresentationContextID, 872
 - Size, 873
 - SizeType, 870
 - Write, 873
- gdcmm::network::PresentationDataValue, 873
 - ConcatenatePDVBlobs, 874
 - ConcatenatePDVBlobsAsExplicit, 874
 - GetBlob, 874
 - GetIsCommand, 875
 - GetIsLastFragment, 875
 - GetMessageHeader, 875
 - GetPresentationContextID, 875
 - PresentationDataValue, 874
 - Print, 875
 - Read, 875
 - ReadInto, 875
 - SetBlob, 876
 - SetCommand, 876
 - SetDataSet, 876
 - SetLastFragment, 876
 - SetMessageHeader, 876
 - SetPresentationContextID, 877
 - Size, 877
 - Write, 877
- gdcmm::network::RoleSelectionSub, 941
 - Print, 941
 - Read, 942
 - RoleSelectionSub, 941
 - SetTuple, 942
 - Size, 942
 - Write, 942
- gdcmm::network::ServiceClassApplicationInformation, 1008
 - Print, 1009
 - Read, 1009
 - ServiceClassApplicationInformation, 1008
 - SetTuple, 1009
 - Size, 1009
 - Write, 1009
- gdcmm::network::SOPClassExtendedNegociationSub, 1035
 - Print, 1036
 - Read, 1036
 - SetTuple, 1036
 - Size, 1036
 - SOPClassExtendedNegociationSub, 1036
 - Write, 1036
- gdcmm::network::TableRow, 1144
 - ~TableRow, 1145
 - TableRow, 1145
 - transitions, 1145
- gdcmm::network::TransferSyntaxSub, 1179
 - GetName, 1179
 - operator==, 1180
 - Print, 1180
 - Read, 1180
 - SetName, 1180
 - SetNameFromUID, 1180
 - Size, 1180
 - TransferSyntaxSub, 1179
 - Write, 1181
- gdcmm::network::Transition, 1181
 - ~Transition, 1182
 - mAction, 1183
 - MakeNew, 1182
 - mEnd, 1183
 - Transition, 1182
- gdcmm::network::ULAction, 1227
 - ~ULAction, 1228
 - operator=, 1229
 - PerformAction, 1229
 - ULAction, 1228, 1229
- gdcmm::network::ULActionAA1, 1230
 - PerformAction, 1230
- gdcmm::network::ULActionAA2, 1231
 - PerformAction, 1232
- gdcmm::network::ULActionAA3, 1232
 - PerformAction, 1233
- gdcmm::network::ULActionAA4, 1234
 - PerformAction, 1234
- gdcmm::network::ULActionAA5, 1235
 - PerformAction, 1236
- gdcmm::network::ULActionAA6, 1236
 - PerformAction, 1237
- gdcmm::network::ULActionAA7, 1238
 - PerformAction, 1238
- gdcmm::network::ULActionAA8, 1239
 - PerformAction, 1239

- PerformAction, 1240
- gdcmm::network::ULActionAE1, 1240
 - PerformAction, 1241
- gdcmm::network::ULActionAE2, 1242
 - PerformAction, 1242
- gdcmm::network::ULActionAE3, 1243
 - PerformAction, 1244
- gdcmm::network::ULActionAE4, 1244
 - PerformAction, 1245
- gdcmm::network::ULActionAE5, 1246
 - PerformAction, 1246
- gdcmm::network::ULActionAE6, 1247
 - PerformAction, 1248
- gdcmm::network::ULActionAE7, 1248
 - PerformAction, 1249
- gdcmm::network::ULActionAE8, 1250
 - PerformAction, 1250
- gdcmm::network::ULActionAR1, 1251
 - PerformAction, 1252
- gdcmm::network::ULActionAR10, 1252
 - PerformAction, 1253
- gdcmm::network::ULActionAR2, 1254
 - PerformAction, 1254
- gdcmm::network::ULActionAR3, 1255
 - PerformAction, 1256
- gdcmm::network::ULActionAR4, 1256
 - PerformAction, 1257
- gdcmm::network::ULActionAR5, 1258
 - PerformAction, 1258
- gdcmm::network::ULActionAR6, 1259
 - PerformAction, 1260
- gdcmm::network::ULActionAR7, 1260
 - PerformAction, 1261
- gdcmm::network::ULActionAR8, 1262
 - PerformAction, 1262
- gdcmm::network::ULActionAR9, 1263
 - PerformAction, 1264
- gdcmm::network::ULActionDT1, 1264
 - PerformAction, 1265
- gdcmm::network::ULActionDT2, 1266
 - PerformAction, 1266
- gdcmm::network::ULBasicCallback, 1267
 - ~ULBasicCallback, 1268
 - GetDataSets, 1268
 - GetResponses, 1268
 - HandleDataSet, 1269
 - HandleResponse, 1269
 - ULBasicCallback, 1268
- gdcmm::network::ULConnection, 1269
 - ~ULConnection, 1271
 - AddAcceptedPresentationContext, 1271
 - FindContext, 1271
 - GetAcceptedPresentationContexts, 1271, 1272
 - GetConnectionInfo, 1272
 - GetMaxPDUSize, 1272
 - GetPresentationContextACByID, 1272
 - GetPresentationContextIDFromPresentationContext, 1272
 - GetPresentationContextRQByID, 1272
 - GetPresentationContexts, 1273
 - GetProtocol, 1273
 - GetState, 1273
 - GetTimer, 1273
 - InitializeConnection, 1273
 - InitializeIncomingConnection, 1273
 - operator=, 1274
 - SetMaxPDUSize, 1274
 - SetPresentationContexts, 1274
 - SetState, 1274
 - StopProtocol, 1274
 - ULActionAE6, 1275
 - ULConnection, 1271
 - ULConnectionManager, 1275
- gdcmm::network::ULConnectionCallback, 1275
 - ~ULConnectionCallback, 1276
 - DataSetHandled, 1277
 - DataSetHandles, 1277
 - HandleDataSet, 1277
 - HandleResponse, 1277
 - mImplicit, 1278
 - ResetHandledDataSet, 1277
 - SetImplicitFlag, 1277
 - ULConnectionCallback, 1276
- gdcmm::network::ULConnectionInfo, 1278
 - GetCalledAETitle, 1279
 - GetCalledComputerName, 1279
 - GetCalledIPAddress, 1279
 - GetCalledIPPort, 1279
 - GetCallingAETitle, 1279
 - GetMaxPDULength, 1279
 - Initialize, 1279
 - SetMaxPDULength, 1280
 - ULConnectionInfo, 1278
- gdcmm::network::ULConnectionManager, 1280
 - ~ULConnectionManager, 1282
 - BreakConnection, 1283
 - BreakConnectionNow, 1283
 - EstablishConnection, 1283
 - EstablishConnectionMove, 1283
 - mConnection, 1287
 - mSecondaryConnection, 1287
 - mTransitions, 1287
 - RunEventLoop, 1283
 - RunMoveEventLoop, 1284
 - SendEcho, 1284
 - SendFind, 1284
 - SendMove, 1284
 - SendNAction, 1285

- SendNCreate, 1285
- SendNDelete, 1285
- SendNEventReport, 1286
- SendNGet, 1286
- SendNSet, 1286
- SendStore, 1287
- ULConnectionManager, 1282
- gdcm::network::ULEvent, 1288
 - ~ULEvent, 1289
 - GetDataSetPos, 1289
 - GetEvent, 1289
 - GetIStream, 1289
 - GetPDUs, 1289
 - SetEvent, 1290
 - SetPDU, 1290
 - ULEvent, 1288, 1289
- gdcm::network::ULTransitionTable, 1290
 - HandleEvent, 1291
 - PrintTable, 1291
 - ULTransitionTable, 1291
- gdcm::network::ULWritingCallback, 1292
 - ~ULWritingCallback, 1293
 - HandleDataSet, 1293
 - HandleResponse, 1293
 - SetDirectory, 1293
 - ULWritingCallback, 1293
- gdcm::network::UserInformation, 1304
 - ~UserInformation, 1304
 - AddRoleSelectionSub, 1305
 - AddSOPClassExtendedNegociationSub, 1305
 - GetMaximumLengthSub, 1305
 - operator=, 1305
 - Print, 1305
 - Read, 1306
 - Size, 1306
 - UserInformation, 1304
 - Write, 1306
- gdcm::NoEvent, 755
- gdcm::NormalizedNetworkFunctions, 757
 - ConstructQuery, 758
 - NAction, 758
 - NCreate, 759
 - NDelete, 759
 - NEventReport, 759
 - NGet, 759
 - NSet, 760
- gdcm::Object, 763
 - ~Object, 765
 - Object, 765
 - operator<<, 766
 - operator=, 766
 - Print, 766
 - Register, 766
 - SmartPointer, 767
 - UnRegister, 766
- gdcm::OpenSSLCryptoFactory, 767
 - CreateCMSProvider, 768
 - InitOpenSSL, 768
 - OpenSSLCryptoFactory, 768
- gdcm::OpenSSLCryptographicMessageSyntax, 769
 - ~OpenSSLCryptographicMessageSyntax, 770
 - Decrypt, 770
 - Encrypt, 770
 - GetCipherType, 771
 - OpenSSLCryptographicMessageSyntax, 770
 - ParseCertificateFile, 771
 - ParseKeyFile, 771
 - SetCipherType, 771
 - SetPassword, 771
- gdcm::OpenSSLP7CryptoFactory, 772
 - CreateCMSProvider, 773
 - OpenSSLP7CryptoFactory, 773
- gdcm::OpenSSLP7CryptographicMessageSyntax, 774
 - ~OpenSSLP7CryptographicMessageSyntax, 775
 - Decrypt, 775
 - Encrypt, 775
 - GetCipherType, 776
 - OpenSSLP7CryptographicMessageSyntax, 775
 - ParseCertificateFile, 776
 - ParseKeyFile, 776
 - SetCipherType, 776
 - SetPassword, 776
- gdcm::Orientation, 777
 - ~Orientation, 778
 - AXIAL, 778
 - CORONAL, 778
 - GetLabel, 779
 - GetMajorAxisFromPatientRelativeDirectionCosine, 779
 - GetObliquityThresholdCosineValue, 779
 - GetType, 779
 - OBLIQUE, 778
 - operator<<, 780
 - Orientation, 778
 - OrientationType, 778
 - Print, 779
 - SAGITTAL, 778
 - SetObliquityThresholdCosineValue, 780
 - UNKNOWN, 778
- gdcm::Overlay, 780
 - ~Overlay, 784
 - Decompress, 784
 - GetBitPosition, 784
 - GetBitsAllocated, 784
 - GetColumns, 785
 - GetDescription, 785
 - GetGroup, 785
 - GetOrigin, 785

- GetOverlayData, 785
- GetOverlayTypeAsString, 785
- GetOverlayTypeFromString, 786
- GetRows, 786
- GetType, 786
- GetTypeAsEnum, 786
- GetUnpackBuffer, 786
- GetUnpackBufferLength, 786
- GrabOverlayFromPixelData, 787
- Graphics, 783
- Invalid, 783
- IsEmpty, 787
- IsInPixelData, 787
- IsZero, 787
- operator=, 787
- Overlay, 784
- OverlayType, 783
- Print, 788
- ROI, 783
- SetBitPosition, 788
- SetBitsAllocated, 788
- SetColumns, 788
- SetDescription, 788
- SetFrameOrigin, 789
- SetGroup, 789
- SetNumberOfFrames, 789
- SetOrigin, 789
- SetOverlay, 789
- SetRows, 790
- SetType, 790
- Update, 790
- gdcmm::ParseException, 791
 - ~ParseException, 792
 - GetLastElement, 792
 - operator=, 792
 - ParseException, 792
 - SetLastElement, 793
- gdcmm::Parser, 793
 - ~Parser, 796
 - DuplicateAttributeError, 796
 - EndElementHandler, 794
 - ErrorType, 795
 - GetBuffer, 796
 - GetCurrentByteIndex, 796
 - GetErrorCode, 796
 - GetErrorString, 797
 - GetUserData, 797
 - JunkAfterDocElementError, 796
 - NoElementsError, 796
 - NoError, 796
 - NoMemoryError, 796
 - Parse, 797
 - ParseBuffer, 797
 - Parser, 796
 - Process, 797
 - SetElementHandler, 797
 - SetUserData, 798
 - StartElementHandler, 794
 - SyntaxError, 796
 - TagMismatchError, 796
 - UndefinedEntityError, 796
 - UnexpectedStateError, 796
- gdcmm::Patient, 798
 - Patient, 798
- gdcmm::PDBelement, 802
 - GetName, 803
 - GetValue, 804
 - NameField, 805
 - operator<<, 804
 - operator==, 804
 - PDBelement, 803
 - SetName, 804
 - SetValue, 804
 - ValueField, 805
- gdcmm::PDBHeader, 805
 - ~PDBHeader, 806
 - FindPDBelementByName, 807
 - GetPDBelementEnd, 807
 - GetPDBelementByName, 807
 - GetPDBInfoTag, 807
 - LoadFromDataElement, 807
 - operator<<, 808
 - PDBHeader, 806
 - Print, 808
- gdcmm::PDFCodec, 808
 - ~PDFCodec, 810
 - CanCode, 810
 - CanDecode, 810
 - Decode, 810
 - PDFCodec, 810
- gdcmm::PersonName, 814
 - Component, 816
 - GetMaxLength, 815
 - GetNumberOfComponents, 815
 - MaxLength, 816
 - MaxNumberOfComponents, 816
 - Padding, 817
 - Print, 815
 - Separator, 817
 - SetBlob, 816
 - SetComponents, 816
- gdcmm::PGXCodec, 817
 - ~PGXCodec, 818
 - CanCode, 819
 - CanDecode, 819
 - Clone, 819
 - GetHeaderInfo, 819
 - PGXCodec, 818

- Read, [819](#)
- Write, [820](#)
- gdcmm::PhotometricInterpretation, [820](#)
 - ARGB, [822](#)
 - CMYK, [822](#)
 - GetPIString, [822](#)
 - GetPIType, [822](#)
 - GetSamplesPerPixel, [823](#)
 - GetString, [823](#)
 - GetType, [823](#)
 - HSV, [822](#)
 - IsLossless, [823](#)
 - IsLossy, [823](#)
 - IsRetired, [823](#)
 - IsSameColorSpace, [823](#)
 - MONOCHROME1, [822](#)
 - MONOCHROME2, [822](#)
 - operator PType, [824](#)
 - operator<<, [824](#)
 - PALETTE_COLOR, [822](#)
 - PhotometricInterpretation, [822](#)
 - PI_END, [822](#)
 - PType, [821](#)
 - RGB, [822](#)
 - UNKNOWN, [822](#)
 - YBR_FULL, [822](#)
 - YBR_FULL_422, [822](#)
 - YBR_ICT, [822](#)
 - YBR_PARTIAL_420, [822](#)
 - YBR_PARTIAL_422, [822](#)
 - YBR_RCT, [822](#)
- gdcmm::PixelFormat, [824](#)
 - Bitmap, [832](#)
 - FLOAT16, [826](#)
 - FLOAT32, [826](#)
 - FLOAT64, [826](#)
 - GetBitsAllocated, [827](#)
 - GetBitsStored, [827](#)
 - GetHighBit, [828](#)
 - GetMax, [828](#)
 - GetMin, [828](#)
 - GetPixelRepresentation, [828](#)
 - GetPixelSize, [828](#)
 - GetSamplesPerPixel, [829](#)
 - GetScalarType, [829](#)
 - GetScalarTypeAsString, [829](#)
 - INT12, [826](#)
 - INT16, [826](#)
 - INT32, [826](#)
 - INT64, [826](#)
 - INT8, [826](#)
 - IsCompatible, [829](#)
 - IsValid, [830](#)
 - operator ScalarType, [830](#)
 - operator!=, [830](#)
 - operator<<, [832](#)
 - operator==, [830](#)
 - PixelFormat, [827](#)
 - Print, [831](#)
 - ScalarType, [826](#)
 - SetBitsAllocated, [831](#)
 - SetBitsStored, [831](#)
 - SetHighBit, [831](#)
 - SetPixelRepresentation, [831](#)
 - SetSamplesPerPixel, [831](#)
 - SetScalarType, [832](#)
 - SINGLEBIT, [826](#)
 - UINT12, [826](#)
 - UINT16, [826](#)
 - UINT32, [826](#)
 - UINT64, [826](#)
 - UINT8, [826](#)
 - UNKNOWN, [826](#)
 - Validate, [832](#)
- gdcmm::Pixmap, [833](#)
 - ~Pixmap, [835](#)
 - AreOverlaysInPixelData, [835](#)
 - Curves, [838](#)
 - GetCurve, [835](#), [836](#)
 - GetIconImage, [836](#)
 - GetNumberOfCurves, [836](#)
 - GetNumberOfOverlays, [836](#)
 - GetOverlay, [836](#), [837](#)
 - Icon, [838](#)
 - Overlays, [838](#)
 - Pixmap, [835](#)
 - Print, [837](#)
 - RemoveOverlay, [837](#)
 - SetIconImage, [837](#)
 - SetNumberOfCurves, [837](#)
 - SetNumberOfOverlays, [837](#)
 - UnusedBitsPresentInPixelData, [838](#)
- gdcmm::PixmapReader, [839](#)
 - ~PixmapReader, [841](#)
 - GetPixmap, [841](#)
 - PixelData, [843](#)
 - PixmapReader, [841](#)
 - Read, [842](#)
 - ReadACRNEMAIImage, [842](#)
 - ReadImage, [842](#)
 - ReadImageInternal, [842](#)
- gdcmm::PixmapToPixmapFilter, [843](#)
 - ~PixmapToPixmapFilter, [845](#)
 - GetInput, [845](#)
 - GetOutput, [845](#)
 - GetOutputAsPixmap, [845](#)
 - PixmapToPixmapFilter, [845](#)
- gdcmm::PixmapWriter, [846](#)

- ~PixmapWriter, [848](#)
- DolconImage, [848](#)
- GetImage, [849](#)
- GetPixmap, [849](#)
- ImageData, [850](#)
- PixmapWriter, [848](#)
- PrepareWrite, [849](#)
- SetImage, [849](#)
- SetPixmap, [850](#)
- Write, [850](#)
- gdcmm::PNMCodec, [851](#)
 - ~PNMCodec, [852](#)
 - CanCode, [852](#)
 - CanDecode, [853](#)
 - Clone, [853](#)
 - GetBufferLength, [853](#)
 - GetHeaderInfo, [853](#)
 - PNMCodec, [852](#)
 - Read, [853](#)
 - SetBufferLength, [854](#)
 - Write, [854](#)
- gdcmm::Preamble, [854](#)
 - ~Preamble, [856](#)
 - Clear, [856](#)
 - Create, [856](#)
 - GetInternal, [856](#)
 - GetLength, [856](#)
 - IsEmpty, [857](#)
 - IsValid, [857](#)
 - operator<=, [858](#)
 - operator=, [857](#)
 - Preamble, [855](#), [856](#)
 - Print, [857](#)
 - Read, [857](#)
 - Remove, [857](#)
 - Valid, [858](#)
 - Write, [858](#)
- gdcmm::PresentationContext, [859](#)
 - AbstractSyntax, [862](#)
 - AddTransferSyntax, [861](#)
 - GetAbstractSyntax, [861](#)
 - GetNumberOfTransferSyntaxes, [861](#)
 - GetPresentationContextID, [861](#)
 - GetTransferSyntax, [861](#)
 - ID, [862](#)
 - operator==, [861](#)
 - PresentationContext, [860](#)
 - Print, [862](#)
 - SetAbstractSyntax, [862](#)
 - SetPresentationContextID, [862](#)
 - SizeType, [860](#)
 - TransferSyntaxArrayType, [860](#)
 - TransferSyntaxes, [862](#)
- gdcmm::PresentationContextGenerator, [865](#)
 - AddFromFile, [867](#)
 - AddPresentationContext, [867](#)
 - GenerateFromFilenames, [867](#)
 - GenerateFromUID, [868](#)
 - GetDefaultTransferSyntax, [868](#)
 - GetPresentationContexts, [868](#)
 - PresentationContextArrayType, [867](#)
 - PresentationContextGenerator, [867](#)
 - SetDefaultTransferSyntax, [868](#)
 - SetMergeModeToAbstractSyntax, [868](#)
 - SetMergeModeToTransferSyntax, [869](#)
 - SizeType, [867](#)
- gdcmm::Printer, [877](#)
 - ~Printer, [879](#)
 - CONDENSED_STYLE, [879](#)
 - CXX, [879](#)
 - F, [882](#)
 - GetPrintStyle, [880](#)
 - MaxPrintLength, [882](#)
 - Print, [880](#)
 - PrintDataElement, [880](#)
 - PrintDataSet, [880](#)
 - Printer, [879](#)
 - PrintSQ, [881](#)
 - PrintStyle, [882](#)
 - PrintStyles, [879](#)
 - SetColor, [881](#)
 - SetFile, [881](#)
 - SetStyle, [881](#)
 - VERBOSE_STYLE, [879](#)
 - XML, [879](#)
- gdcmm::PrivateDict, [882](#)
 - ~PrivateDict, [883](#)
 - AddDictEntry, [883](#)
 - Dicts, [885](#)
 - FindDictEntry, [883](#)
 - GetDictEntry, [884](#)
 - IsEmpty, [884](#)
 - LoadDefault, [884](#)
 - operator<=, [885](#)
 - PrintXML, [884](#)
 - PrivateDict, [883](#)
 - RemoveDictEntry, [884](#)
- gdcmm::PrivateTag, [885](#)
 - GetAsDataElement, [887](#)
 - GetOwner, [887](#)
 - operator!=, [887](#), [888](#)
 - operator<, [888](#)
 - operator<=, [889](#)
 - operator=, [888](#)
 - operator==, [888](#)
 - PrivateTag, [887](#)
 - ReadFromCommaSeparatedString, [889](#)
 - SetOwner, [889](#)

- gdcmm::ProgressEvent, 890
 - ~ProgressEvent, 892
 - CheckEvent, 892
 - GetEventName, 892
 - GetProgress, 892
 - MakeObject, 892
 - operator=, 893
 - ProgressEvent, 891, 892
 - Self, 891
 - SetProgress, 893
 - Superclass, 891
- gdcmm::PVRGCodec, 893
 - ~PVRGCodec, 895
 - CanCode, 895
 - CanDecode, 895
 - Clone, 896
 - Code, 896
 - Decode, 896
 - PVRGCodec, 895
 - SetLossyFlag, 896
- gdcmm::PythonFilter, 897
 - ~PythonFilter, 897
 - GetFile, 898
 - PythonFilter, 897
 - SetDicts, 898
 - SetFile, 898
 - ToPyObject, 898
 - UseDictAlways, 898
- gdcmm::QueryBase, 899
 - ~QueryBase, 900
 - GetAllRequiredTags, 900
 - GetAllTags, 900
 - GetHierarchicalSearchTags, 901
 - GetName, 901
 - GetOptionalTags, 901
 - GetQueryLevel, 901
 - GetRequiredTags, 901
 - GetUniqueTags, 902
- gdcmm::QueryFactory, 902
 - GetCharacterFromCurrentLocale, 903
 - ListCharSets, 903
 - ProduceCharacterSetDataElement, 903
 - ProduceQuery, 903
- gdcmm::QueryImage, 904
 - GetHierarchicalSearchTags, 905
 - GetName, 905
 - GetOptionalTags, 905
 - GetQueryLevel, 905
 - GetRequiredTags, 906
 - GetUniqueTags, 906
- gdcmm::QueryPatient, 906
 - GetHierarchicalSearchTags, 907
 - GetName, 907
 - GetOptionalTags, 908
 - GetQueryLevel, 908
 - GetRequiredTags, 908
 - GetUniqueTags, 908
- gdcmm::QuerySeries, 909
 - GetHierarchicalSearchTags, 910
 - GetName, 910
 - GetOptionalTags, 910
 - GetQueryLevel, 910
 - GetRequiredTags, 910
 - GetUniqueTags, 911
- gdcmm::QueryStudy, 911
 - GetHierarchicalSearchTags, 912
 - GetName, 912
 - GetOptionalTags, 913
 - GetQueryLevel, 913
 - GetRequiredTags, 913
 - GetUniqueTags, 913
- gdcmm::RAWCodec, 914
 - ~RAWCodec, 915
 - CanCode, 915
 - CanDecode, 916
 - Clone, 916
 - Code, 916
 - Decode, 916
 - DecodeByStreams, 917
 - DecodeBytes, 917
 - GetHeaderInfo, 917
 - RAWCodec, 915
- gdcmm::Reader, 918
 - ~Reader, 921
 - CanRead, 921
 - F, 925
 - GetFile, 921
 - GetStreamCurrentPosition, 922
 - GetStreamPtr, 922
 - Read, 922
 - ReadDataSet, 922
 - Reader, 921
 - ReadMetaInformation, 923
 - ReadPreamble, 923
 - ReadSelectedPrivateTags, 923
 - ReadSelectedTags, 923
 - ReadUpToTag, 923
 - SetFile, 924
 - SetFileName, 924
 - SetStream, 924
 - StreamImageReader, 925
- gdcmm::RealWorldValueMappingContent, 926
 - CodeMeaning, 926
 - CodeValue, 926
 - RealWorldValueIntercept, 927
 - RealWorldValueSlope, 927
- gdcmm::Region, 927
 - ~Region, 928

- Area, [928](#)
- Clone, [929](#)
- ComputeBoundingBox, [929](#)
- Empty, [929](#)
- IsValid, [929](#)
- Print, [929](#)
- Region, [928](#)
- gdcm::Rescaler, [930](#)
 - ~Rescaler, [932](#)
 - ComputeInterceptSlopePixelType, [932](#)
 - ComputePixelTypeFromMinMax, [932](#)
 - GetIntercept, [932](#)
 - GetSlope, [932](#)
 - InverseRescale, [932](#)
 - InverseRescaleFunctionIntoBestFit, [933](#)
 - Rescale, [933](#)
 - RescaleFunctionIntoBestFit, [933](#)
 - Rescaler, [931](#)
 - SetIntercept, [933](#)
 - SetMinMaxForPixelType, [933](#)
 - SetPixelFormat, [934](#)
 - SetSlope, [934](#)
 - SetTargetPixelType, [934](#)
 - SetUseTargetPixelType, [934](#)
- gdcm::RLECodec, [935](#)
 - ~RLECodec, [937](#)
 - AppendFrameEncode, [937](#)
 - AppendRowEncode, [937](#)
 - CanCode, [937](#)
 - CanDecode, [937](#)
 - Clone, [938](#)
 - Code, [938](#)
 - Decode, [938](#)
 - DecodeByStreams, [938](#)
 - DecodeExtent, [939](#)
 - GetBufferLength, [939](#)
 - GetHeaderInfo, [939](#)
 - ImageRegionReader, [940](#)
 - IsFrameEncoder, [939](#)
 - IsRowEncoder, [939](#)
 - RLECodec, [936](#)
 - SetBufferLength, [940](#)
 - SetLength, [940](#)
 - StartEncode, [940](#)
 - StopEncode, [940](#)
- gdcm::Scanner, [943](#)
 - ~Scanner, [946](#)
 - AddPrivateTag, [946](#)
 - AddSkipTag, [947](#)
 - AddTag, [947](#)
 - Begin, [947](#)
 - ClearSkipTags, [947](#)
 - ClearTags, [947](#)
 - ConstIterator, [945](#)
 - End, [947](#)
 - GetAllFilenamesFromTagToValue, [948](#)
 - GetFilenameFromTagToValue, [948](#)
 - GetFilenames, [948](#)
 - GetKeys, [948](#)
 - GetMapping, [948](#)
 - GetMappingFromTagToValue, [949](#)
 - GetMappings, [949](#)
 - GetOrderedValues, [949](#)
 - GetValue, [949](#)
 - GetValues, [949, 950](#)
 - IsKey, [950](#)
 - MappingType, [945](#)
 - New, [950](#)
 - operator<<, [951](#)
 - Print, [950](#)
 - PrintTable, [951](#)
 - ProcessPublicTag, [951](#)
 - Scan, [951](#)
 - Scanner, [946](#)
 - TagToValue, [946](#)
 - TagToValueValueType, [946](#)
 - ValuesType, [946](#)
- gdcm::Scanner2, [952](#)
 - ~Scanner2, [957](#)
 - AddPrivateTag, [957](#)
 - AddPublicTag, [957](#)
 - AddSkipTag, [957](#)
 - Begin, [957](#)
 - ClearPrivateTags, [958](#)
 - ClearPublicTags, [958](#)
 - ClearSkipTags, [958](#)
 - End, [958](#)
 - GetAllFilenamesFromPrivateTagToValue, [958](#)
 - GetAllFilenamesFromPublicTagToValue, [958](#)
 - GetFilenameFromPrivateTagToValue, [958](#)
 - GetFilenameFromPublicTagToValue, [959](#)
 - GetFilenames, [959](#)
 - GetKeys, [959](#)
 - GetMappingFromPrivateTagToValue, [959](#)
 - GetMappingFromPublicTagToValue, [959](#)
 - GetPrivateMapping, [959](#)
 - GetPrivateMappings, [960](#)
 - GetPrivateOrderedValues, [960](#)
 - GetPrivateValue, [960](#)
 - GetPrivateValues, [960](#)
 - GetPublicMapping, [960](#)
 - GetPublicMappings, [960](#)
 - GetPublicOrderedValues, [961](#)
 - GetPublicValue, [961](#)
 - GetPublicValues, [961](#)
 - GetValues, [961](#)
 - IsKey, [961](#)
 - New, [962](#)

- operator<<, [963](#)
- Print, [962](#)
- PrintTable, [962](#)
- PrivateBegin, [962](#)
- PrivateConstIterator, [955](#)
- PrivateEnd, [962](#)
- PrivateMappingType, [955](#)
- PrivateTagToValue, [955](#)
- PrivateTagToValueValueType, [956](#)
- ProcessPrivateTag, [963](#)
- ProcessPublicTag, [963](#)
- PublicConstIterator, [956](#)
- PublicMappingType, [956](#)
- PublicTagToValue, [956](#)
- PublicTagToValueValueType, [956](#)
- Scan, [963](#)
- Scanner2, [957](#)
- ValuesType, [956](#)
- gdcmm::Scanner2::Itstr, [678](#)
 - operator(), [678](#)
- gdcmm::Scanner::Itstr, [679](#)
 - operator(), [679](#)
- gdcmm::Segment, [964](#)
 - ~Segment, [967](#)
 - AddSurface, [967](#)
 - ALGOType, [966](#)
 - ALGOType_END, [967](#)
 - AnatomicRegion, [972](#)
 - AnatomicRegionModifiers, [972](#)
 - AUTOMATIC, [967](#)
 - BasicCodedEntryVector, [966](#)
 - GetALGOType, [967](#)
 - GetALGOTypeString, [967](#)
 - GetAnatomicRegion, [968](#)
 - GetAnatomicRegionModifiers, [968](#)
 - GetPropertyCategory, [968](#)
 - GetPropertyType, [968](#), [969](#)
 - GetPropertyTypeModifiers, [969](#)
 - GetSegmentAlgorithmName, [969](#)
 - GetSegmentAlgorithmType, [969](#)
 - GetSegmentDescription, [969](#)
 - GetSegmentLabel, [969](#)
 - GetSegmentNumber, [970](#)
 - GetSurface, [970](#)
 - GetSurfaceCount, [970](#)
 - GetSurfaces, [970](#)
 - MANUAL, [967](#)
 - PropertyCategory, [973](#)
 - PropertyType, [973](#)
 - PropertyTypeModifiers, [973](#)
 - Segment, [967](#)
 - SegmentAlgorithmName, [973](#)
 - SegmentAlgorithmType, [973](#)
 - SegmentDescription, [973](#)
 - SegmentLabel, [973](#)
 - SegmentNumber, [974](#)
 - SEMIAUTOMATIC, [967](#)
 - SetAnatomicRegion, [970](#)
 - SetAnatomicRegionModifiers, [970](#)
 - SetPropertyCategory, [971](#)
 - SetPropertyType, [971](#)
 - SetPropertyTypeModifiers, [971](#)
 - SetSegmentAlgorithmName, [971](#)
 - SetSegmentAlgorithmType, [971](#)
 - SetSegmentDescription, [972](#)
 - SetSegmentLabel, [972](#)
 - SetSegmentNumber, [972](#)
 - SetSurfaceCount, [972](#)
 - SurfaceCount, [974](#)
 - Surfaces, [974](#)
 - SurfaceVector, [966](#)
- gdcmm::SegmentedPaletteColorLookupTable, [974](#)
 - ~SegmentedPaletteColorLookupTable, [975](#)
 - Print, [976](#)
 - SegmentedPaletteColorLookupTable, [975](#)
 - SetLUT, [976](#)
- gdcmm::SegmentHelper, [84](#)
- gdcmm::SegmentHelper::BasicCodedEntry, [191](#)
 - BasicCodedEntry, [192](#)
 - CM, [193](#)
 - CSD, [193](#)
 - CSV, [193](#)
 - CV, [194](#)
 - IsEmpty, [193](#)
- gdcmm::SegmentReader, [977](#)
 - ~SegmentReader, [979](#)
 - GetSegments, [979](#)
 - Read, [979](#)
 - ReadSegment, [980](#)
 - ReadSegments, [980](#)
 - SegmentMap, [978](#)
 - SegmentReader, [979](#)
 - Segments, [980](#)
 - SegmentVector, [979](#)
- gdcmm::SegmentWriter, [981](#)
 - ~SegmentWriter, [982](#)
 - AddSegment, [983](#)
 - GetNumberOfSegments, [983](#)
 - GetSegment, [983](#)
 - GetSegments, [983](#)
 - PrepareWrite, [983](#)
 - Segments, [984](#)
 - SegmentVector, [982](#)
 - SegmentWriter, [982](#)
 - SetNumberOfSegments, [983](#)
 - SetSegments, [984](#)
 - Write, [984](#)
- gdcmm::SequenceOfFragments, [985](#)

- AddFragment, 987
- Begin, 988
- Clear, 988
- ComputeByteLength, 988
- ComputeLength, 988
- ConstIterator, 987
- End, 988, 989
- FragmentVector, 987
- GetBuffer, 989
- GetFragBuffer, 989
- GetFragment, 989
- GetLength, 989
- GetNumberOfFragments, 990
- GetTable, 990
- Iterator, 987
- New, 990
- operator==, 990
- Print, 990
- Read, 991
- ReadPreValue, 991
- ReadValue, 991
- SequenceOfFragments, 987
- SetLength, 991
- SizeType, 987
- Write, 991
- WriteBuffer, 992
- gdcm::SequenceOfItems, 992
 - AddItem, 996
 - AddNewUndefinedLengthItem, 996
 - Begin, 996
 - Clear, 996
 - ComputeLength, 997
 - ConstIterator, 995
 - End, 997
 - FindDataElement, 997
 - GetItem, 997
 - GetLength, 998
 - GetNumberOfItems, 998
 - IsEmpty, 998
 - IsUndefinedLength, 998
 - Items, 1000
 - ItemVector, 995
 - Iterator, 995
 - New, 998
 - operator=, 999
 - operator==, 999
 - Print, 999
 - Read, 999
 - RemoveItemByIndex, 999
 - SequenceLengthField, 1001
 - SequenceOfItems, 995
 - SetLength, 1000
 - SetLengthToUndefined, 1000
 - SetNumberOfItems, 1000
 - SizeType, 995
 - Write, 1000
- gdcm::SerieHelper, 1001
 - ~SerieHelper, 1003
 - AddFile, 1003
 - AddFileName, 1004
 - AddRestriction, 1004
 - Clear, 1004
 - CreateDefaultUniqueSeriesIdentifier, 1004
 - CreateUniqueSeriesIdentifier, 1005
 - elem, 1006
 - FileNameOrdering, 1005
 - GetFirstSingleSerieUIDFileSet, 1005
 - GetNextSingleSerieUIDFileSet, 1005
 - ImageNumberOrdering, 1005
 - ImagePositionPatientOrdering, 1005
 - ItFileSetHt, 1006
 - op, 1007
 - OrderFileList, 1005
 - Rule, 1003
 - SerieHelper, 1003
 - SerieRestrictions, 1003
 - SetDirectory, 1006
 - SetLoadMode, 1006
 - SetUseSeriesDetails, 1006
 - SingleSerieUIDFileSetHT, 1007
 - SingleSerieUIDFileSetmap, 1003
 - UserOrdering, 1006
 - value, 1007
- gdcm::Series, 1007
 - Series, 1008
- gdcm::ServiceClassUser, 1010
 - ~ServiceClassUser, 1012
 - GetAETitle, 1013
 - GetCalledAETitle, 1013
 - GetTimeout, 1013
 - InitializeConnection, 1013
 - IsPresentationContextAccepted, 1013
 - New, 1013
 - operator=, 1014
 - SendEcho, 1014
 - SendFind, 1014
 - SendMove, 1014, 1015
 - SendStore, 1015
 - ServiceClassUser, 1012
 - SetAETitle, 1015
 - SetCalledAETitle, 1016
 - SetHostname, 1016
 - SetPort, 1016
 - SetPortSCP, 1016
 - SetPresentationContexts, 1017
 - SetTimeout, 1017
 - StartAssociation, 1017
 - StopAssociation, 1017

- gdcmm::SHA1, 1018
 - ~SHA1, 1019
 - Compute, 1019
 - ComputeFile, 1019
 - operator=, 1019
 - SHA1, 1019
- gdcmm::SimpleMemberCommand< T >, 1020
 - ~SimpleMemberCommand, 1023
 - Execute, 1023
 - m_MemberFunction, 1024
 - m_This, 1024
 - New, 1023
 - operator=, 1024
 - Self, 1022
 - SetCallbackFunction, 1024
 - SimpleMemberCommand, 1022
 - TMemberFunctionPointer, 1022
- gdcmm::SimpleSubjectWatcher, 1025
 - ~SimpleSubjectWatcher, 1026
 - EndFilter, 1026
 - operator=, 1026
 - ShowAbort, 1026
 - ShowAnonymization, 1027
 - ShowData, 1027
 - ShowDataSet, 1027
 - ShowFileName, 1027
 - ShowIteration, 1027
 - ShowProgress, 1028
 - SimpleSubjectWatcher, 1026
 - StartFilter, 1028
 - TestAbortOff, 1028
 - TestAbortOn, 1028
- gdcmm::SmartPointer< ObjectType >, 1031
 - ~SmartPointer, 1033
 - GetPointer, 1033
 - operator ObjectType *, 1034
 - operator*, 1034
 - operator->, 1034
 - operator=, 1034, 1035
 - SmartPointer, 1032, 1033
- gdcmm::SOPClassUIDToIOD, 1037
 - const, 1037
 - GetIOD, 1038
 - GetIODFromSOPClassUID, 1038
 - GetNumberOfSOPClassUIDToIOD, 1038
 - GetSOPClassUIDFromIOD, 1038
 - GetSOPClassUIDToIOD, 1038
 - GetSOPClassUIDToIODs, 1038
- gdcmm::Sorter, 1039
 - ~Sorter, 1041
 - AddSelect, 1041
 - FileNames, 1043
 - GetFileNames, 1041
 - operator<=, 1043
 - Print, 1042
 - Selection, 1043
 - SelectionMap, 1041
 - SetSortFunction, 1042
 - SetTagsToRead, 1042
 - Sort, 1042
 - Sorter, 1041
 - SortFunc, 1044
 - SortFunction, 1041
 - StableSort, 1043
 - TagsToRead, 1044
- gdcmm::Spacing, 1044
 - ~Spacing, 1046
 - CALIBRATED, 1046
 - ComputePixelAspectRatioFromPixelSpacing, 1046
 - DETECTOR, 1046
 - MAGNIFIED, 1046
 - Spacing, 1046
 - SpacingType, 1045
 - UNKNOWN, 1046
- gdcmm::Spectroscopy, 1046
 - Spectroscopy, 1047
- gdcmm::SplitMosaicFilter, 1047
 - ~SplitMosaicFilter, 1048
 - ComputeMOSAICDimensions, 1048
 - ComputeMOSAICSliceNormal, 1048
 - ComputeMOSAICSlicePosition, 1049
 - GetAcquisitionSize, 1049
 - GetFile, 1049
 - GetImage, 1049
 - GetNumberOfImagesInMosaic, 1050
 - SetFile, 1050
 - SetImage, 1050
 - Split, 1050
 - SplitMosaicFilter, 1048
- gdcmm::StartEvent, 1051
- gdcmm::static_assert_test< x >, 1052
- gdcmm::STATIC_ASSERTION_FAILURE< true >, 1052
 - value, 1052
- gdcmm::STATIC_ASSERTION_FAILURE< x >, 1052
- gdcmm::StreamImageReader, 1053
 - ~StreamImageReader, 1054
 - CanReadImage, 1054
 - DefinePixelExtent, 1054
 - DefineProperBufferLength, 1054
 - GetDimensionsValueForResolution, 1055
 - GetFile, 1055
 - Read, 1055
 - ReadImageInformation, 1055
 - SetFileName, 1056
 - SetStream, 1056
 - StreamImageReader, 1053
- gdcmm::StreamImageWriter, 1057
 - ~StreamImageWriter, 1059

CanWriteFile, [1059](#)
 DefinePixelExtent, [1059](#)
 DefineProperBufferLength, [1059](#)
 mElementOffsets, [1062](#)
 mElementOffsets1, [1062](#)
 mspFile, [1062](#)
 mWriter, [1062](#)
 mXMax, [1062](#)
 mXMin, [1063](#)
 mYMax, [1063](#)
 mYMin, [1063](#)
 mZMax, [1063](#)
 mZMin, [1063](#)
 SetFile, [1060](#)
 SetFileName, [1060](#)
 SetStream, [1060](#)
 StreamImageWriter, [1059](#)
 Write, [1060](#)
 WriteImageInformation, [1061](#)
 WriteImageSubregionRAW, [1061](#)
 WriteRawHeader, [1061](#)
 gdcmm::StrictScanner, [1064](#)
 ~StrictScanner, [1067](#)
 AddPrivateTag, [1067](#)
 AddSkipTag, [1068](#)
 AddTag, [1068](#)
 Begin, [1068](#)
 ClearSkipTags, [1068](#)
 ClearTags, [1068](#)
 ConstIterator, [1066](#)
 End, [1068](#)
 GetAllFilenamesFromTagToValue, [1069](#)
 GetFilenameFromTagToValue, [1069](#)
 GetFilenames, [1069](#)
 GetKeys, [1069](#)
 GetMapping, [1069](#)
 GetMappingFromTagToValue, [1069](#)
 GetMappings, [1070](#)
 GetOrderedValues, [1070](#)
 GetValue, [1070](#)
 GetValues, [1070](#)
 IsKey, [1071](#)
 MappingType, [1066](#)
 New, [1071](#)
 operator<<, [1072](#)
 Print, [1071](#)
 PrintTable, [1071](#)
 ProcessPublicTag, [1071](#)
 Scan, [1072](#)
 StrictScanner, [1067](#)
 TagToValue, [1067](#)
 TagToValueValueType, [1067](#)
 ValueType, [1067](#)
 gdcmm::StrictScanner2, [1073](#)
 ~StrictScanner2, [1077](#)
 AddPrivateTag, [1077](#)
 AddPublicTag, [1077](#)
 AddSkipTag, [1078](#)
 Begin, [1078](#)
 ClearPrivateTags, [1078](#)
 ClearPublicTags, [1078](#)
 ClearSkipTags, [1078](#)
 End, [1078](#)
 GetAllFilenamesFromPrivateTagToValue, [1079](#)
 GetAllFilenamesFromPublicTagToValue, [1079](#)
 GetFilenameFromPrivateTagToValue, [1079](#)
 GetFilenameFromPublicTagToValue, [1079](#)
 GetFilenames, [1079](#)
 GetKeys, [1079](#)
 GetMappingFromPrivateTagToValue, [1080](#)
 GetMappingFromPublicTagToValue, [1080](#)
 GetPrivateMapping, [1080](#)
 GetPrivateMappings, [1080](#)
 GetPrivateOrderedValues, [1080](#)
 GetPrivateValue, [1080](#)
 GetPrivateValues, [1081](#)
 GetPublicMapping, [1081](#)
 GetPublicMappings, [1081](#)
 GetPublicOrderedValues, [1081](#)
 GetPublicValue, [1081](#)
 GetPublicValues, [1081](#)
 GetValues, [1082](#)
 IsKey, [1082](#)
 New, [1082](#)
 operator<<, [1084](#)
 Print, [1082](#)
 PrintTable, [1082](#)
 PrivateBegin, [1083](#)
 PrivateConstIterator, [1076](#)
 PrivateEnd, [1083](#)
 PrivateMappingType, [1076](#)
 PrivateTagToValue, [1076](#)
 PrivateTagToValueValueType, [1076](#)
 ProcessPrivateTag, [1083](#)
 ProcessPublicTag, [1083](#)
 PublicConstIterator, [1076](#)
 PublicMappingType, [1076](#)
 PublicTagToValue, [1076](#)
 PublicTagToValueValueType, [1077](#)
 Scan, [1083](#)
 StrictScanner2, [1077](#)
 ValueType, [1077](#)
 gdcmm::StrictScanner2::Itstr, [679](#)
 operator(), [679](#)
 gdcmm::StrictScanner::Itstr, [680](#)
 operator(), [680](#)
 gdcmm::String< TDelimiter, TMaxLength, TPadChar >, [1084](#)

- const_iterator, 1086
- const_reference, 1086
- const_reverse_iterator, 1086
- difference_type, 1086
- IsValid, 1089
- iterator, 1087
- operator const char *, 1089
- pointer, 1087
- reference, 1087
- reverse_iterator, 1087
- size_type, 1087
- String, 1088
- Trim, 1089
- Truncate, 1089
- value_type, 1087
- gdcmm::StringFilter, 1090
 - ~StringFilter, 1091
 - ExecuteQuery, 1091
 - FromString, 1091
 - GetFile, 1092
 - SetDicts, 1092
 - SetFile, 1092
 - StringFilter, 1091
 - ToString, 1092, 1093
 - ToStringPair, 1093, 1094
 - UseDictAlways, 1094
- gdcmm::Study, 1094
 - Study, 1094
- gdcmm::Subject, 1095
 - ~Subject, 1097
 - AddObserver, 1097
 - GetCommand, 1097
 - HasObserver, 1097
 - InvokeEvent, 1098
 - RemoveAllObservers, 1098
 - RemoveObserver, 1098
 - Subject, 1096
- gdcmm::Surface, 1099
 - ~Surface, 1102
 - GetAlgorithmFamily, 1103
 - GetAlgorithmName, 1103
 - GetAlgorithmVersion, 1103
 - GetAxisOfRotation, 1103
 - GetCenterOfRotation, 1103
 - GetFiniteVolume, 1104
 - GetManifold, 1104
 - GetMaximumPointDistance, 1104
 - GetMeanPointDistance, 1104
 - GetMeshPrimitive, 1104
 - GetNumberOfSurfacePoints, 1105
 - GetNumberOfVectors, 1105
 - GetPointCoordinatesData, 1105
 - GetPointPositionAccuracy, 1105
 - GetPointsBoundingBoxCoordinates, 1105
 - GetProcessingAlgorithm, 1106
 - GetRecommendedDisplayCIELabValue, 1106
 - GetRecommendedDisplayGrayscaleValue, 1106
 - GetRecommendedPresentationOpacity, 1106
 - GetRecommendedPresentationType, 1107
 - GetSTATES, 1107
 - GetSTATESString, 1107
 - GetSurfaceComments, 1107
 - GetSurfaceNumber, 1107
 - GetSurfaceProcessing, 1107
 - GetSurfaceProcessingDescription, 1107
 - GetSurfaceProcessingRatio, 1108
 - GetVectorAccuracy, 1108
 - GetVectorCoordinateData, 1108
 - GetVectorDimensionality, 1108
 - GetVIEWType, 1108
 - GetVIEWTypeString, 1108
 - NO, 1102
 - POINTS, 1102
 - SetAlgorithmFamily, 1109
 - SetAlgorithmName, 1109
 - SetAlgorithmVersion, 1109
 - SetAxisOfRotation, 1109
 - SetCenterOfRotation, 1109
 - SetFiniteVolume, 1109
 - SetManifold, 1110
 - SetMaximumPointDistance, 1110
 - SetMeanPointDistance, 1110
 - SetMeshPrimitive, 1110
 - SetNumberOfSurfacePoints, 1110
 - SetNumberOfVectors, 1110
 - SetPointCoordinatesData, 1111
 - SetPointPositionAccuracy, 1111
 - SetPointsBoundingBoxCoordinates, 1111
 - SetProcessingAlgorithm, 1111
 - SetRecommendedDisplayCIELabValue, 1111, 1112
 - SetRecommendedDisplayGrayscaleValue, 1112
 - SetRecommendedPresentationOpacity, 1112
 - SetRecommendedPresentationType, 1112
 - SetSurfaceComments, 1112
 - SetSurfaceNumber, 1112
 - SetSurfaceProcessing, 1113
 - SetSurfaceProcessingDescription, 1113
 - SetSurfaceProcessingRatio, 1113
 - SetVectorAccuracy, 1113
 - SetVectorCoordinateData, 1113
 - SetVectorDimensionality, 1113
 - STATES, 1101
 - STATES_END, 1102
 - SURFACE, 1102
 - Surface, 1102
 - UNKNOWN, 1102
 - VIEWType, 1102
 - VIEWType_END, 1102

- WIREFRAME, [1102](#)
- YES, [1102](#)
- gdcmm::SurfaceHelper, [1114](#)
 - ColorArray, [1115](#)
 - RecommendedDisplayCIELabToRGB, [1115](#)
 - RGBToRecommendedDisplayCIELab, [1116](#)
 - RGBToRecommendedDisplayGrayscale, [1116](#)
- gdcmm::SurfaceReader, [1117](#)
 - ~SurfaceReader, [1119](#)
 - GetNumberOfSurfaces, [1119](#)
 - Read, [1120](#)
 - ReadPointMacro, [1120](#)
 - ReadSurface, [1120](#)
 - ReadSurfaces, [1120](#)
 - SurfaceReader, [1119](#)
- gdcmm::SurfaceWriter, [1121](#)
 - ~SurfaceWriter, [1122](#)
 - ComputeNumberOfSurfaces, [1122](#)
 - GetNumberOfSurfaces, [1122](#)
 - NumberOfSurfaces, [1123](#)
 - PrepareWrite, [1123](#)
 - PrepareWritePointMacro, [1123](#)
 - SetNumberOfSurfaces, [1123](#)
 - SurfaceWriter, [1122](#)
 - Write, [1123](#)
- gdcmm::SwapCode, [1124](#)
 - BadBigEndian, [1125](#)
 - BadLittleEndian, [1125](#)
 - BigEndian, [1125](#)
 - GetIndex, [1125](#)
 - GetSwapCodeString, [1125](#)
 - LittleEndian, [1125](#)
 - operator SwapCode::SwapCodeType, [1126](#)
 - operator<<, [1126](#)
 - SwapCode, [1125](#)
 - SwapCodeType, [1125](#)
 - Unknown, [1125](#)
- gdcmm::SwapperDoOp, [1126](#)
 - Swap, [1126](#)
 - SwapArray, [1127](#)
- gdcmm::SwapperNoOp, [1127](#)
 - Swap, [1127](#)
 - SwapArray, [1128](#)
- gdcmm::System, [1128](#)
 - ConvertToUNC, [1129](#)
 - DeleteDirectory, [1129](#)
 - EncodeBytes, [1130](#)
 - FileExists, [1130](#)
 - FileIsDirectory, [1130](#)
 - FileIsSymlink, [1130](#)
 - FileSize, [1131](#)
 - FileTime, [1131](#)
 - FormatDateTime, [1131](#)
 - GetCurrentDateTime, [1131](#)
 - GetCurrentModuleFileName, [1132](#)
 - GetCurrentProcessFileName, [1132](#)
 - GetCurrentResourcesDirectory, [1132](#)
 - GetCWD, [1132](#)
 - GetHostName, [1132](#)
 - GetLastSystemError, [1132](#)
 - GetLocaleCharset, [1133](#)
 - GetPermissions, [1133](#)
 - GetTimezoneOffsetFromUTC, [1133](#)
 - MakeDirectory, [1133](#)
 - ParseDateTime, [1133](#), [1134](#)
 - RemoveFile, [1134](#)
 - SetPermissions, [1134](#)
 - StrCaseCmp, [1134](#)
 - StrNCaseCmp, [1135](#)
 - StrSep, [1135](#)
 - StrTokR, [1135](#)
- gdcmm::Table, [1136](#)
 - ~Table, [1137](#)
 - GetTableEntry, [1137](#)
 - InsertEntry, [1138](#)
 - MapTableEntry, [1137](#)
 - operator<<, [1138](#)
 - operator=, [1138](#)
 - Table, [1137](#)
 - TableInternal, [1138](#)
- gdcmm::TableEntry, [1139](#)
 - ~TableEntry, [1139](#)
 - TableEntry, [1139](#)
- gdcmm::TableReader, [1140](#)
 - ~TableReader, [1141](#)
 - CharacterDataHandler, [1141](#)
 - EndElement, [1141](#)
 - GetDefs, [1141](#)
 - GetFilename, [1141](#)
 - HandleIOD, [1142](#)
 - HandleIODEntry, [1142](#)
 - HandleMacro, [1142](#)
 - HandleMacroEntry, [1142](#)
 - HandleMacroEntryDescription, [1142](#)
 - HandleModule, [1142](#)
 - HandleModuleEntry, [1143](#)
 - HandleModuleEntryDescription, [1143](#)
 - HandleModuleInclude, [1143](#)
 - Read, [1143](#)
 - SetFilename, [1143](#)
 - StartElement, [1143](#)
 - TableReader, [1141](#)
- gdcmm::Tag, [1145](#)
 - bytes, [1156](#)
 - GetElement, [1148](#)
 - GetElementTag, [1148](#)
 - GetGroup, [1149](#)
 - GetLength, [1149](#)

- GetPrivateCreator, 1149
- IsGroupLength, 1149
- IsGroupXX, 1150
- IsIllegal, 1150
- IsPrivate, 1150
- IsPrivateCreator, 1150
- IsPublic, 1151
- operator!=, 1151
- operator<, 1151
- operator<<, 1155
- operator<=, 1151
- operator>>, 1155
- operator=, 1151
- operator==, 1152
- operator[], 1152
- PrintAsContinuousString, 1152
- PrintAsContinuousUpperCaseString, 1152
- PrintAsPipeSeparatedString, 1153
- Read, 1153
- ReadFromCommaSeparatedString, 1153
- ReadFromContinuousString, 1153
- ReadFromPipeSeparatedString, 1153
- SetElement, 1154
- SetElementTag, 1154
- SetGroup, 1154
- SetPrivateCreator, 1155
- Tag, 1147, 1148
- tag, 1156
- tags, 1156
- Write, 1155
- gdcmm::TagPath, 1156
 - ~TagPath, 1157
 - ConstructFromString, 1157
 - ConstructFromTagList, 1158
 - IsValid, 1158
 - Print, 1158
 - Push, 1158
 - TagPath, 1157
- 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, 1159
 - ~Testing, 1161
 - ComputeFileMD5, 1161
 - ComputeMD5, 1161
 - GetDataExtraRoot, 1161
 - GetDataRoot, 1162
 - GetFileName, 1162
 - GetFileNames, 1162
 - GetLossyFlagFromFile, 1162
 - GetMD5DataImage, 1163
 - GetMD5DataImages, 1163
 - GetMD5FromBrokenFile, 1163
 - GetMD5FromFile, 1163
 - GetMediaStorageDataFile, 1163
 - GetMediaStorageDataFiles, 1163
 - GetMediaStorageFromFile, 1164
 - GetNumberOfFileNames, 1164
 - GetNumberOfMD5DataImages, 1164
 - GetNumberOfMediaStorageDataFiles, 1164
 - GetPixelSpacingDataRoot, 1164
 - GetSelectedPrivateGroupOffsetFromFile, 1164
 - GetSelectedTagsOffsetFromFile, 1165
 - GetSourceDirectory, 1165
 - GetStreamOffsetFromFile, 1165
 - GetTempDirectory, 1165
 - GetTempDirectoryW, 1165
 - GetTempFilename, 1166
 - GetTempFilenameW, 1166
 - MD5DataImagesType, 1160
 - MediaStorageDataFilesType, 1160
 - Print, 1166
 - Testing, 1161
- gdcmm::Trace, 1167
 - ~Trace, 1168
 - DebugOff, 1168
 - DebugOn, 1168
 - ErrorOff, 1169
 - ErrorOn, 1169
 - GetDebugFlag, 1169
 - GetDebugStream, 1169
 - GetErrorFlag, 1169
 - GetErrorStream, 1169
 - GetStream, 1170
 - GetWarningFlag, 1170
 - GetWarningStream, 1170

- SetDebug, [1170](#)
- SetDebugStream, [1170](#)
- SetError, [1170](#)
- SetErrorStream, [1171](#)
- SetStream, [1171](#)
- SetStreamToFile, [1171](#)
- SetWarning, [1171](#)
- SetWarningStream, [1171](#)
- Trace, [1168](#)
- WarningOff, [1172](#)
- WarningOn, [1172](#)
- gdcm::TransferSyntax, [1172](#)
 - CanStoreLossy, [1176](#)
 - CT_private_ELE, [1175](#)
 - DeflatedExplicitVRLittleEndian, [1175](#)
 - Explicit, [1174](#)
 - ExplicitVRBigEndian, [1175](#)
 - ExplicitVRLittleEndian, [1175](#)
 - GetNegociatedType, [1176](#)
 - GetString, [1176](#)
 - GetSwapCode, [1176](#)
 - GetTSString, [1176](#)
 - GetTSType, [1177](#)
 - Implicit, [1174](#)
 - ImplicitVRBigEndianACRNEMA, [1175](#)
 - ImplicitVRBigEndianPrivateGE, [1175](#)
 - ImplicitVRLittleEndian, [1175](#)
 - IsEncapsulated, [1177](#)
 - IsEncoded, [1177](#)
 - IsExplicit, [1177](#)
 - IsImplicit, [1177](#)
 - IsLossless, [1178](#)
 - IsLossy, [1178](#)
 - IsValid, [1178](#)
 - JPEG2000, [1175](#)
 - JPEG2000Lossless, [1175](#)
 - JPEG2000Part2, [1175](#)
 - JPEG2000Part2Lossless, [1175](#)
 - JPEGBaselineProcess1, [1175](#)
 - JPEGExtendedProcess2_4, [1175](#)
 - JPEGExtendedProcess3_5, [1175](#)
 - JPEGFullProgressionProcess10_12, [1175](#)
 - JPEGLosslessProcess14, [1175](#)
 - JPEGLosslessProcess14_1, [1175](#)
 - JPEGLSLossless, [1175](#)
 - JPEGLSNearLossless, [1175](#)
 - JPEGSpectralSelectionProcess6_8, [1175](#)
 - JPIPRreferenced, [1175](#)
 - MPEG2MainProfile, [1175](#)
 - MPEG2MainProfileHighLevel, [1175](#)
 - MPEG4AVCH264BDcompatibleHighProfileLevel4_1, [1175](#)
 - MPEG4AVCH264HighProfileLevel4_1, [1175](#)
 - NegociatedType, [1174](#)
 - operator TSType, [1178](#)
 - operator<<, [1178](#)
 - RLELossless, [1175](#)
 - TransferSyntax, [1175](#)
 - TS_END, [1175](#)
 - TSType, [1175](#)
 - Unknown, [1174](#)
 - WeirdPapryus, [1175](#)
- gdcm::Type, [1183](#)
 - GetTypeString, [1185](#)
 - GetTypeType, [1185](#)
 - operator TypeType, [1185](#)
 - operator<<, [1185](#)
 - T1, [1184](#)
 - T1C, [1184](#)
 - T2, [1184](#)
 - T2C, [1184](#)
 - T3, [1184](#)
 - Type, [1184](#)
 - TypeType, [1184](#)
 - UNKNOWN, [1184](#)
- gdcm::UI, [1186](#)
 - Internal, [1186](#)
 - operator<<, [1186](#)
- gdcm::UIDGenerator, [1186](#)
 - Generate, [1188](#)
 - GenerateUUID, [1188](#)
 - GetGDCMUID, [1188](#)
 - GetRoot, [1188](#)
 - IsValid, [1188](#)
 - SetRoot, [1189](#)
 - UIDGenerator, [1187](#)
- gdcm::UIDs, [1189](#)
 - AbstractMultiDimensionalImageModel, [1215](#)
 - AcquisitionContextSRStorage, [1214](#)
 - AdultMouseAnatomyOntology, [1212](#)
 - AdvancedBlendingPresentationStateStorage, [1213](#)
 - AmbulatoryECGWaveformStorage, [1209](#)
 - ArterialPulseWaveformStorage, [1213](#)
 - AudioSRStorageTrialRetired, [1210](#)
 - AutorefractionMeasurementsStorage, [1213](#)
 - BasicAnnotationBoxSOPClass, [1208](#)
 - BasicColorImageBoxSOPClass, [1208](#)
 - BasicColorPrintManagementMetaSOPClass, [1208](#)
 - BasicFilmBoxSOPClass, [1208](#)
 - BasicFilmSessionSOPClass, [1208](#)
 - BasicGrayscaleImageBoxSOPClass, [1208](#)
 - BasicGrayscalePrintManagementMetaSOPClass, [1208](#)
 - BasicPrintImageOverlayBoxSOPClassRetired, [1208](#)
 - BasicStructuredDisplayStorage, [1214](#)
 - BasicStudyContentNotificationSOPClassRetired, [1207](#)
 - BasicTextSRStorage, [1210](#)

- BasicVoiceAudioWaveformStorage, [1209](#)
- BlendingSoftcopyPresentationStateStorageSOP-Class, [1209](#)
- BreastImagingRelevantPatientInformationQuery, [1211](#)
- BreastProjectionXRayImageStorageForPresentation, [1213](#)
- BreastProjectionXRayImageStorageForProcessing, [1213](#)
- BreastTomosynthesisImageStorage, [1212](#)
- CardiacElectrophysiologyWaveformStorage, [1209](#)
- CardiacRelevantPatientInformationQuery, [1211](#)
- ChestCADSRStorage, [1210](#)
- ColonCADSRStorage, [1214](#)
- ColorPaletteQueryRetrieveInformationModelFIND, [1215](#)
- ColorPaletteQueryRetrieveInformationModelGET, [1215](#)
- ColorPaletteQueryRetrieveInformationModelMOVE, [1215](#)
- ColorPaletteStorage, [1215](#)
- ColorSoftcopyPresentationStateStorageSOPClass, [1209](#)
- CompositeInstanceRetrieveWithoutBulkDataGET, [1214](#)
- CompositeInstanceRootRetrieveGET, [1214](#)
- CompositeInstanceRootRetrieveMOVE, [1214](#)
- CompositingPlanarMPRVolumetricPresentation-StateStorage, [1213](#)
- Comprehensive3DSRStorage, [1214](#)
- ComprehensiveSRStorage, [1210](#)
- ComprehensiveSRStorageTrialRetired, [1210](#)
- ComputedRadiographyImageStorage, [1208](#)
- ContentAssessmentResultsStorage, [1214](#)
- CornealTopographyMapStorage, [1214](#)
- CTDefinedProcedureProtocolStorage, [1214](#)
- CTImageStorage, [1208](#)
- CTPerformedProcedureProtocolStorage, [1214](#)
- DefinedProcedureProtocolInformationModelFIND, [1214](#)
- DefinedProcedureProtocolInformationModelGET, [1214](#)
- DefinedProcedureProtocolInformationModelMOVE, [1214](#)
- DeflatedExplicitVRLittleEndian, [1206](#)
- DeformableSpatialRegistrationStorage, [1209](#)
- DetachedInterpretationManagementSOPClassRetired, [1208](#)
- DetachedPatientManagementMetaSOPClassRetired, [1207](#)
- DetachedPatientManagementSOPClassRetired, [1207](#)
- DetachedResultsManagementMetaSOPClassRetired, [1207](#)
- DetachedResultsManagementSOPClassRetired, [1207](#)
- DetachedStudyManagementMetaSOPClassRetired, [1207](#)
- DetachedStudyManagementSOPClassRetired, [1207](#)
- DetachedVisitManagementSOPClassRetired, [1207](#)
- DetailSRStorageTrialRetired, [1210](#)
- dicomAETitle, [1211](#)
- dicomApplicationCluster, [1211](#)
- DICOMApplicationContextName, [1207](#)
- dicomAssociationAcceptor, [1211](#)
- dicomAssociationInitiator, [1211](#)
- dicomAuthorizedNodeCertificateReference, [1211](#)
- dicomConfigurationRoot, [1212](#)
- DICOMContentMappingResource, [1215](#)
- DICOMControlledTerminology, [1207](#)
- dicomDescription, [1211](#)
- dicomDevice, [1212](#)
- dicomDeviceName, [1211](#)
- dicomDeviceSerialNumber, [1212](#)
- dicomDevicesRoot, [1212](#)
- dicomHostname, [1211](#)
- dicomInstalled, [1211](#)
- dicomInstitutionAddress, [1212](#)
- dicomInstitutionDepartmentName, [1212](#)
- dicomInstitutionName, [1212](#)
- dicomIssuerOfPatientID, [1212](#)
- dicomManufacturer, [1211](#)
- dicomManufacturerModelName, [1211](#)
- dicomNetworkAE, [1212](#)
- dicomNetworkConnection, [1212](#)
- dicomNetworkConnectionReference, [1211](#)
- dicomPort, [1211](#)
- dicomPreferredCalledAETitle, [1211](#)
- dicomPreferredCallingAETitle, [1212](#)
- dicomPrimaryDeviceType, [1211](#)
- dicomRelatedDeviceReference, [1211](#)
- dicomSoftwareVersion, [1211](#)
- dicomSOPClass, [1211](#)
- dicomStationName, [1212](#)
- dicomSupportedCharacterSet, [1212](#)
- dicomThisNodeCertificateReference, [1211](#)
- dicomTLSCyphersuite, [1211](#)
- dicomTransferCapability, [1212](#)
- dicomTransferRole, [1211](#)
- dicomTransferSyntax, [1211](#)
- DICOMUIDRegistry, [1207](#)
- dicomUniqueAETitle, [1212](#)
- dicomUniqueAETitlesRegistryRoot, [1212](#)
- dicomVendorData, [1211](#)
- DICOS2DAITStorage, [1214](#)
- DICOS3DAITStorage, [1214](#)
- DICOSCTImageStorage, [1214](#)

- DICOSDigitalXRayImageStorageForPresentation, [1214](#)
- DICOSDigitalXRayImageStorageForProcessing, [1214](#)
- DICOSQuadrupoleResonanceQRStorage, [1214](#)
- DICOSThreatDetectionReportStorage, [1214](#)
- DigitalIntraoralXRayImageStorageForPresentation, [1208](#)
- DigitalIntraoralXRayImageStorageForProcessing, [1208](#)
- DigitalMammographyXRayImageStorageForPresentation, [1208](#)
- DigitalMammographyXRayImageStorageForProcessing, [1208](#)
- DigitalXRayImageStorageForPresentation, [1208](#)
- DigitalXRayImageStorageForProcessing, [1208](#)
- DisplaySystemSOPClass, [1213](#)
- DisplaySystemSOPInstance, [1213](#)
- ECG12leadWaveformStorage, [1209](#)
- EddyCurrentImageStorage, [1214](#)
- EddyCurrentMultiframeImageStorage, [1214](#)
- EncapsulatedCDASStorage, [1210](#)
- EncapsulatedPDFStorage, [1210](#)
- EncapsulatedSTLStorage, [1214](#)
- EnhancedCTImageStorage, [1208](#)
- EnhancedMRColorImageStorage, [1215](#)
- EnhancedMRIImageStorage, [1208](#)
- EnhancedPETImageStorage, [1214](#)
- EnhancedSRStorage, [1210](#)
- EnhancedUSVolumeStorage, [1212](#)
- EnhancedXAImageStorage, [1209](#)
- EnhancedXRFImageStorage, [1209](#)
- ExplicitVRBigEndian, [1206](#)
- ExplicitVRLittleEndian, [1206](#)
- ExtensibleSRStorage, [1214](#)
- FallColorPaletteSOPInstance, [1212](#)
- GeneralAudioWaveformStorage, [1213](#)
- GeneralECGWaveformStorage, [1209](#)
- GeneralPurposePerformedProcedureStepSOPClass, [1211](#)
- GeneralPurposeScheduledProcedureStepSOPClass, [1211](#)
- GeneralPurposeWorklistInformationModelFIND, [1210](#)
- GeneralPurposeWorklistManagementMetaSOPClass, [1211](#)
- GeneralRelevantPatientInformationQuery, [1211](#)
- GenericImplantTemplateInformationModelFIND, [1215](#)
- GenericImplantTemplateInformationModelGET, [1215](#)
- GenericImplantTemplateInformationModelMOVE, [1215](#)
- GenericImplantTemplateStorage, [1215](#)
- GetName, [1225](#)
- GetNumberOfTransferSyntaxStrings, [1225](#)
- GetString, [1225](#)
- GetTransferSyntaxString, [1225](#)
- GetTransferSyntaxStrings, [1225](#)
- GetUIDName, [1226](#)
- GetUIDString, [1226](#)
- GrayscalePlanarMPRVolumetricPresentationStateStorage, [1213](#)
- GrayscaleSoftcopyPresentationStateStorageSOPClass, [1209](#)
- HangingProtocolInformationModelFIND, [1211](#)
- HangingProtocolInformationModelGET, [1215](#)
- HangingProtocolInformationModelMOVE, [1211](#)
- HangingProtocolStorage, [1211](#)
- HardcopyColorImageStorageSOPClassRetired, [1208](#)
- HardcopyGrayscaleImageStorageSOPClassRetired, [1208](#)
- HemodynamicWaveformStorage, [1209](#)
- HEVCH_265Main10ProfileLevel5_1, [1213](#)
- HEVCH_265MainProfileLevel5_1, [1213](#)
- HotIronColorPaletteSOPInstance, [1213](#)
- HotMetalBlueColorPaletteSOPInstance, [1212](#)
- ICBM452T1FrameofReference, [1207](#)
- ICBMSingleSubjectMRIFrameofReference, [1207](#)
- ICD11, [1212](#)
- ImageBiomarkerStandardisationInitiative, [1212](#)
- ImageOverlayBoxSOPClassRetired, [1208](#)
- ImplantAssemblyTemplateInformationModelFIND, [1215](#)
- ImplantAssemblyTemplateInformationModelGET, [1215](#)
- ImplantAssemblyTemplateInformationModelMOVE, [1215](#)
- ImplantAssemblyTemplateStorage, [1215](#)
- ImplantationPlanSRStorage, [1214](#)
- ImplantTemplateGroupInformationModelFIND, [1215](#)
- ImplantTemplateGroupInformationModelGET, [1215](#)
- ImplantTemplateGroupInformationModelMOVE, [1215](#)
- ImplantTemplateGroupStorage, [1215](#)
- ImplicitVRLittleEndianDefaultTransferSyntaxforDICOM, [1206](#)
- InstanceAvailabilityNotificationSOPClass, [1211](#)
- IntegratedTaxonomicInformationSystemITISTaxonomicSerialNumberTSN, [1212](#)
- IntraocularLensCalculationsStorage, [1213](#)
- IntravascularOpticalCoherenceTomographyImageStorageForPresentation, [1213](#)
- IntravascularOpticalCoherenceTomographyImageStorageForProcessing, [1213](#)
- JPEG2000ImageCompression, [1206](#)
- JPEG2000ImageCompressionLosslessOnly, [1206](#)
- JPEG2000Part2MulticomponentImageCompression, [1206](#)

- JPEG2000Part2MulticomponentImageCompressionLosslessOnlyClass, [1207](#)
- [1206](#)
- JPEGBaselineProcess1DefaultTransferSyntaxforLossyJPEG8BitImages, [1207](#)
- [1206](#)
- JPEGExtendedHierarchicalProcess1618Retired, [1206](#)
- JPEGExtendedHierarchicalProcess1719Retired, [1206](#)
- JPEGExtendedProcess24DefaultTransferSyntaxforLossyJPEG8BitImages, [1207](#)
- [1206](#)
- JPEGExtendedProcess35Retired, [1206](#)
- JPEGFullProgressionHierarchicalProcess2426Retired, [1206](#)
- JPEGFullProgressionHierarchicalProcess2527Retired, [1206](#)
- JPEGFullProgressionNonHierarchicalProcess1012Retired, [1206](#)
- JPEGFullProgressionNonHierarchicalProcess1113Retired, [1206](#)
- JPEGLosslessHierarchicalProcess28Retired, [1206](#)
- JPEGLosslessHierarchicalProcess29Retired, [1206](#)
- JPEGLosslessNonHierarchicalFirstOrderPrediction-
Process14SelectionValue1DefaultTransferSyntaxforLossyJPEG8BitImages, [1207](#)
- [1206](#)
- JPEGLosslessNonHierarchicalProcess14, [1206](#)
- JPEGLosslessNonHierarchicalProcess15Retired, [1206](#)
- JPEGLSLosslessImageCompression, [1206](#)
- JPEGLSLossyNearLosslessImageCompression, [1206](#)
- JPEGSpectralSelectionHierarchicalProcess2022Retired, [1206](#)
- JPEGSpectralSelectionHierarchicalProcess2123Retired, [1206](#)
- JPEGSpectralSelectionNonHierarchicalProcess68Retired, [1206](#)
- JPEGSpectralSelectionNonHierarchicalProcess79Retired, [1206](#)
- JPIPReferenced, [1206](#)
- JPIPReferencedDeflate, [1206](#)
- KeratometryMeasurementsStorage, [1213](#)
- KeyObjectSelectionDocumentStorage, [1210](#)
- LegacyConvertedEnhancedCTImageStorage, [1212](#)
- LegacyConvertedEnhancedMRImageStorage, [1212](#)
- LegacyConvertedEnhancedPETImageStorage, [1212](#)
- LensometryMeasurementsStorage, [1213](#)
- MacularGridThicknessandVolumeReportStorage, [1213](#)
- MammographyCADSRStorage, [1210](#)
- MayoClinicNonradiologicalImagesSBSEnatomical-
SurfaceRegionGuide, [1212](#)
- MediaCreationManagementSOPClassUID, [1208](#)
- MediaStorageDirectoryStorage, [1207](#)
- ModalityPerformedProcedureStepNotificationSOP-
Class, [1207](#)
- ModalityPerformedProcedureStepRetrieveSOP-
Class, [1207](#)
- ModalityPerformedProcedureStepSOPClass, [1207](#)
- ModalityWorklistInformationModelFIND, [1210](#)
- MouseGenomeInitiativeMGI, [1212](#)
- MPEG2MainProfileHighLevel, [1212](#)
- MPEG2MainProfileMainLevel, [1206](#)
- MPEG2MainProfileLowLevel, [1206](#)
- MPEG2MainProfileLowLevelHighProfileLevel4_1, [1212](#)
- MPEG4AVCH_264HighProfileLevel4_1, [1212](#)
- MPEG4AVCH_264HighProfileLevel4_2For2DVideo, [1213](#)
- MPEG4AVCH_264HighProfileLevel4_2For3DVideo, [1213](#)
- MPEG4AVCH_264StereoHighProfileLevel4_2, [1213](#)
- MRImageStorage, [1208](#)
- MRSpectroscopyStorage, [1208](#)
- MultiframeGrayscaleByteSecondaryCaptureIm-
ageStorage, [1209](#)
- MultiframeGrayscaleWordSecondaryCaptureIm-
ageStorage, [1209](#)
- MultiframeTrueColorSecondaryCaptureImageStorage, [1209](#)
- MultiframeTrueColorSecondaryCaptureImageStorage, [1209](#)
- MultipleVolumeRenderingVolumetricPresentation-
StateStorage, [1213](#)
- NativeDICOMModel, [1215](#)
- NewYorkUniversityMelanomaClinicalCooperative-
Group, [1212](#)
- NuclearMedicineImageStorage, [1209](#)
- NuclearMedicineImageStorageRetired, [1209](#)
- Null0, [1213](#)
- Null1, [1213](#)
- operator TSType, [1226](#)
- OphthalmicAxialMeasurementsStorage, [1213](#)
- OphthalmicOpticalCoherenceTomographyBscanVol-
umeAnalysisStorage, [1213](#)
- OphthalmicOpticalCoherenceTomographyEnFaceIm-
ageStorage, [1213](#)
- OphthalmicPhotography16BitImageStorage, [1210](#)
- OphthalmicPhotography8BitImageStorage, [1210](#)
- OphthalmicThicknessMapStorage, [1213](#)
- OphthalmicTomographyImageStorage, [1210](#)
- OphthalmicVisualFieldStaticPerimetryMeasure-
mentsStorage, [1213](#)
- Papyrus3ImplicitVRLittleEndian, [1212](#)
- ParametricMapStorage, [1213](#)
- PatientRadiationDoseSRStorage, [1214](#)
- PatientRootQueryRetrieveInformationModelFIND, [1210](#)
- PatientRootQueryRetrieveInformationModelGET, [1210](#)

- PatientRootQueryRetrieveInformationModelMOVE, 1210
- PatientStudyOnlyQueryRetrieveInformationModelFINDRetired, 1210
- PatientStudyOnlyQueryRetrieveInformationModelGETRetired, 1210
- PatientStudyOnlyQueryRetrieveInformationModelMOVERetired, 1210
- PerformedImagingAgentAdministrationSRStorage, 1214
- PET20StepColorPaletteSOPInstance, 1212
- PETColorPaletteSOPInstance, 1212
- PlannedImagingAgentAdministrationSRStorage, 1214
- PositronEmissionTomographyImageStorage, 1210
- PresentationLUTSOPClass, 1208
- PrinterConfigurationRetrievalSOPClass, 1208
- PrinterConfigurationRetrievalSOPInstance, 1208
- PrinterSOPClass, 1208
- PrinterSOPInstance, 1208
- PrintJobSOPClass, 1208
- PrintQueueManagementSOPClassRetired, 1208
- PrintQueueSOPInstanceRetired, 1208
- ProceduralEventLoggingSOPClass, 1207
- ProceduralEventLoggingSOPInstance, 1207
- ProcedureLogStorage, 1210
- ProductCharacteristicsQuerySOPClass, 1211
- ProtocolApprovalInformationModelFIND, 1214
- ProtocolApprovalInformationModelGET, 1214
- ProtocolApprovalInformationModelMOVE, 1214
- ProtocolApprovalStorage, 1214
- PseudoColorSoftcopyPresentationStateStorageSOPClass, 1209
- PubChemCompoundCID, 1212
- PullPrintRequestSOPClassRetired, 1208
- PullStoredPrintManagementMetaSOPClassRetired, 1208
- RadiomicsOntology, 1212
- RadiopharmaceuticalRadiationDoseSRStorage, 1214
- RawDataStorage, 1209
- RealWorldValueMappingStorage, 1209
- ReferencedColorPrintManagementMetaSOPClassRetired, 1208
- ReferencedGrayscalePrintManagementMetaSOPClassRetired, 1208
- ReferencedImageBoxSOPClassRetired, 1208
- RespiratoryWaveformStorage, 1213
- RFC2557MIMEencapsulation, 1206
- RLELossless, 1206
- RTBeamsDeliveryInstructionStorage, 1215
- RTBeamsDeliveryInstructionStorageSupplement74FrozenDraft, 1211
- RTBeamsTreatmentRecordStorage, 1210
- RTBrachyApplicationSetupDeliveryInstructionStorage, 1215
- RTBrachyTreatmentRecordStorage, 1210
- RTConventionalMachineVerification, 1215
- RTConventionalMachineVerificationSupplement74FrozenDraft, 1211
- RTDoseStorage, 1210
- RTImageStorage, 1210
- RTIonBeamsTreatmentRecordStorage, 1210
- RTIonMachineVerification, 1215
- RTIonMachineVerificationSupplement74FrozenDraft, 1211
- RTIonPlanStorage, 1210
- RTPhysicianIntentStorage, 1214
- RTPlanStorage, 1210
- RTSegmentAnnotationStorage, 1214
- RTStructureSetStorage, 1210
- RTTreatmentSummaryRecordStorage, 1210
- SecondaryCaptureImageStorage, 1209
- SegmentationStorage, 1209
- SegmentedVolumeRenderingVolumetricPresentationStateStorage, 1213
- SetFromUID, 1226
- SimplifiedAdultEchoSRStorage, 1214
- SpatialFiducialsStorage, 1209
- SpatialRegistrationStorage, 1209
- SpectaclePrescriptionReportStorage, 1213
- SPM2AVG152PDFFrameofReference, 1207
- SPM2AVG152T1FrameofReference, 1207
- SPM2AVG152T2FrameofReference, 1207
- SPM2AVG305T1FrameofReference, 1207
- SPM2BRAINMASKFrameofReference, 1207
- SPM2CSFFFrameofReference, 1207
- SPM2EPIFrameofReference, 1207
- SPM2FILT1FrameofReference, 1207
- SPM2GRAYFrameofReference, 1207
- SPM2PDFFrameofReference, 1207
- SPM2PETFrameofReference, 1207
- SPM2SINGLESUBJT1FrameofReference, 1207
- SPM2SPECTFrameofReference, 1207
- SPM2T1FrameofReference, 1207
- SPM2T2FrameofReference, 1207
- SPM2TRANSMFrameofReference, 1207
- SPM2WHITEFrameofReference, 1207
- SpringColorPaletteSOPInstance, 1212
- StandaloneCurveStorageRetired, 1209
- StandaloneModalityLUTStorageRetired, 1209
- StandaloneOverlayStorageRetired, 1209
- StandalonePETCurveStorageRetired, 1210
- StandaloneVOILUTStorageRetired, 1209
- StereometricRelationshipStorage, 1210
- StorageCommitmentPullModelSOPClassRetired, 1207

StorageCommitmentPullModelSOPInstanceRetired, [1207](#)
StorageCommitmentPushModelSOPClass, [1207](#)
StorageCommitmentPushModelSOPInstance, [1207](#)
StorageServiceClass, [1208](#)
StoredPrintStorageSOPClassRetired, [1208](#)
StudyComponentManagementSOPClassRetired, [1207](#)
StudyRootQueryRetrieveInformationModelFIND, [1210](#)
StudyRootQueryRetrieveInformationModelGET, [1210](#)
StudyRootQueryRetrieveInformationModelMOVE, [1210](#)
SubjectiveRefractionMeasurementsStorage, [1213](#)
SubstanceAdministrationLoggingSOPClass, [1207](#)
SubstanceAdministrationLoggingSOPInstance, [1207](#)
SubstanceApprovalQuerySOPClass, [1211](#)
SummerColorPaletteSOPInstance, [1212](#)
SurfaceScanMeshStorage, [1213](#)
SurfaceScanPointCloudStorage, [1213](#)
SurfaceSegmentationStorage, [1212](#)
TalairachBrainAtlasFrameofReference, [1207](#)
TextSRStorageTrialRetired, [1210](#)
TractographyResultsStorage, [1213](#)
TransferSyntaxStringsType, [1205](#)
TSName, [1206](#)
TSType, [1215](#)
UberonOntology, [1212](#)
uid_1_2_840_10008_15_0_3_1, [1220](#)
uid_1_2_840_10008_15_0_3_10, [1221](#)
uid_1_2_840_10008_15_0_3_11, [1221](#)
uid_1_2_840_10008_15_0_3_12, [1221](#)
uid_1_2_840_10008_15_0_3_13, [1221](#)
uid_1_2_840_10008_15_0_3_14, [1221](#)
uid_1_2_840_10008_15_0_3_15, [1221](#)
uid_1_2_840_10008_15_0_3_16, [1221](#)
uid_1_2_840_10008_15_0_3_17, [1221](#)
uid_1_2_840_10008_15_0_3_18, [1221](#)
uid_1_2_840_10008_15_0_3_19, [1221](#)
uid_1_2_840_10008_15_0_3_2, [1220](#)
uid_1_2_840_10008_15_0_3_20, [1221](#)
uid_1_2_840_10008_15_0_3_21, [1221](#)
uid_1_2_840_10008_15_0_3_22, [1221](#)
uid_1_2_840_10008_15_0_3_23, [1221](#)
uid_1_2_840_10008_15_0_3_24, [1221](#)
uid_1_2_840_10008_15_0_3_25, [1221](#)
uid_1_2_840_10008_15_0_3_26, [1221](#)
uid_1_2_840_10008_15_0_3_27, [1221](#)
uid_1_2_840_10008_15_0_3_28, [1221](#)
uid_1_2_840_10008_15_0_3_29, [1221](#)
uid_1_2_840_10008_15_0_3_3, [1221](#)
uid_1_2_840_10008_15_0_3_30, [1221](#)
uid_1_2_840_10008_15_0_3_31, [1221](#)
uid_1_2_840_10008_15_0_3_4, [1221](#)
uid_1_2_840_10008_15_0_3_5, [1221](#)
uid_1_2_840_10008_15_0_3_6, [1221](#)
uid_1_2_840_10008_15_0_3_7, [1221](#)
uid_1_2_840_10008_15_0_3_8, [1221](#)
uid_1_2_840_10008_15_0_3_9, [1221](#)
uid_1_2_840_10008_15_0_4_1, [1221](#)
uid_1_2_840_10008_15_0_4_2, [1221](#)
uid_1_2_840_10008_15_0_4_3, [1221](#)
uid_1_2_840_10008_15_0_4_4, [1221](#)
uid_1_2_840_10008_15_0_4_5, [1221](#)
uid_1_2_840_10008_15_0_4_6, [1221](#)
uid_1_2_840_10008_15_0_4_7, [1221](#)
uid_1_2_840_10008_15_0_4_8, [1221](#)
uid_1_2_840_10008_15_1_1, [1224](#)
uid_1_2_840_10008_1_1, [1215](#)
uid_1_2_840_10008_1_2, [1215](#)
uid_1_2_840_10008_1_20, [1222](#)
uid_1_2_840_10008_1_20_1, [1217](#)
uid_1_2_840_10008_1_20_1_1, [1217](#)
uid_1_2_840_10008_1_20_2, [1217](#)
uid_1_2_840_10008_1_20_2_1, [1217](#)
uid_1_2_840_10008_1_2_1, [1215](#)
uid_1_2_840_10008_1_2_1_99, [1215](#)
uid_1_2_840_10008_1_2_2, [1215](#)
uid_1_2_840_10008_1_2_4_100, [1216](#)
uid_1_2_840_10008_1_2_4_101, [1221](#)
uid_1_2_840_10008_1_2_4_102, [1221](#)
uid_1_2_840_10008_1_2_4_103, [1222](#)
uid_1_2_840_10008_1_2_4_104, [1222](#)
uid_1_2_840_10008_1_2_4_105, [1222](#)
uid_1_2_840_10008_1_2_4_106, [1222](#)
uid_1_2_840_10008_1_2_4_107, [1222](#)
uid_1_2_840_10008_1_2_4_108, [1222](#)
uid_1_2_840_10008_1_2_4_50, [1215](#)
uid_1_2_840_10008_1_2_4_51, [1215](#)
uid_1_2_840_10008_1_2_4_52, [1216](#)
uid_1_2_840_10008_1_2_4_53, [1216](#)
uid_1_2_840_10008_1_2_4_54, [1216](#)
uid_1_2_840_10008_1_2_4_55, [1216](#)
uid_1_2_840_10008_1_2_4_56, [1216](#)
uid_1_2_840_10008_1_2_4_57, [1216](#)
uid_1_2_840_10008_1_2_4_58, [1216](#)
uid_1_2_840_10008_1_2_4_59, [1216](#)
uid_1_2_840_10008_1_2_4_60, [1216](#)
uid_1_2_840_10008_1_2_4_61, [1216](#)
uid_1_2_840_10008_1_2_4_62, [1216](#)
uid_1_2_840_10008_1_2_4_63, [1216](#)
uid_1_2_840_10008_1_2_4_64, [1216](#)
uid_1_2_840_10008_1_2_4_65, [1216](#)
uid_1_2_840_10008_1_2_4_66, [1216](#)
uid_1_2_840_10008_1_2_4_70, [1216](#)
uid_1_2_840_10008_1_2_4_80, [1216](#)
uid_1_2_840_10008_1_2_4_81, [1216](#)

uid_1_2_840_10008_1_2_4_90, [1216](#)
uid_1_2_840_10008_1_2_4_91, [1216](#)
uid_1_2_840_10008_1_2_4_92, [1216](#)
uid_1_2_840_10008_1_2_4_93, [1216](#)
uid_1_2_840_10008_1_2_4_94, [1216](#)
uid_1_2_840_10008_1_2_4_95, [1216](#)
uid_1_2_840_10008_1_2_5, [1216](#)
uid_1_2_840_10008_1_2_6_1, [1216](#)
uid_1_2_840_10008_1_2_6_2, [1216](#)
uid_1_2_840_10008_1_3_10, [1216](#)
uid_1_2_840_10008_1_40, [1217](#)
uid_1_2_840_10008_1_40_1, [1217](#)
uid_1_2_840_10008_1_42, [1217](#)
uid_1_2_840_10008_1_42_1, [1217](#)
uid_1_2_840_10008_1_4_1_1, [1216](#)
uid_1_2_840_10008_1_4_1_10, [1216](#)
uid_1_2_840_10008_1_4_1_11, [1216](#)
uid_1_2_840_10008_1_4_1_12, [1216](#)
uid_1_2_840_10008_1_4_1_13, [1216](#)
uid_1_2_840_10008_1_4_1_14, [1216](#)
uid_1_2_840_10008_1_4_1_15, [1216](#)
uid_1_2_840_10008_1_4_1_16, [1216](#)
uid_1_2_840_10008_1_4_1_17, [1216](#)
uid_1_2_840_10008_1_4_1_18, [1217](#)
uid_1_2_840_10008_1_4_1_2, [1216](#)
uid_1_2_840_10008_1_4_1_3, [1216](#)
uid_1_2_840_10008_1_4_1_4, [1216](#)
uid_1_2_840_10008_1_4_1_5, [1216](#)
uid_1_2_840_10008_1_4_1_6, [1216](#)
uid_1_2_840_10008_1_4_1_7, [1216](#)
uid_1_2_840_10008_1_4_1_8, [1216](#)
uid_1_2_840_10008_1_4_1_9, [1216](#)
uid_1_2_840_10008_1_4_2_1, [1217](#)
uid_1_2_840_10008_1_4_2_2, [1217](#)
uid_1_2_840_10008_1_5_1, [1222](#)
uid_1_2_840_10008_1_5_2, [1222](#)
uid_1_2_840_10008_1_5_3, [1222](#)
uid_1_2_840_10008_1_5_4, [1222](#)
uid_1_2_840_10008_1_5_5, [1222](#)
uid_1_2_840_10008_1_5_6, [1222](#)
uid_1_2_840_10008_1_5_7, [1222](#)
uid_1_2_840_10008_1_5_8, [1222](#)
uid_1_2_840_10008_1_9, [1217](#)
uid_1_2_840_10008_2_16_10, [1222](#)
uid_1_2_840_10008_2_16_11, [1222](#)
uid_1_2_840_10008_2_16_12, [1222](#)
uid_1_2_840_10008_2_16_13, [1222](#)
uid_1_2_840_10008_2_16_14, [1222](#)
uid_1_2_840_10008_2_16_4, [1217](#)
uid_1_2_840_10008_2_16_5, [1222](#)
uid_1_2_840_10008_2_16_6, [1222](#)
uid_1_2_840_10008_2_16_7, [1222](#)
uid_1_2_840_10008_2_16_8, [1222](#)
uid_1_2_840_10008_2_16_9, [1222](#)
uid_1_2_840_10008_2_6_1, [1217](#)
uid_1_2_840_10008_3_1_1_1, [1217](#)
uid_1_2_840_10008_3_1_2_1_1, [1217](#)
uid_1_2_840_10008_3_1_2_1_4, [1217](#)
uid_1_2_840_10008_3_1_2_2_1, [1217](#)
uid_1_2_840_10008_3_1_2_3_1, [1217](#)
uid_1_2_840_10008_3_1_2_3_2, [1217](#)
uid_1_2_840_10008_3_1_2_3_3, [1217](#)
uid_1_2_840_10008_3_1_2_3_4, [1217](#)
uid_1_2_840_10008_3_1_2_3_5, [1217](#)
uid_1_2_840_10008_3_1_2_5_1, [1217](#)
uid_1_2_840_10008_3_1_2_5_4, [1217](#)
uid_1_2_840_10008_3_1_2_5_5, [1217](#)
uid_1_2_840_10008_3_1_2_6_1, [1217](#)
uid_1_2_840_10008_4_2, [1217](#)
uid_1_2_840_10008_5_1_1_1, [1217](#)
uid_1_2_840_10008_5_1_1_14, [1217](#)
uid_1_2_840_10008_5_1_1_15, [1217](#)
uid_1_2_840_10008_5_1_1_16, [1217](#)
uid_1_2_840_10008_5_1_1_16_376, [1217](#)
uid_1_2_840_10008_5_1_1_17, [1217](#)
uid_1_2_840_10008_5_1_1_17_376, [1217](#)
uid_1_2_840_10008_5_1_1_18, [1217](#)
uid_1_2_840_10008_5_1_1_18_1, [1217](#)
uid_1_2_840_10008_5_1_1_2, [1217](#)
uid_1_2_840_10008_5_1_1_22, [1217](#)
uid_1_2_840_10008_5_1_1_23, [1217](#)
uid_1_2_840_10008_5_1_1_24, [1217](#)
uid_1_2_840_10008_5_1_1_24_1, [1218](#)
uid_1_2_840_10008_5_1_1_25, [1218](#)
uid_1_2_840_10008_5_1_1_26, [1218](#)
uid_1_2_840_10008_5_1_1_27, [1218](#)
uid_1_2_840_10008_5_1_1_29, [1218](#)
uid_1_2_840_10008_5_1_1_30, [1218](#)
uid_1_2_840_10008_5_1_1_31, [1218](#)
uid_1_2_840_10008_5_1_1_32, [1218](#)
uid_1_2_840_10008_5_1_1_33, [1218](#)
uid_1_2_840_10008_5_1_1_4, [1217](#)
uid_1_2_840_10008_5_1_1_40, [1222](#)
uid_1_2_840_10008_5_1_1_40_1, [1222](#)
uid_1_2_840_10008_5_1_1_4_1, [1217](#)
uid_1_2_840_10008_5_1_1_4_2, [1217](#)
uid_1_2_840_10008_5_1_1_9, [1217](#)
uid_1_2_840_10008_5_1_1_9_1, [1217](#)
uid_1_2_840_10008_5_1_4_1_1_1, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_10, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_104_1, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_104_2, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_104_3, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_11, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_11_1, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_11_10, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_11_11, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_11_2, [1218](#)

uid_1_2_840_10008_5_1_4_1_1_11_3, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_11_4, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_11_5, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_11_6, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_11_7, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_11_8, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_11_9, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_128, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_128_1, [1221](#)
uid_1_2_840_10008_5_1_4_1_1_129, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_12_1, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_12_1_1, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_12_2, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_12_2_1, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_12_3, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_12_77, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_130, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_131, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_13_1_1, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_13_1_2, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_13_1_3, [1221](#)
uid_1_2_840_10008_5_1_4_1_1_13_1_4, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_13_1_5, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_14_1, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_14_2, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_1_1, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_1_1_1, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_1_2, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_1_2_1, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_1_3, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_1_3_1, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_2, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_20, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_200_1, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_200_2, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_200_3, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_200_4, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_200_5, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_200_6, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_2_1, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_2_2, [1221](#)
uid_1_2_840_10008_5_1_4_1_1_3, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_30, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_3_1, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_4, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_40, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_481_1, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_10, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_481_11, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_481_2, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_3, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_4, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_5, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_6, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_7, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_8, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_9, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_4_1, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_4_2, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_4_3, [1224](#)
uid_1_2_840_10008_5_1_4_1_1_4_4, [1221](#)
uid_1_2_840_10008_5_1_4_1_1_5, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_501_1, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_501_2_1, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_501_2_2, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_501_3, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_501_4, [1224](#)
uid_1_2_840_10008_5_1_4_1_1_501_5, [1224](#)
uid_1_2_840_10008_5_1_4_1_1_501_6, [1224](#)
uid_1_2_840_10008_5_1_4_1_1_6, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_601_1, [1224](#)
uid_1_2_840_10008_5_1_4_1_1_601_2, [1224](#)
uid_1_2_840_10008_5_1_4_1_1_66, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_66_1, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_66_2, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_66_3, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_66_4, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_66_5, [1221](#)
uid_1_2_840_10008_5_1_4_1_1_66_6, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_67, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_68_1, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_68_2, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_6_1, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_6_2, [1221](#)
uid_1_2_840_10008_5_1_4_1_1_7, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_77_1, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_1, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_1_1, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_2, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_2_1, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_3, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_4, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_4_1, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_1, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_2, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_3, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_4, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_5, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_6, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_7, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_8, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_6, [1221](#)
uid_1_2_840_10008_5_1_4_1_1_77_2, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_78_1, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_78_2, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_78_3, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_78_4, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_78_5, [1223](#)

uid_1_2_840_10008_5_1_4_1_2_3_3, [1220](#)
uid_1_2_840_10008_5_1_4_1_2_4_2, [1224](#)
uid_1_2_840_10008_5_1_4_1_2_4_3, [1224](#)
uid_1_2_840_10008_5_1_4_1_2_5_3, [1224](#)
uid_1_2_840_10008_5_1_4_20_1, [1224](#)
uid_1_2_840_10008_5_1_4_20_2, [1224](#)
uid_1_2_840_10008_5_1_4_20_3, [1224](#)
uid_1_2_840_10008_5_1_4_31, [1220](#)
uid_1_2_840_10008_5_1_4_32, [1220](#)
uid_1_2_840_10008_5_1_4_32_1, [1220](#)
uid_1_2_840_10008_5_1_4_32_2, [1220](#)
uid_1_2_840_10008_5_1_4_32_3, [1220](#)
uid_1_2_840_10008_5_1_4_33, [1220](#)
uid_1_2_840_10008_5_1_4_34_1, [1220](#)
uid_1_2_840_10008_5_1_4_34_10, [1224](#)
uid_1_2_840_10008_5_1_4_34_2, [1220](#)
uid_1_2_840_10008_5_1_4_34_3, [1220](#)
uid_1_2_840_10008_5_1_4_34_4, [1220](#)
uid_1_2_840_10008_5_1_4_34_4_1, [1220](#)
uid_1_2_840_10008_5_1_4_34_4_2, [1220](#)
uid_1_2_840_10008_5_1_4_34_4_3, [1220](#)
uid_1_2_840_10008_5_1_4_34_4_4, [1220](#)
uid_1_2_840_10008_5_1_4_34_5, [1220](#)
uid_1_2_840_10008_5_1_4_34_5_1, [1224](#)
uid_1_2_840_10008_5_1_4_34_6, [1224](#)
uid_1_2_840_10008_5_1_4_34_6_1, [1224](#)
uid_1_2_840_10008_5_1_4_34_6_2, [1224](#)
uid_1_2_840_10008_5_1_4_34_6_3, [1224](#)
uid_1_2_840_10008_5_1_4_34_6_4, [1224](#)
uid_1_2_840_10008_5_1_4_34_7, [1224](#)
uid_1_2_840_10008_5_1_4_34_8, [1224](#)
uid_1_2_840_10008_5_1_4_34_9, [1224](#)
uid_1_2_840_10008_5_1_4_37_1, [1220](#)
uid_1_2_840_10008_5_1_4_37_2, [1220](#)
uid_1_2_840_10008_5_1_4_37_3, [1220](#)
uid_1_2_840_10008_5_1_4_38_1, [1220](#)
uid_1_2_840_10008_5_1_4_38_2, [1220](#)
uid_1_2_840_10008_5_1_4_38_3, [1220](#)
uid_1_2_840_10008_5_1_4_38_4, [1224](#)
uid_1_2_840_10008_5_1_4_39_1, [1224](#)
uid_1_2_840_10008_5_1_4_39_2, [1224](#)
uid_1_2_840_10008_5_1_4_39_3, [1224](#)
uid_1_2_840_10008_5_1_4_39_4, [1224](#)
uid_1_2_840_10008_5_1_4_41, [1220](#)
uid_1_2_840_10008_5_1_4_42, [1220](#)
uid_1_2_840_10008_5_1_4_43_1, [1224](#)
uid_1_2_840_10008_5_1_4_43_2, [1224](#)
uid_1_2_840_10008_5_1_4_43_3, [1224](#)
uid_1_2_840_10008_5_1_4_43_4, [1224](#)
uid_1_2_840_10008_5_1_4_44_1, [1224](#)
uid_1_2_840_10008_5_1_4_44_2, [1224](#)
uid_1_2_840_10008_5_1_4_44_3, [1224](#)
uid_1_2_840_10008_5_1_4_44_4, [1224](#)
uid_1_2_840_10008_5_1_4_45_1, [1224](#)

- uid_1_2_840_10008_5_1_4_45_2, [1224](#)
- uid_1_2_840_10008_5_1_4_45_3, [1224](#)
- uid_1_2_840_10008_5_1_4_45_4, [1224](#)
- uid_1_2_840_10008_7_1_1, [1224](#)
- uid_1_2_840_10008_7_1_2, [1224](#)
- uid_1_2_840_10008_8_1_1, [1224](#)
- UltrasoundImageStorage, [1209](#)
- UltrasoundImageStorageRetired, [1209](#)
- UltrasoundMultiframeImageStorage, [1208](#)
- UltrasoundMultiframeImageStorageRetired, [1208](#)
- UnifiedProcedureStepEventSOPClass, [1211](#)
- UnifiedProcedureStepEventSOPClass1, [1215](#)
- UnifiedProcedureStepPullSOPClass, [1211](#)
- UnifiedProcedureStepPullSOPClass1, [1214](#)
- UnifiedProcedureStepPushSOPClass, [1211](#)
- UnifiedProcedureStepPushSOPClass1, [1214](#)
- UnifiedProcedureStepWatchSOPClass, [1211](#)
- UnifiedProcedureStepWatchSOPClass1, [1214](#)
- UnifiedWorklistandProcedureStepServiceClass, [1211](#)
- UnifiedWorklistandProcedureStepServiceClass1, [1214](#)
- UnifiedWorklistandProcedureStepSOPInstance, [1211](#)
- UniversalCoordinatedTime, [1215](#)
- UPSFilteredGlobalSubscriptionSOPInstance, [1214](#)
- VerificationSOPClass, [1206](#)
- VideoEndoscopicImageStorage, [1209](#)
- VideoMicroscopicImageStorage, [1209](#)
- VideoPhotographicImageStorage, [1210](#)
- VisualAcuityMeasurementsStorage, [1213](#)
- VLEndoscopicImageStorage, [1209](#)
- VLImageStorageTrialRetired, [1209](#)
- VLMicroscopicImageStorage, [1209](#)
- VLMultiframeImageStorageTrialRetired, [1209](#)
- VLPhotographicImageStorage, [1210](#)
- VLSlideCoordinatesMicroscopicImageStorage, [1210](#)
- VLWholeSlideMicroscopyImageStorage, [1212](#)
- VOILUTBoxSOPClass, [1208](#)
- VolumeRenderingVolumetricPresentationStateStorage, [1213](#)
- WaveformStorageTrialRetired, [1209](#)
- WideFieldOphthalmicPhotography3DCoordinatesImageStorage, [1213](#)
- WideFieldOphthalmicPhotographyStereographicProjectionImageStorage, [1213](#)
- WinterColorPaletteSOPInstance, [1212](#)
- XAXRFGayscaleSoftcopyPresentationStateStorage, [1213](#)
- XMLEncoding, [1206](#)
- XRay3DAngiographicImageStorage, [1209](#)
- XRay3DCraniofacialImageStorage, [1209](#)
- XRayAngiographicBiPlanarImageStorageRetired, [1209](#)
- XRayAngiographicImageStorage, [1209](#)
- XRayRadiationDoseSRStorage, [1210](#)
- XRayRadiofluoroscopicImageStorage, [1209](#)
- gdcm::UNExplicitDataElement, [1294](#)
 - GetLength, [1295](#)
 - Read, [1296](#)
 - ReadPreValue, [1296](#)
 - ReadValue, [1296](#)
 - ReadWithLength, [1296](#)
- gdcm::UNExplicitImplicitDataElement, [1297](#)
 - GetLength, [1298](#)
 - Read, [1298](#)
 - ReadPreValue, [1298](#)
 - ReadValue, [1298](#)
- gdcm::Unpacker12Bits, [1299](#)
 - Pack, [1299](#)
 - Unpack, [1300](#)
- gdcm::Usage, [1300](#)
 - Conditional, [1301](#)
 - GetUsageString, [1302](#)
 - GetUsageType, [1302](#)
 - Invalid, [1301](#)
 - Mandatory, [1301](#)
 - operator UsageType, [1302](#)
 - operator <=, [1302](#)
 - Usage, [1302](#)
 - UsageType, [1301](#)
 - UserOption, [1301](#)
- gdcm::UserEvent, [1303](#)
- gdcm::UUIDGenerator, [1306](#)
 - Generate, [1307](#)
 - IsValid, [1307](#)
- gdcm::Validate, [1307](#)
 - ~Validate, [1308](#)
 - F, [1309](#)
 - GetValidatedFile, [1308](#)
 - SetFile, [1308](#)
 - V, [1309](#)
 - Validate, [1308](#)
 - Validation, [1309](#)
- gdcm::Value, [1310](#)
 - ~Value, [1311](#)
 - Clear, [1311](#)
 - DataElement, [1312](#)
 - GetLength, [1311](#)
 - operator==, [1312](#)
 - SetLength, [1312](#)
 - SetLengthOnly, [1312](#)
 - Value, [1311](#)
- gdcm::ValueIO< TDE, TSwap, TType >, [1313](#)
 - Read, [1313](#)
 - Write, [1313](#)
- gdcm::Version, [1314](#)
 - ~Version, [1315](#)

- GetBuildVersion, [1315](#)
- GetMajorVersion, [1316](#)
- GetMinorVersion, [1316](#)
- GetVersion, [1316](#)
- operator<<, [1316](#)
- Print, [1316](#)
- Version, [1315](#)
- gdcmm::VL, [1317](#)
 - GetLength, [1318](#)
 - GetVL16Max, [1318](#)
 - GetVL32Max, [1319](#)
 - IsOdd, [1319](#)
 - IsUndefined, [1319](#)
 - operator uint32_t, [1319](#)
 - operator<<, [1321](#)
 - operator++, [1319](#)
 - operator+&, [1319](#)
 - Read, [1320](#)
 - Read16, [1320](#)
 - SetToUndefined, [1320](#)
 - Type, [1318](#)
 - VL, [1318](#)
 - Write, [1320](#)
 - Write16, [1320](#)
- gdcmm::VM, [1321](#)
 - Compatible, [1324](#)
 - GetIndex, [1324](#)
 - GetLength, [1324](#)
 - GetNumberOfElementsFromArray, [1324](#)
 - GetVMString, [1324](#)
 - GetVMType, [1325](#)
 - GetVMTypeFromLength, [1325](#)
 - IsValid, [1325](#)
 - operator VMType, [1325](#)
 - operator<<, [1325](#)
 - VM, [1324](#)
 - VM0, [1323](#)
 - VM1, [1323](#)
 - VM10, [1323](#)
 - VM12, [1323](#)
 - VM16, [1323](#)
 - VM18, [1323](#)
 - VM1_2, [1323](#)
 - VM1_3, [1323](#)
 - VM1_32, [1323](#)
 - VM1_4, [1323](#)
 - VM1_5, [1323](#)
 - VM1_8, [1323](#)
 - VM1_99, [1323](#)
 - VM1_n, [1323](#)
 - VM2, [1323](#)
 - VM24, [1323](#)
 - VM256, [1323](#)
 - VM28, [1323](#)
 - VM2_2n, [1323](#)
 - VM2_n, [1323](#)
 - VM3, [1323](#)
 - VM30_30n, [1323](#)
 - VM32, [1323](#)
 - VM35, [1323](#)
 - VM3_3n, [1323](#)
 - VM3_4, [1323](#)
 - VM3_n, [1323](#)
 - VM4, [1323](#)
 - VM47_47n, [1323](#)
 - VM4_4n, [1323](#)
 - VM5, [1323](#)
 - VM6, [1323](#)
 - VM6_6n, [1323](#)
 - VM6_n, [1323](#)
 - VM7_7n, [1323](#)
 - VM8, [1323](#)
 - VM9, [1323](#)
 - VM99, [1323](#)
 - VM_END, [1323](#)
 - VMType, [1323](#)
- gdcmm::VMToLength< T >, [1326](#)
- gdcmm::VR, [1326](#)
 - AE, [1328](#)
 - AS, [1328](#)
 - AT, [1328](#)
 - CanDisplay, [1329](#)
 - Compatible, [1330](#)
 - CS, [1328](#)
 - DA, [1328](#)
 - DS, [1328](#)
 - DT, [1328](#)
 - FD, [1328](#)
 - FL, [1328](#)
 - GetLength, [1330](#)
 - GetSize, [1330](#)
 - GetSizeof, [1330](#)
 - GetVRString, [1330](#)
 - GetVRStringFromFile, [1331](#)
 - GetVRType, [1331](#)
 - GetVRTypeFromFile, [1331](#)
 - INVALID, [1328](#)
 - IS, [1328](#)
 - IsASCII, [1331](#)
 - IsASCII2, [1331](#)
 - IsBinary, [1331](#)
 - IsBinary2, [1332](#)
 - IsDual, [1332](#)
 - IsSwap, [1332](#)
 - IsValid, [1332](#)
 - IsVRFile, [1332](#)
 - LO, [1328](#)
 - LT, [1328](#)

- OB, [1328](#)
- OB_OW, [1329](#)
- OD, [1328](#)
- OF, [1328](#)
- OL, [1328](#)
- operator VRType, [1333](#)
- operator<<, [1333](#)
- OV, [1328](#)
- OW, [1328](#)
- PN, [1328](#)
- Read, [1333](#)
- SH, [1328](#)
- SL, [1329](#)
- SQ, [1329](#)
- SS, [1329](#)
- ST, [1329](#)
- SV, [1329](#)
- TM, [1329](#)
- UC, [1329](#)
- UI, [1329](#)
- UL, [1329](#)
- UN, [1329](#)
- UR, [1329](#)
- US, [1329](#)
- US_OW, [1329](#)
- US_SS, [1329](#)
- US_SS_OW, [1329](#)
- UT, [1329](#)
- UV, [1329](#)
- VL16, [1329](#)
- VL32, [1329](#)
- VR, [1329](#)
- VR_END, [1329](#)
- VR_VM1, [1329](#)
- VRALL, [1329](#)
- VRASCII, [1329](#)
- VRBINARY, [1329](#)
- VRType, [1328](#)
- Write, [1333](#)
- gdcmm::VR16ExplicitDataElement, [1334](#)
 - GetLength, [1335](#)
 - Read, [1335](#)
 - ReadPreValue, [1335](#)
 - ReadValue, [1335](#)
 - ReadWithLength, [1336](#)
- gdcmm::VRToEncoding< T >, [1336](#)
- gdcmm::VRToType< T >, [1336](#)
- gdcmm::VRVLSIZE< 0 >, [1337](#)
 - Read, [1337](#)
 - Write, [1337](#)
- gdcmm::VRVLSIZE< 1 >, [1337](#)
 - Read, [1338](#)
 - Write, [1338](#)
- gdcmm::VRVLSIZE< T >, [1337](#)
- gdcmm::Waveform, [1454](#)
 - Waveform, [1455](#)
- gdcmm::WLMFindQuery, [1455](#)
 - GetAbstractSyntaxUID, [1457](#)
 - GetTagListByLevel, [1457](#)
 - GetValidDataSet, [1457](#)
 - InitializeDataSet, [1457](#)
 - QueryFactory, [1458](#)
 - ValidateQuery, [1457](#)
 - WLMFindQuery, [1456](#)
- gdcmm::Writer, [1458](#)
 - ~Writer, [1461](#)
 - CheckFileMetaInformationOff, [1461](#)
 - CheckFileMetaInformationOn, [1461](#)
 - GetCheckFileMetaInformation, [1461](#)
 - GetFile, [1461](#)
 - GetStreamPtr, [1462](#)
 - Ofstream, [1464](#)
 - SetCheckFileMetaInformation, [1462](#)
 - SetFile, [1462](#)
 - SetFileName, [1462](#)
 - SetStream, [1463](#)
 - SetWriteDataSetOnly, [1463](#)
 - Stream, [1464](#)
 - StreamImageWriter, [1464](#)
 - Write, [1463](#)
 - Writer, [1461](#)
- gdcmm::XMLDictReader, [1464](#)
 - ~XMLDictReader, [1465](#)
 - CharacterDataHandler, [1466](#)
 - EndElement, [1466](#)
 - GetDict, [1466](#)
 - HandleDescription, [1466](#)
 - HandleEntry, [1466](#)
 - StartElement, [1467](#)
 - XMLDictReader, [1465](#)
- gdcmm::XMLPrinter, [1467](#)
 - ~XMLPrinter, [1469](#)
 - F, [1470](#)
 - GetPrintStyle, [1469](#)
 - HandleBulkData, [1469](#)
 - LOADBULKDATA, [1468](#)
 - OnlyUUID, [1468](#)
 - Print, [1469](#)
 - PrintDataElement, [1469](#)
 - PrintDataSet, [1470](#)
 - PrintSQ, [1470](#)
 - PrintStyle, [1471](#)
 - PrintStyles, [1468](#)
 - SetFile, [1470](#)
 - SetStyle, [1470](#)
 - XMLPrinter, [1469](#)
- gdcmm::XMLPrivateDictReader, [1471](#)
 - ~XMLPrivateDictReader, [1472](#)

- CharacterDataHandler, [1472](#)
- EndElement, [1473](#)
- GetPrivateDict, [1473](#)
- HandleDescription, [1473](#)
- HandleEntry, [1473](#)
- StartElement, [1473](#)
- XMLPrivateDictReader, [1472](#)
- GDCM_DIFFERENT
 - gdcM, [61](#)
- GDCM_DO_JOIN
 - gdcMStaticAssert.h, [1691](#)
- GDCM_DO_JOIN2
 - gdcMStaticAssert.h, [1691](#)
- GDCM_EQUAL
 - gdcM, [61](#)
- GDCM_EXPORT
 - gdcMWin32.h, [1748](#)
- GDCM_FUNCTION
 - gdcMTrace.h, [1715](#)
- GDCM_GREATER
 - gdcM, [61](#)
- GDCM_GREATEROREQUAL
 - gdcM, [61](#)
- GDCM_JOIN
 - gdcMStaticAssert.h, [1691](#)
- GDCM_LEGACY
 - gdcMLegacyMacro.h, [1596](#)
- GDCM_LEGACY_BODY
 - gdcMLegacyMacro.h, [1597](#)
- GDCM_LEGACY_REPLACED_BODY
 - gdcMLegacyMacro.h, [1597](#)
- GDCM_LESS
 - gdcM, [61](#)
- GDCM_LESOREQUAL
 - gdcM, [61](#)
- GDCM_NOOP_STATEMENT
 - gdcMLegacyMacro.h, [1597](#)
- GDCM_STATIC_ASSERT
 - gdcM::Attribute< Group, Element, TVR, TVM >, [140](#)
 - gdcM::Attribute< Group, Element, TVR, VM::VM1 >, [149](#)
 - gdcM::Attribute< Group, Element, TVR, VM::VM1_n >, [158](#)
 - gdcMStaticAssert.h, [1691](#)
- gdcMAAbortPDU.h, [1475](#)
- gdcMAAssociateACPDU.h, [1476](#)
- gdcMAAssociateRJPDU.h, [1476](#)
- gdcMAAssociateRQPDU.h, [1477](#)
- gdcMAbstractSyntax.h, [1478](#)
- gdcMAnonymizeEvent.h, [1479](#)
- gdcMAnonymizer.h, [1480](#)
- gdcMApplicationContext.h, [1481](#)
- gdcMApplicationEntity.h, [1482](#)
- gdcMReleaseRPPDU.h, [1482](#)
- gdcMReleaseRQPDU.h, [1483](#)
- gdcMARTIMTimer.h, [1484](#)
- gdcMASN1.h, [1485](#)
- gdcMAssertAlwaysMacro
 - gdcMTrace.h, [1715](#)
- gdcMAssertMacro
 - gdcMTrace.h, [1715](#)
- gdcMAsynchronousOperationsWindowSub.h, [1486](#)
- gdcMAttribute.h, [1486](#)
- gdcMAudioCodec.h, [1488](#)
- gdcMBase64.h, [1489](#)
- gdcMBaseCompositeMessage.h, [1489](#)
- gdcMBaseNormalizedMessage.h, [1490](#)
- gdcMBasePDU.h, [1491](#)
- gdcMBaseQuery.h, [1492](#)
- gdcMBaseRootQuery.h, [1493](#)
- gdcMBasicOffsetTable.h, [1494](#)
- gdcMBitmap.h, [1495](#)
- gdcMBitmapToBitmapFilter.h, [1496](#)
- gdcMBoxRegion.h, [1497](#)
- gdcMByteBuffer.h, [1497](#)
- gdcMByteSwap.h, [1499](#)
- gdcMByteSwapFilter.h, [1499](#)
- gdcMByteValue.h, [1500](#)
- gdcMCAPICryptoFactory.h, [1501](#)
- gdcMCAPICryptographicMessageSyntax.h, [1501](#)
- gdcMCEchoMessages.h, [1502](#)
- gdcMCFindMessages.h, [1503](#)
- gdcMCleaner.h, [1504](#)
- gdcMCMoveMessages.h, [1505](#)
- gdcMCodec.h, [1505](#)
- gdcMCoder.h, [1506](#)
- gdcMCodeString.h, [1507](#)
- gdcMCommand.h, [1508](#)
- gdcMCommandDataSet.h, [1510](#)
- gdcMCompositeMessageFactory.h, [1510](#)
- gdcMCompositeNetworkFunctions.h, [1511](#)
- gdcMConstCharWrapper.h, [1512](#)
- gdcMCP246ExplicitDataElement.h, [1512](#)
- gdcMCryptoFactory.h, [1513](#)
- gdcMCryptographicMessageSyntax.h, [1514](#)
- gdcMCSAElement.h, [1515](#)
- gdcMCSAHeader.h, [1516](#)
- gdcMCSAHeaderDict.h, [1517](#)
- gdcMCSAHeaderDictEntry.h, [1518](#)
- gdcMCTestMessages.h, [1519](#)
- gdcMCurve.h, [1520](#)
- gdcMDataElement.h, [1521](#)
- gdcMDataEvent.h, [1523](#)
- gdcMDataSet.h, [1524](#)
- gdcMDataSetEvent.h, [1525](#)
- gdcMDataSetHelper.h, [1525](#)
- gdcMDebugMacro
 - gdcMTrace.h, [1716](#)

- gdcmDecoder.h, 1526
- gdcmDefinedTerms.h, 1527
- gdcmDeflateStream.h, 1528
- gdcmDefs.h, 1528
- gdcmDeltaEncodingCodec.h, 1529
- gdcmDICOMDIR.h, 1530
- gdcmDICOMDIRGenerator.h, 1531
- gdcmDict.h, 1531
- gdcmDictConverter.h, 1533
- gdcmDictEntry.h, 1533
- gdcmDictPrinter.h, 1535
- gdcmDicts.h, 1535
- gdcmDIMSE.h, 1536
- gdcmDirectionCosines.h, 1537
- gdcmDirectory.h, 1538
- gdcmDirectoryHelper.h, 1539
- gdcmDPath.h, 1539
- gdcmDummyValueGenerator.h, 1540
- gdcmDumper.h, 1541
- gdcmElement.h, 1542
- gdcmEmptyMaskGenerator.h, 1543
- gdcmEncapsulatedDocument.h, 1544
- gdcmEnumeratedValues.h, 1545
- gdcmEquipmentManufacturer.h, 1545
- gdcmErrorMacro
 - gdcmTrace.h, 1716
- gdcmEvent.h, 1546
 - gdcmEventMacro, 1547
- gdcmEventMacro
 - gdcmEvent.h, 1547
- gdcmException.h, 1548
- gdcmExplicitDataElement.h, 1548
- gdcmExplicitImplicitDataElement.h, 1549
- gdcmFiducials.h, 1550
- gdcmFile.h, 1551
- gdcmFileAnonymizer.h, 1552
- gdcmFileChangeTransferSyntax.h, 1553
- gdcmFileDecompressLookupTable.h, 1553
- gdcmFileDerivation.h, 1554
- gdcmFileExplicitFilter.h, 1555
- gdcmFileMetaInformation.h, 1556
- gdcmFilename.h, 1557
- gdcmFileNameEvent.h, 1557
- gdcmFilenameGenerator.h, 1558
- gdcmFileSet.h, 1559
- gdcmFileStreamer.h, 1560
- gdcmFindPatientRootQuery.h, 1561
- gdcmFindStudyRootQuery.h, 1562
- gdcmFragment.h, 1562
- gdcmGlobal.h, 1564
- gdcmGroupDict.h, 1565
- gdcmIconImage.h, 1565
- gdcmIconImageFilter.h, 1566
- gdcmIconImageGenerator.h, 1567
- gdcmImage.h, 1568
- gdcmImageApplyLookupTable.h, 1569
- gdcmImageChangePhotometricInterpretation.h, 1570
- gdcmImageChangePlanarConfiguration.h, 1571
- gdcmImageChangeTransferSyntax.h, 1571
- gdcmImageCodec.h, 1572
- gdcmImageConverter.h, 1573
- gdcmImageFragmentSplitter.h, 1574
- gdcmImageHelper.h, 1575
- gdcmImageReader.h, 1576
- gdcmImageRegionReader.h, 1577
- gdcmImageToImageFilter.h, 1577
- gdcmImageWriter.h, 1578
- gdcmImplementationClassUIDSub.h, 1579
- gdcmImplementationUIDSub.h, 1580
- gdcmImplementationVersionNameSub.h, 1581
- gdcmImplicitDataElement.h, 1582
- gdcmIOD.h, 1583
- gdcmIODEntry.h, 1584
- gdcmIODs.h, 1586
- gdcmIPPSorter.h, 1587
- gdcmItem.h, 1588
- gdcmJPEG12Codec.h, 1590
- gdcmJPEG16Codec.h, 1590
- gdcmJPEG2000Codec.h, 1591
- gdcmJPEG8Codec.h, 1592
- gdcmJPEGCodec.h, 1593
- gdcmJPEGLSCodec.h, 1594
- gdcmJSON.h, 1594
- gdcmKAKADUCodec.h, 1595
- gdcmLegacyMacro.h, 1596
 - GDCM_LEGACY, 1596
 - GDCM_LEGACY_BODY, 1597
 - GDCM_LEGACY_REPLACED_BODY, 1597
 - GDCM_NOOP_STATEMENT, 1597
- gdcmLO.h, 1598
- gdcmLookupTable.h, 1598
- gdcmMacro.h, 1599
- gdcmMacroEntry.h, 1601
 - GDCMMACROENTRY_H, 1602
- GDCMMACROENTRY_H
 - gdcmMacroEntry.h, 1602
- gdcmMacros.h, 1603
- gdcmMaximumLengthSub.h, 1604
- gdcmMD5.h, 1605
- gdcmMEC_MR3.h, 1606
- gdcmMediaStorage.h, 1606
- gdcmMeshPrimitive.h, 1608
- gdcmModalityPerformedProcedureStepCreateQuery.h, 1609
- gdcmModalityPerformedProcedureStepSetQuery.h, 1610
- gdcmModule.h, 1610
- gdcmModuleEntry.h, 1612
- gdcmModules.h, 1614

gdcmovePatientRootQuery.h, 1615
 gdcmoveStudyRootQuery.h, 1616
 gdcMrProtocol.h, 1616
 gdcNActionMessages.h, 1618
 gdcNCreateMessages.h, 1618
 gdcNDeleteMessages.h, 1619
 gdcNestedModuleEntries.h, 1620
 gdcNetworkEvents.h, 1621
 gdcNetworkStateID.h, 1622
 gdcNEventReportMessages.h, 1623
 gdcNGetMessages.h, 1624
 gdcNormalizedMessageFactory.h, 1624
 gdcNormalizedNetworkFunctions.h, 1625
 gdcNSetMessages.h, 1626
 gdcObject.h, 1626
 gdcOpenSSLCryptoFactory.h, 1628
 gdcOpenSSLCryptographicMessageSyntax.h, 1628
 gdcOpenSSLP7CryptoFactory.h, 1630
 gdcOpenSSLP7CryptographicMessageSyntax.h, 1630
 gdcOrientation.h, 1632
 gdcOverlay.h, 1632
 gdcParseException.h, 1633
 gdcParser.h, 1635
 gdcPatient.h, 1635
 gdcPDDataTFPDU.h, 1636
 gdcPDBelement.h, 1637
 gdcPDBHeader.h, 1638
 gdcPDFCodec.h, 1639
 gdcPDUFactory.h, 1640
 gdcPersonName.h, 1640
 gdcPGXCodec.h, 1641
 gdcPhotometricInterpretation.h, 1642
 gdcPixelFormat.h, 1643
 gdcPixmap.h, 1644
 gdcPixmapReader.h, 1645
 gdcPixmapToPixmapFilter.h, 1646
 gdcPixmapWriter.h, 1647
 gdcPNMCodec.h, 1648
 gdcPreamble.h, 1648
 gdcPresentationContext.h, 1650
 gdcPresentationContextAC.h, 1651
 gdcPresentationContextGenerator.h, 1652
 gdcPresentationContextRQ.h, 1652
 gdcPresentationDataValue.h, 1653
 gdcPrinter.h, 1654
 gdcPrivateTag.h, 1656
 gdcProgressEvent.h, 1657
 gdcPVRGCodec.h, 1658
 gdcPythonFilter.h, 1658
 gdcQueryBase.h, 1659
 gdcQueryFactory.h, 1660
 gdcQueryImage.h, 1661
 gdcQueryPatient.h, 1662
 gdcQuerySeries.h, 1663
 gdcQueryStudy.h, 1664
 gdcRAWCodec.h, 1665
 gdcReader.h, 1665
 gdcRegion.h, 1667
 gdcRescaler.h, 1668
 gdcRLECodec.h, 1669
 gdcRoleSelectionSub.h, 1669
 gdcScanner.h, 1670
 gdcScanner2.h, 1671
 gdcSegment.h, 1672
 gdcSegmentedPaletteColorLookupTable.h, 1673
 gdcSegmentHelper.h, 1674
 gdcSegmentReader.h, 1675
 gdcSegmentWriter.h, 1676
 gdcSequenceOfFragments.h, 1677
 gdcSequenceOfItems.h, 1678
 gdcSerieHelper.h, 1678
 gdcSeries.h, 1680
 gdcServiceClassApplicationInformation.h, 1681
 gdcServiceClassUser.h, 1682
 gdcSHA1.h, 1682
 gdcSimpleSubjectWatcher.h, 1683
 gdcSmartPointer.h, 1684
 gdcSOPClassExtendedNegotiationSub.h, 1685
 gdcSOPClassUIDToIOD.h, 1686
 gdcSorter.h, 1687
 gdcSpacing.h, 1689
 gdcSpectroscopy.h, 1689
 gdcSplitMosaicFilter.h, 1690
 gdcStaticAssert.h, 1690
 GDCM_DO_JOIN, 1691
 GDCM_DO_JOIN2, 1691
 GDCM_JOIN, 1691
 GDCM_STATIC_ASSERT, 1691
 gdcStreamImageReader.h, 1692
 gdcStreamImageWriter.h, 1693
 gdcStrictScanner.h, 1693
 gdcStrictScanner2.h, 1694
 gdcString.h, 1695
 gdcStringFilter.h, 1696
 gdcStudy.h, 1697
 gdcSubject.h, 1698
 gdcSurface.h, 1699
 gdcSurfaceHelper.h, 1700
 gdcSurfaceReader.h, 1701
 gdcSurfaceWriter.h, 1702
 gdcSwapCode.h, 1702
 gdcSwapper.h, 1704
 gdcSystem.h, 1705
 gdcTable.h, 1705
 gdcTableEntry.h, 1706
 gdcTableReader.h, 1708
 gdcTag.h, 1709
 gdcTagPath.h, 1710

gdcTagToVR.h, [1710](#)
 gdcTerminal.h, [1711](#)
 gdcTestDriver.h, [1712](#)
 gdcTesting.h, [1713](#)
 gdcTrace.h, [1714](#)
 GDCM_FUNCTION, [1715](#)
 gdcAssertAlwaysMacro, [1715](#)
 gdcAssertMacro, [1715](#)
 gdcDebugMacro, [1716](#)
 gdcErrorMacro, [1716](#)
 gdcWarningMacro, [1717](#)
 gdcTransferSyntax.h, [1717](#)
 gdcTransferSyntaxSub.h, [1719](#)
 gdcType.h, [1720](#)
 gdcTypes.h, [1721](#)
 gdcUIDGenerator.h, [1721](#)
 gdcUIDs.h, [1722](#)
 gdcULAction.h, [1723](#)
 gdcULActionAA.h, [1724](#)
 gdcULActionAE.h, [1724](#)
 gdcULActionAR.h, [1725](#)
 gdcULActionDT.h, [1726](#)
 gdcULBasicCallback.h, [1726](#)
 gdcULConnection.h, [1727](#)
 gdcULConnectionCallback.h, [1728](#)
 gdcULConnectionInfo.h, [1729](#)
 gdcULConnectionManager.h, [1730](#)
 gdcULEvent.h, [1731](#)
 gdcULTransitionTable.h, [1732](#)
 gdcULWritingCallback.h, [1733](#)
 gdcUNExplicitDataElement.h, [1734](#)
 gdcUNExplicitImplicitDataElement.h, [1734](#)
 gdcUnpacker12Bits.h, [1735](#)
 gdcUsage.h, [1736](#)
 gdcUserInformation.h, [1738](#)
 gdcUUIDGenerator.h, [1739](#)
 gdcValidate.h, [1739](#)
 gdcValue.h, [1740](#)
 gdcValueIO.h, [1741](#)
 gdcVersion.h, [1741](#)
 gdcVL.h, [1742](#)
 gdcVM.h, [1743](#)
 TYPETOLENGTH, [1744](#)
 gdcVR.h, [1745](#)
 TYPETOENCODING, [1746](#)
 VRTypeTemplateCase, [1746](#)
 gdcVR16ExplicitDataElement.h, [1747](#)
 gdcWarningMacro
 gdcTrace.h, [1717](#)
 gdcWaveform.h, [1748](#)
 gdcWin32.h, [1748](#)
 GDCM_EXPORT, [1748](#)
 gdcWLMFindQuery.h, [1749](#)
 gdcWriter.h, [1749](#)
 gdcXMLDictReader.h, [1751](#)
 gdcXMLPrinter.h, [1751](#)
 gdcXMLPrivateDictReader.h, [1752](#)
 GEMS
 gdc::Dicts, [386](#)
 gdc::EquipmentManufacturer, [445](#)
 GeneralAudioWaveformStorage
 gdc::UIDs, [1213](#)
 GeneralECGWaveformStorage
 gdc::MediaStorage, [694](#)
 gdc::UIDs, [1209](#)
 GeneralElectricMagneticResonanceImageStorage
 gdc::MediaStorage, [695](#)
 GeneralPurposePerformedProcedureStepSOPClass
 gdc::UIDs, [1211](#)
 GeneralPurposeScheduledProcedureStepSOPClass
 gdc::UIDs, [1211](#)
 GeneralPurposeWorklistInformationModelFIND
 gdc::UIDs, [1210](#)
 GeneralPurposeWorklistManagementMetaSOPClass
 gdc::UIDs, [1211](#)
 GeneralRelevantPatientInformationQuery
 gdc::UIDs, [1211](#)
 Generate
 gdc::DICOMDIRGenerator, [366](#)
 gdc::DummyValueGenerator, [404](#)
 gdc::FilenameGenerator, [501](#)
 gdc::IconImageGenerator, [534](#)
 gdc::UIDGenerator, [1188](#)
 gdc::UUIDGenerator, [1307](#)
 GenerateFromFilenames
 gdc::PresentationContextGenerator, [867](#)
 GenerateFromUID
 gdc::PresentationContextGenerator, [868](#)
 GenerateUUID
 gdc::UIDGenerator, [1188](#)
 GenericImplantTemplateInformationModelFIND
 gdc::UIDs, [1215](#)
 GenericImplantTemplateInformationModelGET
 gdc::UIDs, [1215](#)
 GenericImplantTemplateInformationModelMOVE
 gdc::UIDs, [1215](#)
 GenericImplantTemplateStorage
 gdc::UIDs, [1215](#)
 GEPrivate3DModelStorage
 gdc::MediaStorage, [695](#)
 Get
 gdc::ByteBuffer, [221](#)
 GetAbbreviation
 gdc::GroupDict, [528](#)
 GetAbstractSyntax
 gdc::network::PresentationContextRQ, [871](#)
 gdc::PresentationContext, [861](#)
 GetAbstractSyntaxUID

- gdcm::BaseQuery, [183](#)
- gdcm::FindPatientRootQuery, [514](#)
- gdcm::FindStudyRootQuery, [517](#)
- gdcm::ModalityPerformedProcedureStepCreateQuery, [714](#)
- gdcm::ModalityPerformedProcedureStepSetQuery, [717](#)
- gdcm::MovePatientRootQuery, [730](#)
- gdcm::MoveStudyRootQuery, [733](#)
- gdcm::WLMFindQuery, [1457](#)
- GetAcceptedPresentationContexts
 - gdcm::network::ULConnection, [1271](#), [1272](#)
- GetAcquisitionSize
 - gdcm::SplitMosaicFilter, [1049](#)
- GetAETitle
 - gdcm::ServiceClassUser, [1013](#)
- GetAlgorithmFamily
 - gdcm::Surface, [1103](#)
- GetAlgorithmName
 - gdcm::Surface, [1103](#)
- GetAlgorithmVersion
 - gdcm::Surface, [1103](#)
- GetALGOType
 - gdcm::Segment, [967](#)
- GetALGOTypeString
 - gdcm::Segment, [967](#)
- GetAllFilenamesFromPrivateTagToValue
 - gdcm::Scanner2, [958](#)
 - gdcm::StrictScanner2, [1079](#)
- GetAllFilenamesFromPublicTagToValue
 - gdcm::Scanner2, [958](#)
 - gdcm::StrictScanner2, [1079](#)
- GetAllFilenamesFromTagToValue
 - gdcm::Scanner, [948](#)
 - gdcm::StrictScanner, [1069](#)
- GetAllRequiredTags
 - gdcm::QueryBase, [900](#)
- GetAllTags
 - gdcm::QueryBase, [900](#)
- GetAnatomicRegion
 - gdcm::Segment, [968](#)
- GetAnatomicRegionModifiers
 - gdcm::Segment, [968](#)
- GetAsDataElement
 - gdcm::Attribute< Group, Element, TVR, TVM >, [140](#)
 - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, [149](#)
 - gdcm::Attribute< Group, Element, TVR, VM::VM1_n >, [158](#)
 - gdcm::Element< TVR, TVM >, [409](#)
 - gdcm::Element< TVR, VM::VM1_n >, [417](#)
 - gdcm::network::AbstractSyntax, [107](#)
 - gdcm::PrivateTag, [887](#)
- GetAsPoints
 - gdcm::Curve, [314](#)
- GetAsString
 - gdcm::CodeString, [264](#)
- GetAxisOfRotation
 - gdcm::Surface, [1103](#)
- GetBasicApplicationLevelConfidentialityProfileAttributes
 - gdcm::Anonymizer, [117](#)
- GetBitPosition
 - gdcm::Overlay, [784](#)
- GetBitsAllocated
 - gdcm::Overlay, [784](#)
 - gdcm::PixelFormat, [827](#)
- GetBitSample
 - gdcm::LookupTable, [674](#)
- GetBitsStored
 - gdcm::PixelFormat, [827](#)
- GetBlob
 - gdcm::network::PresentationDataValue, [874](#)
- GetBuffer
 - gdcm::Bitmap, [201](#)
 - gdcm::ByteValue, [229](#)
 - gdcm::Parser, [796](#)
 - gdcm::SequenceOfFragments, [989](#)
- GetBuffer2
 - gdcm::Bitmap, [201](#)
- GetBufferAsRGBA
 - gdcm::LookupTable, [674](#)
- GetBufferLength
 - gdcm::Bitmap, [201](#)
 - gdcm::JPEGLSCodec, [658](#)
 - gdcm::PNMCodec, [853](#)
 - gdcm::RLECodec, [939](#)
- GetBuildVersion
 - gdcm::Version, [1315](#)
- GetByteValue
 - gdcm::CSAElement, [290](#)
 - gdcm::DataElement, [322](#)
- GetCalledAETitle
 - gdcm::network::AAssociateRQPDU, [101](#)
 - gdcm::network::ULConnectionInfo, [1279](#)
 - gdcm::ServiceClassUser, [1013](#)
- GetCalledComputerName
 - gdcm::network::ULConnectionInfo, [1279](#)
- GetCalledIPAddress
 - gdcm::network::ULConnectionInfo, [1279](#)
- GetCalledIPPort
 - gdcm::network::ULConnectionInfo, [1279](#)
- GetCallingAETitle
 - gdcm::network::AAssociateRQPDU, [101](#)
 - gdcm::network::ULConnectionInfo, [1279](#)
- GetCanonMECMR3Tag
 - gdcm::MEC_MR3, [689](#)
- GetCenterOfRotation
 - gdcm::Surface, [1103](#)

- GetCharacterFromCurrentLocale
 - gdcm::QueryFactory, [903](#)
- GetCheckFileMetaInformation
 - gdcm::Writer, [1461](#)
- GetCipherType
 - gdcm::CAPICryptographicMessageSyntax, [238](#)
 - gdcm::CryptographicMessageSyntax, [286](#)
 - gdcm::OpenSSLCryptographicMessageSyntax, [771](#)
 - gdcm::OpenSSLP7CryptographicMessageSyntax, [776](#)
- GetCodec
 - gdcm::FileChangeTransferSyntax, [470](#)
- GetColorLevel
 - vtkImageColorViewer, [1410](#)
- GetColorWindow
 - vtkImageColorViewer, [1411](#)
- GetColumns
 - gdcm::Bitmap, [201](#)
 - gdcm::Overlay, [785](#)
- GetCommand
 - gdcm::Subject, [1097](#)
- GetConnectionInfo
 - gdcm::network::ULConnection, [1272](#)
- GetConstructorString
 - gdcm::Dicts, [387](#)
- GetContourReferencedFrameOfReferenceClassUID
 - vtkRTStructSetProperties, [1447](#)
- GetContourReferencedFrameOfReferenceInstanceUID
 - vtkRTStructSetProperties, [1447](#)
- GetCryptographicMessageSyntax
 - gdcm::Anonymizer, [117](#)
- GetCSADataInfo
 - gdcm::CSAHeader, [298](#)
- GetCSAEEnd
 - gdcm::CSAHeader, [298](#)
- GetCSAElementByName
 - gdcm::CSAHeader, [298](#)
- GetCSAHeaderDict
 - gdcm::Dicts, [387](#)
- GetCSAHeaderDictEntry
 - gdcm::CSAHeaderDict, [303](#)
- GetCSAImageHeaderInfoTag
 - gdcm::CSAHeader, [299](#)
- GetCSASeriesHeaderInfoTag
 - gdcm::CSAHeader, [299](#)
- GetCTImageSeriesUIDs
 - gdcm::DirectoryHelper, [399](#)
- GetCurrentByteIndex
 - gdcm::Parser, [796](#)
- GetCurrentDateTime
 - gdcm::System, [1131](#)
- GetCurrentModuleFileName
 - gdcm::System, [1132](#)
- GetCurrentProcessFileName
 - gdcm::System, [1132](#)
- GetCurrentResourcesDirectory
 - gdcm::System, [1132](#)
- GetCurve
 - gdcm::Pixmap, [835](#), [836](#)
- GetCurveDataDescriptor
 - gdcm::Curve, [314](#)
- GetCWD
 - gdcm::System, [1132](#)
- GetData
 - gdcm::DataEvent, [335](#)
- GetDataElement
 - gdcm::Bitmap, [201](#), [202](#)
 - gdcm::DataSet, [342](#)
 - gdcm::Item, [625](#)
- GetDataExtraRoot
 - gdcm::Testing, [1161](#)
- GetDataLength
 - gdcm::DataEvent, [335](#)
- GetDataRoot
 - gdcm::Testing, [1162](#)
- GetDataSet
 - gdcm::CSAHeader, [299](#)
 - gdcm::DataSetEvent, [352](#)
 - gdcm::File, [462](#)
- GetDataSetPos
 - gdcm::network::ULEvent, [1289](#)
- GetDataSets
 - gdcm::network::ULBasicCallback, [1268](#)
- GetDataSetTransferSyntax
 - gdcm::FileMetaInformation, [486](#)
- GetDataValueRepresentation
 - gdcm::Curve, [314](#)
- GetDebugFlag
 - gdcm::Trace, [1169](#)
- GetDebugStream
 - gdcm::Trace, [1169](#)
- GetDecodeLength
 - gdcm::Base64, [173](#)
- GetDEEnd
 - gdcm::DataSet, [342](#)
- GetDefaultTransferSyntax
 - gdcm::PresentationContextGenerator, [868](#)
- GetDefs
 - gdcm::Global, [524](#)
 - gdcm::TableReader, [1141](#)
- GetDES
 - gdcm::DataSet, [343](#)
- GetDescription
 - gdcm::CSAHeaderDictEntry, [306](#)
 - gdcm::Exception, [451](#)
 - gdcm::ModuleEntry, [724](#)
 - gdcm::Overlay, [785](#)
- GetDescriptiveName

- vtkGDCMImageReader, [1342](#)
 - vtkGDCMImageReader2, [1356](#)
 - vtkGDCMImageWriter, [1370](#)
- GetDict
 - gdcmm::XMLDictReader, [1466](#)
- GetDictEntry
 - gdcmm::Dict, [370](#)
 - gdcmm::Dicts, [387](#)
 - gdcmm::PrivateDict, [884](#)
- GetDictEntryByKeyword
 - gdcmm::Dict, [371](#)
- GetDictEntryByName
 - gdcmm::Dict, [371](#)
- GetDictName
 - gdcmm::DictConverter, [375](#)
- GetDicts
 - gdcmm::Global, [524](#), [525](#)
- GetDictVM
 - gdcmm::Attribute< Group, Element, TVR, TVM >, [140](#)
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, [150](#)
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >, [159](#)
- GetDictVR
 - gdcmm::Attribute< Group, Element, TVR, TVM >, [141](#)
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, [150](#)
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >, [159](#)
- GetDimension
 - gdcmm::Bitmap, [202](#)
- GetDimensions
 - gdcmm::Bitmap, [202](#)
 - gdcmm::Curve, [315](#)
 - gdcmm::ImageCodec, [567](#)
- GetDimensionsValue
 - gdcmm::ImageHelper, [581](#)
- GetDimensionsValueForResolution
 - gdcmm::StreamImageReader, [1055](#)
- GetDirectionCosines
 - gdcmm::Image, [540](#)
- GetDirectionCosinesFromDataSet
 - gdcmm::ImageHelper, [581](#)
- GetDirectionCosinesTolerance
 - gdcmm::IPPSorter, [619](#)
- GetDirectionCosinesValue
 - gdcmm::ImageHelper, [581](#)
- GetDirectories
 - gdcmm::Directory, [397](#)
- GetElapsedTime
 - gdcmm::network::ARTIMTimer, [132](#)
- GetElement
 - gdcmm::Tag, [1148](#)
- GetElementTag
 - gdcmm::Tag, [1148](#)
- GetEncodeLength
 - gdcmm::Base64, [173](#)
- GetErrorCode
 - gdcmm::Parser, [796](#)
- GetErrorFlag
 - gdcmm::Trace, [1169](#)
- GetErrorStream
 - gdcmm::Trace, [1169](#)
- GetErrorString
 - gdcmm::Parser, [797](#)
- GetEvent
 - gdcmm::network::ULEvent, [1289](#)
- GetEventName
 - gdcmm::AnonymizeEvent, [111](#)
 - gdcmm::DataEvent, [335](#)
 - gdcmm::DataSetEvent, [352](#)
 - gdcmm::Event, [448](#)
 - gdcmm::FileNameEvent, [498](#)
 - gdcmm::ProgressEvent, [892](#)
- GetExtension
 - gdcmm::Filename, [493](#)
- GetFactoryInstance
 - gdcmm::CryptoFactory, [283](#)
- GetFile
 - gdcmm::Anonymizer, [118](#)
 - gdcmm::Cleaner, [251](#)
 - gdcmm::DICOMDIRGenerator, [366](#)
 - gdcmm::FileDecompressLookupTable, [474](#)
 - gdcmm::FileDerivation, [477](#)
 - gdcmm::FileExplicitFilter, [480](#)
 - gdcmm::IconImageFilter, [531](#)
 - gdcmm::PythonFilter, [898](#)
 - gdcmm::Reader, [921](#)
 - gdcmm::SplitMosaicFilter, [1049](#)
 - gdcmm::StreamImageReader, [1055](#)
 - gdcmm::StringFilter, [1092](#)
 - gdcmm::Writer, [1461](#)
 - vtkGDCMMedicalImageProperties, [1379](#)
- GetFileExtensions
 - vtkGDCMImageReader, [1342](#)
 - vtkGDCMImageReader2, [1356](#)
 - vtkGDCMImageWriter, [1371](#)
- GetFileMetaInformationVersion
 - gdcmm::FileMetaInformation, [486](#)
- GetFileName
 - gdcmm::Filename, [493](#)
 - gdcmm::FileNameEvent, [498](#)
 - gdcmm::Testing, [1162](#)
 - vtkGDCMImageWriter, [1371](#)
 - vtkGDCMThreadedImageReader2, [1400](#)
- GetFilename
 - gdcmm::FilenameGenerator, [501](#)
 - gdcmm::TableReader, [1141](#)

GetFilenameFromPrivateTagToValue
 gdcmm::Scanner2, 958
 gdcmm::StrictScanner2, 1079

GetFilenameFromPublicTagToValue
 gdcmm::Scanner2, 959
 gdcmm::StrictScanner2, 1079

GetFilenameFromTagToValue
 gdcmm::Scanner, 948
 gdcmm::StrictScanner, 1069

GetFileNames
 gdcmm::Testing, 1162

GetFileNames
 gdcmm::Directory, 397
 gdcmm::FilenameGenerator, 501
 gdcmm::Scanner, 948
 gdcmm::Scanner2, 959
 gdcmm::Sorter, 1041
 gdcmm::StrictScanner, 1069
 gdcmm::StrictScanner2, 1079

GetFileNamesFromSeriesUIDs
 gdcmm::DirectoryHelper, 399

GetFiles
 gdcmm::FileSet, 504

GetFiniteVolume
 gdcmm::Surface, 1104

GetFirstSingleSerieUIDFileSet
 gdcmm::SerieHelper, 1005

GetForcePixelSpacing
 gdcmm::ImageHelper, 581

GetForceRescaleInterceptSlope
 gdcmm::ImageHelper, 581

GetFormat
 gdcmm::CSAHeader, 300

GetFragBuffer
 gdcmm::SequenceOfFragments, 989

GetFragment
 gdcmm::SequenceOfFragments, 989

GetFragmentSizeMax
 gdcmm::ImageFragmentSplitter, 578

GetFrameOfReference
 gdcmm::DirectoryHelper, 400

GetFullLength
 gdcmm::FileMetaInformation, 486

GetGDCMDataRoot
 vtkGDCMTesting, 1392

GetGDCMImplementationClassUID
 gdcmm::FileMetaInformation, 486

GetGDCMImplementationVersionName
 gdcmm::FileMetaInformation, 486

GetGDCMSourceApplicationEntityTitle
 gdcmm::FileMetaInformation, 487

GetGDCMUID
 gdcmm::UIDGenerator, 1188

GetGroup
 gdcmm::Curve, 315
 gdcmm::Overlay, 785
 gdcmm::Tag, 1149

GetHasExpired
 gdcmm::network::ARTIMTimer, 133

GetHeader
 gdcmm::File, 462

GetHeaderInfo
 gdcmm::ImageCodec, 567
 gdcmm::JPEG12Codec, 630
 gdcmm::JPEG16Codec, 633
 gdcmm::JPEG2000Codec, 638
 gdcmm::JPEG8Codec, 644
 gdcmm::JPEGCodec, 650
 gdcmm::JPEGLSCodec, 658
 gdcmm::PGXCodec, 819
 gdcmm::PNMCodec, 853
 gdcmm::RAWCodec, 917
 gdcmm::RLECodec, 939

GetHierarchicalSearchTags
 gdcmm::QueryBase, 901
 gdcmm::QueryImage, 905
 gdcmm::QueryPatient, 907
 gdcmm::QuerySeries, 910
 gdcmm::QueryStudy, 912

GetHighBit
 gdcmm::PixelFormat, 828

GetHostName
 gdcmm::System, 1132

GetIconImage
 gdcmm::IconImageFilter, 531
 gdcmm::IconImageGenerator, 534
 gdcmm::Pixmap, 836
 vtkGDCMImageReader, 1342
 vtkGDCMImageReader2, 1357

GetIconImagePort
 vtkGDCMImageReader2, 1357

GetIE
 gdcmm::IODEntry, 612

GetImage
 gdcmm::ImageReader, 588
 gdcmm::ImageWriter, 600
 gdcmm::PixmapWriter, 849
 gdcmm::SplitMosaicFilter, 1049

GetImplementationClassUID
 gdcmm::FileMetaInformation, 487

GetImplementationVersionName
 gdcmm::FileMetaInformation, 487

GetIndex
 gdcmm::SwapCode, 1125
 gdcmm::VM, 1324

GetInitialized
 gdcmm::CAPICryptographicMessageSyntax, 238

GetInput

- gdcm::ImageToImageFilter, [596](#)
- gdcm::PixmapToPixmapFilter, [845](#)
- vtkImageColorViewer, [1411](#)
- GetInputFilename
 - gdcm::DictConverter, [375](#)
- GetInstance
 - gdcm::Global, [525](#)
- GetIntercept
 - gdcm::Image, [540](#)
 - gdcm::Rescaler, [932](#)
- GetInterfile
 - gdcm::CSAHeader, [300](#)
- GetInternal
 - gdcm::Preamble, [856](#)
- GetIOD
 - gdcm::IODs, [617](#)
 - gdcm::SOPClassUIDToIOD, [1038](#)
- GetIODEntry
 - gdcm::IOD, [610](#)
- GetIODFromFile
 - gdcm::Defs, [358](#)
- GetIODFromSOPClassUID
 - gdcm::SOPClassUIDToIOD, [1038](#)
- GetIODNameFromMediaStorage
 - gdcm::Defs, [358](#)
- GetIODs
 - gdcm::Defs, [358](#)
- GetIsCommand
 - gdcm::network::PresentationDataValue, [875](#)
- GetIsLastFragment
 - gdcm::network::PresentationDataValue, [875](#)
- GetStream
 - gdcm::network::ULEvent, [1289](#)
- GetItem
 - gdcm::SequenceOfItems, [997](#)
- GetKey
 - gdcm::CSAElement, [290](#)
- GetKeys
 - gdcm::Scanner, [948](#)
 - gdcm::Scanner2, [959](#)
 - gdcm::StrictScanner, [1069](#)
 - gdcm::StrictScanner2, [1079](#)
- GetKeyword
 - gdcm::DictEntry, [378](#)
- GetKeywordFromTag
 - gdcm::Dict, [371](#)
- GetLabel
 - gdcm::Orientation, [779](#)
- GetLastElement
 - gdcm::ParseException, [792](#)
- GetLastSystemError
 - gdcm::System, [1132](#)
- GetLength
 - gdcm::ByteValue, [229](#)
- gdcm::CP246ExplicitDataElement, [280](#)
- gdcm::DataElement, [322](#)
- gdcm::DataSet, [343](#)
- gdcm::Element< TVR, TVM >, [409](#)
- gdcm::Element< TVR, VM::VM1_n >, [417](#)
- gdcm::Element< VR::AS, VM::VM5 >, [430](#)
- gdcm::ExplicitDataElement, [455](#)
- gdcm::ExplicitImplicitDataElement, [458](#)
- gdcm::Fragment, [521](#)
- gdcm::ImplicitDataElement, [606](#)
- gdcm::Item, [625](#)
- gdcm::Preamble, [856](#)
- gdcm::SequenceOfFragments, [989](#)
- gdcm::SequenceOfItems, [998](#)
- gdcm::Tag, [1149](#)
- gdcm::UNExplicitDataElement, [1295](#)
- gdcm::UNExplicitImplicitDataElement, [1298](#)
- gdcm::Value, [1311](#)
- gdcm::VL, [1318](#)
- gdcm::VM, [1324](#)
- gdcm::VR, [1330](#)
- gdcm::VR16ExplicitDataElement, [1335](#)
- GetLocaleCharset
 - gdcm::System, [1133](#)
- GetLossless
 - gdcm::JPEGCodec, [650](#)
 - gdcm::JPEGLSCodec, [658](#)
- GetLossyFlag
 - gdcm::ImageCodec, [567](#)
- GetLossyFlagFromFile
 - gdcm::Testing, [1162](#)
- GetLUT
 - gdcm::Bitmap, [202](#)
 - gdcm::ImageCodec, [567](#)
 - gdcm::ImageHelper, [582](#)
 - gdcm::LookupTable, [674](#)
- GetLUTDescriptor
 - gdcm::LookupTable, [674](#)
- GetLUTLength
 - gdcm::LookupTable, [675](#)
- GetMacro
 - gdcm::Macros, [685](#)
- GetMacroEntry
 - gdcm::Macro, [682](#)
- GetMacros
 - gdcm::Defs, [359](#)
- GetMajorAxisFromPatientRelativeDirectionCosine
 - gdcm::Orientation, [779](#)
- GetMajorVersion
 - gdcm::Version, [1316](#)
- GetManifold
 - gdcm::Surface, [1104](#)
- GetMapping
 - gdcm::Scanner, [948](#)

- gdcm::StrictScanner, [1069](#)
- GetMappingFromPrivateTagToValue
 - gdcm::Scanner2, [959](#)
 - gdcm::StrictScanner2, [1080](#)
- GetMappingFromPublicTagToValue
 - gdcm::Scanner2, [959](#)
 - gdcm::StrictScanner2, [1080](#)
- GetMappingFromTagToValue
 - gdcm::Scanner, [949](#)
 - gdcm::StrictScanner, [1069](#)
- GetMappings
 - gdcm::Scanner, [949](#)
 - gdcm::StrictScanner, [1070](#)
- GetMax
 - gdcm::PixelFormat, [828](#)
- GetMaximumLength
 - gdcm::network::MaximumLengthSub, [686](#)
- GetMaximumLengthSub
 - gdcm::network::UserInformation, [1305](#)
- GetMaximumPointDistance
 - gdcm::Surface, [1104](#)
- GetMaxLength
 - gdcm::PersonName, [815](#)
- GetMaxPDULength
 - gdcm::network::ULConnectionInfo, [1279](#)
- GetMaxPDUSize
 - gdcm::network::ULConnection, [1272](#)
- GetMD5DataImage
 - gdcm::Testing, [1163](#)
- GetMD5DataImages
 - gdcm::Testing, [1163](#)
- GetMD5FromBrokenFile
 - gdcm::Testing, [1163](#)
- GetMD5FromFile
 - gdcm::Testing, [1163](#)
- GetMD5MetaImage
 - vtkGDCMTesting, [1392](#)
- GetMeanPointDistance
 - gdcm::Surface, [1104](#)
- GetMediaStorage
 - gdcm::DataSet, [343](#)
 - gdcm::FileMetaInformation, [487](#)
- GetMediaStorageAsString
 - gdcm::FileMetaInformation, [487](#)
- GetMediaStorageDataFile
 - gdcm::Testing, [1163](#)
- GetMediaStorageDataFiles
 - gdcm::Testing, [1163](#)
- GetMediaStorageFromFile
 - gdcm::Testing, [1164](#)
- GetMeshPrimitive
 - gdcm::Surface, [1104](#)
- GetMessageHeader
 - gdcm::network::PresentationDataValue, [875](#)
- GetMetaInformationTS
 - gdcm::FileMetaInformation, [487](#)
- GetMHDMD5FromFile
 - vtkGDCMTesting, [1392](#)
- GetMin
 - gdcm::PixelFormat, [828](#)
- GetMinorVersion
 - gdcm::Version, [1316](#)
- GetModality
 - gdcm::MediaStorage, [696](#)
- GetModalityDimension
 - gdcm::MediaStorage, [696](#)
- GetModule
 - gdcm::Modules, [728](#)
- GetModuleEntry
 - gdcm::NestedModuleEntries, [748](#)
- GetModuleEntryInMacros
 - gdcm::Module, [721](#)
- GetModules
 - gdcm::Defs, [359](#)
- GetMPTType
 - gdcm::MeshPrimitive, [709](#)
- GetMPTTypeString
 - gdcm::MeshPrimitive, [709](#)
- GetMRImageSeriesUIDs
 - gdcm::DirectoryHelper, [400](#)
- GetMrProtocol
 - gdcm::CSAHeader, [300](#)
- GetMrProtocolByName
 - gdcm::MrProtocol, [736](#)
- GetMSString
 - gdcm::MediaStorage, [697](#)
- GetMSType
 - gdcm::MediaStorage, [697](#)
- GetMTime
 - vtkImageMapToColors16, [1424](#)
- GetName
 - gdcm::CSAElement, [290](#)
 - gdcm::CSAHeaderDictEntry, [306](#)
 - gdcm::DictEntry, [379](#)
 - gdcm::Filename, [493](#)
 - gdcm::GroupDict, [528](#)
 - gdcm::IODEntry, [613](#)
 - gdcm::Macro, [682](#)
 - gdcm::Module, [721](#)
 - gdcm::ModuleEntry, [725](#)
 - gdcm::network::AbstractSyntax, [107](#)
 - gdcm::network::ApplicationContext, [123](#)
 - gdcm::network::TransferSyntaxSub, [1179](#)
 - gdcm::PDBElement, [803](#)
 - gdcm::QueryBase, [901](#)
 - gdcm::QueryImage, [905](#)
 - gdcm::QueryPatient, [907](#)
 - gdcm::QuerySeries, [910](#)

- gdcmm::QueryStudy, 912
- gdcmm::UIDs, 1225
- GetNeedByteSwap
 - gdcmm::Bitmap, 203
 - gdcmm::ImageCodec, 567
- GetNegotiatedType
 - gdcmm::TransferSyntax, 1176
- GetNestedDataSet
 - gdcmm::Item, 625
- GetNextSingleSerieUIDFileSet
 - gdcmm::SerieHelper, 1005
- GetNoOfItems
 - gdcmm::CSAElement, 290
- GetNumberOfComponents
 - gdcmm::PersonName, 815
- GetNumberOfContourReferencedFrameOfReferences
 - vtkRTStructSetProperties, 1447
- GetNumberOfCurves
 - gdcmm::Curve, 315
 - gdcmm::Pixmap, 836
- GetNumberOfDimensions
 - gdcmm::Bitmap, 203
 - gdcmm::ImageCodec, 567
- GetNumberOfElementsFromArray
 - gdcmm::VM, 1324
- GetNumberOfFileNames
 - gdcmm::Testing, 1164
- GetNumberOfFilenames
 - gdcmm::FilenameGenerator, 501
- GetNumberOfFragments
 - gdcmm::SequenceOfFragments, 990
- GetNumberOfIconImages
 - gdcmm::IconImageFilter, 532
- GetNumberOfImagesInMosaic
 - gdcmm::SplitMosaicFilter, 1050
- GetNumberOfIODs
 - gdcmm::IOD, 610
- GetNumberOfItems
 - gdcmm::SequenceOfItems, 998
- GetNumberOfMD5DataImages
 - gdcmm::Testing, 1164
- GetNumberOfMD5MetalImages
 - vtkGDCMTesting, 1392
- GetNumberOfMediaStorageDataFiles
 - gdcmm::Testing, 1164
- GetNumberOfModality
 - gdcmm::MediaStorage, 697
- GetNumberOfModuleEntries
 - gdcmm::NestedModuleEntries, 748
- GetNumberOfMSSString
 - gdcmm::MediaStorage, 697
- GetNumberOfMSType
 - gdcmm::MediaStorage, 697
- GetNumberOfOverlays
 - gdcmm::Pixmap, 836
- GetNumberOfPoints
 - gdcmm::Curve, 315
- GetNumberOfPresentationContext
 - gdcmm::network::AAssociateRQPDU, 102
- GetNumberOfPresentationContextAC
 - gdcmm::network::AAssociateACPDU, 94
- GetNumberOfPresentationDataValues
 - gdcmm::network::PDataTFPDU, 800
- GetNumberOfPrimitivesData
 - gdcmm::MeshPrimitive, 710
- GetNumberOfReferencedFrameOfReferences
 - vtkRTStructSetProperties, 1447
- GetNumberOfSegments
 - gdcmm::SegmentWriter, 983
- GetNumberOfSOPClassToIOD
 - gdcmm::SOPClassUIDToIOD, 1038
- GetNumberOfStructureSetROIs
 - vtkRTStructSetProperties, 1447
- GetNumberOfSurfacePoints
 - gdcmm::Surface, 1105
- GetNumberOfSurfaces
 - gdcmm::SurfaceReader, 1119
 - gdcmm::SurfaceWriter, 1122
- GetNumberOfTransferSyntaxes
 - gdcmm::network::PresentationContextRQ, 871
 - gdcmm::PresentationContext, 861
- GetNumberOfTransferSyntaxStrings
 - gdcmm::UIDs, 1225
- GetNumberOfValues
 - gdcmm::Attribute< Group, Element, TVR, TVM >, 141
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, 150
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >, 159
- GetNumberOfVectors
 - gdcmm::Surface, 1105
- GetObliquityThresholdCosineValue
 - gdcmm::Orientation, 779
- GetOffScreenRendering
 - vtkImageColorViewer, 1411
- GetOptionalTags
 - gdcmm::QueryBase, 901
 - gdcmm::QueryImage, 905
 - gdcmm::QueryPatient, 908
 - gdcmm::QuerySeries, 910
 - gdcmm::QueryStudy, 913
- GetOrderedValues
 - gdcmm::Scanner, 949
 - gdcmm::StrictScanner, 1070
- GetOrigin
 - gdcmm::Image, 540
 - gdcmm::Overlay, 785
- GetOriginValue

- gdcm::ImageHelper, 582
- GetOutput
 - gdcm::ImageConverter, 575
- GetOutput
 - gdcm::BitmapToBitmapFilter, 214
 - gdcm::ImageToImageFilter, 596
 - gdcm::PixmapToPixmapFilter, 845
- GetOutputAsBitmap
 - gdcm::BitmapToBitmapFilter, 214
- GetOutputAsPixmap
 - gdcm::PixmapToPixmapFilter, 845
- GetOutputFilename
 - gdcm::DictConverter, 375
- GetOutputType
 - gdcm::DictConverter, 375
- GetOverlay
 - gdcm::Pixmap, 836, 837
 - vtkGDCMImageReader, 1342
 - vtkGDCMImageReader2, 1357
- GetOverlayData
 - gdcm::Overlay, 785
- GetOverlayPort
 - vtkGDCMImageReader2, 1357
- GetOverlayTypeAsString
 - gdcm::Overlay, 785
- GetOverlayTypeFromString
 - gdcm::Overlay, 786
- GetOverlayVisibility
 - vtkImageColorViewer, 1411
- GetOwner
 - gdcm::PrivateTag, 887
- GetPath
 - gdcm::Filename, 493
- GetPattern
 - gdcm::FilenameGenerator, 502
- GetPDBEEnd
 - gdcm::PDBHeader, 807
- GetPDBElementByName
 - gdcm::PDBHeader, 807
- GetPDBInfoTag
 - gdcm::PDBHeader, 807
- GetPDUs
 - gdcm::network::ULEvent, 1289
- GetPDVs
 - gdcm::network::PDUFactory, 814
- GetPermissions
 - gdcm::System, 1133
- GetPhotometricInterpretation
 - gdcm::Bitmap, 203
 - gdcm::ImageChangePhotometricInterpretation, 550
 - gdcm::ImageCodec, 568
- GetPhotometricInterpretationValue
 - gdcm::ImageHelper, 582
- GetPIString
 - gdcm::PhotometricInterpretation, 822
- GetPIType
 - gdcm::PhotometricInterpretation, 822
- GetPixelFormat
 - gdcm::Bitmap, 203, 204
 - gdcm::ImageCodec, 568
- GetPixelFormatValue
 - gdcm::ImageHelper, 582
- GetPixelRepresentation
 - gdcm::PixelFormat, 828
- GetPixelSize
 - gdcm::PixelFormat, 828
- GetPixelSpacingDataRoot
 - gdcm::Testing, 1164
- GetPixmap
 - gdcm::FileDecompressLookupTable, 474
 - gdcm::IconImageGenerator, 535
 - gdcm::PixmapReader, 841
 - gdcm::PixmapWriter, 849
- GetPlanarConfiguration
 - gdcm::Bitmap, 204
 - gdcm::ImageChangePlanarConfiguration, 553
 - gdcm::ImageCodec, 568
- GetPlanarConfigurationValue
 - gdcm::ImageHelper, 582
- GetPMSRescaleInterceptSlope
 - gdcm::ImageHelper, 582
- GetPMTFInformationDataTag
 - gdcm::MEC_MR3, 689
- GetPointCoordinatesData
 - gdcm::Surface, 1105
- GetPointer
 - gdcm::ByteValue, 230
 - gdcm::LookupTable, 675
 - gdcm::SmartPointer< ObjectType >, 1033
 - vtkLookupTable16, 1441
- GetPointerFromElement
 - gdcm::ImageHelper, 583
- GetPointPositionAccuracy
 - gdcm::Surface, 1105
- GetPointsBoundingBoxCoordinates
 - gdcm::Surface, 1105
- GetPosition
 - vtkImageColorViewer, 1411
- GetPreamble
 - gdcm::FileMetaInformation, 487, 488
- GetPrefix
 - gdcm::FilenameGenerator, 502
- GetPresentationContext
 - gdcm::network::AAssociateRQPDU, 102
- GetPresentationContextAC
 - gdcm::network::AAssociateACPDU, 94
- GetPresentationContextACByID
 - gdcm::network::ULConnection, 1272

- GetPresentationContextByAbstractSyntax
 - gdcm::network::AAssociateRQPDU, [102](#)
- GetPresentationContextByID
 - gdcm::network::AAssociateRQPDU, [102](#)
- GetPresentationContextID
 - gdcm::network::PresentationContextAC, [864](#)
 - gdcm::network::PresentationContextRQ, [871](#)
 - gdcm::network::PresentationDataValue, [875](#)
 - gdcm::PresentationContext, [861](#)
- GetPresentationContextIDFromPresentationContext
 - gdcm::network::ULConnection, [1272](#)
- GetPresentationContextRQByID
 - gdcm::network::ULConnection, [1272](#)
- GetPresentationContexts
 - gdcm::network::AAssociateRQPDU, [102](#)
 - gdcm::network::ULConnection, [1273](#)
 - gdcm::PresentationContextGenerator, [868](#)
- GetPresentationDataValue
 - gdcm::network::PDataTFPDU, [801](#)
- GetPrettyPrint
 - gdcm::JSON, [661](#)
- GetPrimitiveData
 - gdcm::MeshPrimitive, [710](#)
- GetPrimitivesData
 - gdcm::MeshPrimitive, [710](#)
- GetPrimitiveType
 - gdcm::MeshPrimitive, [711](#)
- GetPrintStyle
 - gdcm::Printer, [880](#)
 - gdcm::XMLPrinter, [1469](#)
- GetPrivateCreator
 - gdcm::DataSet, [343](#)
 - gdcm::Tag, [1149](#)
- GetPrivateDict
 - gdcm::Dicts, [387](#), [388](#)
 - gdcm::XMLPrivateDictReader, [1473](#)
- GetPrivateMapping
 - gdcm::Scanner2, [959](#)
 - gdcm::StrictScanner2, [1080](#)
- GetPrivateMappings
 - gdcm::Scanner2, [960](#)
 - gdcm::StrictScanner2, [1080](#)
- GetPrivateOrderedValues
 - gdcm::Scanner2, [960](#)
 - gdcm::StrictScanner2, [1080](#)
- GetPrivateTag
 - gdcm::DataSet, [343](#)
- GetPrivateValue
 - gdcm::Scanner2, [960](#)
 - gdcm::StrictScanner2, [1080](#)
- GetPrivateValues
 - gdcm::Scanner2, [960](#)
 - gdcm::StrictScanner2, [1081](#)
- GetProcessingAlgorithm
 - gdcm::Surface, [1106](#)
- GetProgress
 - gdcm::ProgressEvent, [892](#)
- GetPropertyCategory
 - gdcm::Segment, [968](#)
- GetPropertyType
 - gdcm::Segment, [968](#), [969](#)
- GetPropertyTypeModifiers
 - gdcm::Segment, [969](#)
- GetProtocol
 - gdcm::network::ULConnection, [1273](#)
- GetPublicDict
 - gdcm::Dicts, [388](#)
- GetPublicMapping
 - gdcm::Scanner2, [960](#)
 - gdcm::StrictScanner2, [1081](#)
- GetPublicMappings
 - gdcm::Scanner2, [960](#)
 - gdcm::StrictScanner2, [1081](#)
- GetPublicOrderedValues
 - gdcm::Scanner2, [961](#)
 - gdcm::StrictScanner2, [1081](#)
- GetPublicValue
 - gdcm::Scanner2, [961](#)
 - gdcm::StrictScanner2, [1081](#)
- GetPublicValues
 - gdcm::Scanner2, [961](#)
 - gdcm::StrictScanner2, [1081](#)
- GetQuality
 - gdcm::JPEG2000Codec, [638](#)
 - gdcm::JPEGCodec, [650](#)
- GetQueryDataSet
 - gdcm::BaseQuery, [183](#)
- GetQueryLevel
 - gdcm::QueryBase, [901](#)
 - gdcm::QueryImage, [905](#)
 - gdcm::QueryPatient, [908](#)
 - gdcm::QuerySeries, [910](#)
 - gdcm::QueryStudy, [913](#)
- GetQueryLevelFromQueryRoot
 - gdcm::BaseRootQuery, [188](#)
- GetQueryLevelFromString
 - gdcm::BaseRootQuery, [188](#)
- GetQueryLevelString
 - gdcm::BaseRootQuery, [188](#)
- GetRate
 - gdcm::JPEG2000Codec, [639](#)
- GetRAWMD5FromFile
 - vtkGDCMTesting, [1393](#)
- GetRealWorldValueMappingContent
 - gdcm::ImageHelper, [583](#)
- GetReason
 - gdcm::network::PresentationContextAC, [864](#)
- GetRecommendedDisplayCIELabValue

- gdcm::Surface, [1106](#)
- GetRecommendedDisplayGrayscaleValue
 - gdcm::Surface, [1106](#)
- GetRecommendedPresentationOpacity
 - gdcm::Surface, [1106](#)
- GetRecommendedPresentationType
 - gdcm::Surface, [1107](#)
- GetRef
 - gdcm::IODEntry, [613](#)
- GetReferencedFrameOfReferenceClassUID
 - vtkRTStructSetProperties, [1448](#)
- GetReferencedFrameOfReferenceInstanceUID
 - vtkRTStructSetProperties, [1448](#)
- GetRegion
 - gdcm::ImageRegionReader, [593](#)
- GetRequiredDataSet
 - gdcm::ModalityPerformedProcedureStepCreateQuery, [714](#)
 - gdcm::ModalityPerformedProcedureStepSetQuery, [717](#)
- GetRequiredTags
 - gdcm::QueryBase, [901](#)
 - gdcm::QueryImage, [906](#)
 - gdcm::QueryPatient, [908](#)
 - gdcm::QuerySeries, [910](#)
 - gdcm::QueryStudy, [913](#)
- GetRescaleInterceptSlopeValue
 - gdcm::ImageHelper, [583](#)
- GetReserved43_74
 - gdcm::network::AAssociateRQPDU, [102](#)
- GetResponses
 - gdcm::network::ULBasicCallback, [1268](#)
- GetRetired
 - gdcm::DictEntry, [379](#)
- GetRoot
 - gdcm::UIDGenerator, [1188](#)
- GetRows
 - gdcm::Bitmap, [204](#)
 - gdcm::Overlay, [786](#)
- GetRTStructSeriesUIDs
 - gdcm::DirectoryHelper, [400](#)
- GetSamplesPerPixel
 - gdcm::PhotometricInterpretation, [823](#)
 - gdcm::PixelFormat, [829](#)
- GetScalarType
 - gdcm::PixelFormat, [829](#)
- GetScalarTypeAsString
 - gdcm::PixelFormat, [829](#)
- GetScanner
 - gdcm::DICOMDIRGenerator, [367](#)
- GetSegment
 - gdcm::SegmentWriter, [983](#)
- GetSegmentAlgorithmName
 - gdcm::Segment, [969](#)
- GetSegmentAlgorithmType
 - gdcm::Segment, [969](#)
- GetSegmentDescription
 - gdcm::Segment, [969](#)
- GetSegmentLabel
 - gdcm::Segment, [969](#)
- GetSegmentNumber
 - gdcm::Segment, [970](#)
- GetSegments
 - gdcm::SegmentReader, [979](#)
 - gdcm::SegmentWriter, [983](#)
- GetSelectedPrivateGroupOffsetFromFile
 - gdcm::Testing, [1164](#)
- GetSelectedTagsOffsetFromFile
 - gdcm::Testing, [1165](#)
- GetSequenceOfFragments
 - gdcm::DataElement, [323](#)
- GetSeriesUIDsBySOPClassUID
 - gdcm::DirectoryHelper, [400](#)
- GetSize
 - gdcm::VR, [1330](#)
 - vtkImageColorViewer, [1411](#)
- GetSizeof
 - gdcm::VR, [1330](#)
- GetSliceArray
 - gdcm::MrProtocol, [736](#)
- GetSliceMax
 - vtkImageColorViewer, [1411](#)
- GetSliceMin
 - vtkImageColorViewer, [1412](#)
- GetSliceRange
 - vtkImageColorViewer, [1412](#)
- GetSlope
 - gdcm::Image, [541](#)
 - gdcm::Rescaler, [932](#)
- GetSOPClassUID
 - gdcm::DirectoryHelper, [400](#)
- GetSOPClassUIDFromIOD
 - gdcm::SOPClassUIDToIOD, [1038](#)
- GetSOPClassUIDToIOD
 - gdcm::SOPClassUIDToIOD, [1038](#)
- GetSOPClassUIDToIODs
 - gdcm::SOPClassUIDToIOD, [1038](#)
- GetSOPInstanceUID
 - gdcm::BaseQuery, [183](#)
- GetSourceApplicationEntityTitle
 - gdcm::FileMetaInformation, [488](#)
- GetSourceDirectory
 - gdcm::Testing, [1165](#)
- GetSpacing
 - gdcm::Image, [541](#)
- GetSpacingTagFromMediaStorage
 - gdcm::ImageHelper, [583](#)
- GetSpacingValue

- gdcm::ImageHelper, 583
- GetStart
 - gdcm::ByteBuffer, 221
- GetState
 - gdcm::network::ULConnection, 1273
- GetStateIndex
 - gdcm::network, 84
- GetSTATES
 - gdcm::Surface, 1107
- GetSTATESString
 - gdcm::Surface, 1107
- GetStream
 - gdcm::Trace, 1170
- GetStreamCurrentPosition
 - gdcm::Reader, 922
- GetStreamOffsetFromFile
 - gdcm::Testing, 1165
- GetStreamPtr
 - gdcm::Reader, 922
 - gdcm::Writer, 1462
- GetString
 - gdcm::MediaStorage, 698
 - gdcm::PhotometricInterpretation, 823
 - gdcm::TransferSyntax, 1176
 - gdcm::UIDs, 1225
- GetStringValueFromTag
 - gdcm::DirectoryHelper, 401
- GetStructureSetObservationNumber
 - vtkRTStructSetProperties, 1448
- GetStructureSetROIDescription
 - vtkRTStructSetProperties, 1448
- GetStructureSetROIGenerationAlgorithm
 - vtkRTStructSetProperties, 1448
- GetStructureSetROIName
 - vtkRTStructSetProperties, 1448
- GetStructureSetROINumber
 - vtkRTStructSetProperties, 1449
- GetStructureSetROIObservationLabel
 - vtkRTStructSetProperties, 1449
- GetStructureSetROIRefFrameRefUID
 - vtkRTStructSetProperties, 1449
- GetStructureSetRTROIInterpretedType
 - vtkRTStructSetProperties, 1449
- GetSurface
 - gdcm::Segment, 970
- GetSurfaceComments
 - gdcm::Surface, 1107
- GetSurfaceCount
 - gdcm::Segment, 970
- GetSurfaceNumber
 - gdcm::Surface, 1107
- GetSurfaceProcessing
 - gdcm::Surface, 1107
- GetSurfaceProcessingDescription
 - gdcm::Surface, 1107
- GetSurfaceProcessingRatio
 - gdcm::Surface, 1108
- GetSurfaces
 - gdcm::Segment, 970
- GetSwapCode
 - gdcm::TransferSyntax, 1176
- GetSwapCodeString
 - gdcm::SwapCode, 1125
- GetSyngoDT
 - gdcm::CSAElement, 290
- GetTable
 - gdcm::SequenceOfFragments, 990
- GetTableEntry
 - gdcm::Table, 1137
- GetTag
 - gdcm::AnonymizeEvent, 111
 - gdcm::Attribute< Group, Element, TVR, TVM >, 141
 - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, 150
 - gdcm::Attribute< Group, Element, TVR, VM::VM1_n >, 159
 - gdcm::DataElement, 323
- GetTagListByLevel
 - gdcm::BaseRootQuery, 189
 - gdcm::FindPatientRootQuery, 514
 - gdcm::FindStudyRootQuery, 517
 - gdcm::MovePatientRootQuery, 730
 - gdcm::MoveStudyRootQuery, 733
 - gdcm::WLMFindQuery, 1457
- GetTempDirectory
 - gdcm::Testing, 1165
- GetTempDirectoryW
 - gdcm::Testing, 1165
- GetTempFilename
 - gdcm::Testing, 1166
- GetTempFilenameW
 - gdcm::Testing, 1166
- GetTimeout
 - gdcm::network::ARTIMTimer, 133
 - gdcm::ServiceClassUser, 1013
- GetTimer
 - gdcm::network::ULConnection, 1273
- GetTimezoneOffsetFromUTC
 - gdcm::System, 1133
- GetToplevel
 - gdcm::Directory, 397
- GetToshibaMECMR3Tag
 - gdcm::MEC_MR3, 689
- GetTransferSyntax
 - gdcm::Bitmap, 204
 - gdcm::ImageChangeTransferSyntax, 558
 - gdcm::network::PresentationContextAC, 864
 - gdcm::network::PresentationContextRQ, 871

- gdcmm::PresentationContext, 861
- GetTransferSyntaxes
 - gdcmm::network::PresentationContextRQ, 872
- GetTransferSyntaxString
 - gdcmm::UIDs, 1225
- GetTransferSyntaxStrings
 - gdcmm::UIDs, 1225
- GetTSString
 - gdcmm::TransferSyntax, 1176
- GetTSType
 - gdcmm::TransferSyntax, 1177
- GetType
 - gdcmm::ModuleEntry, 725
 - gdcmm::Orientation, 779
 - gdcmm::Overlay, 786
 - gdcmm::PhotometricInterpretation, 823
- GetTypeAsEnum
 - gdcmm::Overlay, 786
- GetTypeFromTag
 - gdcmm::Defs, 359
 - gdcmm::IOD, 611
- GetTypeOfData
 - gdcmm::Curve, 315
- GetTypeOfDataDescription
 - gdcmm::Curve, 315
- GetTypeString
 - gdcmm::Type, 1185
- GetTypeType
 - gdcmm::Type, 1185
- GetUIDName
 - gdcmm::UIDs, 1226
- GetUIDString
 - gdcmm::UIDs, 1226
- GetUniqueTags
 - gdcmm::QueryBase, 902
 - gdcmm::QueryImage, 906
 - gdcmm::QueryPatient, 908
 - gdcmm::QuerySeries, 911
 - gdcmm::QueryStudy, 913
- GetUnpackBuffer
 - gdcmm::Overlay, 786
- GetUnpackBufferLength
 - gdcmm::Overlay, 786
- GetUsage
 - gdcmm::IODEntry, 613
- GetUsageString
 - gdcmm::Usage, 1302
- GetUsageType
 - gdcmm::IODEntry, 613
 - gdcmm::Usage, 1302
- GetUserData
 - gdcmm::Parser, 797
- GetUserInformation
 - gdcmm::network::AAssociateACPDU, 94
 - gdcmm::network::AAssociateRQPDU, 103
- GetValidatedFile
 - gdcmm::Validate, 1308
- GetValidDataSet
 - gdcmm::WLMFindQuery, 1457
- GetValue
 - gdcmm::Attribute< Group, Element, TVR, TVM >, 141, 142
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, 150
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >, 159
 - gdcmm::CSAElement, 291
 - gdcmm::DataElement, 323, 324
 - gdcmm::Element< TVR, TVM >, 410
 - gdcmm::Element< TVR, VM::VM1_n >, 417
 - gdcmm::PDSElement, 804
 - gdcmm::Scanner, 949
 - gdcmm::StrictScanner, 1070
- GetValueAsSQ
 - gdcmm::DataElement, 324
- GetValues
 - 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::Element< TVR, TVM >, 410
 - gdcmm::Scanner, 949, 950
 - gdcmm::Scanner2, 961
 - gdcmm::StrictScanner, 1070
 - gdcmm::StrictScanner2, 1082
- GetVectorAccuracy
 - gdcmm::Surface, 1108
- GetVectorCoordinateData
 - gdcmm::Surface, 1108
- GetVectorDimensionality
 - gdcmm::Surface, 1108
- GetVersion
 - gdcmm::MrProtocol, 736
 - gdcmm::Version, 1316
- GetVIEWType
 - gdcmm::Surface, 1108
- GetVIEWTypeString
 - gdcmm::Surface, 1108
- GetVL
 - gdcmm::DataElement, 324, 325
- GetVL16Max
 - gdcmm::VL, 1318
- GetVL32Max
 - gdcmm::VL, 1319
- GetVM
 - gdcmm::Attribute< Group, Element, TVR, TVM >, 142

- gdcm::Attribute< Group, Element, TVR, VM::VM1 >, 151
- gdcm::Attribute< Group, Element, TVR, VM::VM1_3 >, 154
- gdcm::Attribute< Group, Element, TVR, VM::VM1_8 >, 156
- gdcm::Attribute< Group, Element, TVR, VM::VM1_n >, 160
- gdcm::Attribute< Group, Element, TVR, VM::VM2_2n >, 164
- gdcm::Attribute< Group, Element, TVR, VM::VM2_n >, 165
- gdcm::Attribute< Group, Element, TVR, VM::VM3_3n >, 167
- gdcm::Attribute< Group, Element, TVR, VM::VM3_n >, 168
- gdcm::CSAElement, 291
- gdcm::CSAHeaderDictEntry, 306
- gdcm::DictEntry, 379
- gdcm::Element< TVR, TVM >, 410
- gdcm::Element< TVR, VM::VM1_n >, 417
- GetVMString
 - gdcm::VM, 1324
- GetVMType
 - gdcm::VM, 1325
- GetVMTypeFromLength
 - gdcm::VM, 1325
- GetVoidPointer
 - gdcm::ByteValue, 230
- GetVR
 - gdcm::Attribute< Group, Element, TVR, TVM >, 142
 - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, 151
 - gdcm::Attribute< Group, Element, TVR, VM::VM1_n >, 160
 - gdcm::CSAElement, 291
 - gdcm::CSAHeaderDictEntry, 306
 - gdcm::DataElement, 325
 - gdcm::DictEntry, 379
 - gdcm::Element< TVR, TVM >, 410
 - gdcm::Element< TVR, VM::VM1_n >, 417
- GetVRFromTag
 - gdcm, 65
- GetVRString
 - gdcm::VR, 1330
- GetVRStringFromFile
 - gdcm::VR, 1331
- GetVRType
 - gdcm::VR, 1331
- GetVRTypeFromFile
 - gdcm::VR, 1331
- GetVTKDataRoot
 - vtkGDCMTesting, 1393
- GetWarningFlag
 - gdcm::Trace, 1170
- GetWarningStream
 - gdcm::Trace, 1170
- GetWindowName
 - vtkImageColorViewer, 1412
- GetXMax
 - gdcm::BoxRegion, 218
- GetXMin
 - gdcm::BoxRegion, 218
- GetYMax
 - gdcm::BoxRegion, 219
- GetYMin
 - gdcm::BoxRegion, 219
- GetZMax
 - gdcm::BoxRegion, 219
- GetZMin
 - gdcm::BoxRegion, 219
- GetZSpacing
 - gdcm::IPPSorter, 619
- GetZSpacingTagFromMediaStorage
 - gdcm::ImageHelper, 584
- GetZSpacingTolerance
 - gdcm::IPPSorter, 620
- Global
 - gdcm::Defs, 360
 - gdcm::Dicts, 388
 - gdcm::Global, 523, 524
- GlobalInstance
 - gdcm, 78
- GrabOverlayFromPixelData
 - gdcm::Overlay, 787
- Graphics
 - gdcm::Overlay, 783
- GRAY
 - gdcm::LookupTable, 672
- GrayscalePlanarMPRVolumetricPresentationStateStorage
 - gdcm::UIDs, 1213
- GrayscaleSoftcopyPresentationStateStorageSOPClass
 - gdcm::MediaStorage, 694
 - gdcm::UIDs, 1209
- GREEN
 - gdcm::LookupTable, 672
- green
 - gdcm::terminal, 86
- GroupDict
 - gdcm::GroupDict, 527
- GroupStringVector
 - gdcm::GroupDict, 527
- GuessFromModality
 - gdcm::MediaStorage, 698
- HandleBulkData
 - gdcm::XMLPrinter, 1469
- HandleDataSet

- gdcm::network::ULBasicCallback, [1269](#)
- gdcm::network::ULConnectionCallback, [1277](#)
- gdcm::network::ULWritingCallback, [1293](#)
- HandleDescription
 - gdcm::XMLDictReader, [1466](#)
 - gdcm::XMLPrivateDictReader, [1473](#)
- HandleEntry
 - gdcm::XMLDictReader, [1466](#)
 - gdcm::XMLPrivateDictReader, [1473](#)
- HandleEvent
 - gdcm::network::ULTransitionTable, [1291](#)
- HandleIOD
 - gdcm::TableReader, [1142](#)
- HandleIODEntry
 - gdcm::TableReader, [1142](#)
- HandleMacro
 - gdcm::TableReader, [1142](#)
- HandleMacroEntry
 - gdcm::TableReader, [1142](#)
- HandleMacroEntryDescription
 - gdcm::TableReader, [1142](#)
- HandleModule
 - gdcm::TableReader, [1142](#)
- HandleModuleEntry
 - gdcm::TableReader, [1143](#)
- HandleModuleEntryDescription
 - gdcm::TableReader, [1143](#)
- HandleModuleInclude
 - gdcm::TableReader, [1143](#)
- HandleResponse
 - gdcm::network::ULBasicCallback, [1269](#)
 - gdcm::network::ULConnectionCallback, [1277](#)
 - gdcm::network::ULWritingCallback, [1293](#)
- HangingProtocolInformationModelFIND
 - gdcm::UIDs, [1211](#)
- HangingProtocolInformationModelGET
 - gdcm::UIDs, [1215](#)
- HangingProtocolInformationModelMOVE
 - gdcm::UIDs, [1211](#)
- HangingProtocolStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1211](#)
- HardcopyColorImageStorage
 - gdcm::MediaStorage, [695](#)
- HardcopyColorImageStorageSOPClassRetired
 - gdcm::UIDs, [1208](#)
- HardcopyGrayscaleImageStorage
 - gdcm::MediaStorage, [694](#)
- HardcopyGrayscaleImageStorageSOPClassRetired
 - gdcm::UIDs, [1208](#)
- HasObserver
 - gdcm::Subject, [1097](#)
- HemodynamicWaveformStorage
 - gdcm::MediaStorage, [694](#)
- gdcm::UIDs, [1209](#)
- HEVCH_265Main10ProfileLevel5_1
 - gdcm::UIDs, [1213](#)
- HEVCH_265MainProfileLevel5_1
 - gdcm::UIDs, [1213](#)
- hidden
 - gdcm::terminal, [86](#)
- HITACHI
 - gdcm::EquipmentManufacturer, [445](#)
- HotIronColorPaletteSOPInstance
 - gdcm::UIDs, [1213](#)
- HotMetalBlueColorPaletteSOPInstance
 - gdcm::UIDs, [1212](#)
- HSV
 - gdcm::PhotometricInterpretation, [822](#)
- ICBM452T1FrameofReference
 - gdcm::UIDs, [1207](#)
- ICBMSingleSubjectMRIFrameofReference
 - gdcm::UIDs, [1207](#)
- ICD11
 - gdcm::UIDs, [1212](#)
- Icon
 - gdcm::Pixmap, [838](#)
- IconDataScalarType
 - vtkGDCMImageReader, [1351](#)
 - vtkGDCMImageReader2, [1365](#)
- IconImage
 - gdcm, [59](#)
- IconImageDataExtent
 - vtkGDCMImageReader, [1351](#)
 - vtkGDCMImageReader2, [1365](#)
- IconImageFilter
 - gdcm::IconImageFilter, [530](#)
- IconImageGenerator
 - gdcm::IconImageGenerator, [533](#)
- IconNumberOfScalarComponents
 - vtkGDCMImageReader, [1351](#)
 - vtkGDCMImageReader2, [1366](#)
- ID
 - gdcm::PresentationContext, [862](#)
- ignore_char
 - gdcm::ignore_char, [536](#)
- Image
 - gdcm::Image, [539](#)
- ImageActor
 - vtkImageColorViewer, [1420](#)
- ImageApplyLookupTable
 - gdcm::ImageApplyLookupTable, [546](#)
- ImageBiomarkerStandardisationInitiative
 - gdcm::UIDs, [1212](#)
- ImageChangePhotometricInterpretation
 - gdcm::ImageChangePhotometricInterpretation, [549](#)
 - gdcm::ImageCodec, [572](#)

- ImageChangePlanarConfiguration
 - gdcm::ImageChangePlanarConfiguration, [553](#)
- ImageChangeTransferSyntax
 - gdcm::Bitmap, [210](#)
 - gdcm::ImageChangeTransferSyntax, [557](#)
- ImageCodec
 - gdcm::ImageCodec, [563](#)
- ImageConverter
 - gdcm::ImageConverter, [574](#)
- ImageFormat
 - vtkGDCMImageReader, [1351](#)
 - vtkGDCMImageReader2, [1366](#)
- ImageFragmentSplitter
 - gdcm::ImageFragmentSplitter, [578](#)
- ImageNumberOrdering
 - gdcm::SerieHelper, [1005](#)
- ImageOrientationPatient
 - vtkGDCMImageReader, [1351](#)
 - vtkGDCMImageReader2, [1366](#)
- ImageOverlayBoxSOPClassRetired
 - gdcm::UIDs, [1208](#)
- ImagePositionPatient
 - vtkGDCMImageReader, [1351](#)
 - vtkGDCMImageReader2, [1366](#)
- ImagePositionPatientOrdering
 - gdcm::SerieHelper, [1005](#)
- ImageReader
 - gdcm::ImageReader, [588](#)
- ImageRegionReader
 - gdcm::ImageRegionReader, [592](#)
 - gdcm::JPEG2000Codec, [641](#)
 - gdcm::JPEGCodec, [653](#)
 - gdcm::JPEGLSCodec, [660](#)
 - gdcm::RLECodec, [940](#)
- ImageToImageFilter
 - gdcm::ImageToImageFilter, [596](#)
- ImageWriter
 - gdcm::ImageWriter, [599](#)
- ImplantAssemblyTemplateInformationModelFIND
 - gdcm::UIDs, [1215](#)
- ImplantAssemblyTemplateInformationModelGET
 - gdcm::UIDs, [1215](#)
- ImplantAssemblyTemplateInformationModelMOVE
 - gdcm::UIDs, [1215](#)
- ImplantAssemblyTemplateStorage
 - gdcm::UIDs, [1215](#)
- ImplantationPlanSRStorage
 - gdcm::UIDs, [1214](#)
- ImplantTemplateGroupInformationModelFIND
 - gdcm::UIDs, [1215](#)
- ImplantTemplateGroupInformationModelGET
 - gdcm::UIDs, [1215](#)
- ImplantTemplateGroupInformationModelMOVE
 - gdcm::UIDs, [1215](#)
- ImplantTemplateGroupStorage
 - gdcm::UIDs, [1215](#)
- ImplementationClassUIDSub
 - gdcm::network::ImplementationClassUIDSub, [601](#)
- ImplementationUIDSub
 - gdcm::network::ImplementationUIDSub, [602](#)
- ImplementationVersionNameSub
 - gdcm::network::ImplementationVersionNameSub, [603](#)
- Implicit
 - gdcm::TransferSyntax, [1174](#)
- ImplicitVRBigEndianACRNEMA
 - gdcm::TransferSyntax, [1175](#)
- ImplicitVRBigEndianPrivateGE
 - gdcm::TransferSyntax, [1175](#)
- ImplicitVRLittleEndian
 - gdcm::TransferSyntax, [1175](#)
- ImplicitVRLittleEndianDefaultTransferSyntaxforDICOM
 - gdcm::UIDs, [1206](#)
- IncompleteLUT
 - gdcm::LookupTable, [678](#)
- InitFromRQ
 - gdcm::network::AAssociateACPDU, [94](#)
- Initialize
 - gdcm::network::ULConnectionInfo, [1279](#)
- InitializeBlueLUT
 - gdcm::LookupTable, [675](#)
- InitializeConnection
 - gdcm::network::ULConnection, [1273](#)
 - gdcm::ServiceClassUser, [1013](#)
- Initialized
 - gdcm::LookupTable, [675](#)
- InitializeDataSet
 - gdcm::BaseRootQuery, [189](#)
 - gdcm::FindPatientRootQuery, [514](#)
 - gdcm::FindStudyRootQuery, [517](#)
 - gdcm::MovePatientRootQuery, [730](#)
 - gdcm::MoveStudyRootQuery, [733](#)
 - gdcm::WLMFindQuery, [1457](#)
- InitializeGreenLUT
 - gdcm::LookupTable, [675](#)
- InitializeIncomingConnection
 - gdcm::network::ULConnection, [1273](#)
- InitializeLUT
 - gdcm::LookupTable, [676](#)
- InitializeRedLUT
 - gdcm::LookupTable, [676](#)
- InitializeRTStructSet
 - vtkGDCMPolyDataWriter, [1387](#)
- InitOpenSSL
 - gdcm::OpenSSLCryptoFactory, [768](#)
- Input
 - gdcm::BitmapToBitmapFilter, [215](#)
- Insert

- gdcM::CommandDataSet, 270
- gdcM::DataSet, 344
- gdcM::FileMetaInformation, 488
- gdcM::GroupDict, 528
- InsertDataElement
 - gdcM::DataSet, 344
 - gdcM::Item, 625
- InsertEntry
 - gdcM::Table, 1138
- InstallPipeline
 - vtkImageColorViewer, 1412
- InstanceAvailabilityNotificationSOPClass
 - gdcM::UIDs, 1211
- INT12
 - gdcM::PixelFormat, 826
- INT16
 - gdcM::PixelFormat, 826
- INT32
 - gdcM::PixelFormat, 826
- INT64
 - gdcM::PixelFormat, 826
- INT8
 - gdcM::PixelFormat, 826
- IntegratedTaxonomicInformationSystemITISTaxonomicSerialNumber
 - gdcM::UIDs, 1212
- Interactor
 - vtkImageColorViewer, 1420
- InteractorStyle
 - vtkImageColorViewer, 1420
- INTERFILE
 - gdcM::CSAHeader, 297
- Internal
 - gdcM::ApplicationEntity, 126
 - gdcM::Attribute< Group, Element, TVR, TVM >, 146
 - gdcM::Attribute< Group, Element, TVR, VM::VM1 >, 153
 - gdcM::Element< TVR, TVM >, 412
 - gdcM::Element< VR::AS, VM::VM5 >, 430
 - gdcM::LookupTable, 678
 - gdcM::UI, 1186
- InternalCode
 - gdcM::Coder, 260
 - gdcM::JPEG12Codec, 630
 - gdcM::JPEG16Codec, 633
 - gdcM::JPEG8Codec, 644
- Internals
 - vtkRTStructSetProperties, 1453
- IntraocularLensCalculationsStorage
 - gdcM::UIDs, 1213
- IntravascularOpticalCoherenceTomographyImageStorageForPresentation
 - gdcM::UIDs, 1213
- IntravascularOpticalCoherenceTomographyImageStorageForProcessing
 - gdcM::UIDs, 1213
- INVALID
 - gdcM::VR, 1328
- Invalid
 - gdcM::Overlay, 783
 - gdcM::Usage, 1301
- InverseRescale
 - gdcM::Rescaler, 932
- InverseRescaleFunctionIntoBestFit
 - gdcM::Rescaler, 933
- InvokeEvent
 - gdcM::Subject, 1098
- IOD
 - gdcM::IOD, 610
- IODEntry
 - gdcM::IODEntry, 612
- IODMapType
 - gdcM::IODs, 615
- IODMapTypeConstIterator
 - gdcM::IODs, 615
- IODName
 - gdcM::IODs, 615
- IODs
 - gdcM::IODs, 616
- IPPSorter
 - gdcM::IPPSorter, 619
- IS
 - gdcM::VR, 1328
- IsAETitleValid
 - gdcM::network::AAssociateRQPDU, 103
- IsASCII
 - gdcM::VR, 1331
- IsASCII2
 - gdcM::VR, 1331
- IsBinary
 - gdcM::VR, 1331
- IsBinary2
 - gdcM::VR, 1332
- IsCompatible
 - gdcM::PixelFormat, 829
- IsDual
 - gdcM::VR, 1332
- IsEmpty
 - gdcM::Bitmap, 204
 - gdcM::ByteValue, 231
 - gdcM::CSAElement, 291
 - gdcM::CSAHeaderDict, 303
 - gdcM::Curve, 315
 - gdcM::DataElement, 325
 - gdcM::DataSet, 344
 - gdcM::Defs, 359
 - gdcM::GroupDict, 371
 - gdcM::Dicts, 388
 - gdcM::Filename, 493
 - gdcM::Macros, 685
 - gdcM::Modules, 728

- gdcmm::Overlay, 787
 - gdcmm::Preamble, 857
 - gdcmm::PrivateDict, 884
 - gdcmm::SegmentHelper::BasicCodedEntry, 193
 - gdcmm::SequenceOfItems, 998
- IsEncapsulated
 - gdcmm::TransferSyntax, 1177
- IsEncoded
 - gdcmm::TransferSyntax, 1177
- IsExplicit
 - gdcmm::TransferSyntax, 1177
- IsFrameEncoder
 - gdcmm::ImageCodec, 568
 - gdcmm::JPEG2000Codec, 639
 - gdcmm::JPEGCodec, 651
 - gdcmm::JPEGLSCodec, 658
 - gdcmm::RLECodec, 939
- IsGroupLength
 - gdcmm::Tag, 1149
- IsGroupXX
 - gdcmm::Tag, 1150
- IsIdentical
 - gdcmm::Filename, 494
- IsIllegal
 - gdcmm::Tag, 1150
- IsImage
 - gdcmm::MediaStorage, 698
- IsImplicit
 - gdcmm::TransferSyntax, 1177
- IsInPixelData
 - gdcmm::Overlay, 787
- IsKey
 - gdcmm::Scanner, 950
 - gdcmm::Scanner2, 961
 - gdcmm::StrictScanner, 1071
 - gdcmm::StrictScanner2, 1082
- IsLastFragment
 - gdcmm::network::AAAbortPDU, 90
 - gdcmm::network::AAAssociateACPDU, 94
 - gdcmm::network::AAAssociateRJPDU, 97
 - gdcmm::network::AAAssociateRQPDU, 103
 - gdcmm::network::AReleaseRPPDU, 128
 - gdcmm::network::AReleaseRQPDU, 130
 - gdcmm::network::BasePDU, 179
 - gdcmm::network::PDataTFPDU, 801
- IsLossless
 - gdcmm::PhotometricInterpretation, 823
 - gdcmm::TransferSyntax, 1178
- IsLossy
 - gdcmm::Bitmap, 205
 - gdcmm::ImageCodec, 568
 - gdcmm::PhotometricInterpretation, 823
 - gdcmm::TransferSyntax, 1178
- IsOdd
 - gdcmm::VL, 1319
- IsPresentationContextAccepted
 - gdcmm::ServiceClassUser, 1013
- IsPrintable
 - gdcmm::ByteValue, 231
- IsPrivate
 - gdcmm::Tag, 1150
- IsPrivateCreator
 - gdcmm::Tag, 1150
- IsPublic
 - gdcmm::Tag, 1151
- IsRetired
 - gdcmm::PhotometricInterpretation, 823
- IsRGB8
 - gdcmm::LookupTable, 676
- IsRowEncoder
 - gdcmm::ImageCodec, 569
 - gdcmm::JPEG2000Codec, 639
 - gdcmm::JPEGCodec, 651
 - gdcmm::JPEGLSCodec, 659
 - gdcmm::RLECodec, 939
- IsSameColorSpace
 - gdcmm::PhotometricInterpretation, 823
- IsStateSuspension
 - gdcmm::JPEG12Codec, 630
 - gdcmm::JPEG16Codec, 633
 - gdcmm::JPEG8Codec, 644
 - gdcmm::JPEGCodec, 651
- IsSwap
 - gdcmm::VR, 1332
- IsTransferSyntaxCompatible
 - gdcmm::Bitmap, 205
- IsUndefined
 - gdcmm::MediaStorage, 698
 - gdcmm::VL, 1319
- IsUndefinedLength
 - gdcmm::DataElement, 325
 - gdcmm::SequenceOfItems, 998
- IsUnique
 - gdcmm::DictEntry, 380
- IsValid
 - gdcmm::ApplicationEntity, 125
 - gdcmm::BoxRegion, 219
 - gdcmm::CodeString, 264
 - gdcmm::DirectionCosines, 393
 - gdcmm::DPath, 403
 - gdcmm::FileMetaInformation, 488
 - gdcmm::ImageCodec, 569
 - gdcmm::JPEGCodec, 651
 - gdcmm::LO, 669
 - gdcmm::PixelFormat, 830
 - gdcmm::Preamble, 857
 - gdcmm::Region, 929

- gdcm::String< TDelimiter, TMaxLength, TPadChar
 >, [1089](#)
- gdcm::TagPath, [1158](#)
- gdcm::TransferSyntax, [1178](#)
- gdcm::UIDGenerator, [1188](#)
- gdcm::UUIDGenerator, [1307](#)
- gdcm::VM, [1325](#)
- gdcm::VR, [1332](#)
- IsVRFile
 - gdcm::VR, [1332](#)
- IsZero
 - gdcm::Overlay, [787](#)
- Item
 - gdcm::Item, [624](#)
- Items
 - gdcm::SequenceOfItems, [1000](#)
- ItemVector
 - gdcm::SequenceOfItems, [995](#)
- Iterator
 - gdcm::CSAHeaderDict, [302](#)
 - gdcm::DataSet, [339](#)
 - gdcm::Dict, [369](#)
 - gdcm::SequenceOfFragments, [987](#)
 - gdcm::SequenceOfItems, [995](#)
- iterator
 - gdcm::CodeString, [262](#)
 - gdcm::LO, [667](#)
 - gdcm::String< TDelimiter, TMaxLength, TPadChar
 >, [1087](#)
- ItFileSetHt
 - gdcm::SerieHelper, [1006](#)
- IVOCTForPresentation
 - gdcm::MediaStorage, [695](#)
- IVOCTForProcessing
 - gdcm::MediaStorage, [695](#)
- Join
 - gdcm::Filename, [494](#)
- JPEG12Codec
 - gdcm::JPEG12Codec, [629](#)
- JPEG16Codec
 - gdcm::JPEG16Codec, [632](#)
- JPEG2000
 - gdcm::TransferSyntax, [1175](#)
- JPEG2000_COMPRESSION
 - vtkGDCMImageWriter, [1370](#)
- JPEG2000Codec
 - gdcm::JPEG2000Codec, [636](#)
- JPEG2000ImageCompression
 - gdcm::UIDs, [1206](#)
- JPEG2000ImageCompressionLosslessOnly
 - gdcm::UIDs, [1206](#)
- JPEG2000Lossless
 - gdcm::TransferSyntax, [1175](#)
- JPEG2000Part2
 - gdcm::TransferSyntax, [1175](#)
- JPEG2000Part2Lossless
 - gdcm::TransferSyntax, [1175](#)
- JPEG2000Part2MulticomponentImageCompression
 - gdcm::UIDs, [1206](#)
- JPEG2000Part2MulticomponentImageCompressionLosslessOnly
 - gdcm::UIDs, [1206](#)
- JPEG8Codec
 - gdcm::JPEG8Codec, [643](#)
- JPEG_COMPRESSION
 - vtkGDCMImageWriter, [1370](#)
- JPEGBaselineProcess1
 - gdcm::TransferSyntax, [1175](#)
- JPEGBaselineProcess1DefaultTransferSyntaxforLossyJPEG8BitImageComp
 - gdcm::UIDs, [1206](#)
- JPEGCodec
 - gdcm::JPEGCodec, [647](#)
- JPEGExtendedHierarchicalProcess1618Retired
 - gdcm::UIDs, [1206](#)
- JPEGExtendedHierarchicalProcess1719Retired
 - gdcm::UIDs, [1206](#)
- JPEGExtendedProcess24DefaultTransferSyntaxforLossyJPEG12BitImageC
 - gdcm::UIDs, [1206](#)
- JPEGExtendedProcess2_4
 - gdcm::TransferSyntax, [1175](#)
- JPEGExtendedProcess35Retired
 - gdcm::UIDs, [1206](#)
- JPEGExtendedProcess3_5
 - gdcm::TransferSyntax, [1175](#)
- JPEGFullProgressionHierarchicalProcess2426Retired
 - gdcm::UIDs, [1206](#)
- JPEGFullProgressionHierarchicalProcess2527Retired
 - gdcm::UIDs, [1206](#)
- JPEGFullProgressionNonHierarchicalProcess1012Retired
 - gdcm::UIDs, [1206](#)
- JPEGFullProgressionNonHierarchicalProcess1113Retired
 - gdcm::UIDs, [1206](#)
- JPEGFullProgressionProcess10_12
 - gdcm::TransferSyntax, [1175](#)
- JPEGLosslessHierarchicalProcess28Retired
 - gdcm::UIDs, [1206](#)
- JPEGLosslessHierarchicalProcess29Retired
 - gdcm::UIDs, [1206](#)
- JPEGLosslessNonHierarchicalFirstOrderPredictionProcess14SelectionValue
 - gdcm::UIDs, [1206](#)
- JPEGLosslessNonHierarchicalProcess14
 - gdcm::UIDs, [1206](#)
- JPEGLosslessNonHierarchicalProcess15Retired
 - gdcm::UIDs, [1206](#)
- JPEGLosslessProcess14
 - gdcm::TransferSyntax, [1175](#)
- JPEGLosslessProcess14_1
 - gdcm::TransferSyntax, [1175](#)

- JPEGLS_COMPRESSION
 - vtkGDCMImageWriter, [1370](#)
- JPEGLSCodec
 - gdcm::JPEGLSCodec, [655](#)
- JPEGLSLossless
 - gdcm::TransferSyntax, [1175](#)
- JPEGLSLosslessImageCompression
 - gdcm::UIDs, [1206](#)
- JPEGLSLossyNearLosslessImageCompression
 - gdcm::UIDs, [1206](#)
- JPEGLSNearLossless
 - gdcm::TransferSyntax, [1175](#)
- JPEGSpectralSelectionHierarchicalProcess2022Retired
 - gdcm::UIDs, [1206](#)
- JPEGSpectralSelectionHierarchicalProcess2123Retired
 - gdcm::UIDs, [1206](#)
- JPEGSpectralSelectionNonHierarchicalProcess68Retired
 - gdcm::UIDs, [1206](#)
- JPEGSpectralSelectionNonHierarchicalProcess79Retired
 - gdcm::UIDs, [1206](#)
- JPEGSpectralSelectionProcess6_8
 - gdcm::TransferSyntax, [1175](#)
- JPIPRReferenced
 - gdcm::TransferSyntax, [1175](#)
 - gdcm::UIDs, [1206](#)
- JPIPRReferencedDeflate
 - gdcm::UIDs, [1206](#)
- JSON
 - gdcm::JSON, [660](#)
- JunkAfterDocElementError
 - gdcm::Parser, [796](#)
- KAKADUCodec
 - gdcm::KAKADUCodec, [664](#)
- KeratometryMeasurementsStorage
 - gdcm::UIDs, [1213](#)
- KeyField
 - gdcm::CSAElement, [294](#)
- KeyObjectSelectionDocument
 - gdcm::MediaStorage, [695](#)
- KeyObjectSelectionDocumentStorage
 - gdcm::UIDs, [1210](#)
- KeyValuePairArrayType
 - gdcm::CompositeNetworkFunctions, [274](#)
- KeyValuePairType
 - gdcm::CompositeNetworkFunctions, [274](#)
- KODAK
 - gdcm::EquipmentManufacturer, [445](#)
- LD_ALL
 - gdcm, [63](#)
- LD_NOSEQ
 - gdcm, [63](#)
- LD_NOSHADOW
 - gdcm, [63](#)
- LD_NOSHADOWSEQ
 - gdcm, [63](#)
- LeadECGWaveformStorage
 - gdcm::MediaStorage, [694](#)
- LegacyConvertedEnhancedCTImageStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1212](#)
- LegacyConvertedEnhancedMRImageStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1212](#)
- LegacyConvertedEnhancedPETImageStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1212](#)
- LensometryMeasurementsStorage
 - gdcm::UIDs, [1213](#)
- Level
 - vtkImageMapToWindowLevelColors2, [1431](#)
- LINE
 - gdcm::MeshPrimitive, [709](#)
- ListCharSets
 - gdcm::QueryFactory, [903](#)
- LittleEndian
 - gdcm::SwapCode, [1125](#)
- LO
 - gdcm::LO, [669](#)
 - gdcm::VR, [1328](#)
- Load
 - gdcm::Directory, [397](#)
 - gdcm::MrProtocol, [736](#)
- LOADBULKDATA
 - gdcm::XMLPrinter, [1468](#)
- LoadDefault
 - gdcm::CSAHeaderDict, [304](#)
 - gdcm::Dict, [372](#)
 - gdcm::PrivateDict, [884](#)
- LoadDefaults
 - gdcm::Defs, [359](#)
 - gdcm::Dicts, [388](#)
- LoadFromDataElement
 - gdcm::CSAHeader, [300](#)
 - gdcm::PDBHeader, [807](#)
- LoadFromFile
 - gdcm::Defs, [360](#)
- LoadIconImage
 - vtkGDCMImageReader, [1352](#)
 - vtkGDCMImageReader2, [1366](#)
- LoadImageFromFiles
 - gdcm::DirectoryHelper, [401](#)
- LoadOverlays
 - vtkGDCMImageReader, [1352](#)
 - vtkGDCMImageReader2, [1366](#)
- LoadResourcesFiles
 - gdcm::Global, [525](#)
- LoadSingleFile

- vtkGDCMImageReader, [1342](#)
- vtkGDCMImageReader2, [1357](#)
- Locate
 - gdcm::Global, [525](#)
- LOComp
 - gdcm, [59](#)
- LodModeType
 - gdcm, [63](#)
- LookupTable
 - gdcm::LookupTable, [672](#)
 - vtkImageMapToColors16, [1427](#)
- LookupTableType
 - gdcm::LookupTable, [672](#)
- LossyFlag
 - gdcm::Bitmap, [211](#)
 - gdcm::ImageCodec, [572](#)
 - vtkGDCMImageReader, [1352](#)
 - vtkGDCMImageReader2, [1366](#)
- LT
 - gdcm::VR, [1328](#)
- LTComp
 - gdcm, [59](#)
- LUT
 - gdcm::Bitmap, [211](#)
 - gdcm::ImageCodec, [572](#)
- LUTPtr
 - gdcm::Bitmap, [200](#)
 - gdcm::ImageCodec, [563](#)
- m_char
 - gdcm::ignore_char, [537](#)
- m_ConstMemberFunction
 - gdcm::MemberCommand< T >, [705](#)
- m_DataSet
 - gdcm::DataSetEvent, [352](#)
- m_MemberFunction
 - gdcm::MemberCommand< T >, [705](#)
 - gdcm::SimpleMemberCommand< T >, [1024](#)
- m_This
 - gdcm::MemberCommand< T >, [706](#)
 - gdcm::SimpleMemberCommand< T >, [1024](#)
- Macro
 - gdcm::Macro, [681](#)
- MacroEntry
 - gdcm, [60](#)
- Macros
 - gdcm::Macros, [684](#)
- mAction
 - gdcm::network::Transition, [1183](#)
- MacularGridThicknessandVolumeReportStorage
 - gdcm::UIDs, [1213](#)
- magenta
 - gdcm::terminal, [86](#)
- MAGNIFIED
 - gdcm::Spacing, [1046](#)
- MakeDirectory
 - gdcm::System, [1133](#)
- MakeNew
 - gdcm::network::Transition, [1182](#)
- MakeObject
 - gdcm::AnonymizeEvent, [111](#)
 - gdcm::DataEvent, [335](#)
 - gdcm::DataSetEvent, [352](#)
 - gdcm::Event, [449](#)
 - gdcm::FileNameEvent, [498](#)
 - gdcm::ProgressEvent, [892](#)
- MammographyCADSR
 - gdcm::MediaStorage, [695](#)
- MammographyCADSRStorage
 - gdcm::UIDs, [1210](#)
- Mandatory
 - gdcm::Usage, [1301](#)
- MANUAL
 - gdcm::Segment, [967](#)
- MapCSAHeaderDictEntry
 - gdcm::CSAHeaderDict, [302](#)
- MapDictEntry
 - gdcm::Dict, [369](#)
- MapIODEntry
 - gdcm::IOD, [609](#)
- MapModuleEntry
 - gdcm::Macro, [681](#)
 - gdcm::Module, [720](#)
- MappingType
 - gdcm::Scanner, [945](#)
 - gdcm::StrictScanner, [1066](#)
- MapScalarsThroughTable2
 - vtkLookupTable16, [1441](#)
- MapTableEntry
 - gdcm::Table, [1137](#)
- MARCONI
 - gdcm::EquipmentManufacturer, [445](#)
- Match
 - gdcm::DPath, [403](#)
- MaximumLengthSub
 - gdcm::network::MaximumLengthSub, [686](#)
- MaxLength
 - gdcm::ApplicationEntity, [126](#)
 - gdcm::PersonName, [816](#)
- MaxNumberOfComponents
 - gdcm::ApplicationEntity, [126](#)
 - gdcm::PersonName, [816](#)
- MaxPrintLength
 - gdcm::Printer, [882](#)
- MayoClinicNonradiologicalImagesSBSAnatomicalSurfaceRegionGuide
 - gdcm::UIDs, [1212](#)
- mConnection
 - gdcm::network::ULConnectionManager, [1287](#)

- MD5DataImagesType
 - gdcm::Testing, [1160](#)
- MD5MetaImagesType
 - vtkGDCMTesting, [1391](#)
- mDataSet
 - gdcm::BaseQuery, [185](#)
- MediaCreationManagementSOPClassUID
 - gdcm::UIDs, [1208](#)
- MediaStorage
 - gdcm::MediaStorage, [696](#)
- MediaStorageDataFilesType
 - gdcm::Testing, [1160](#)
- MediaStorageDirectoryStorage
 - gdcm::MediaStorage, [693](#)
 - gdcm::UIDs, [1207](#)
- MedicalImageProperties
 - vtkGDCMImageReader, [1352](#)
 - vtkGDCMPolyDataReader, [1385](#)
 - vtkGDCMPolyDataWriter, [1389](#)
- mElementOffsets
 - gdcm::StreamImageWriter, [1062](#)
- mElementOffsets1
 - gdcm::StreamImageWriter, [1062](#)
- MemberCommand
 - gdcm::MemberCommand< T >, [703](#)
- mEnd
 - gdcm::network::Transition, [1183](#)
- MeshPrimitive
 - gdcm::MeshPrimitive, [709](#)
- MessageID
 - gdcm::network::CEchoRQ, [241](#)
- MetaInformationTS
 - gdcm::FileMetaInformation, [491](#)
- mHelpDescription
 - gdcm::BaseRootQuery, [190](#)
- mImage
 - gdcm::BaseRootQuery, [190](#)
- mImplicit
 - gdcm::network::ULConnectionCallback, [1278](#)
- ModalityPerformedProcedureStepCreateQuery
 - gdcm::ModalityPerformedProcedureStepCreateQuery, [714](#)
- ModalityPerformedProcedureStepNotificationSOPClass
 - gdcm::UIDs, [1207](#)
- ModalityPerformedProcedureStepRetrieveSOPClass
 - gdcm::UIDs, [1207](#)
- ModalityPerformedProcedureStepSetQuery
 - gdcm::ModalityPerformedProcedureStepSetQuery, [717](#)
- ModalityPerformedProcedureStepSOPClass
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1207](#)
- ModalityWorklistInformationModelFIND
 - gdcm::UIDs, [1210](#)
- Mode
 - gdcm::terminal, [86](#)
- Module
 - gdcm::Module, [720](#)
- ModuleEntry
 - gdcm::ModuleEntry, [724](#)
- ModuleMapType
 - gdcm::Macros, [684](#)
 - gdcm::Modules, [727](#)
- Modules
 - gdcm::Modules, [727](#)
- MONOCHROME1
 - gdcm::PhotometricInterpretation, [822](#)
- MONOCHROME2
 - gdcm::PhotometricInterpretation, [822](#)
- MouseGenomeInitiativeMGI
 - gdcm::UIDs, [1212](#)
- MovePatientRootQuery
 - gdcm::MovePatientRootQuery, [730](#)
- MoveStudyRootQuery
 - gdcm::MoveStudyRootQuery, [733](#)
- mPatient
 - gdcm::BaseRootQuery, [190](#)
- MPEG2MainProfile
 - gdcm::TransferSyntax, [1175](#)
- MPEG2MainProfileHighLevel
 - gdcm::TransferSyntax, [1175](#)
 - gdcm::UIDs, [1212](#)
- MPEG2MainProfileMainLevel
 - gdcm::UIDs, [1206](#)
- MPEG4AVCH264BDcompatibleHighProfileLevel4_1
 - gdcm::TransferSyntax, [1175](#)
- MPEG4AVCH264HighProfileLevel4_1
 - gdcm::TransferSyntax, [1175](#)
- MPEG4AVCH_264BDcompatibleHighProfileLevel4_1
 - gdcm::UIDs, [1212](#)
- MPEG4AVCH_264HighProfileLevel4_1
 - gdcm::UIDs, [1212](#)
- MPEG4AVCH_264HighProfileLevel4_2For2DVideo
 - gdcm::UIDs, [1213](#)
- MPEG4AVCH_264HighProfileLevel4_2For3DVideo
 - gdcm::UIDs, [1213](#)
- MPEG4AVCH_264StereoHighProfileLevel4_2
 - gdcm::UIDs, [1213](#)
- MPTType
 - gdcm::MeshPrimitive, [708](#)
- MPTType_END
 - gdcm::MeshPrimitive, [709](#)
- MRImageStorage
 - gdcm::MediaStorage, [693](#)
 - gdcm::UIDs, [1208](#)
- mRootType
 - gdcm::BaseRootQuery, [190](#)
- MrProtocol

- gdcm::MrProtocol, 735
- MRSpectroscopyStorage
 - gdcm::MediaStorage, 694
 - gdcm::UIDs, 1208
- MS_END
 - gdcm::MediaStorage, 695
- mSecondaryConnection
 - gdcm::network::ULConnectionManager, 1287
- mSeries
 - gdcm::BaseRootQuery, 190
- mSopInstanceUID
 - gdcm::BaseQuery, 185
- mSPFile
 - gdcm::StreamImageWriter, 1062
- mStudy
 - gdcm::BaseRootQuery, 190
- MSType
 - gdcm::MediaStorage, 693
- mTransitions
 - gdcm::network::ULConnectionManager, 1287
- MultiframeGrayscaleByteSecondaryCaptureImageStorage
 - gdcm::MediaStorage, 694
 - gdcm::UIDs, 1209
- MultiframeGrayscaleWordSecondaryCaptureImageStorage
 - gdcm::MediaStorage, 694
 - gdcm::UIDs, 1209
- MultiframeSingleBitSecondaryCaptureImageStorage
 - gdcm::MediaStorage, 694
 - gdcm::UIDs, 1209
- MultiframeTrueColorSecondaryCaptureImageStorage
 - gdcm::MediaStorage, 694
 - gdcm::UIDs, 1209
- MultipleVolumeRenderingVolumetricPresentationStateStorage
 - gdcm::UIDs, 1213
- mWriter
 - gdcm::StreamImageWriter, 1062
- mXMax
 - gdcm::StreamImageWriter, 1062
- mXMin
 - gdcm::StreamImageWriter, 1063
- mYMax
 - gdcm::StreamImageWriter, 1063
- mYMin
 - gdcm::StreamImageWriter, 1063
- mZMax
 - gdcm::StreamImageWriter, 1063
- mZMin
 - gdcm::StreamImageWriter, 1063
- N_ACTION_RQ
 - gdcm::network::DIMSE, 390
- N_ACTION_RSP
 - gdcm::network::DIMSE, 390
- N_CREATE_RQ
 - gdcm::network::DIMSE, 390
- N_CREATE_RSP
 - gdcm::network::DIMSE, 390
- N_DELETE_RQ
 - gdcm::network::DIMSE, 390
- N_DELETE_RSP
 - gdcm::network::DIMSE, 390
- N_EVENT_REPORT_RQ
 - gdcm::network::DIMSE, 390
- N_EVENT_REPORT_RSP
 - gdcm::network::DIMSE, 390
- N_GET_RQ
 - gdcm::network::DIMSE, 390
- N_GET_RSP
 - gdcm::network::DIMSE, 390
- N_SET_RQ
 - gdcm::network::DIMSE, 390
- N_SET_RSP
 - gdcm::network::DIMSE, 390
- NAction
 - gdcm::NormalizedNetworkFunctions, 758
- Name
 - gdcm::ModuleEntry, 726
- NameField
 - gdcm::CSAElement, 294
 - gdcm::PDBelement, 805
- NativeDICOMModel
 - gdcm::UIDs, 1215
- NCreate
 - gdcm::NormalizedNetworkFunctions, 759
- NDelete
 - gdcm::NormalizedNetworkFunctions, 759
- NeedByteSwap
 - gdcm::Bitmap, 211
 - gdcm::ImageCodec, 572
- NeedOverlayCleanup
 - gdcm::ImageCodec, 573
- NegotiatedType
 - gdcm::TransferSyntax, 1174
- NestedMacroEntries
 - gdcm, 60
- NestedModuleEntries
 - gdcm::NestedModuleEntries, 747
- NEventReport
 - gdcm::NormalizedNetworkFunctions, 759
- New
 - gdcm::Anonymizer, 118
 - gdcm::Cleaner, 251
 - gdcm::FileChangeTransferSyntax, 470
 - gdcm::FileStreamer, 508
 - gdcm::MemberCommand< T >, 704
 - gdcm::Scanner, 950
 - gdcm::Scanner2, 962
 - gdcm::SequenceOfFragments, 990

- gdcm::SequenceOfItems, 998
- gdcm::ServiceClassUser, 1013
- gdcm::SimpleMemberCommand< T >, 1023
- gdcm::StrictScanner, 1071
- gdcm::StrictScanner2, 1082
- vtkGDCMImageReader, 1343
- vtkGDCMImageReader2, 1357
- vtkGDCMImageWriter, 1371
- vtkGDCMMedicalImageProperties, 1379
- vtkGDCMPolyDataReader, 1382
- vtkGDCMPolyDataWriter, 1387
- vtkGDCMTesting, 1393
- vtkGDCMThreadedImageReader, 1396
- vtkGDCMThreadedImageReader2, 1400
- vtkImageColorViewer, 1412
- vtkImageMapToColors16, 1424
- vtkImageMapToWindowLevelColors2, 1430
- vtkImagePlanarComponentsToComponents, 1433
- vtkImageRGBToYBR, 1436
- vtkImageYBRToRGB, 1438
- vtkLookupTable16, 1441
- vtkRTStructSetProperties, 1449
- NewYorkUniversityMelanomaClinicalCooperativeGroup
 - gdcm::UIDs, 1212
- NGet
 - gdcm::NormalizedNetworkFunctions, 759
- NO
 - gdcm::Surface, 1102
- NO_COMPRESSION
 - vtkGDCMImageWriter, 1370
- NoElementsError
 - gdcm::Parser, 796
- NoError
 - gdcm::Parser, 796
- NOMAGIC
 - gdcm::CSAHeader, 297
- NoMemoryError
 - gdcm::Parser, 796
- NoObject
 - gdcm::MediaStorage, 696
- NoOfItemsField
 - gdcm::CSAElement, 294
- Normal
 - gdcm::MrProtocol::Slice, 1029
- Normalize
 - gdcm::DirectionCosines, 393
- NSet
 - gdcm::NormalizedNetworkFunctions, 760
- NuclearMedicineImageStorage
 - gdcm::MediaStorage, 694
 - gdcm::UIDs, 1209
- NuclearMedicineImageStorageRetired
 - gdcm::MediaStorage, 694
 - gdcm::UIDs, 1209
- Null0
 - gdcm::UIDs, 1213
- Null1
 - gdcm::UIDs, 1213
- NumberOfDimensions
 - gdcm::Bitmap, 211
 - gdcm::ImageCodec, 573
- NumberOfIconImages
 - vtkGDCMImageReader, 1352
 - vtkGDCMImageReader2, 1367
- NumberOfOverlays
 - vtkGDCMImageReader, 1352
 - vtkGDCMImageReader2, 1367
- NumberOfSurfaces
 - gdcm::SurfaceWriter, 1123
- OB
 - gdcm::VR, 1328
- OB_OW
 - gdcm::VR, 1329
- Object
 - gdcm::Object, 765
- ObjectEnd
 - gdcm::MediaStorage, 696
- ObjectType
 - gdcm::MediaStorage, 696
- OBLIQUE
 - gdcm::Orientation, 778
- OD
 - gdcm::VR, 1328
- OF
 - gdcm::VR, 1328
- Ofstream
 - gdcm::Writer, 1464
- OL
 - gdcm::VR, 1328
- OnlyUUID
 - gdcm::XMLPrinter, 1468
- op
 - gdcm::SerieHelper, 1007
- OPENSSL
 - gdcm::CryptoFactory, 282
- OpenSSLCryptoFactory
 - gdcm::OpenSSLCryptoFactory, 768
- OpenSSLCryptographicMessageSyntax
 - gdcm::OpenSSLCryptographicMessageSyntax, 770
- OPENSSL7
 - gdcm::CryptoFactory, 282
- OpenSSL7CryptoFactory
 - gdcm::OpenSSL7CryptoFactory, 773
- OpenSSL7CryptographicMessageSyntax
 - gdcm::OpenSSL7CryptographicMessageSyntax, 775
- operator const char *

- gdcmm::ConstCharWrapper, 278
- gdcmm::Filename, 494
- gdcmm::String< TDelimiter, TMaxLength, TPadChar >, 1089
- operator const double *
 - gdcmm::DirectionCosines, 394
- operator const std::vector< char > &
 - gdcmm::ByteValue, 231
- operator MStype
 - gdcmm::MediaStorage, 699
- operator ObjectType *
 - gdcmm::SmartPointer< ObjectType >, 1034
- operator PType
 - gdcmm::PhotometricInterpretation, 824
- operator ScalarType
 - gdcmm::PixelFormat, 830
- operator SwapCode::SwapCodeType
 - gdcmm::SwapCode, 1126
- operator TStype
 - gdcmm::TransferSyntax, 1178
 - gdcmm::UIDs, 1226
- operator TypeType
 - gdcmm::Type, 1185
- operator uint32_t
 - gdcmm::VL, 1319
- operator UsageType
 - gdcmm::Usage, 1302
- operator VMType
 - gdcmm::VM, 1325
- operator VRType
 - gdcmm::VR, 1333
- operator!=
 - gdcmm, 65
 - gdcmm::Attribute< Group, Element, TVR, TVM >, 143
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, 151
 - gdcmm::CodeString, 265
 - gdcmm::PixelFormat, 830
 - gdcmm::PrivateTag, 887, 888
 - gdcmm::Tag, 1151
- operator<
 - gdcmm::Attribute< Group, Element, TVR, TVM >, 143
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, 151
 - gdcmm::CSAElement, 292
 - gdcmm::CSAHeaderDictEntry, 306
 - gdcmm::DataElement, 326
 - gdcmm::DPath, 403
 - gdcmm::PrivateTag, 888
 - gdcmm::Tag, 1151
- operator<<
 - gdcmm, 65–75
 - gdcmm::BasicOffsetTable, 196
 - gdcmm::CodeString, 265
 - gdcmm::CommandDataSet, 271
 - gdcmm::CSAElement, 294
 - gdcmm::CSAHeader, 301
 - gdcmm::CSAHeaderDict, 304
 - gdcmm::CSAHeaderDictEntry, 307
 - gdcmm::DataElement, 330
 - gdcmm::DataSet, 349
 - gdcmm::Dict, 372
 - gdcmm::DictEntry, 381
 - gdcmm::Dicts, 389
 - gdcmm::Directory, 398
 - gdcmm::DPath, 404
 - gdcmm::File, 464
 - gdcmm::FileMetaInformation, 490
 - gdcmm::FileSet, 505
 - gdcmm::Fragment, 522
 - gdcmm::Global, 526
 - gdcmm::GroupDict, 529
 - gdcmm::IOD, 611
 - gdcmm::IODEntry, 614
 - gdcmm::IODs, 617
 - gdcmm::Item, 626
 - gdcmm::Macro, 683
 - gdcmm::Macros, 685
 - gdcmm::MediaStorage, 700
 - gdcmm::Module, 721
 - gdcmm::ModuleEntry, 725
 - gdcmm::Modules, 728
 - gdcmm::MrProtocol, 737
 - gdcmm::NestedModuleEntries, 748
 - gdcmm::Object, 766
 - gdcmm::Orientation, 780
 - gdcmm::PDBelement, 804
 - gdcmm::PDBHeader, 808
 - gdcmm::PhotometricInterpretation, 824
 - gdcmm::PixelFormat, 832
 - gdcmm::Preamble, 858
 - gdcmm::PrivateDict, 885
 - gdcmm::PrivateTag, 889
 - gdcmm::Scanner, 951
 - gdcmm::Scanner2, 963
 - gdcmm::Sorter, 1043
 - gdcmm::StrictScanner, 1072
 - gdcmm::StrictScanner2, 1084
 - gdcmm::SwapCode, 1126
 - gdcmm::Table, 1138
 - gdcmm::Tag, 1155
 - gdcmm::TransferSyntax, 1178
 - gdcmm::Type, 1185
 - gdcmm::UI, 1186
 - gdcmm::Usage, 1302
 - gdcmm::Version, 1316
 - gdcmm::VL, 1321
 - gdcmm::VM, 1325

- gdcmm::VR, 1333
- operator<=
 - gdcmm::Tag, 1151
- operator>>
 - gdcmm, 76
 - gdcmm::Tag, 1155
- operator*
 - gdcmm::SmartPointer< ObjectType >, 1034
- operator()
 - gdcmm::DataSet, 344
 - gdcmm::Scanner2::ltstr, 678
 - gdcmm::Scanner::ltstr, 679
 - gdcmm::StrictScanner2::ltstr, 679
 - gdcmm::StrictScanner::ltstr, 680
- operator++
 - gdcmm::VL, 1319
- operator+=
 - gdcmm::VL, 1319
- operator->
 - gdcmm::SmartPointer< ObjectType >, 1034
- operator=
 - gdcmm::AnonymizeEvent, 112
 - gdcmm::ASN1, 135
 - gdcmm::Base64, 173
 - gdcmm::BoxRegion, 219
 - gdcmm::ByteSwapFilter, 225
 - gdcmm::ByteValue, 231
 - gdcmm::Command, 268
 - gdcmm::CryptographicMessageSyntax, 286
 - gdcmm::CSAElement, 292
 - gdcmm::CSAHeaderDict, 304
 - gdcmm::DataElement, 326
 - gdcmm::DataEvent, 336
 - gdcmm::DataSet, 345
 - gdcmm::DataSetEvent, 352
 - gdcmm::Defs, 360
 - gdcmm::Dict, 372
 - gdcmm::Dicts, 388
 - gdcmm::Element< TVR, VM::VM1_n >, 418
 - gdcmm::Event, 449
 - gdcmm::FileMetaInformation, 488
 - gdcmm::FileNameEvent, 498
 - gdcmm::Global, 526
 - gdcmm::MemberCommand< T >, 704
 - gdcmm::network::ULAction, 1229
 - gdcmm::network::ULConnection, 1274
 - gdcmm::network::UserInformation, 1305
 - gdcmm::Object, 766
 - gdcmm::Overlay, 787
 - gdcmm::ParseException, 792
 - gdcmm::Preamble, 857
 - gdcmm::PrivateTag, 888
 - gdcmm::ProgressEvent, 893
 - gdcmm::SequenceOfItems, 999
 - gdcmm::ServiceClassUser, 1014
 - gdcmm::SHA1, 1019
 - gdcmm::SimpleMemberCommand< T >, 1024
 - gdcmm::SimpleSubjectWatcher, 1026
 - gdcmm::SmartPointer< ObjectType >, 1034, 1035
 - gdcmm::Table, 1138
 - gdcmm::Tag, 1151
- operator==
 - gdcmm, 76
 - gdcmm::Attribute< Group, Element, TVR, TVM >, 143
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, 151
 - gdcmm::ByteValue, 231, 232
 - gdcmm::CodeString, 265
 - gdcmm::CSAElement, 292
 - gdcmm::DataElement, 326
 - gdcmm::network::AbstractSyntax, 107
 - gdcmm::network::PresentationContextRQ, 872
 - gdcmm::network::TransferSyntaxSub, 1180
 - gdcmm::PDSElement, 804
 - gdcmm::PixelFormat, 830
 - gdcmm::PresentationContext, 861
 - gdcmm::PrivateTag, 888
 - gdcmm::SequenceOfFragments, 990
 - gdcmm::SequenceOfItems, 999
 - gdcmm::Tag, 1152
 - gdcmm::Value, 1312
- operator[]
 - gdcmm::Attribute< Group, Element, TVR, TVM >, 143
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >, 160
 - gdcmm::DataSet, 345
 - gdcmm::Element< TVR, TVM >, 411
 - gdcmm::Element< TVR, VM::VM1_n >, 418
 - gdcmm::Tag, 1152
- OphthalmicAxialMeasurementsStorage
 - gdcmm::UIDs, 1213
- OphthalmicOpticalCoherenceTomographyBscanVolumeAnalysisStorage
 - gdcmm::UIDs, 1213
- OphthalmicOpticalCoherenceTomographyEnFacelImageStorage
 - gdcmm::UIDs, 1213
- OphthalmicPhotography16BitImageStorage
 - gdcmm::MediaStorage, 695
 - gdcmm::UIDs, 1210
- OphthalmicPhotography8BitImageStorage
 - gdcmm::MediaStorage, 695
 - gdcmm::UIDs, 1210
- OphthalmicThicknessMapStorage
 - gdcmm::UIDs, 1213
- OphthalmicTomographyImageStorage
 - gdcmm::MediaStorage, 695
 - gdcmm::UIDs, 1210
- OphthalmicVisualFieldStaticPerimetryMeasurementsStorage
 - gdcmm::UIDs, 1213

- OrderFileList
 - gdcm::SerieHelper, [1005](#)
- Orientation
 - gdcm::Orientation, [778](#)
- OrientationType
 - gdcm::Orientation, [778](#)
- Output
 - gdcm::BitmapToBitmapFilter, [215](#)
- OutputFormat
 - vtkImageMapToColors16, [1427](#)
- OutputTypes
 - gdcm::DictConverter, [374](#)
- OV
 - gdcm::VR, [1328](#)
- Overlay
 - gdcm::Overlay, [784](#)
- OverlayImageActor
 - vtkImageColorViewer, [1420](#)
- Overlays
 - gdcm::Pixmap, [838](#)
- OverlayType
 - gdcm::Overlay, [783](#)
- OW
 - gdcm::VR, [1328](#)
- Pack
 - gdcm::Unpacker12Bits, [1299](#)
- Padding
 - gdcm::ApplicationEntity, [126](#)
 - gdcm::PersonName, [817](#)
- PALETTE_COLOR
 - gdcm::PhotometricInterpretation, [822](#)
- Papyrus3ImplicitVRLittleEndian
 - gdcm::UIDs, [1212](#)
- ParametricMapStorage
 - gdcm::UIDs, [1213](#)
- Parent
 - gdcm::Element< TVR, VM::VM1_2 >, [414](#)
 - gdcm::Element< TVR, VM::VM2_2n >, [421](#)
 - gdcm::Element< TVR, VM::VM2_n >, [423](#)
 - gdcm::Element< TVR, VM::VM3_3n >, [425](#)
 - gdcm::Element< TVR, VM::VM3_4 >, [427](#)
 - gdcm::Element< TVR, VM::VM3_n >, [429](#)
- Parse
 - gdcm::Parser, [797](#)
- ParseBuffer
 - gdcm::Parser, [797](#)
- ParseCertificateFile
 - gdcm::CAPICryptographicMessageSyntax, [239](#)
 - gdcm::CryptographicMessageSyntax, [286](#)
 - gdcm::OpenSSLCryptographicMessageSyntax, [771](#)
 - gdcm::OpenSSLP7CryptographicMessageSyntax, [776](#)
- ParseDateTime
 - gdcm::System, [1133](#), [1134](#)
- ParseDump
 - gdcm::ASN1, [135](#)
- ParseDumpFile
 - gdcm::ASN1, [135](#)
- ParseException
 - gdcm::ParseException, [792](#)
- ParseKeyFile
 - gdcm::CAPICryptographicMessageSyntax, [239](#)
 - gdcm::CryptographicMessageSyntax, [286](#)
 - gdcm::OpenSSLCryptographicMessageSyntax, [771](#)
 - gdcm::OpenSSLP7CryptographicMessageSyntax, [776](#)
- Parser
 - gdcm::Parser, [796](#)
- PassAlphaToOutput
 - vtkImageMapToColors16, [1428](#)
- Patient
 - gdcm::Patient, [798](#)
- PatientRadiationDoseSRStorage
 - gdcm::UIDs, [1214](#)
- PatientRootQueryRetrieveInformationModelFIND
 - gdcm::UIDs, [1210](#)
- PatientRootQueryRetrieveInformationModelGET
 - gdcm::UIDs, [1210](#)
- PatientRootQueryRetrieveInformationModelMOVE
 - gdcm::UIDs, [1210](#)
- PatientStudyOnlyQueryRetrieveInformationModelFINDRetired
 - gdcm::UIDs, [1210](#)
- PatientStudyOnlyQueryRetrieveInformationModelGETRetired
 - gdcm::UIDs, [1210](#)
- PatientStudyOnlyQueryRetrieveInformationModelMOVERetired
 - gdcm::UIDs, [1210](#)
- PDataTFPDU
 - gdcm::network::PDataTFPDU, [800](#)
- PDBElement
 - gdcm::PDBElement, [803](#)
- PDBHeader
 - gdcm::PDBHeader, [806](#)
- PDF
 - gdcm::MediaStorage, [696](#)
- PDFCodec
 - gdcm::PDFCodec, [810](#)
- PerformAction
 - gdcm::network::ULAction, [1229](#)
 - gdcm::network::ULActionAA1, [1230](#)
 - gdcm::network::ULActionAA2, [1232](#)
 - gdcm::network::ULActionAA3, [1233](#)
 - gdcm::network::ULActionAA4, [1234](#)
 - gdcm::network::ULActionAA5, [1236](#)
 - gdcm::network::ULActionAA6, [1237](#)
 - gdcm::network::ULActionAA7, [1238](#)
 - gdcm::network::ULActionAA8, [1240](#)
 - gdcm::network::ULActionAE1, [1241](#)

- gdcm::network::ULActionAE2, [1242](#)
- gdcm::network::ULActionAE3, [1244](#)
- gdcm::network::ULActionAE4, [1245](#)
- gdcm::network::ULActionAE5, [1246](#)
- gdcm::network::ULActionAE6, [1248](#)
- gdcm::network::ULActionAE7, [1249](#)
- gdcm::network::ULActionAE8, [1250](#)
- gdcm::network::ULActionAR1, [1252](#)
- gdcm::network::ULActionAR10, [1253](#)
- gdcm::network::ULActionAR2, [1254](#)
- gdcm::network::ULActionAR3, [1256](#)
- gdcm::network::ULActionAR4, [1257](#)
- gdcm::network::ULActionAR5, [1258](#)
- gdcm::network::ULActionAR6, [1260](#)
- gdcm::network::ULActionAR7, [1261](#)
- gdcm::network::ULActionAR8, [1262](#)
- gdcm::network::ULActionAR9, [1264](#)
- gdcm::network::ULActionDT1, [1265](#)
- gdcm::network::ULActionDT2, [1266](#)
- PerformedImagingAgentAdministrationSRStorage
 - gdcm::UIDs, [1214](#)
- PET20StepColorPaletteSOPInstance
 - gdcm::UIDs, [1212](#)
- PETColorPaletteSOPInstance
 - gdcm::UIDs, [1212](#)
- PETImageStorage
 - gdcm::MediaStorage, [694](#)
- PF
 - gdcm::Bitmap, [211](#)
 - gdcm::ImageCodec, [573](#)
- PGXCodec
 - gdcm::PGXCodec, [818](#)
- PHILIPS
 - gdcm::Dicts, [386](#)
- Philips3D
 - gdcm::MediaStorage, [694](#)
- PhilipsPrivateMRSyntheticImageStorage
 - gdcm::MediaStorage, [695](#)
- PhotometricInterpretation
 - gdcm::PhotometricInterpretation, [822](#)
- PI
 - gdcm::Bitmap, [211](#)
 - gdcm::ImageCodec, [573](#)
- PI_END
 - gdcm::PhotometricInterpretation, [822](#)
- PIType
 - gdcm::PhotometricInterpretation, [821](#)
- PixelData
 - gdcm::Bitmap, [212](#)
 - gdcm::PixmapReader, [843](#)
 - gdcm::PixmapWriter, [850](#)
- PixelFormat
 - gdcm::PixelFormat, [827](#)
- Pixmap
 - gdcm::Pixmap, [835](#)
- PixmapReader
 - gdcm::Bitmap, [210](#)
 - gdcm::PixmapReader, [841](#)
- PixmapToPixmapFilter
 - gdcm::PixmapToPixmapFilter, [845](#)
- PixmapWriter
 - gdcm::PixmapWriter, [848](#)
- PlanarConfiguration
 - gdcm::Bitmap, [212](#)
 - gdcm::ImageCodec, [573](#)
 - vtkGDCMImageReader, [1352](#)
 - vtkGDCMImageReader2, [1367](#)
- PlannedImagingAgentAdministrationSRStorage
 - gdcm::UIDs, [1214](#)
- PMS
 - gdcm::EquipmentManufacturer, [445](#)
- PN
 - gdcm::VR, [1328](#)
- PNComp
 - gdcm, [60](#)
- PNMCodec
 - gdcm::PNMCodec, [852](#)
- pointer
 - gdcm::CodeString, [263](#)
 - gdcm::LO, [668](#)
 - gdcm::String< TDelimiter, TMaxLength, TPadChar >, [1087](#)
- POINTS
 - gdcm::Surface, [1102](#)
- Position
 - gdcm::MrProtocol::Slice, [1029](#)
- PositronEmissionTomographyImageStorage
 - gdcm::UIDs, [1210](#)
- Preamble
 - gdcm::Preamble, [855](#), [856](#)
- PrepareWrite
 - gdcm::PixmapWriter, [849](#)
 - gdcm::SegmentWriter, [983](#)
 - gdcm::SurfaceWriter, [1123](#)
- PrepareWritePointMacro
 - gdcm::SurfaceWriter, [1123](#)
- Prepend
 - gdcm::Global, [526](#)
- PresentationContext
 - gdcm::PresentationContext, [860](#)
- PresentationContextAC
 - gdcm::network::PresentationContextAC, [863](#)
- PresentationContextArrayType
 - gdcm::network::AAssociateRQPDU, [100](#)
 - gdcm::PresentationContextGenerator, [867](#)
- PresentationContextGenerator
 - gdcm::PresentationContextGenerator, [867](#)
- PresentationContextRQ

- gdcmm::network::PresentationContextRQ, 870
- PresentationDataValue
 - gdcmm::network::PresentationDataValue, 874
- PresentationLUTSOPClass
 - gdcmm::UIDs, 1208
- Preserve
 - gdcmm::Cleaner, 251
- PrettyPrintOff
 - gdcmm::JSON, 661
- PrettyPrintOn
 - gdcmm::JSON, 662
- PrimitiveData
 - gdcmm::MeshPrimitive, 711
- PrimitivesData
 - gdcmm::MeshPrimitive, 708
- PrimitiveType
 - gdcmm::MeshPrimitive, 712
- Print
 - gdcmm::ApplicationEntity, 125
 - gdcmm::Attribute< Group, Element, TVR, TVM >, 144
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, 152
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >, 160
 - gdcmm::BaseQuery, 183
 - gdcmm::Bitmap, 205
 - gdcmm::BoxRegion, 220
 - gdcmm::ByteValue, 232
 - gdcmm::CSAHeader, 300
 - gdcmm::Curve, 316
 - gdcmm::DataSet, 345
 - gdcmm::DictPrinter, 384
 - gdcmm::DirectionCosines, 394
 - gdcmm::Directory, 398
 - gdcmm::DPath, 403
 - gdcmm::Element< TVR, TVM >, 411
 - gdcmm::Element< TVR, VM::VM1_n >, 418
 - gdcmm::Element< VR::AS, VM::VM5 >, 430
 - gdcmm::Event, 449
 - gdcmm::Image, 541
 - gdcmm::LookupTable, 676
 - gdcmm::MEC_MR3, 689
 - gdcmm::MrProtocol, 736
 - gdcmm::network::AAAbortPDU, 90
 - gdcmm::network::AAAssociateACPDU, 95
 - gdcmm::network::AAAssociateRJPDU, 98
 - gdcmm::network::AAAssociateRQPDU, 103
 - gdcmm::network::AbstractSyntax, 107
 - gdcmm::network::ApplicationContext, 123
 - gdcmm::network::AReleaseRPPDU, 128
 - gdcmm::network::AReleaseRQPDU, 131
 - gdcmm::network::AsynchronousOperationsWindowSub, 136
 - gdcmm::network::BasePDU, 179
 - gdcmm::network::ImplementationClassUIDSub, 601
 - gdcmm::network::ImplementationVersionNameSub, 604
 - gdcmm::network::MaximumLengthSub, 686
 - gdcmm::network::PDataTFPDU, 801
 - gdcmm::network::PresentationContextAC, 864
 - gdcmm::network::PresentationContextRQ, 872
 - gdcmm::network::PresentationDataValue, 875
 - gdcmm::network::RoleSelectionSub, 941
 - gdcmm::network::ServiceClassApplicationInformation, 1009
 - gdcmm::network::SOPClassExtendedNegotiationSub, 1036
 - gdcmm::network::TransferSyntaxSub, 1180
 - gdcmm::network::UserInformation, 1305
 - gdcmm::Object, 766
 - gdcmm::Orientation, 779
 - gdcmm::Overlay, 788
 - gdcmm::PDBHeader, 808
 - gdcmm::PersonName, 815
 - gdcmm::PixelFormat, 831
 - gdcmm::Pixmap, 837
 - gdcmm::Preamble, 857
 - gdcmm::PresentationContext, 862
 - gdcmm::Printer, 880
 - gdcmm::Region, 929
 - gdcmm::Scanner, 950
 - gdcmm::Scanner2, 962
 - gdcmm::SegmentedPaletteColorLookupTable, 976
 - gdcmm::SequenceOfFragments, 990
 - gdcmm::SequenceOfItems, 999
 - gdcmm::Sorter, 1042
 - gdcmm::StrictScanner, 1071
 - gdcmm::StrictScanner2, 1082
 - gdcmm::TagPath, 1158
 - gdcmm::Testing, 1166
 - gdcmm::Version, 1316
 - gdcmm::XMLPrinter, 1469
- PrintASCII
 - gdcmm::ByteValue, 232
- PrintASCIIXML
 - gdcmm::ByteValue, 232
- PrintAsContinuousString
 - gdcmm::Tag, 1152
- PrintAsContinuousUpperCaseString
 - gdcmm::Tag, 1152
- PrintAsPipeSeparatedString
 - gdcmm::Tag, 1153
- PrintDataElement
 - gdcmm::Printer, 880
 - gdcmm::XMLPrinter, 1469
- PrintDataElement2
 - gdcmm::DictPrinter, 384
- PrintDataSet

- gdcmm::Printer, 880
- gdcmm::XMLPrinter, 1470
- PrintDataSet2
 - gdcmm::DictPrinter, 384
- Printer
 - gdcmm::Printer, 879
- PrinterConfigurationRetrievalSOPClass
 - gdcmm::UIDs, 1208
- PrinterConfigurationRetrievalSOPInstance
 - gdcmm::UIDs, 1208
- PrinterSOPClass
 - gdcmm::UIDs, 1208
- PrinterSOPInstance
 - gdcmm::UIDs, 1208
- PrintGroupLength
 - gdcmm::ByteValue, 232
- PrintHex
 - gdcmm::ByteValue, 232
- PrintHexXML
 - gdcmm::ByteValue, 233
- PrintJobSOPClass
 - gdcmm::UIDs, 1208
- PrintPNXML
 - gdcmm::ByteValue, 233
- PrintQueueManagementSOPClassRetired
 - gdcmm::UIDs, 1208
- PrintQueueSOPInstanceRetired
 - gdcmm::UIDs, 1208
- PrintSelf
 - vtkGDCMImageReader, 1343
 - vtkGDCMImageReader2, 1358
 - vtkGDCMImageWriter, 1371
 - vtkGDCMMedicalImageProperties, 1379
 - vtkGDCMPolyDataReader, 1382
 - vtkGDCMPolyDataWriter, 1388
 - vtkGDCMTesting, 1393
 - vtkGDCMThreadedImageReader, 1396
 - vtkGDCMThreadedImageReader2, 1400
 - vtkImageColorViewer, 1413
 - vtkImageMapToColors16, 1424
 - vtkImageMapToWindowLevelColors2, 1430
 - vtkImagePlanarComponentsToComponents, 1433
 - vtkImageRGBToYBR, 1436
 - vtkImageYBRToRGB, 1438
 - vtkLookupTable16, 1442
 - vtkRTStructSetProperties, 1449
- PrintSQ
 - gdcmm::Printer, 881
 - gdcmm::XMLPrinter, 1470
- PrintStyle
 - gdcmm::Printer, 882
 - gdcmm::XMLPrinter, 1471
- PrintStyles
 - gdcmm::Printer, 879
- gdcmm::XMLPrinter, 1468
- PrintTable
 - gdcmm::network::ULTransitionTable, 1291
 - gdcmm::Scanner, 951
 - gdcmm::Scanner2, 962
 - gdcmm::StrictScanner, 1071
 - gdcmm::StrictScanner2, 1082
- PrintXML
 - gdcmm::PrivateDict, 884
- PrivateBegin
 - gdcmm::Scanner2, 962
 - gdcmm::StrictScanner2, 1083
- PrivateConstIterator
 - gdcmm::Scanner2, 955
 - gdcmm::StrictScanner2, 1076
- PrivateDict
 - gdcmm::PrivateDict, 883
- PrivateEnd
 - gdcmm::Scanner2, 962
 - gdcmm::StrictScanner2, 1083
- PrivateMappingType
 - gdcmm::Scanner2, 955
 - gdcmm::StrictScanner2, 1076
- PrivateTag
 - gdcmm::PrivateTag, 887
- PrivateTagToValue
 - gdcmm::Scanner2, 955
 - gdcmm::StrictScanner2, 1076
- PrivateTagToValueValueType
 - gdcmm::Scanner2, 956
 - gdcmm::StrictScanner2, 1076
- ProceduralEventLoggingSOPClass
 - gdcmm::UIDs, 1207
- ProceduralEventLoggingSOPInstance
 - gdcmm::UIDs, 1207
- ProcedureLogStorage
 - gdcmm::UIDs, 1210
- Process
 - gdcmm::Parser, 797
- ProcessDataSet
 - gdcmm::FileExplicitFilter, 480
- ProcessPrivateTag
 - gdcmm::Scanner2, 963
 - gdcmm::StrictScanner2, 1083
- ProcessPublicTag
 - gdcmm::Scanner, 951
 - gdcmm::Scanner2, 963
 - gdcmm::StrictScanner, 1071
 - gdcmm::StrictScanner2, 1083
- ProcessRequest
 - vtkGDCMImageReader2, 1358
- ProduceCharacterSetDataElement
 - gdcmm::QueryFactory, 903
- ProduceQuery

- gdcm::QueryFactory, 903
- ProductCharacteristicsQuerySOPClass
 - gdcm::UIDs, 1211
- ProgressEvent
 - gdcm::ProgressEvent, 891, 892
- PropertyCategory
 - gdcm::Segment, 973
- PropertyType
 - gdcm::Segment, 973
- PropertyTypeModifiers
 - gdcm::Segment, 973
- ProtocolApprovalInformationModelFIND
 - gdcm::UIDs, 1214
- ProtocolApprovalInformationModelGET
 - gdcm::UIDs, 1214
- ProtocolApprovalInformationModelMOVE
 - gdcm::UIDs, 1214
- ProtocolApprovalStorage
 - gdcm::UIDs, 1214
- PseudoColorSoftcopyPresentationStateStorageSOPClass
 - gdcm::UIDs, 1209
- PubChemCompoundCID
 - gdcm::UIDs, 1212
- PublicConstIterator
 - gdcm::Scanner2, 956
 - gdcm::StrictScanner2, 1076
- PublicMappingType
 - gdcm::Scanner2, 956
 - gdcm::StrictScanner2, 1076
- PublicTagToValue
 - gdcm::Scanner2, 956
 - gdcm::StrictScanner2, 1076
- PublicTagToValueValueType
 - gdcm::Scanner2, 956
 - gdcm::StrictScanner2, 1077
- PullPrintRequestSOPClassRetired
 - gdcm::UIDs, 1208
- PullStoredPrintManagementMetaSOPClassRetired
 - gdcm::UIDs, 1208
- Push
 - gdcm::TagPath, 1158
- PushBackFile
 - vtkGDCMMedicalImageProperties, 1379
- PVRGCodec
 - gdcm::PVRGCodec, 895
- PythonFilter
 - gdcm::PythonFilter, 897
- Quality
 - gdcm::JPEGCodec, 653
- QueryFactory
 - gdcm::BaseQuery, 185
 - gdcm::BaseRootQuery, 190
 - gdcm::FindPatientRootQuery, 515
 - gdcm::FindStudyRootQuery, 518
 - gdcm::ModalityPerformedProcedureStepCreateQuery, 714
 - gdcm::ModalityPerformedProcedureStepSetQuery, 717
 - gdcm::MovePatientRootQuery, 731
 - gdcm::MoveStudyRootQuery, 734
 - gdcm::WLMFindQuery, 1458
- RadiomicsOntology
 - gdcm::UIDs, 1212
- RadiopharmaceuticalRadiationDoseSRStorage
 - gdcm::UIDs, 1214
- RAWCodec
 - gdcm::RAWCodec, 915
- RawDataStorage
 - gdcm::MediaStorage, 694
 - gdcm::UIDs, 1209
- Read
 - gdcm::BasicOffsetTable, 196
 - gdcm::ByteValue, 233
 - gdcm::CommandDataSet, 271
 - gdcm::CP246ExplicitDataElement, 280
 - gdcm::DataElement, 326
 - gdcm::DataSet, 345
 - gdcm::Element< TVR, TVM >, 411
 - gdcm::Element< TVR, VM::VM1_n >, 418
 - gdcm::EncodingImplementation< VR::VRASCII >, 440
 - gdcm::EncodingImplementation< VR::VRBINARY >, 442
 - gdcm::ExplicitDataElement, 455
 - gdcm::ExplicitImplicitDataElement, 458
 - gdcm::File, 463
 - gdcm::FileMetaInformation, 488
 - gdcm::Fragment, 521
 - gdcm::ImageReader, 589
 - gdcm::ImageRegionReader, 593
 - gdcm::ImplicitDataElement, 606
 - gdcm::Item, 626
 - gdcm::network::AAAbortPDU, 90
 - gdcm::network::AAAssociateACPDU, 95
 - gdcm::network::AAAssociateRJPDU, 98
 - gdcm::network::AAAssociateRQPDU, 103
 - gdcm::network::AbstractSyntax, 107
 - gdcm::network::ApplicationContext, 123
 - gdcm::network::AReleaseRPPDU, 128
 - gdcm::network::AReleaseRQPDU, 131
 - gdcm::network::AsynchronousOperationsWindowSub, 136
 - gdcm::network::BasePDU, 179
 - gdcm::network::ImplementationClassUIDSub, 601
 - gdcm::network::ImplementationVersionNameSub, 604

- gdcm::network::MaximumLengthSub, 686
- gdcm::network::PDataTFPDU, 801
- gdcm::network::PresentationContextAC, 864
- gdcm::network::PresentationContextRQ, 872
- gdcm::network::PresentationDataValue, 875
- gdcm::network::RoleSelectionSub, 942
- gdcm::network::ServiceClassApplicationInformation, 1009
- gdcm::network::SOPClassExtendedNegociationSub, 1036
- gdcm::network::TransferSyntaxSub, 1180
- gdcm::network::UserInformation, 1306
- gdcm::PGXCodec, 819
- gdcm::PixmapReader, 842
- gdcm::PNMCodec, 853
- gdcm::Preamble, 857
- gdcm::Reader, 922
- gdcm::SegmentReader, 979
- gdcm::SequenceOfFragments, 991
- gdcm::SequenceOfItems, 999
- gdcm::StreamImageReader, 1055
- gdcm::SurfaceReader, 1120
- gdcm::TableReader, 1143
- gdcm::Tag, 1153
- gdcm::UNExplicitDataElement, 1296
- gdcm::UNExplicitImplicitDataElement, 1298
- gdcm::ValueIO< TDE, TSwap, TType >, 1313
- gdcm::VL, 1320
- gdcm::VR, 1333
- gdcm::VR16ExplicitDataElement, 1335
- gdcm::VRVLSize< 0 >, 1337
- gdcm::VRVLSize< 1 >, 1338
- Read16
 - gdcm::VL, 1320
- ReadACRNEMAImage
 - gdcm::ImageReader, 589
 - gdcm::PixmapReader, 842
- ReadBacktrack
 - gdcm::Fragment, 521
- ReadCompat
 - gdcm::FileMetaInformation, 489
- ReadCompatInternal
 - gdcm::FileMetaInformation, 489
- ReadComputeLength
 - gdcm::EncodingImplementation< VR::VRASCII >, 440
 - gdcm::EncodingImplementation< VR::VRBINARY >, 442
- ReadDataSet
 - gdcm::Reader, 922
- Reader
 - gdcm::Reader, 921
- ReadFiles
 - vtkGDCMThreadedImageReader, 1396
- ReadFromCommaSeparatedString
 - gdcm::PrivateTag, 889
 - gdcm::Tag, 1153
- ReadFromContinuousString
 - gdcm::Tag, 1153
- ReadFromPipeSeparatedString
 - gdcm::Tag, 1153
- ReadImage
 - gdcm::ImageReader, 589
 - gdcm::PixmapReader, 842
- ReadImageInformation
 - gdcm::StreamImageReader, 1055
- ReadImageInternal
 - gdcm::PixmapReader, 842
- ReadInformation
 - gdcm::ImageRegionReader, 593
- ReadInto
 - gdcm::network::PDataTFPDU, 801
 - gdcm::network::PresentationDataValue, 875
- ReadIntoBuffer
 - gdcm::ImageRegionReader, 593
- README.txt, 1753
- ReadMetaInformation
 - gdcm::Reader, 923
- ReadNested
 - gdcm::DataSet, 345
- ReadNoSwap
 - gdcm::EncodingImplementation< VR::VRASCII >, 440
 - gdcm::EncodingImplementation< VR::VRBINARY >, 442
- ReadOrSkip
 - gdcm::DataElement, 326
- ReadPointMacro
 - gdcm::SurfaceReader, 1120
- ReadPreamble
 - gdcm::Reader, 923
- ReadPreValue
 - gdcm::CP246ExplicitDataElement, 280
 - gdcm::DataElement, 327
 - gdcm::ExplicitDataElement, 455
 - gdcm::ExplicitImplicitDataElement, 458
 - gdcm::Fragment, 521
 - gdcm::ImplicitDataElement, 606
 - gdcm::SequenceOfFragments, 991
 - gdcm::UNExplicitDataElement, 1296
 - gdcm::UNExplicitImplicitDataElement, 1298
 - gdcm::VR16ExplicitDataElement, 1335
- ReadSegment
 - gdcm::SegmentReader, 980
- ReadSegments
 - gdcm::SegmentReader, 980
- ReadSelectedPrivateTags
 - gdcm::DataSet, 346

- gdcm::Reader, [923](#)
- ReadSelectedPrivateTagsWithLength
 - gdcm::DataSet, [346](#)
- ReadSelectedTags
 - gdcm::DataSet, [346](#)
 - gdcm::Reader, [923](#)
- ReadSelectedTagsWithLength
 - gdcm::DataSet, [346](#)
- ReadSurface
 - gdcm::SurfaceReader, [1120](#)
- ReadSurfaces
 - gdcm::SurfaceReader, [1120](#)
- Readuint16
 - gdcm::DictConverter, [375](#)
- ReadUpToTag
 - gdcm::DataSet, [346](#)
 - gdcm::Reader, [923](#)
- ReadUpToTagWithLength
 - gdcm::DataSet, [347](#)
- ReadValue
 - gdcm::CP246ExplicitDataElement, [280](#)
 - gdcm::DataElement, [327](#)
 - gdcm::ExplicitDataElement, [455](#)
 - gdcm::ExplicitImplicitDataElement, [458](#)
 - gdcm::Fragment, [521](#)
 - gdcm::ImplicitDataElement, [606](#)
 - gdcm::SequenceOfFragments, [991](#)
 - gdcm::UNExplicitDataElement, [1296](#)
 - gdcm::UNExplicitImplicitDataElement, [1298](#)
 - gdcm::VR16ExplicitDataElement, [1335](#)
- ReadValueWithLength
 - gdcm::DataElement, [327](#)
 - gdcm::ImplicitDataElement, [607](#)
- ReadVM
 - gdcm::DictConverter, [376](#)
- ReadVR
 - gdcm::DictConverter, [376](#)
- ReadWithLength
 - gdcm::CP246ExplicitDataElement, [281](#)
 - gdcm::DataElement, [327](#)
 - gdcm::DataSet, [347](#)
 - gdcm::ExplicitDataElement, [455](#)
 - gdcm::ExplicitImplicitDataElement, [458](#)
 - gdcm::ImplicitDataElement, [607](#)
 - gdcm::UNExplicitDataElement, [1296](#)
 - gdcm::VR16ExplicitDataElement, [1336](#)
- RealWorldValueIntercept
 - gdcm::RealWorldValueMappingContent, [927](#)
- RealWorldValueMappingStorage
 - gdcm::UIDs, [1209](#)
- RealWorldValueSlope
 - gdcm::RealWorldValueMappingContent, [927](#)
- RecommendedDisplayCIELabToRGB
 - gdcm::SurfaceHelper, [1115](#)
- RecurseDataSet
 - gdcm::Anonymizer, [118](#)
- RED
 - gdcm::LookupTable, [672](#)
- red
 - gdcm::terminal, [86](#)
- reference
 - gdcm::CodeString, [263](#)
 - gdcm::LO, [668](#)
 - gdcm::String< TDelimiter, TMaxLength, TPadChar >, [1087](#)
- ReferencedColorPrintManagementMetaSOPClassRetired
 - gdcm::UIDs, [1208](#)
- ReferencedGrayscalePrintManagementMetaSOPClassRetired
 - gdcm::UIDs, [1208](#)
- ReferencedImageBoxSOPClassRetired
 - gdcm::UIDs, [1208](#)
- ReferenceFrameOfReferenceUID
 - vtkRTStructSetProperties, [1453](#)
- ReferenceSeriesInstanceUID
 - vtkRTStructSetProperties, [1453](#)
- Region
 - gdcm::Region, [928](#)
- Register
 - gdcm::Object, [766](#)
- Remove
 - gdcm::Anonymizer, [118](#)
 - gdcm::Cleaner, [251](#), [252](#)
 - gdcm::DataSet, [347](#)
 - gdcm::FileAnonymizer, [466](#)
 - gdcm::Preamble, [857](#)
- RemoveAllGroupLength
 - gdcm::Cleaner, [252](#)
- RemoveAllIllegal
 - gdcm::Cleaner, [252](#)
- RemoveAllMissingPrivateCreator
 - gdcm::Cleaner, [252](#)
- RemoveAllObservers
 - gdcm::Subject, [1098](#)
- RemoveDictEntry
 - gdcm::PrivateDict, [884](#)
- RemoveFile
 - gdcm::System, [1134](#)
- RemoveGroupLength
 - gdcm::Anonymizer, [118](#)
- RemoveItemByIndex
 - gdcm::SequenceOfItems, [999](#)
- RemoveMissingPrivateCreator
 - gdcm::Cleaner, [252](#)
- RemoveObserver
 - gdcm::Subject, [1098](#)
- RemoveOverlay
 - gdcm::Pixmap, [837](#)
- RemovePrivateTags

- gdcM::Anonymizer, [119](#)
- RemoveRetired
 - gdcM::Anonymizer, [119](#)
- Render
 - vtkImageColorViewer, [1413](#)
- Renderer
 - vtkImageColorViewer, [1420](#)
- RenderWindow
 - vtkImageColorViewer, [1421](#)
- Replace
 - gdcM::Anonymizer, [119](#), [120](#)
 - gdcM::CommandDataSet, [271](#)
 - gdcM::DataSet, [347](#)
 - gdcM::FileAnonymizer, [467](#)
 - gdcM::FileMetaInformation, [489](#)
- ReplaceEmpty
 - gdcM::DataSet, [348](#)
- RequestData
 - vtkGDCMImageReader2, [1358](#)
 - vtkGDCMPolyDataReader, [1383](#)
 - vtkImageMapToColors16, [1424](#)
 - vtkImageMapToWindowLevelColors2, [1430](#)
 - vtkImagePlanarComponentsToComponents, [1434](#)
- RequestData_HemodynamicWaveformStorage
 - vtkGDCMPolyDataReader, [1383](#)
- RequestData_RTStructureSetStorage
 - vtkGDCMPolyDataReader, [1383](#)
- RequestDataCompat
 - vtkGDCMImageReader, [1343](#)
 - vtkGDCMImageReader2, [1358](#)
 - vtkGDCMThreadedImageReader, [1397](#)
- RequestInformation
 - vtkGDCMImageReader2, [1358](#)
 - vtkGDCMPolyDataReader, [1383](#)
 - vtkGDCMThreadedImageReader2, [1401](#)
 - vtkImageMapToColors16, [1424](#)
 - vtkImageMapToWindowLevelColors2, [1430](#)
- RequestInformation_HemodynamicWaveformStorage
 - vtkGDCMPolyDataReader, [1383](#)
- RequestInformation_RTStructureSetStorage
 - vtkGDCMPolyDataReader, [1383](#)
- RequestInformationCompat
 - vtkGDCMImageReader, [1343](#)
 - vtkGDCMImageReader2, [1359](#)
- RequestPaddedCompositePixelCode
 - gdcM::ImageCodec, [573](#)
- RequestPlanarConfiguration
 - gdcM::ImageCodec, [573](#)
- Rescale
 - gdcM::Rescaler, [933](#)
- RescaleFunctionIntoBestFit
 - gdcM::Rescaler, [933](#)
- Rescaler
 - gdcM::Rescaler, [931](#)
- ReserveDataElement
 - gdcM::FileStreamer, [508](#)
- ReserveGroupDataElement
 - gdcM::FileStreamer, [508](#)
- reset
 - gdcM::terminal, [86](#)
- ResetHandledDataSet
 - gdcM::network::ULConnectionCallback, [1277](#)
- RespiratoryWaveformStorage
 - gdcM::UIDs, [1213](#)
- RetrieveSOPInstanceUIDFromIndex
 - gdcM::DirectoryHelper, [401](#)
- RetrieveSOPInstanceUIDFromZPosition
 - gdcM::DirectoryHelper, [401](#)
- reverse
 - gdcM::terminal, [86](#)
- reverse_iterator
 - gdcM::CodeString, [263](#)
 - gdcM::LO, [668](#)
 - gdcM::String< TDelimiter, TMaxLength, TPadChar >, [1087](#)
- RFC2557MIMEencapsulation
 - gdcM::UIDs, [1206](#)
- RGB
 - gdcM::PhotometricInterpretation, [822](#)
- RGB2YBR
 - gdcM::ImageChangePhotometricInterpretation, [550](#)
- RGBPixelsToRGBPlanes
 - gdcM::ImageChangePlanarConfiguration, [554](#)
- RGBPlanesToRGBPixels
 - gdcM::ImageChangePlanarConfiguration, [554](#)
- RGBToRecommendedDisplayCIELab
 - gdcM::SurfaceHelper, [1116](#)
- RGBToRecommendedDisplayGrayscale
 - gdcM::SurfaceHelper, [1116](#)
- RLE_COMPRESSION
 - vtkGDCMImageWriter, [1370](#)
- RLECodec
 - gdcM::RLECodec, [936](#)
- RLELossless
 - gdcM::TransferSyntax, [1175](#)
 - gdcM::UIDs, [1206](#)
- ROI
 - gdcM::Overlay, [783](#)
- RoleSelectionSub
 - gdcM::network::RoleSelectionSub, [941](#)
- Round
 - gdcM, [76](#)
- roundat
 - gdcM, [77](#)
- RTBeamsDeliveryInstructionStorage
 - gdcM::UIDs, [1215](#)
- RTBeamsDeliveryInstructionStorageSupplement74FrozenDraft
 - gdcM::UIDs, [1211](#)

- RTBeamsTreatmentRecordStorage
 - gdcm::UIDs, [1210](#)
- RTBrachyApplicationSetupDeliveryInstructionStorage
 - gdcm::UIDs, [1215](#)
- RTBrachyTreatmentRecordStorage
 - gdcm::UIDs, [1210](#)
- RTConventionalMachineVerification
 - gdcm::UIDs, [1215](#)
- RTConventionalMachineVerificationSupplement74FrozenDraft
 - gdcm::UIDs, [1211](#)
- RTDoseStorage
 - gdcm::MediaStorage, [694](#)
 - gdcm::UIDs, [1210](#)
- RTImageStorage
 - gdcm::MediaStorage, [694](#)
 - gdcm::UIDs, [1210](#)
- RTIonBeamsTreatmentRecordStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1210](#)
- RTIonMachineVerification
 - gdcm::UIDs, [1215](#)
- RTIonMachineVerificationSupplement74FrozenDraft
 - gdcm::UIDs, [1211](#)
- RTIonPlanStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1210](#)
- RTPhysicianIntentStorage
 - gdcm::UIDs, [1214](#)
- RTPlanStorage
 - gdcm::MediaStorage, [694](#)
 - gdcm::UIDs, [1210](#)
- RTSegmentAnnotationStorage
 - gdcm::UIDs, [1214](#)
- RTStructSetProperties
 - vtkGDCMPolyDataReader, [1385](#)
 - vtkGDCMPolyDataWriter, [1390](#)
- RTStructureSetStorage
 - gdcm::MediaStorage, [694](#)
 - gdcm::UIDs, [1210](#)
- RTTreatmentSummaryRecordStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1210](#)
- Rule
 - gdcm::SerieHelper, [1003](#)
- RunEventLoop
 - gdcm::network::ULConnectionManager, [1283](#)
- RunMoveEventLoop
 - gdcm::network::ULConnectionManager, [1284](#)
- SAGITTAL
 - gdcm::Orientation, [778](#)
- ScalarType
 - gdcm::PixelFormat, [826](#)
- Scale
 - vtkGDCMImageReader, [1353](#)
 - vtkGDCMImageReader2, [1367](#)
- Scan
 - gdcm::Scanner, [951](#)
 - gdcm::Scanner2, [963](#)
 - gdcm::StrictScanner, [1072](#)
 - gdcm::StrictScanner2, [1083](#)
- Scanner
 - gdcm::Scanner, [946](#)
- Scanner2
 - gdcm::Scanner2, [957](#)
- Scrub
 - gdcm::Cleaner, [253](#)
- SecondaryCaptureImageStorage
 - gdcm::MediaStorage, [694](#)
 - gdcm::UIDs, [1209](#)
- Segment
 - gdcm::Segment, [967](#)
- SegmentAlgorithmName
 - gdcm::Segment, [973](#)
- SegmentAlgorithmType
 - gdcm::Segment, [973](#)
- Segmentation
 - gdcm::MediaStorage, [696](#)
- SegmentationStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1209](#)
- SegmentDescription
 - gdcm::Segment, [973](#)
- SegmentedPaletteColorLookupTable
 - gdcm::SegmentedPaletteColorLookupTable, [975](#)
- SegmentedVolumeRenderingVolumetricPresentationStateStorage
 - gdcm::UIDs, [1213](#)
- SegmentLabel
 - gdcm::Segment, [973](#)
- SegmentMap
 - gdcm::SegmentReader, [978](#)
- SegmentNumber
 - gdcm::Segment, [974](#)
- SegmentReader
 - gdcm::SegmentReader, [979](#)
- Segments
 - gdcm::SegmentReader, [980](#)
 - gdcm::SegmentWriter, [984](#)
- SegmentVector
 - gdcm::SegmentReader, [979](#)
 - gdcm::SegmentWriter, [982](#)
- SegmentWriter
 - gdcm::SegmentWriter, [982](#)
- Selection
 - gdcm::Sorter, [1043](#)
- SelectionMap
 - gdcm::Sorter, [1041](#)
- Self

- gdcmm::AnonymizeEvent, 110
- gdcmm::DataEvent, 334
- gdcmm::DataSetEvent, 351
- gdcmm::FileNameEvent, 497
- gdcmm::MemberCommand< T >, 702
- gdcmm::ProgressEvent, 891
- gdcmm::SimpleMemberCommand< T >, 1022
- SEMIAUTOMATIC
 - gdcmm::Segment, 967
- SendEcho
 - gdcmm::network::ULConnectionManager, 1284
 - gdcmm::ServiceClassUser, 1014
- SendFind
 - gdcmm::network::ULConnectionManager, 1284
 - gdcmm::ServiceClassUser, 1014
- SendMove
 - gdcmm::network::ULConnectionManager, 1284
 - gdcmm::ServiceClassUser, 1014, 1015
- SendNAction
 - gdcmm::network::ULConnectionManager, 1285
- SendNCreate
 - gdcmm::network::ULConnectionManager, 1285
- SendNDelete
 - gdcmm::network::ULConnectionManager, 1285
- SendNEventReport
 - gdcmm::network::ULConnectionManager, 1286
- SendNGet
 - gdcmm::network::ULConnectionManager, 1286
- SendNSet
 - gdcmm::network::ULConnectionManager, 1286
- SendStore
 - gdcmm::network::ULConnectionManager, 1287
 - gdcmm::ServiceClassUser, 1015
- Separator
 - gdcmm::ApplicationEntity, 126
 - gdcmm::PersonName, 817
- SequenceLengthField
 - gdcmm::SequenceOfItems, 1001
- SequenceOfFragments
 - gdcmm::SequenceOfFragments, 987
- SequenceOfItems
 - gdcmm::SequenceOfItems, 995
- SerieHelper
 - gdcmm::SerieHelper, 1003
- SerieRestrictions
 - gdcmm::SerieHelper, 1003
- Series
 - gdcmm::Series, 1008
- SeriesInstanceUID
 - vtkRTStructSetProperties, 1453
- ServiceClassApplicationInformation
 - gdcmm::network::ServiceClassApplicationInformation, 1008
- ServiceClassUser
 - gdcmm::ServiceClassUser, 1012
- Set
 - gdcmm::Attribute< Group, Element, TVR, TVM >, 144
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1 >, 152
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >, 161
 - gdcmm::Element< TVR, TVM >, 411
 - gdcmm::Element< TVR, VM::VM1_n >, 418
- SetAbstractSyntax
 - gdcmm::network::PresentationContextRQ, 872
 - gdcmm::PresentationContext, 862
- SetAETitle
 - gdcmm::ServiceClassUser, 1015
- SetAlgorithmFamily
 - gdcmm::Surface, 1109
- SetAlgorithmName
 - gdcmm::Surface, 1109
- SetAlgorithmVersion
 - gdcmm::Surface, 1109
- SetAnatomicRegion
 - gdcmm::Segment, 970
- SetAnatomicRegionModifiers
 - gdcmm::Segment, 970
- SetAppendDerivationHistory
 - gdcmm::FileDerivation, 477
- SetArray
 - gdcmm::Element< TVR, VM::VM1_n >, 418
- setAttribute
 - gdcmm::terminal, 86
- SetAxisOfRotation
 - gdcmm::Surface, 1109
- setbgcolor
 - gdcmm::terminal, 87
- SetBitPosition
 - gdcmm::Overlay, 788
- SetBitsAllocated
 - gdcmm::Overlay, 788
 - gdcmm::PixelFormat, 831
- SetBitSample
 - gdcmm::JPEGCodec, 651
- SetBitsStored
 - gdcmm::PixelFormat, 831
- SetBlob
 - gdcmm::ApplicationEntity, 125
 - gdcmm::network::PresentationDataValue, 876
 - gdcmm::PersonName, 816
- SetBlueLUT
 - gdcmm::LookupTable, 676
- SetBufferLength
 - gdcmm::JPEGLSCodec, 659
 - gdcmm::PNMCodec, 854
 - gdcmm::RLECodec, 940
- SetByteSwapTag

- gdcm::ByteSwapFilter, [225](#)
- SetByteValue
 - gdcm::Attribute< Group, Element, TVR, TVM >, [144](#)
 - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, [152](#)
 - gdcm::Attribute< Group, Element, TVR, VM::VM1_n >, [161](#)
 - gdcm::CSAElement, [292](#)
 - gdcm::DataElement, [327](#)
- SetByteValueNoSwap
 - gdcm::Attribute< Group, Element, TVR, TVM >, [144](#)
 - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, [152](#)
- SetCallbackFunction
 - gdcm::MemberCommand< T >, [705](#)
 - gdcm::SimpleMemberCommand< T >, [1024](#)
- SetCalledAETitle
 - gdcm::network::AAssociateACPDU, [95](#)
 - gdcm::network::AAssociateRQPDU, [104](#)
 - gdcm::ServiceClassUser, [1016](#)
- SetCallingAETitle
 - gdcm::network::AAssociateACPDU, [95](#)
 - gdcm::network::AAssociateRQPDU, [104](#)
- SetCenterOfRotation
 - gdcm::Surface, [1109](#)
- SetChangePrivateTags
 - gdcm::FileExplicitFilter, [481](#)
- SetCheckFileMetaInformation
 - gdcm::Writer, [1462](#)
- SetCipherType
 - gdcm::CAPICryptographicMessageSyntax, [239](#)
 - gdcm::CryptographicMessageSyntax, [286](#)
 - gdcm::OpenSSLCryptographicMessageSyntax, [771](#)
 - gdcm::OpenSSL7CryptographicMessageSyntax, [776](#)
- SetColor
 - gdcm::Printer, [881](#)
- SetColorLevel
 - vtkImageColorViewer, [1413](#)
- SetColorWindow
 - vtkImageColorViewer, [1413](#)
- SetColumns
 - gdcm::Bitmap, [205](#)
 - gdcm::Overlay, [788](#)
- SetCommand
 - gdcm::network::PresentationDataValue, [876](#)
- SetComponents
 - gdcm::PersonName, [816](#)
- SetCompressIconImage
 - gdcm::ImageChangeTransferSyntax, [558](#)
- SetComputeZSpacing
 - gdcm::IPPSorter, [620](#)
- SetCoordinateStartValue
 - gdcm::Curve, [316](#)
- SetCoordinateStepValue
 - gdcm::Curve, [316](#)
- SetCryptographicMessageSyntax
 - gdcm::Anonymizer, [120](#)
- SetCurve
 - gdcm::Curve, [316](#)
 - vtkGDCMImageReader, [1343](#)
 - vtkGDCMImageReader2, [1359](#)
- SetCurveDataDescriptor
 - gdcm::Curve, [316](#)
- SetCurveDescription
 - gdcm::Curve, [316](#)
- SetData
 - gdcm::DataEvent, [336](#)
- SetDataElement
 - gdcm::Bitmap, [205](#)
- SetDataSet
 - gdcm::File, [463](#)
 - gdcm::network::PresentationDataValue, [876](#)
- SetDataSetTransferSyntax
 - gdcm::FileMetaInformation, [489](#)
- SetDataValueRepresentation
 - gdcm::Curve, [317](#)
- SetDebug
 - gdcm::Trace, [1170](#)
- SetDebugStream
 - gdcm::Trace, [1170](#)
- SetDefaultTransferSyntax
 - gdcm::PresentationContextGenerator, [868](#)
- SetDerivationCodeSequenceCodeValue
 - gdcm::FileDerivation, [477](#)
- SetDerivationDescription
 - gdcm::FileDerivation, [478](#)
- SetDescription
 - gdcm::CSAHeaderDictEntry, [307](#)
 - gdcm::ModuleEntry, [725](#)
 - gdcm::Overlay, [788](#)
- SetDescriptor
 - gdcm::DICOMDIRGenerator, [367](#)
- SetDictName
 - gdcm::DictConverter, [376](#)
- SetDicts
 - gdcm::PythonFilter, [898](#)
 - gdcm::StringFilter, [1092](#)
- SetDimension
 - gdcm::Bitmap, [206](#)
- SetDimensions
 - gdcm::Bitmap, [206](#)
 - gdcm::Curve, [317](#)
 - gdcm::ImageCodec, [569](#)
- SetDimensionsValue
 - gdcm::ImageHelper, [584](#)
- SetDirectionCosines
 - gdcm::Image, [541](#), [542](#)

- vtkGDCMImageWriter, [1371](#)
- SetDirectionCosinesFromImageOrientationPatient
 - vtkGDCMImageWriter, [1371](#)
- SetDirectionCosinesTolerance
 - gdcm::IPPSorter, [620](#)
- SetDirectionCosinesValue
 - gdcm::ImageHelper, [584](#)
- SetDirectory
 - gdcm::network::ULWritingCallback, [1293](#)
 - gdcm::SerieHelper, [1006](#)
- SetDisplayId
 - vtkImageColorViewer, [1413](#)
- SetDomain
 - gdcm::BoxRegion, [220](#)
- SetDropDuplicatePositions
 - gdcm::IPPSorter, [620](#)
- SetElement
 - gdcm::Tag, [1154](#)
- SetElementHandler
 - gdcm::Parser, [797](#)
- SetElementTag
 - gdcm::Tag, [1154](#)
- SetElementXX
 - gdcm::DictEntry, [380](#)
- SetError
 - gdcm::Trace, [1170](#)
- SetErrorStream
 - gdcm::Trace, [1171](#)
- SetEvent
 - gdcm::network::ULEvent, [1290](#)
- setfgcolor
 - gdcm::terminal, [87](#)
- SetFile
 - gdcm::Anonymizer, [120](#)
 - gdcm::Cleaner, [253](#)
 - gdcm::DICOMDIRGenerator, [367](#)
 - gdcm::FileDecompressLookupTable, [474](#)
 - gdcm::FileDerivation, [478](#)
 - gdcm::FileExplicitFilter, [481](#)
 - gdcm::IconImageFilter, [532](#)
 - gdcm::Printer, [881](#)
 - gdcm::PythonFilter, [898](#)
 - gdcm::Reader, [924](#)
 - gdcm::SplitMosaicFilter, [1050](#)
 - gdcm::StreamImageWriter, [1060](#)
 - gdcm::StringFilter, [1092](#)
 - gdcm::Validate, [1308](#)
 - gdcm::Writer, [1462](#)
 - gdcm::XMLPrinter, [1470](#)
- SetFileName
 - gdcm::FileNameEvent, [498](#)
 - gdcm::Reader, [924](#)
 - gdcm::StreamImageReader, [1056](#)
 - gdcm::StreamImageWriter, [1060](#)
 - gdcm::Writer, [1462](#)
 - vtkGDCMThreadedImageReader2, [1401](#)
- SetFilename
 - gdcm::TableReader, [1143](#)
- SetFileNames
 - vtkGDCMImageReader, [1344](#)
 - vtkGDCMImageWriter, [1372](#)
 - vtkGDCMThreadedImageReader2, [1401](#)
- SetFileNames
 - gdcm::DICOMDIRGenerator, [367](#)
- SetFilePattern
 - vtkGDCMImageReader, [1344](#)
 - vtkGDCMImageReader2, [1359](#)
- SetFilePrefix
 - vtkGDCMImageReader, [1344](#)
 - vtkGDCMImageReader2, [1359](#)
- SetFiles
 - gdcm::FileSet, [505](#)
- SetFiniteVolume
 - gdcm::Surface, [1109](#)
- SetForce
 - gdcm::ImageChangeTransferSyntax, [558](#)
 - gdcm::ImageFragmentSplitter, [578](#)
- SetForcePixelSpacing
 - gdcm::ImageHelper, [584](#)
- SetForceRescaleInterceptSlope
 - gdcm::ImageHelper, [584](#)
- SetFragmentSizeMax
 - gdcm::ImageFragmentSplitter, [578](#)
- SetFrameOrigin
 - gdcm::Overlay, [789](#)
- SetFromDataElement
 - gdcm::Attribute< Group, Element, TVR, TVM >, [145](#)
 - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, [152](#)
 - gdcm::Attribute< Group, Element, TVR, VM::VM1_n >, [161](#)
 - gdcm::Element< TVR, TVM >, [411](#)
 - gdcm::Element< TVR, VM::VM1_n >, [419](#)
- SetFromDataSet
 - gdcm::Attribute< Group, Element, TVR, TVM >, [145](#)
 - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, [153](#)
 - gdcm::Attribute< Group, Element, TVR, VM::VM1_n >, [161](#)
 - gdcm::MediaStorage, [699](#)
- SetFromFile
 - gdcm::MediaStorage, [699](#)
- SetFromHeader
 - gdcm::MediaStorage, [699](#)
- SetFromModality
 - gdcm::MediaStorage, [699](#)
- SetFromSourceImageSequence
 - gdcm::MediaStorage, [700](#)

- SetFromString
 - gdcm::DirectionCosines, [394](#)
- SetFromUID
 - gdcm::UIDs, [1226](#)
- SetGreenLUT
 - gdcm::LookupTable, [677](#)
- SetGroup
 - gdcm::Curve, [317](#)
 - gdcm::Overlay, [789](#)
 - gdcm::Tag, [1154](#)
- SetGroupXX
 - gdcm::DictEntry, [380](#)
- SetHeader
 - gdcm::File, [463](#)
- SetHighBit
 - gdcm::PixelFormat, [831](#)
- SetHostname
 - gdcm::ServiceClassUser, [1016](#)
- SetIconImage
 - gdcm::Pixmap, [837](#)
- SetIE
 - gdcm::IODEntry, [613](#)
- SetImage
 - gdcm::PixmapWriter, [849](#)
 - gdcm::SplitMosaicFilter, [1050](#)
- SetImplementationClassUID
 - gdcm::FileMetaInformation, [489](#)
- SetImplementationVersionName
 - gdcm::FileMetaInformation, [490](#)
- SetImplicitFlag
 - gdcm::network::ULConnectionCallback, [1277](#)
- SetInput
 - gdcm::BitmapToBitmapFilter, [214](#)
 - gdcm::ImageConverter, [575](#)
 - vtkImageColorViewer, [1414](#)
- SetInputConnection
 - vtkImageColorViewer, [1414](#)
- SetInputDirectory
 - gdcm::EmptyMaskGenerator, [437](#)
- SetInputFileName
 - gdcm::DictConverter, [376](#)
 - gdcm::FileAnonymizer, [467](#)
 - gdcm::FileChangeTransferSyntax, [471](#)
- SetIntercept
 - gdcm::Image, [542](#)
 - gdcm::Rescaler, [933](#)
- SetKey
 - gdcm::CSAElement, [292](#)
- SetKeyword
 - gdcm::DictEntry, [380](#)
- SetLastElement
 - gdcm::ParseException, [793](#)
- SetLastFragment
 - gdcm::network::PresentationDataValue, [876](#)
- SetLength
 - gdcm::ByteValue, [233](#)
 - gdcm::Element< TVR, VM::VM1_2 >, [414](#)
 - gdcm::Element< TVR, VM::VM1_n >, [419](#)
 - gdcm::Element< TVR, VM::VM2_2n >, [421](#)
 - gdcm::Element< TVR, VM::VM2_n >, [423](#)
 - gdcm::Element< TVR, VM::VM3_3n >, [425](#)
 - gdcm::Element< TVR, VM::VM3_4 >, [427](#)
 - gdcm::Element< TVR, VM::VM3_n >, [429](#)
 - gdcm::RLECodec, [940](#)
 - gdcm::SequenceOfFragments, [991](#)
 - gdcm::SequenceOfItems, [1000](#)
 - gdcm::Value, [1312](#)
- SetLengthOnly
 - gdcm::ByteValue, [233](#)
 - gdcm::Value, [1312](#)
- SetLengthToUndefined
 - gdcm::SequenceOfItems, [1000](#)
- SetLoadMode
 - gdcm::SerieHelper, [1006](#)
- SetLookupTable
 - vtkImageMapToColors16, [1424](#)
- SetLossless
 - gdcm::JPEGCodec, [651](#)
 - gdcm::JPEGLSCoec, [659](#)
- SetLossyError
 - gdcm::JPEGLSCoec, [659](#)
- SetLossyFlag
 - gdcm::Bitmap, [206](#)
 - gdcm::ImageCodec, [569](#)
 - gdcm::PVRGCodec, [896](#)
- SetLUT
 - gdcm::Bitmap, [206](#)
 - gdcm::ImageCodec, [570](#)
 - gdcm::LookupTable, [677](#)
 - gdcm::SegmentedPaletteColorLookupTable, [976](#)
- SetManifold
 - gdcm::Surface, [1110](#)
- SetMaximumLength
 - gdcm::network::MaximumLengthSub, [687](#)
- SetMaximumPointDistance
 - gdcm::Surface, [1110](#)
- SetMaxPDULength
 - gdcm::network::ULConnectionInfo, [1280](#)
- SetMaxPDUSize
 - gdcm::network::ULConnection, [1274](#)
- SetMCT
 - gdcm::JPEG2000Codec, [639](#)
- SetMeanPointDistance
 - gdcm::Surface, [1110](#)
- SetMedicalImageProperties
 - vtkGDCMImageReader, [1344](#)
 - vtkGDCMImageReader2, [1359](#)
 - vtkGDCMImageWriter, [1372](#)

- vtkGDCMPolyDataWriter, [1388](#)
- SetMergeModeToAbstractSyntax
 - gdcm::PresentationContextGenerator, [868](#)
- SetMergeModeToTransferSyntax
 - gdcm::PresentationContextGenerator, [869](#)
- SetMeshPrimitive
 - gdcm::Surface, [1110](#)
- SetMessageHeader
 - gdcm::network::PresentationDataValue, [876](#)
- SetMinMaxForPixelType
 - gdcm::Rescaler, [933](#)
- setmode
 - gdcm::terminal, [87](#)
- SetName
 - gdcm::CSAElement, [293](#)
 - gdcm::CSAHeaderDictEntry, [307](#)
 - gdcm::DictEntry, [380](#)
 - gdcm::IODEntry, [613](#)
 - gdcm::Macro, [682](#)
 - gdcm::Module, [721](#)
 - gdcm::ModuleEntry, [725](#)
 - gdcm::network::AbstractSyntax, [108](#)
 - gdcm::network::ApplicationContext, [123](#)
 - gdcm::network::TransferSyntaxSub, [1180](#)
 - gdcm::PDBelement, [804](#)
- SetNameFromUID
 - gdcm::network::AbstractSyntax, [108](#)
 - gdcm::network::TransferSyntaxSub, [1180](#)
- SetNeedByteSwap
 - gdcm::Bitmap, [207](#)
 - gdcm::ImageCodec, [570](#)
- SetNeedOverlayCleanup
 - gdcm::ImageCodec, [570](#)
- SetNestedDataSet
 - gdcm::Item, [626](#)
- SetNoOfItems
 - gdcm::CSAElement, [293](#)
- SetNoSwap
 - gdcm::Element< TVR, TVM >, [412](#)
 - gdcm::Element< TVR, VM::VM1_n >, [419](#)
- SetNumberOfCurves
 - gdcm::Pixmap, [837](#)
- SetNumberOfDimensions
 - gdcm::Bitmap, [207](#)
 - gdcm::ImageCodec, [570](#)
- SetNumberOfFilenames
 - gdcm::FilenameGenerator, [502](#)
- SetNumberOfFrames
 - gdcm::Overlay, [789](#)
- SetNumberOfInputPorts
 - vtkGDCMPolyDataWriter, [1388](#)
- SetNumberOfItems
 - gdcm::SequenceOfItems, [1000](#)
- SetNumberOfOverlays
 - gdcm::Pixmap, [837](#)
- SetNumberOfPoints
 - gdcm::Curve, [317](#)
- SetNumberOfResolutions
 - gdcm::JPEG2000Codec, [639](#)
- SetNumberOfSegments
 - gdcm::SegmentWriter, [983](#)
- SetNumberOfSurfacePoints
 - gdcm::Surface, [1110](#)
- SetNumberOfSurfaces
 - gdcm::SurfaceWriter, [1123](#)
- SetNumberOfTableValues
 - vtkLookupTable16, [1442](#)
- SetNumberOfThreadsForDecompression
 - gdcm::JPEG2000Codec, [639](#)
- SetNumberOfValues
 - gdcm::Attribute< Group, Element, TVR, VM::VM1_n >, [161](#)
- SetNumberOfVectors
 - gdcm::Surface, [1110](#)
- SetObliquityThresholdCosineValue
 - gdcm::Orientation, [780](#)
- SetOffScreenRendering
 - vtkImageColorViewer, [1414](#)
- SetOrigin
 - gdcm::Image, [542](#), [543](#)
 - gdcm::Overlay, [789](#)
- SetOriginValue
 - gdcm::ImageHelper, [585](#)
- SetOutputDimensions
 - gdcm::IconImageGenerator, [535](#)
- SetOutputDirectory
 - gdcm::EmptyMaskGenerator, [438](#)
- SetOutputFileName
 - gdcm::DictConverter, [376](#)
 - gdcm::FileAnonymizer, [467](#)
 - gdcm::FileChangeTransferSyntax, [471](#)
 - gdcm::FileStreamer, [509](#)
- SetOutputFormatToLuminance
 - vtkImageMapToColors16, [1425](#)
- SetOutputFormatToLuminanceAlpha
 - vtkImageMapToColors16, [1425](#)
- SetOutputFormatToRGB
 - vtkImageMapToColors16, [1425](#)
- SetOutputFormatToRGBA
 - vtkImageMapToColors16, [1425](#)
- SetOutputType
 - gdcm::DictConverter, [376](#)
- SetOutsideValuePixel
 - gdcm::IconImageGenerator, [535](#)
- SetOverlay
 - gdcm::Overlay, [789](#)
- SetOverlayVisibility
 - vtkImageColorViewer, [1414](#)

- SetOwner
 - gdcm::PrivateTag, [889](#)
- SetParentId
 - vtkImageColorViewer, [1414](#)
- SetPassword
 - gdcm::CAPICryptographicMessageSyntax, [239](#)
 - gdcm::CryptographicMessageSyntax, [287](#)
 - gdcm::OpenSSLCryptographicMessageSyntax, [771](#)
 - gdcm::OpenSSL7CryptographicMessageSyntax, [776](#)
- SetPattern
 - gdcm::FilenameGenerator, [502](#)
- SetPDU
 - gdcm::network::ULEvent, [1290](#)
- SetPermissions
 - gdcm::System, [1134](#)
- SetPhotometricInterpretation
 - gdcm::Bitmap, [207](#)
 - gdcm::ImageChangePhotometricInterpretation, [550](#)
 - gdcm::ImageCodec, [570](#)
- SetPixelFormat
 - gdcm::Bitmap, [207](#)
 - gdcm::ImageCodec, [571](#)
 - gdcm::JPEGCodec, [652](#)
 - gdcm::Rescaler, [934](#)
- SetPixelMinMax
 - gdcm::IconImageGenerator, [535](#)
- SetPixelRepresentation
 - gdcm::PixelFormat, [831](#)
- SetPixmap
 - gdcm::FileDecompressLookupTable, [474](#)
 - gdcm::IconImageGenerator, [536](#)
 - gdcm::PixmapWriter, [850](#)
- SetPlanarConfiguration
 - gdcm::Bitmap, [208](#)
 - gdcm::ImageChangePlanarConfiguration, [554](#)
 - gdcm::ImageCodec, [571](#)
- SetPMSRescaleInterceptSlope
 - gdcm::ImageHelper, [585](#)
- SetPointCoordinatesData
 - gdcm::Surface, [1111](#)
- SetPointPositionAccuracy
 - gdcm::Surface, [1111](#)
- SetPointsBoundingBoxCoordinates
 - gdcm::Surface, [1111](#)
- SetPort
 - gdcm::ServiceClassUser, [1016](#)
- SetPortSCP
 - gdcm::ServiceClassUser, [1016](#)
- SetPosition
 - vtkImageColorViewer, [1414](#), [1415](#)
- SetPreamble
 - gdcm::FileMetaInformation, [490](#)
- SetPrefix
 - gdcm::FilenameGenerator, [502](#)
- SetPresentationContextID
 - gdcm::network::PresentationContextAC, [864](#)
 - gdcm::network::PresentationContextRQ, [872](#)
 - gdcm::network::PresentationDataValue, [877](#)
 - gdcm::PresentationContext, [862](#)
- SetPresentationContexts
 - gdcm::network::ULConnection, [1274](#)
 - gdcm::ServiceClassUser, [1017](#)
- SetPrettyPrint
 - gdcm::JSON, [662](#)
- SetPrimitiveData
 - gdcm::MeshPrimitive, [711](#)
- SetPrimitivesData
 - gdcm::MeshPrimitive, [711](#)
- SetPrimitiveType
 - gdcm::MeshPrimitive, [711](#)
- SetPrivateCreator
 - gdcm::Tag, [1155](#)
- SetProcessingAlgorithm
 - gdcm::Surface, [1111](#)
- SetProgress
 - gdcm::ProgressEvent, [893](#)
- SetPropertyCategory
 - gdcm::Segment, [971](#)
- SetPropertyType
 - gdcm::Segment, [971](#)
- SetPropertyTypeModifiers
 - gdcm::Segment, [971](#)
- SetPurposeOfReferenceCodeSequenceCodeValue
 - gdcm::FileDerivation, [478](#)
- SetQuality
 - gdcm::JPEG2000Codec, [640](#)
 - gdcm::JPEGCodec, [652](#)
- SetRate
 - gdcm::JPEG2000Codec, [640](#)
- SetReason
 - gdcm::network::AAAbortPDU, [91](#)
 - gdcm::network::PresentationContextAC, [865](#)
- SetRecommendedDisplayCIELabValue
 - gdcm::Surface, [1111](#), [1112](#)
- SetRecommendedDisplayGrayscaleValue
 - gdcm::Surface, [1112](#)
- SetRecommendedPresentationOpacity
 - gdcm::Surface, [1112](#)
- SetRecommendedPresentationType
 - gdcm::Surface, [1112](#)
- SetRecomputeItemLength
 - gdcm::FileExplicitFilter, [481](#)
- SetRecomputeSequenceLength
 - gdcm::FileExplicitFilter, [481](#)
- SetRedLUT
 - gdcm::LookupTable, [677](#)
- SetRef

- gdcm::LODEntry, [613](#)
- SetRegion
 - gdcm::ImageRegionReader, [594](#)
- SetRenderer
 - vtkImageColorViewer, [1415](#)
- SetRenderWindow
 - vtkImageColorViewer, [1415](#)
- SetRescaleInterceptSlopeValue
 - gdcm::ImageHelper, [585](#)
- SetRetired
 - gdcm::DictEntry, [381](#)
- SetReversible
 - gdcm::JPEG2000Codec, [640](#)
- SetRGB8
 - gdcm::ImageApplyLookupTable, [546](#)
- SetRoot
 - gdcm::UIDGenerator, [1189](#)
- SetRootDirectory
 - gdcm::DICOMDIRGenerator, [367](#)
- SetRows
 - gdcm::Bitmap, [208](#)
 - gdcm::Overlay, [790](#)
- SetRTStructSetProperties
 - vtkGDCMPolyDataWriter, [1388](#)
- SetSamplesPerPixel
 - gdcm::PixelFormat, [831](#)
- SetScalarType
 - gdcm::PixelFormat, [832](#)
- SetSearchParameter
 - gdcm::BaseQuery, [183](#), [184](#)
- SetSegmentAlgorithmName
 - gdcm::Segment, [971](#)
- SetSegmentAlgorithmType
 - gdcm::Segment, [971](#)
- SetSegmentDescription
 - gdcm::Segment, [972](#)
- SetSegmentLabel
 - gdcm::Segment, [972](#)
- SetSegmentNumber
 - gdcm::Segment, [972](#)
- SetSegments
 - gdcm::SegmentWriter, [984](#)
- SetSize
 - vtkImageColorViewer, [1415](#)
- SetSlice
 - vtkImageColorViewer, [1416](#)
- SetSliceOrientation
 - vtkImageColorViewer, [1416](#)
- SetSliceOrientationToXY
 - vtkImageColorViewer, [1416](#)
- SetSliceOrientationToXZ
 - vtkImageColorViewer, [1416](#)
- SetSliceOrientationToYZ
 - vtkImageColorViewer, [1416](#)
- SetSlope
 - gdcm::Image, [543](#)
 - gdcm::Rescaler, [934](#)
- SetSOPClassUIDMode
 - gdcm::EmptyMaskGenerator, [438](#)
- SetSOPInstanceUID
 - gdcm::BaseQuery, [184](#)
- SetSortFunction
 - gdcm::Sorter, [1042](#)
- SetSource
 - gdcm::network::AAAbortPDU, [91](#)
- SetSourceApplicationEntityTitle
 - gdcm::FileMetaInformation, [490](#)
- SetSpacing
 - gdcm::Image, [543](#)
- SetSpacingValue
 - gdcm::ImageHelper, [585](#)
- SetState
 - gdcm::network::ULConnection, [1274](#)
- SetStream
 - gdcm::Reader, [924](#)
 - gdcm::StreamImageReader, [1056](#)
 - gdcm::StreamImageWriter, [1060](#)
 - gdcm::Trace, [1171](#)
 - gdcm::Writer, [1463](#)
- SetStreamToFile
 - gdcm::Trace, [1171](#)
- SetStyle
 - gdcm::Printer, [881](#)
 - gdcm::XMLPrinter, [1470](#)
- SetSurfaceComments
 - gdcm::Surface, [1112](#)
- SetSurfaceCount
 - gdcm::Segment, [972](#)
- SetSurfaceNumber
 - gdcm::Surface, [1112](#)
- SetSurfaceProcessing
 - gdcm::Surface, [1113](#)
- SetSurfaceProcessingDescription
 - gdcm::Surface, [1113](#)
- SetSurfaceProcessingRatio
 - gdcm::Surface, [1113](#)
- SetSyngoDT
 - gdcm::CSAElement, [293](#)
- SetTag
 - gdcm::AnonymizeEvent, [112](#)
 - gdcm::DataElement, [328](#)
- SetTagsToRead
 - gdcm::Sorter, [1042](#)
- SetTargetPixelType
 - gdcm::Rescaler, [934](#)
- SetTemplateFileName
 - gdcm::FileStreamer, [509](#)
- SetTileSize

- gdcmm::JPEG2000Codec, 640
- SetTimeout
 - gdcmm::network::ARTIMTimer, 133
 - gdcmm::ServiceClassUser, 1017
- SetToUndefined
 - gdcmm::VL, 1320
- SetTransferSyntax
 - gdcmm::Bitmap, 208
 - gdcmm::FileChangeTransferSyntax, 471
 - gdcmm::ImageChangeTransferSyntax, 558
 - gdcmm::network::PresentationContextAC, 865
- SetTuple
 - gdcmm::network::RoleSelectionSub, 942
 - gdcmm::network::ServiceClassApplicationInformation, 1009
 - gdcmm::network::SOPClassExtendedNegociationSub, 1036
- SetType
 - gdcmm::ModuleEntry, 725
 - gdcmm::Overlay, 790
- SetTypeOfData
 - gdcmm::Curve, 317
- SetupInteractor
 - vtkImageColorViewer, 1416
- SetUsage
 - gdcmm::IODEntry, 614
- SetUserCodec
 - gdcmm::ImageChangeTransferSyntax, 559
- SetUserData
 - gdcmm::Parser, 798
- SetUserInformation
 - gdcmm::network::AAssociateRQPDU, 104
- SetUseSeriesDetails
 - gdcmm::SerieHelper, 1006
- SetUseTargetPixelType
 - gdcmm::Rescaler, 934
- SetUseVRUN
 - gdcmm::FileExplicitFilter, 481
- SetValue
 - gdcmm::Attribute< Group, Element, TVR, TVM >, 145
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >, 153
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >, 162
 - gdcmm::CSAElement, 293
 - gdcmm::DataElement, 328
 - gdcmm::Element< TVR, TVM >, 412
 - gdcmm::Element< TVR, VM::VM1_n >, 419
 - gdcmm::PDBelement, 804
- SetValueFieldLength
 - gdcmm::DataElement, 329
- SetValues
 - gdcmm::Attribute< Group, Element, TVR, TVM >, 146
 - gdcmm::Attribute< Group, Element, TVR, VM::VM1_n >, 162
- SetVectorAccuracy
 - gdcmm::Surface, 1113
- SetVectorCoordinateData
 - gdcmm::Surface, 1113
- SetVectorDimensionality
 - gdcmm::Surface, 1113
- SetVL
 - gdcmm::DataElement, 329
- SetVLToUndefined
 - gdcmm::DataElement, 329
- SetVM
 - gdcmm::CSAElement, 293
 - gdcmm::CSAHeaderDictEntry, 307
 - gdcmm::DictEntry, 381
- SetVR
 - gdcmm::CSAElement, 293
 - gdcmm::CSAHeaderDictEntry, 307
 - gdcmm::DataElement, 329
 - gdcmm::DictEntry, 381
- SetWarning
 - gdcmm::Trace, 1171
- SetWarningStream
 - gdcmm::Trace, 1171
- SetWindowId
 - vtkImageColorViewer, 1417
- SetWriteDataSetOnly
 - gdcmm::Writer, 1463
- SetZSpacingTolerance
 - gdcmm::IPPSorter, 621
- SH
 - gdcmm::VR, 1328
- SHA1
 - gdcmm::SHA1, 1019
- SHComp
 - gdcmm, 60
- Shift
 - vtkGDCMImageReader, 1353
 - vtkGDCMImageReader2, 1367
- ShiftEnd
 - gdcmm::ByteBuffer, 221
- ShowAbort
 - gdcmm::SimpleSubjectWatcher, 1026
- ShowAnonymization
 - gdcmm::SimpleSubjectWatcher, 1027
- ShowData
 - gdcmm::SimpleSubjectWatcher, 1027
- ShowDataSet
 - gdcmm::SimpleSubjectWatcher, 1027
- ShowFileName
 - gdcmm::SimpleSubjectWatcher, 1027
- ShowIteration
 - gdcmm::SimpleSubjectWatcher, 1027

- ShowProgress
 - gdcm::SimpleSubjectWatcher, 1028
- SIEMENS
 - gdcm::Dicts, 386
 - gdcm::EquipmentManufacturer, 445
- SimpleMemberCommand
 - gdcm::SimpleMemberCommand< T >, 1022
- SimpleSubjectWatcher
 - gdcm::SimpleSubjectWatcher, 1026
- SimplifiedAdultEchoSRStorage
 - gdcm::UIDs, 1214
- SINGLEBIT
 - gdcm::PixelFormat, 826
- SingleSerieUIDFileSetHT
 - gdcm::SerieHelper, 1007
- SingleSerieUIDFileSetmap
 - gdcm::SerieHelper, 1003
- Size
 - gdcm::CodeString, 265
 - gdcm::DataSet, 348
 - gdcm::GroupDict, 528
 - gdcm::network::AAabortPDU, 91
 - gdcm::network::AAssociateACPDU, 95
 - gdcm::network::AAssociateRJPDU, 98
 - gdcm::network::AAssociateRQPDU, 104
 - gdcm::network::AbstractSyntax, 108
 - gdcm::network::ApplicationContext, 123
 - gdcm::network::AReleaseRPPDU, 129
 - gdcm::network::AReleaseRQPDU, 131
 - gdcm::network::AsynchronousOperationsWindowSub, 136
 - gdcm::network::BasePDU, 180
 - gdcm::network::ImplementationClassUIDSub, 602
 - gdcm::network::ImplementationVersionNameSub, 604
 - gdcm::network::MaximumLengthSub, 687
 - gdcm::network::PDataTFPDU, 801
 - gdcm::network::PresentationContextAC, 865
 - gdcm::network::PresentationContextRQ, 873
 - gdcm::network::PresentationDataValue, 877
 - gdcm::network::RoleSelectionSub, 942
 - gdcm::network::ServiceClassApplicationInformation, 1009
 - gdcm::network::SOPClassExtendedNegociationSub, 1036
 - gdcm::network::TransferSyntaxSub, 1180
 - gdcm::network::UserInformation, 1306
- size_type
 - gdcm::CodeString, 263
 - gdcm::LO, 668
 - gdcm::String< TDelimiter, TMaxLength, TPadChar >, 1087
- SizeType
 - gdcm::DataSet, 339
 - gdcm::FilenameGenerator, 500
 - gdcm::IOD, 610
 - gdcm::NestedModuleEntries, 747
 - gdcm::network::AAssociateACPDU, 93
 - gdcm::network::AAssociateRQPDU, 101
 - gdcm::network::PDataTFPDU, 800
 - gdcm::network::PresentationContextRQ, 870
 - gdcm::PresentationContext, 860
 - gdcm::PresentationContextGenerator, 867
 - gdcm::SequenceOfFragments, 987
 - gdcm::SequenceOfItems, 995
- SL
 - gdcm::VR, 1329
- Slice
 - vtkImageColorViewer, 1421
- SLICE_ORIENTATION_XY
 - vtkImageColorViewer, 1410
- SLICE_ORIENTATION_XZ
 - vtkImageColorViewer, 1410
- SLICE_ORIENTATION_YZ
 - vtkImageColorViewer, 1410
- SliceOrientation
 - vtkImageColorViewer, 1421
- Slices
 - gdcm::MrProtocol::SliceArray, 1030
- SmartPointer
 - gdcm::Object, 767
 - gdcm::SmartPointer< ObjectType >, 1032, 1033
- SOPClassExtendedNegociationSub
 - gdcm::network::SOPClassExtendedNegociationSub, 1036
- SOPClassUIDMode
 - gdcm::EmptyMaskGenerator, 437
- SOPInstanceUID
 - vtkRTStructSetProperties, 1453
- Sort
 - gdcm::IPPSorter, 621
 - gdcm::Sorter, 1042
- Sorter
 - gdcm::Sorter, 1041
- SortFunc
 - gdcm::Sorter, 1044
- SortFunction
 - gdcm::Sorter, 1041
- SpacialFiducialsStorage
 - gdcm::MediaStorage, 694
- SpacialRegistrationStorage
 - gdcm::MediaStorage, 694
- Spacing
 - gdcm::Spacing, 1046
- SpacingType
 - gdcm::Spacing, 1045
- SpatialFiducialsStorage
 - gdcm::UIDs, 1209

SpatialRegistrationStorage
gdcm::UIDs, [1209](#)

SpectaclePrescriptionReportStorage
gdcm::UIDs, [1213](#)

Spectroscopy
gdcm::Spectroscopy, [1047](#)

Split
gdcm::ImageFragmentSplitter, [579](#)
gdcm::SplitMosaicFilter, [1050](#)

SplitExtent
vtkGDCMThreadedImageReader2, [1401](#)

SplitMosaicFilter
gdcm::SplitMosaicFilter, [1048](#)

SPM2AVG152PDFrameofReference
gdcm::UIDs, [1207](#)

SPM2AVG152T1FrameofReference
gdcm::UIDs, [1207](#)

SPM2AVG152T2FrameofReference
gdcm::UIDs, [1207](#)

SPM2AVG305T1FrameofReference
gdcm::UIDs, [1207](#)

SPM2BRAINMASKFrameofReference
gdcm::UIDs, [1207](#)

SPM2CSFFrameofReference
gdcm::UIDs, [1207](#)

SPM2EPIFrameofReference
gdcm::UIDs, [1207](#)

SPM2FILT1FrameofReference
gdcm::UIDs, [1207](#)

SPM2GRAYFrameofReference
gdcm::UIDs, [1207](#)

SPM2PDFrameofReference
gdcm::UIDs, [1207](#)

SPM2PETFrameofReference
gdcm::UIDs, [1207](#)

SPM2SINGLESUBJT1FrameofReference
gdcm::UIDs, [1207](#)

SPM2SPECTFrameofReference
gdcm::UIDs, [1207](#)

SPM2T1FrameofReference
gdcm::UIDs, [1207](#)

SPM2T2FrameofReference
gdcm::UIDs, [1207](#)

SPM2TRANSMFrameofReference
gdcm::UIDs, [1207](#)

SPM2WHITEFrameofReference
gdcm::UIDs, [1207](#)

SpringColorPaletteSOPInstance
gdcm::UIDs, [1212](#)

SQ
gdcm::VR, [1329](#)

Squeeze
gdcm::ApplicationEntity, [126](#)

SS
gdcm::VR, [1329](#)

ST
gdcm::VR, [1329](#)

StableSort
gdcm::Sorter, [1043](#)

StandaloneCurveStorage
gdcm::MediaStorage, [694](#)

StandaloneCurveStorageRetired
gdcm::UIDs, [1209](#)

StandaloneModalityLUTStorage
gdcm::MediaStorage, [694](#)

StandaloneModalityLUTStorageRetired
gdcm::UIDs, [1209](#)

StandaloneOverlayStorage
gdcm::MediaStorage, [694](#)

StandaloneOverlayStorageRetired
gdcm::UIDs, [1209](#)

StandalonePETCurveStorageRetired
gdcm::UIDs, [1210](#)

StandaloneVOILUTStorage
gdcm::MediaStorage, [694](#)

StandaloneVOILUTStorageRetired
gdcm::UIDs, [1209](#)

Start
gdcm::network::ARTIMTimer, [133](#)

StartAssociation
gdcm::ServiceClassUser, [1017](#)

StartDataElement
gdcm::FileStreamer, [509](#)

StartElement
gdcm::TableReader, [1143](#)
gdcm::XMLDictReader, [1467](#)
gdcm::XMLPrivateDictReader, [1473](#)

StartElementHandler
gdcm::Parser, [794](#)

StartEncode
gdcm::ImageCodec, [571](#)
gdcm::JPEG2000Codec, [640](#)
gdcm::JPEGCodec, [652](#)
gdcm::JPEGLSCCodec, [659](#)
gdcm::RLECodec, [940](#)

StartFilter
gdcm::SimpleSubjectWatcher, [1028](#)

StartGroupDataElement
gdcm::FileStreamer, [509](#)

STATES
gdcm::Surface, [1101](#)

STATES_END
gdcm::Surface, [1102](#)

STComp
gdcm, [60](#)

StereometricRelationshipStorage
gdcm::UIDs, [1210](#)

Stop

- gdcm::network::ARTIMTimer, [133](#)
- StopAssociation
 - gdcm::ServiceClassUser, [1017](#)
- StopDataElement
 - gdcm::FileStreamer, [510](#)
- StopEncode
 - gdcm::ImageCodec, [571](#)
 - gdcm::JPEG2000Codec, [640](#)
 - gdcm::JPEGCodec, [652](#)
 - gdcm::JPEGLSCodec, [659](#)
 - gdcm::RLECodec, [940](#)
- StopGroupDataElement
 - gdcm::FileStreamer, [510](#)
- StopProtocol
 - gdcm::network::ULConnection, [1274](#)
- StorageCommitmentPullModelSOPClassRetired
 - gdcm::UIDs, [1207](#)
- StorageCommitmentPullModelSOPInstanceRetired
 - gdcm::UIDs, [1207](#)
- StorageCommitmentPushModelSOPClass
 - gdcm::UIDs, [1207](#)
- StorageCommitmentPushModelSOPInstance
 - gdcm::UIDs, [1207](#)
- StorageServiceClass
 - gdcm::UIDs, [1208](#)
- StoredPrintStorageSOPClassRetired
 - gdcm::UIDs, [1208](#)
- StrCaseCmp
 - gdcm::System, [1134](#)
- Stream
 - gdcm::Writer, [1464](#)
- StreamImageReader
 - gdcm::Reader, [925](#)
 - gdcm::StreamImageReader, [1053](#)
- StreamImageWriter
 - gdcm::StreamImageWriter, [1059](#)
 - gdcm::Writer, [1464](#)
- StrictScanner
 - gdcm::StrictScanner, [1067](#)
- StrictScanner2
 - gdcm::StrictScanner2, [1077](#)
- String
 - gdcm::String< TDelimiter, TMaxLength, TPadChar >, [1088](#)
- StringFilter
 - gdcm::StringFilter, [1091](#)
- StrNCaseCmp
 - gdcm::System, [1135](#)
- StrSep
 - gdcm::System, [1135](#)
- StrTokR
 - gdcm::System, [1135](#)
- StructureSetDate
 - vtkRTStructSetProperties, [1454](#)
- StructureSetLabel
 - vtkRTStructSetProperties, [1454](#)
- StructureSetName
 - vtkRTStructSetProperties, [1454](#)
- StructureSetTime
 - vtkRTStructSetProperties, [1454](#)
- Study
 - gdcm::Study, [1094](#)
- StudyComponentManagementSOPClass
 - gdcm::MediaStorage, [694](#)
- StudyComponentManagementSOPClassRetired
 - gdcm::UIDs, [1207](#)
- StudyInstanceUID
 - vtkRTStructSetProperties, [1454](#)
- StudyRootQueryRetrieveInformationModelFIND
 - gdcm::UIDs, [1210](#)
- StudyRootQueryRetrieveInformationModelGET
 - gdcm::UIDs, [1210](#)
- StudyRootQueryRetrieveInformationModelMOVE
 - gdcm::UIDs, [1210](#)
- Subject
 - gdcm::Subject, [1096](#)
- SubjectiveRefractionMeasurementsStorage
 - gdcm::UIDs, [1213](#)
- SubstanceAdministrationLoggingSOPClass
 - gdcm::UIDs, [1207](#)
- SubstanceAdministrationLoggingSOPInstance
 - gdcm::UIDs, [1207](#)
- SubstanceApprovalQuerySOPClass
 - gdcm::UIDs, [1211](#)
- SummerColorPaletteSOPInstance
 - gdcm::UIDs, [1212](#)
- Superclass
 - gdcm::AnonymizeEvent, [110](#)
 - gdcm::DataEvent, [334](#)
 - gdcm::DataSetEvent, [351](#)
 - gdcm::FileNameEvent, [497](#)
 - gdcm::LO, [668](#)
 - gdcm::ProgressEvent, [891](#)
- SURFACE
 - gdcm::Surface, [1102](#)
- Surface
 - gdcm::Surface, [1102](#)
- SurfaceCount
 - gdcm::Segment, [974](#)
- SurfaceReader
 - gdcm::SurfaceReader, [1119](#)
- Surfaces
 - gdcm::Segment, [974](#)
- SurfaceScanMeshStorage
 - gdcm::UIDs, [1213](#)
- SurfaceScanPointCloudStorage
 - gdcm::UIDs, [1213](#)
- SurfaceSegmentationStorage

- gdcmm::MediaStorage, 695
- gdcmm::UIDs, 1212
- SurfaceVector
 - gdcmm::Segment, 966
- SurfaceWriter
 - gdcmm::SurfaceWriter, 1122
- SV
 - gdcmm::VR, 1329
- SV10
 - gdcmm::CSAHeader, 297
- Swap
 - gdcmm::ByteSwap< T >, 222
 - gdcmm::SwapperDoOp, 1126
 - gdcmm::SwapperNoOp, 1127
- SwapArray
 - gdcmm::SwapperDoOp, 1127
 - gdcmm::SwapperNoOp, 1128
- SwapCode
 - gdcmm::SwapCode, 1125
- SwapCodeType
 - gdcmm::SwapCode, 1125
- SwapFromSwapCodeIntoSystem
 - gdcmm::ByteSwap< T >, 223
- SwapRange
 - gdcmm::ByteSwap< T >, 223
- SwapRangeFromSwapCodeIntoSystem
 - gdcmm::ByteSwap< T >, 223
- SyngoDTField
 - gdcmm::CSAElement, 295
- SyntaxError
 - gdcmm::Parser, 796
- SystemIsBigEndian
 - gdcmm::ByteSwap< T >, 223
- SystemIsLittleEndian
 - gdcmm::ByteSwap< T >, 224
- T1
 - gdcmm::Type, 1184
- T1C
 - gdcmm::Type, 1184
- T2
 - gdcmm::Type, 1184
- T2C
 - gdcmm::Type, 1184
- T3
 - gdcmm::Type, 1184
- Table
 - gdcmm::Table, 1137
- Table16
 - vtkLookupTable16, 1442
- TableEntry
 - gdcmm::TableEntry, 1139
- TableInternal
 - gdcmm::Table, 1138
- TableReader
 - gdcmm::TableReader, 1141
- TableRow
 - gdcmm::network::TableRow, 1145
- Tag
 - gdcmm::Tag, 1147, 1148
- tag
 - gdcmm::Tag, 1156
- TagField
 - gdcmm::DataElement, 330
- TagMismatchError
 - gdcmm::Parser, 796
- TagPath
 - gdcmm::TagPath, 1157
- tags
 - gdcmm::Tag, 1156
- TagsToRead
 - gdcmm::Sorter, 1044
- TagToValue
 - gdcmm::Scanner, 946
 - gdcmm::StrictScanner, 1067
- TagToValueValueType
 - gdcmm::Scanner, 946
 - gdcmm::StrictScanner, 1067
- TalairachBrainAtlasFrameofReference
 - gdcmm::UIDs, 1207
- TConstMemberFunctionPointer
 - gdcmm::MemberCommand< T >, 703
- TestAbortOff
 - gdcmm::SimpleSubjectWatcher, 1028
- TestAbortOn
 - gdcmm::SimpleSubjectWatcher, 1028
- Testing
 - gdcmm::Testing, 1161
- TestPBKDF2
 - gdcmm::ASN1, 135
- TestsList.txt, 1753
- TextSRStorageTrialRetired
 - gdcmm::UIDs, 1210
- ThreadedExecute
 - vtkImageRGBToYBR, 1436
 - vtkImageYBRToRGB, 1438
- ThreadedRequestData
 - vtkGDCMThreadedImageReader2, 1401
 - vtkImageMapToColors16, 1425
 - vtkImageMapToWindowLevelColors2, 1430
- TM
 - gdcmm::VR, 1329
- TMComp
 - gdcmm, 60
- TMemberFunctionPointer
 - gdcmm::MemberCommand< T >, 703
 - gdcmm::SimpleMemberCommand< T >, 1022
- ToPyObject

- gdcmm::PythonFilter, 898
- TOSHIBA
 - gdcmm::EquipmentManufacturer, 445
- ToshibaPrivateDataStorage
 - gdcmm::MediaStorage, 695
- ToString
 - gdcmm::StringFilter, 1092, 1093
- ToStringPair
 - gdcmm::StringFilter, 1093, 1094
- ToUnixSlashes
 - gdcmm::Filename, 494
- ToWindowsSlashes
 - gdcmm::Filename, 494
- Trace
 - gdcmm::Trace, 1168
- TractographyResultsStorage
 - gdcmm::UIDs, 1213
- TransferSyntax
 - gdcmm::TransferSyntax, 1175
- TransferSyntaxArrayType
 - gdcmm::PresentationContext, 860
- TransferSyntaxes
 - gdcmm::PresentationContext, 862
- TransferSyntaxStringsType
 - gdcmm::UIDs, 1205
- TransferSyntaxSub
 - gdcmm::network::TransferSyntaxSub, 1179
- Transition
 - gdcmm::network::Transition, 1182
- transitions
 - gdcmm::network::TableRow, 1145
- TRIANGLE
 - gdcmm::MeshPrimitive, 709
- TRIANGLE_FAN
 - gdcmm::MeshPrimitive, 709
- TRIANGLE_STRIP
 - gdcmm::MeshPrimitive, 709
- Trim
 - gdcmm::String< TDelimiter, TMaxLength, TPadChar >, 1089
- TrimInternal
 - gdcmm::CodeString, 265
- Truncate
 - gdcmm::String< TDelimiter, TMaxLength, TPadChar >, 1089
- TryJPEG2000Codec
 - gdcmm::Bitmap, 208
 - gdcmm::ImageChangeTransferSyntax, 559
- TryJPEG2000Codec2
 - gdcmm::Bitmap, 209
- TryJPEGCodec
 - gdcmm::Bitmap, 209
 - gdcmm::ImageChangeTransferSyntax, 559
- TryJPEGCodec2
 - gdcmm::Bitmap, 209
- TryJPEGLSCodec
 - gdcmm::Bitmap, 209
 - gdcmm::ImageChangeTransferSyntax, 559
- TryKAKADUCodec
 - gdcmm::Bitmap, 209
- TryPVRGCodec
 - gdcmm::Bitmap, 209
- TryRAWCodec
 - gdcmm::Bitmap, 210
 - gdcmm::ImageChangeTransferSyntax, 560
- TryRLECodec
 - gdcmm::Bitmap, 210
 - gdcmm::ImageChangeTransferSyntax, 560
- TS
 - gdcmm::Bitmap, 212
- TS_END
 - gdcmm::TransferSyntax, 1175
- TSName
 - gdcmm::UIDs, 1206
- TSType
 - gdcmm::TransferSyntax, 1175
 - gdcmm::UIDs, 1215
- Type
 - gdcmm::Element< TVR, TVM >, 409
 - gdcmm::Element< TVR, VM::VM1_n >, 416
 - gdcmm::EquipmentManufacturer, 445
 - gdcmm::Type, 1184
 - gdcmm::VL, 1318
- TYPETOENCODING
 - gdcmm, 77
 - gdcmmVR.h, 1746
- TYPETOLENGTH
 - gdcmmVM.h, 1744
- TypeToString
 - gdcmm::EquipmentManufacturer, 446
- TypeType
 - gdcmm::Type, 1184
- UberonOntology
 - gdcmm::UIDs, 1212
- UC
 - gdcmm::VR, 1329
- UCComp
 - gdcmm, 60
- UI
 - gdcmm::VR, 1329
- UIComp
 - gdcmm, 61
- uid_1_2_840_10008_15_0_3_1
 - gdcmm::UIDs, 1220
- uid_1_2_840_10008_15_0_3_10
 - gdcmm::UIDs, 1221
- uid_1_2_840_10008_15_0_3_11

gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_12
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_13
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_14
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_15
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_16
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_17
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_18
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_19
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_2
gdcn::UIDs, [1220](#)
uid_1_2_840_10008_15_0_3_20
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_21
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_22
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_23
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_24
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_25
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_26
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_27
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_28
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_29
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_3
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_30
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_31
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_4
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_5
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_6
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_7
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_8

gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_3_9
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_4_1
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_4_2
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_4_3
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_4_4
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_4_5
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_4_6
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_4_7
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_0_4_8
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_15_1_1
gdcn::UIDs, [1224](#)
uid_1_2_840_10008_1_1
gdcn::UIDs, [1215](#)
uid_1_2_840_10008_1_2
gdcn::UIDs, [1215](#)
uid_1_2_840_10008_1_20
gdcn::UIDs, [1222](#)
uid_1_2_840_10008_1_20_1
gdcn::UIDs, [1217](#)
uid_1_2_840_10008_1_20_1_1
gdcn::UIDs, [1217](#)
uid_1_2_840_10008_1_20_2
gdcn::UIDs, [1217](#)
uid_1_2_840_10008_1_20_2_1
gdcn::UIDs, [1217](#)
uid_1_2_840_10008_1_2_1
gdcn::UIDs, [1215](#)
uid_1_2_840_10008_1_2_1_99
gdcn::UIDs, [1215](#)
uid_1_2_840_10008_1_2_2
gdcn::UIDs, [1215](#)
uid_1_2_840_10008_1_2_4_100
gdcn::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_101
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_1_2_4_102
gdcn::UIDs, [1221](#)
uid_1_2_840_10008_1_2_4_103
gdcn::UIDs, [1222](#)
uid_1_2_840_10008_1_2_4_104
gdcn::UIDs, [1222](#)
uid_1_2_840_10008_1_2_4_105
gdcn::UIDs, [1222](#)
uid_1_2_840_10008_1_2_4_106

gdcm::UIDs, [1222](#)
uid_1_2_840_10008_1_2_4_107
gdcm::UIDs, [1222](#)
uid_1_2_840_10008_1_2_4_108
gdcm::UIDs, [1222](#)
uid_1_2_840_10008_1_2_4_50
gdcm::UIDs, [1215](#)
uid_1_2_840_10008_1_2_4_51
gdcm::UIDs, [1215](#)
uid_1_2_840_10008_1_2_4_52
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_53
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_54
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_55
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_56
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_57
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_58
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_59
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_60
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_61
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_62
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_63
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_64
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_65
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_66
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_70
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_80
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_81
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_90
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_91
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_92
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_93
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_94

gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_4_95
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_5
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_6_1
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_2_6_2
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_3_10
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_40
gdcm::UIDs, [1217](#)
uid_1_2_840_10008_1_40_1
gdcm::UIDs, [1217](#)
uid_1_2_840_10008_1_42
gdcm::UIDs, [1217](#)
uid_1_2_840_10008_1_42_1
gdcm::UIDs, [1217](#)
uid_1_2_840_10008_1_4_1_1
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_10
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_11
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_12
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_13
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_14
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_15
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_16
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_17
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_18
gdcm::UIDs, [1217](#)
uid_1_2_840_10008_1_4_1_2
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_3
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_4
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_5
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_6
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_7
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_8
gdcm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_1_9

gdcmm::UIDs, [1216](#)
uid_1_2_840_10008_1_4_2_1
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_1_4_2_2
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_1_5_1
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_1_5_2
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_1_5_3
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_1_5_4
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_1_5_5
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_1_5_6
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_1_5_7
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_1_5_8
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_1_9
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_2_16_10
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_2_16_11
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_2_16_12
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_2_16_13
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_2_16_14
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_2_16_4
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_2_16_5
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_2_16_6
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_2_16_7
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_2_16_8
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_2_16_9
gdcmm::UIDs, [1222](#)
uid_1_2_840_10008_2_6_1
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_3_1_1_1
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_3_1_2_1_1
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_3_1_2_1_4
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_3_1_2_2_1

gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_3_1_2_3_1
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_3_1_2_3_2
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_3_1_2_3_3
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_3_1_2_3_4
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_3_1_2_3_5
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_3_1_2_5_1
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_3_1_2_5_4
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_3_1_2_5_5
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_3_1_2_6_1
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_4_2
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_5_1_1_1
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_5_1_1_14
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_5_1_1_15
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_5_1_1_16
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_5_1_1_16_376
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_5_1_1_17
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_5_1_1_17_376
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_5_1_1_18
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_5_1_1_18_1
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_5_1_1_2
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_5_1_1_22
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_5_1_1_23
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_5_1_1_24
gdcmm::UIDs, [1217](#)
uid_1_2_840_10008_5_1_1_24_1
gdcmm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_1_25
gdcmm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_1_26
gdcmm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_1_27

gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_1_29
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_1_30
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_1_31
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_1_32
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_1_33
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_1_4
 gdcmm::UIDs, [1217](#)
 uid_1_2_840_10008_5_1_1_40
 gdcmm::UIDs, [1222](#)
 uid_1_2_840_10008_5_1_1_40_1
 gdcmm::UIDs, [1222](#)
 uid_1_2_840_10008_5_1_1_4_1
 gdcmm::UIDs, [1217](#)
 uid_1_2_840_10008_5_1_1_4_2
 gdcmm::UIDs, [1217](#)
 uid_1_2_840_10008_5_1_1_9
 gdcmm::UIDs, [1217](#)
 uid_1_2_840_10008_5_1_1_9_1
 gdcmm::UIDs, [1217](#)
 uid_1_2_840_10008_5_1_4_1_1_1
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_4_1_1_10
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_4_1_1_104_1
 gdcmm::UIDs, [1219](#)
 uid_1_2_840_10008_5_1_4_1_1_104_2
 gdcmm::UIDs, [1220](#)
 uid_1_2_840_10008_5_1_4_1_1_104_3
 gdcmm::UIDs, [1223](#)
 uid_1_2_840_10008_5_1_4_1_1_11
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_4_1_1_11_1
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_4_1_1_11_10
 gdcmm::UIDs, [1222](#)
 uid_1_2_840_10008_5_1_4_1_1_11_11
 gdcmm::UIDs, [1222](#)
 uid_1_2_840_10008_5_1_4_1_1_11_2
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_4_1_1_11_3
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_4_1_1_11_4
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_4_1_1_11_5
 gdcmm::UIDs, [1222](#)
 uid_1_2_840_10008_5_1_4_1_1_11_6
 gdcmm::UIDs, [1222](#)
 uid_1_2_840_10008_5_1_4_1_1_11_7

gdcmm::UIDs, [1222](#)
 uid_1_2_840_10008_5_1_4_1_1_11_8
 gdcmm::UIDs, [1222](#)
 uid_1_2_840_10008_5_1_4_1_1_11_9
 gdcmm::UIDs, [1222](#)
 uid_1_2_840_10008_5_1_4_1_1_128
 gdcmm::UIDs, [1220](#)
 uid_1_2_840_10008_5_1_4_1_1_128_1
 gdcmm::UIDs, [1221](#)
 uid_1_2_840_10008_5_1_4_1_1_129
 gdcmm::UIDs, [1220](#)
 uid_1_2_840_10008_5_1_4_1_1_12_1
 gdcmm::UIDs, [1219](#)
 uid_1_2_840_10008_5_1_4_1_1_12_1_1
 gdcmm::UIDs, [1219](#)
 uid_1_2_840_10008_5_1_4_1_1_12_2
 gdcmm::UIDs, [1219](#)
 uid_1_2_840_10008_5_1_4_1_1_12_2_1
 gdcmm::UIDs, [1219](#)
 uid_1_2_840_10008_5_1_4_1_1_12_3
 gdcmm::UIDs, [1219](#)
 uid_1_2_840_10008_5_1_4_1_1_12_77
 gdcmm::UIDs, [1222](#)
 uid_1_2_840_10008_5_1_4_1_1_130
 gdcmm::UIDs, [1223](#)
 uid_1_2_840_10008_5_1_4_1_1_131
 gdcmm::UIDs, [1223](#)
 uid_1_2_840_10008_5_1_4_1_1_13_1_1
 gdcmm::UIDs, [1219](#)
 uid_1_2_840_10008_5_1_4_1_1_13_1_2
 gdcmm::UIDs, [1219](#)
 uid_1_2_840_10008_5_1_4_1_1_13_1_3
 gdcmm::UIDs, [1221](#)
 uid_1_2_840_10008_5_1_4_1_1_13_1_4
 gdcmm::UIDs, [1222](#)
 uid_1_2_840_10008_5_1_4_1_1_13_1_5
 gdcmm::UIDs, [1222](#)
 uid_1_2_840_10008_5_1_4_1_1_14_1
 gdcmm::UIDs, [1222](#)
 uid_1_2_840_10008_5_1_4_1_1_14_2
 gdcmm::UIDs, [1222](#)
 uid_1_2_840_10008_5_1_4_1_1_1_1
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_4_1_1_1_1_1
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_4_1_1_1_2
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_4_1_1_1_2_1
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_4_1_1_1_3
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_4_1_1_1_3_1
 gdcmm::UIDs, [1218](#)
 uid_1_2_840_10008_5_1_4_1_1_2

gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_20
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_200_1
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_200_2
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_200_3
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_200_4
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_200_5
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_200_6
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_2_1
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_2_2
gdcm::UIDs, [1221](#)
uid_1_2_840_10008_5_1_4_1_1_3
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_30
gdcm::UIDs, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_3_1
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_4
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_40
gdcm::UIDs, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_481_1
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_10
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_481_11
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_481_2
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_3
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_4
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_5
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_6
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_7
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_8
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_481_9
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_1_4_1
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_4_2

gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_4_3
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_1_1_4_4
gdcm::UIDs, [1221](#)
uid_1_2_840_10008_5_1_4_1_1_5
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_501_1
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_501_2_1
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_501_2_2
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_501_3
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_501_4
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_1_1_501_5
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_1_1_501_6
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_1_1_6
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_601_1
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_1_1_601_2
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_1_1_66
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_66_1
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_66_2
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_66_3
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_66_4
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_66_5
gdcm::UIDs, [1221](#)
uid_1_2_840_10008_5_1_4_1_1_66_6
gdcm::UIDs, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_67
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_68_1
gdcm::UIDs, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_68_2
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_6_1
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_6_2
gdcm::UIDs, [1221](#)
uid_1_2_840_10008_5_1_4_1_1_7
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_77_1

gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_1
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_1_1
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_2
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_2_1
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_3
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_4
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_4_1
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_1
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_2
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_3
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_4
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_5
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_6
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_7
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_5_8
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_77_1_6
gdcm::UIDs, [1221](#)
uid_1_2_840_10008_5_1_4_1_1_77_2
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_78_1
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_78_2
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_78_3
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_78_4
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_78_5
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_78_6
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_78_7
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_78_8
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_79_1
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_7_1

gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_7_2
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_7_3
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_7_4
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_8
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_80_1
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_81_1
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_82_1
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_88_1
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_88_11
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_88_2
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_88_22
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_88_3
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_88_33
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_88_34
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_88_35
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_88_4
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_88_40
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_88_50
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_88_59
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_88_65
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_88_67
gdcm::UIDs, [1219](#)
uid_1_2_840_10008_5_1_4_1_1_88_68
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_88_69
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_88_70
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_88_71
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_88_72
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_88_73

gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_88_74
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_88_75
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_9
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_90_1
gdcm::UIDs, [1223](#)
uid_1_2_840_10008_5_1_4_1_1_9_1
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_9_1_1
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_9_1_2
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_9_1_3
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_9_2_1
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_9_3_1
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_9_4_1
gdcm::UIDs, [1218](#)
uid_1_2_840_10008_5_1_4_1_1_9_4_2
gdcm::UIDs, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_9_5_1
gdcm::UIDs, [1222](#)
uid_1_2_840_10008_5_1_4_1_1_9_6_1
gdcm::UIDs, [1222](#)
uid_1_2_840_10008_5_1_4_1_2_1_1
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_2_1_2
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_2_1_3
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_2_2_1
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_2_2_2
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_2_2_3
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_2_3_1
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_2_3_2
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_2_3_3
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_1_2_4_2
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_1_2_4_3
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_1_2_5_3
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_20_1

gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_20_2
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_20_3
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_31
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_32
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_32_1
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_32_2
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_32_3
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_33
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_34_1
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_34_10
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_34_2
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_34_3
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_34_4
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_34_4_1
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_34_4_2
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_34_4_3
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_34_4_4
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_34_5
gdcm::UIDs, [1220](#)
uid_1_2_840_10008_5_1_4_34_5_1
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_34_6
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_34_6_1
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_34_6_2
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_34_6_3
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_34_6_4
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_34_7
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_34_8
gdcm::UIDs, [1224](#)
uid_1_2_840_10008_5_1_4_34_9

- gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_37_1
 - gdcmm::UIDs, [1220](#)
- uid_1_2_840_10008_5_1_4_37_2
 - gdcmm::UIDs, [1220](#)
- uid_1_2_840_10008_5_1_4_37_3
 - gdcmm::UIDs, [1220](#)
- uid_1_2_840_10008_5_1_4_38_1
 - gdcmm::UIDs, [1220](#)
- uid_1_2_840_10008_5_1_4_38_2
 - gdcmm::UIDs, [1220](#)
- uid_1_2_840_10008_5_1_4_38_3
 - gdcmm::UIDs, [1220](#)
- uid_1_2_840_10008_5_1_4_38_4
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_39_1
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_39_2
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_39_3
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_39_4
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_41
 - gdcmm::UIDs, [1220](#)
- uid_1_2_840_10008_5_1_4_42
 - gdcmm::UIDs, [1220](#)
- uid_1_2_840_10008_5_1_4_43_1
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_43_2
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_43_3
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_43_4
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_44_1
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_44_2
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_44_3
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_44_4
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_45_1
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_45_2
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_45_3
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_5_1_4_45_4
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_7_1_1
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_7_1_2
 - gdcmm::UIDs, [1224](#)
- uid_1_2_840_10008_8_1_1
 - gdcmm::UIDs, [1224](#)
- UIDGenerator
 - gdcmm::UIDGenerator, [1187](#)
- UINT12
 - gdcmm::PixelFormat, [826](#)
- UINT16
 - gdcmm::PixelFormat, [826](#)
- UINT32
 - gdcmm::PixelFormat, [826](#)
- UINT64
 - gdcmm::PixelFormat, [826](#)
- UINT8
 - gdcmm::PixelFormat, [826](#)
- UL
 - gdcmm::VR, [1329](#)
- ULAction
 - gdcmm::network::ULAction, [1228](#), [1229](#)
- ULActionAE6
 - gdcmm::network::ULConnection, [1275](#)
- ULBasicCallback
 - gdcmm::network::ULBasicCallback, [1268](#)
- ULConnection
 - gdcmm::network::ULConnection, [1271](#)
- ULConnectionCallback
 - gdcmm::network::ULConnectionCallback, [1276](#)
- ULConnectionInfo
 - gdcmm::network::ULConnectionInfo, [1278](#)
- ULConnectionManager
 - gdcmm::network::ULConnection, [1275](#)
 - gdcmm::network::ULConnectionManager, [1282](#)
- ULEvent
 - gdcmm::network::ULEvent, [1288](#), [1289](#)
- ULTransitionTable
 - gdcmm::network::ULTransitionTable, [1291](#)
- UltrasoundImageStorage
 - gdcmm::MediaStorage, [693](#)
 - gdcmm::UIDs, [1209](#)
- UltrasoundImageStorageRetired
 - gdcmm::MediaStorage, [693](#)
 - gdcmm::UIDs, [1209](#)
- UltrasoundMultiFrameImageStorage
 - gdcmm::MediaStorage, [693](#)
- UltrasoundMultiframeImageStorage
 - gdcmm::UIDs, [1208](#)
- UltrasoundMultiFrameImageStorageRetired
 - gdcmm::MediaStorage, [693](#)
- UltrasoundMultiframeImageStorageRetired
 - gdcmm::UIDs, [1208](#)
- ULWritingCallback
 - gdcmm::network::ULWritingCallback, [1293](#)
- UN
 - gdcmm::VR, [1329](#)

- UndefinedEntityError
 - gdcm::Parser, 796
- underline
 - gdcm::terminal, 86
- UnexpectedStateError
 - gdcm::Parser, 796
- UnifiedProcedureStepEventSOPClass
 - gdcm::UIDs, 1211
- UnifiedProcedureStepEventSOPClass1
 - gdcm::UIDs, 1215
- UnifiedProcedureStepPullSOPClass
 - gdcm::UIDs, 1211
- UnifiedProcedureStepPullSOPClass1
 - gdcm::UIDs, 1214
- UnifiedProcedureStepPushSOPClass
 - gdcm::UIDs, 1211
- UnifiedProcedureStepPushSOPClass1
 - gdcm::UIDs, 1214
- UnifiedProcedureStepWatchSOPClass
 - gdcm::UIDs, 1211
- UnifiedProcedureStepWatchSOPClass1
 - gdcm::UIDs, 1214
- UnifiedWorklistandProcedureStepServiceClass
 - gdcm::UIDs, 1211
- UnifiedWorklistandProcedureStepServiceClass1
 - gdcm::UIDs, 1214
- UnifiedWorklistandProcedureStepSOPInstance
 - gdcm::UIDs, 1211
- UnInstallPipeline
 - vtkImageColorViewer, 1417
- UniversalCoordinatedTime
 - gdcm::UIDs, 1215
- UNKNOWN
 - gdcm::CSAHeader, 297
 - gdcm::EquipmentManufacturer, 445
 - gdcm::LookupTable, 672
 - gdcm::Orientation, 778
 - gdcm::PhotometricInterpretation, 822
 - gdcm::PixelFormat, 826
 - gdcm::Spacing, 1046
 - gdcm::Surface, 1102
 - gdcm::Type, 1184
- Unknown
 - gdcm::SwapCode, 1125
 - gdcm::TransferSyntax, 1174
- Unpack
 - gdcm::Unpacker12Bits, 1300
- UnRegister
 - gdcm::Object, 766
- UnusedBitsPresentInPixelData
 - gdcm::Bitmap, 210
 - gdcm::Pixmap, 838
- Update
 - gdcm::Curve, 317
 - gdcm::Overlay, 790
- UpdateDisplayExtent
 - vtkImageColorViewer, 1417
- UpdateOrientation
 - vtkImageColorViewer, 1417
- UpdatePosition
 - gdcm::ByteBuffer, 221
- UPSFilteredGlobalSubscriptionSOPInstance
 - gdcm::UIDs, 1214
- UR
 - gdcm::VR, 1329
- URComp
 - gdcm, 61
- URI
 - gdcm::MediaStorage, 696
- US
 - gdcm::VR, 1329
- US_OW
 - gdcm::VR, 1329
- US_SS
 - gdcm::VR, 1329
- US_SS_OW
 - gdcm::VR, 1329
- Usage
 - gdcm::Usage, 1302
- UsageType
 - gdcm::Usage, 1301
- UseDictAlways
 - gdcm::PythonFilter, 898
 - gdcm::StringFilter, 1094
- UseGrayscaleSecondaryImageStorage
 - gdcm::EmptyMaskGenerator, 437
- UseOriginalSOPClassUID
 - gdcm::EmptyMaskGenerator, 437
- UserInformation
 - gdcm::network::UserInformation, 1304
- UserOption
 - gdcm::Usage, 1301
- UserOrdering
 - gdcm::SerieHelper, 1006
- UT
 - gdcm::VR, 1329
- UTComp
 - gdcm, 61
- UV
 - gdcm::VR, 1329
- V
 - gdcm::Validate, 1309
- Valid
 - gdcm::Preamble, 858
- Validate
 - gdcm::PixelFormat, 832
 - gdcm::Validate, 1308

- ValidateQuery
 - gdcmm::BaseQuery, [184](#)
 - gdcmm::BaseRootQuery, [189](#)
 - gdcmm::FindPatientRootQuery, [515](#)
 - gdcmm::FindStudyRootQuery, [518](#)
 - gdcmm::ModalityPerformedProcedureStepCreateQuery, [714](#)
 - gdcmm::ModalityPerformedProcedureStepSetQuery, [717](#)
 - gdcmm::MovePatientRootQuery, [731](#)
 - gdcmm::MoveStudyRootQuery, [734](#)
 - gdcmm::WLMFindQuery, [1457](#)
- Validation
 - gdcmm::Validate, [1309](#)
- ValidDataSet
 - gdcmm::BaseQuery, [184](#)
- Value
 - gdcmm::Value, [1311](#)
- value
 - gdcmm::SerieHelper, [1007](#)
 - gdcmm::STATIC_ASSERTION_FAILURE< true >, [1052](#)
- value_type
 - gdcmm::CodeString, [263](#)
 - gdcmm::LO, [668](#)
 - gdcmm::String< TDelimiter, TMaxLength, TPadChar >, [1087](#)
- ValueField
 - gdcmm::DataElement, [331](#)
 - gdcmm::PDBelement, [805](#)
- ValueLengthField
 - gdcmm::DataElement, [331](#)
- ValueMultiplicityField
 - gdcmm::CSAElement, [295](#)
- ValuePtr
 - gdcmm::DataElement, [321](#)
- ValueType
 - gdcmm::Scanner, [946](#)
 - gdcmm::Scanner2, [956](#)
 - gdcmm::StrictScanner, [1067](#)
 - gdcmm::StrictScanner2, [1077](#)
- VERBOSE_STYLE
 - gdcmm::Printer, [879](#)
- VerificationSOPClass
 - gdcmm::UIDs, [1206](#)
- Verify
 - gdcmm::Defs, [360](#)
 - gdcmm::Macro, [682](#)
 - gdcmm::Module, [721](#)
- Version
 - gdcmm::Version, [1315](#)
- VERTEX
 - gdcmm::MeshPrimitive, [709](#)
- Video
 - gdcmm::MediaStorage, [696](#)
- VideoEndoscopicImageStorage
 - gdcmm::MediaStorage, [695](#)
 - gdcmm::UIDs, [1209](#)
- VideoMicroscopicImageStorage
 - gdcmm::MediaStorage, [695](#)
 - gdcmm::UIDs, [1209](#)
- VideoPhotographicImageStorage
 - gdcmm::MediaStorage, [695](#)
 - gdcmm::UIDs, [1210](#)
- VIEWType
 - gdcmm::Surface, [1102](#)
- VIEWType_END
 - gdcmm::Surface, [1102](#)
- VisualAcuityMeasurementsStorage
 - gdcmm::UIDs, [1213](#)
- VL
 - gdcmm::VL, [1318](#)
- VL16
 - gdcmm::VR, [1329](#)
- VL32
 - gdcmm::VR, [1329](#)
- VLEndoscopicImageStorage
 - gdcmm::MediaStorage, [695](#)
 - gdcmm::UIDs, [1209](#)
- VLImageStorageTrialRetired
 - gdcmm::UIDs, [1209](#)
- VLMicroscopicImageStorage
 - gdcmm::MediaStorage, [695](#)
 - gdcmm::UIDs, [1209](#)
- VLMultiframeImageStorageTrialRetired
 - gdcmm::UIDs, [1209](#)
- VLPhotographicImageStorage
 - gdcmm::MediaStorage, [695](#)
 - gdcmm::UIDs, [1210](#)
- VLSlideCoordinatesMicroscopicImageStorage
 - gdcmm::UIDs, [1210](#)
- VLWholeSlideMicroscopyImageStorage
 - gdcmm::MediaStorage, [695](#)
 - gdcmm::UIDs, [1212](#)
- VM
 - gdcmm::VM, [1324](#)
- VM0
 - gdcmm::VM, [1323](#)
- VM1
 - gdcmm::VM, [1323](#)
- VM10
 - gdcmm::VM, [1323](#)
- VM12
 - gdcmm::VM, [1323](#)
- VM16
 - gdcmm::VM, [1323](#)
- VM18
 - gdcmm::VM, [1323](#)

- VM1_2
 - gdcm::VM, [1323](#)
- VM1_3
 - gdcm::VM, [1323](#)
- VM1_32
 - gdcm::VM, [1323](#)
- VM1_4
 - gdcm::VM, [1323](#)
- VM1_5
 - gdcm::VM, [1323](#)
- VM1_8
 - gdcm::VM, [1323](#)
- VM1_99
 - gdcm::VM, [1323](#)
- VM1_n
 - gdcm::VM, [1323](#)
- VM2
 - gdcm::VM, [1323](#)
- VM24
 - gdcm::VM, [1323](#)
- VM256
 - gdcm::VM, [1323](#)
- VM28
 - gdcm::VM, [1323](#)
- VM2_2n
 - gdcm::VM, [1323](#)
- VM2_n
 - gdcm::VM, [1323](#)
- VM3
 - gdcm::VM, [1323](#)
- VM30_30n
 - gdcm::VM, [1323](#)
- VM32
 - gdcm::VM, [1323](#)
- VM35
 - gdcm::VM, [1323](#)
- VM3_3n
 - gdcm::VM, [1323](#)
- VM3_4
 - gdcm::VM, [1323](#)
- VM3_n
 - gdcm::VM, [1323](#)
- VM4
 - gdcm::VM, [1323](#)
- VM47_47n
 - gdcm::VM, [1323](#)
- VM4_4n
 - gdcm::VM, [1323](#)
- VM5
 - gdcm::VM, [1323](#)
- VM6
 - gdcm::VM, [1323](#)
- VM6_6n
 - gdcm::VM, [1323](#)
- VM6_n
 - gdcm::VM, [1323](#)
- VM7_7n
 - gdcm::VM, [1323](#)
- VM8
 - gdcm::VM, [1323](#)
- VM9
 - gdcm::VM, [1323](#)
- VM99
 - gdcm::VM, [1323](#)
- VM_END
 - gdcm::VM, [1323](#)
- VMType
 - gdcm::Attribute< Group, Element, TVR, TVM >, [140](#)
 - gdcm::Attribute< Group, Element, TVR, VM::VM1 >, [149](#)
 - gdcm::VM, [1323](#)
- VOILUTBoxSOPClass
 - gdcm::UIDs, [1208](#)
- VolumeRenderingVolumetricPresentationStateStorage
 - gdcm::UIDs, [1213](#)
- VR
 - gdcm::VR, [1329](#)
- VR_END
 - gdcm::VR, [1329](#)
- VR_VM1
 - gdcm::VR, [1329](#)
- VRALL
 - gdcm::VR, [1329](#)
- VRASCII
 - gdcm::VR, [1329](#)
- VRBINARY
 - gdcm, [78](#)
 - gdcm::VR, [1329](#)
- VRField
 - gdcm::CSAElement, [295](#)
 - gdcm::DataElement, [331](#)
- VRType
 - gdcm::VR, [1328](#)
- VRTypeTemplateCase
 - gdcmVR.h, [1746](#)
- VT100
 - gdcm::terminal, [86](#)
- VTK_CMYK
 - vtkGDCMImageReader.h, [1754](#)
 - vtkGDCMImageReader2.h, [1755](#)
- VTK_INVERSE_LUMINANCE
 - vtkGDCMImageReader.h, [1754](#)
 - vtkGDCMImageReader2.h, [1755](#)
- VTK_LEGACY
 - vtkImageColorViewer, [1417](#), [1418](#)
- VTK_LOOKUP_TABLE
 - vtkGDCMImageReader.h, [1754](#)
 - vtkGDCMImageReader2.h, [1755](#)

- VTK_YBR
 - vtkGDCMImageReader.h, 1754
 - vtkGDCMImageReader2.h, 1755
- vtkBooleanMacro
 - vtkGDCMImageReader, 1344, 1345
 - vtkGDCMImageReader2, 1359, 1360
 - vtkGDCMImageWriter, 1372
 - vtkGDCMThreadedImageReader, 1397
 - vtkGDCMThreadedImageReader2, 1402
 - vtkImageColorViewer, 1418
 - vtkImageMapToColors16, 1425
- vtkGDCMImageReader, 1338
 - ~vtkGDCMImageReader, 1341
 - ApplyInverseVideo, 1349
 - ApplyLookupTable, 1350
 - ApplyPlanarConfiguration, 1350
 - ApplyShiftScale, 1350
 - ApplyYBRToRGB, 1350
 - CanReadFile, 1341
 - Curve, 1350
 - DirectionCosines, 1350
 - ExecuteData, 1341
 - ExecuteInformation, 1342
 - FileNames, 1350
 - FillMedicalImageInformation, 1342
 - ForceRescale, 1351
 - GetDescriptiveName, 1342
 - GetFileExtensions, 1342
 - GetIconImage, 1342
 - GetOverlay, 1342
 - IconDataScalarType, 1351
 - IconImageDataExtent, 1351
 - IconNumberOfScalarComponents, 1351
 - ImageFormat, 1351
 - ImageOrientationPatient, 1351
 - ImagePositionPatient, 1351
 - LoadIconImage, 1352
 - LoadOverlays, 1352
 - LoadSingleFile, 1342
 - LossyFlag, 1352
 - MedicalImageProperties, 1352
 - New, 1343
 - NumberOfIconImages, 1352
 - NumberOfOverlays, 1352
 - PlanarConfiguration, 1352
 - PrintSelf, 1343
 - RequestDataCompat, 1343
 - RequestInformationCompat, 1343
 - Scale, 1353
 - SetCurve, 1343
 - SetFileNames, 1344
 - SetFilePattern, 1344
 - SetFilePrefix, 1344
 - SetMedicalImageProperties, 1344
 - Shift, 1353
 - vtkBooleanMacro, 1344, 1345
 - vtkGDCMImageReader, 1341
 - vtkGDCMMedicalImageProperties, 1379
 - vtkGetMacro, 1345–1347
 - vtkGetObjectMacro, 1347
 - vtkGetStringMacro, 1348
 - vtkGetVector3Macro, 1348
 - vtkGetVector6Macro, 1348
 - vtkSetMacro, 1348, 1349
 - vtkSetVector6Macro, 1349
 - vtkTypeMacro, 1349
- vtkGDCMImageReader.h, 1753
 - VTK_CMYK, 1754
 - VTK_INVERSE_LUMINANCE, 1754
 - VTK_LOOKUP_TABLE, 1754
 - VTK_YBR, 1754
- vtkGDCMImageReader2, 1353
 - ~vtkGDCMImageReader2, 1356
 - ApplyInverseVideo, 1364
 - ApplyLookupTable, 1364
 - ApplyPlanarConfiguration, 1364
 - ApplyShiftScale, 1365
 - ApplyYBRToRGB, 1365
 - CanReadFile, 1356
 - Curve, 1365
 - DirectionCosines, 1365
 - FillMedicalImageInformation, 1356
 - ForceRescale, 1365
 - GetDescriptiveName, 1356
 - GetFileExtensions, 1356
 - GetIconImage, 1357
 - GetIconImagePort, 1357
 - GetOverlay, 1357
 - GetOverlayPort, 1357
 - IconDataScalarType, 1365
 - IconImageDataExtent, 1365
 - IconNumberOfScalarComponents, 1366
 - ImageFormat, 1366
 - ImageOrientationPatient, 1366
 - ImagePositionPatient, 1366
 - LoadIconImage, 1366
 - LoadOverlays, 1366
 - LoadSingleFile, 1357
 - LossyFlag, 1366
 - New, 1357
 - NumberOfIconImages, 1367
 - NumberOfOverlays, 1367
 - PlanarConfiguration, 1367
 - PrintSelf, 1358
 - ProcessRequest, 1358
 - RequestData, 1358
 - RequestDataCompat, 1358
 - RequestInformation, 1358

- RequestInformationCompat, [1359](#)
- Scale, [1367](#)
- SetCurve, [1359](#)
- SetFilePattern, [1359](#)
- SetFilePrefix, [1359](#)
- SetMedicalImageProperties, [1359](#)
- Shift, [1367](#)
- vtkBooleanMacro, [1359](#), [1360](#)
- vtkGDCMImageReader2, [1356](#)
- vtkGDCMMedicalImageProperties, [1380](#)
- vtkGetMacro, [1360](#)–[1362](#)
- vtkGetObjectMacro, [1362](#)
- vtkGetStringMacro, [1362](#), [1363](#)
- vtkGetVector3Macro, [1363](#)
- vtkGetVector6Macro, [1363](#)
- vtkSetMacro, [1363](#), [1364](#)
- vtkSetVector6Macro, [1364](#)
- vtkTypeMacro, [1364](#)
- vtkGDCMImageReader2.h, [1754](#)
 - VTK_CMYK, [1755](#)
 - VTK_INVERSE_LUMINANCE, [1755](#)
 - VTK_LOOKUP_TABLE, [1755](#)
 - VTK_YBR, [1755](#)
- vtkGDCMImageWriter, [1368](#)
 - ~vtkGDCMImageWriter, [1370](#)
 - CompressionTypes, [1370](#)
 - GetDescriptiveName, [1370](#)
 - GetFileExtensions, [1371](#)
 - GetFileName, [1371](#)
 - JPEG2000_COMPRESSION, [1370](#)
 - JPEG_COMPRESSION, [1370](#)
 - JPEGLS_COMPRESSION, [1370](#)
 - New, [1371](#)
 - NO_COMPRESSION, [1370](#)
 - PrintSelf, [1371](#)
 - RLE_COMPRESSION, [1370](#)
 - SetDirectionCosines, [1371](#)
 - SetDirectionCosinesFromImageOrientationPatient, [1371](#)
 - SetFileNames, [1372](#)
 - SetMedicalImageProperties, [1372](#)
 - vtkBooleanMacro, [1372](#)
 - vtkGDCMImageWriter, [1370](#)
 - vtkGDCMMedicalImageProperties, [1380](#)
 - vtkGetMacro, [1372](#), [1373](#)
 - vtkGetObjectMacro, [1374](#)
 - vtkGetStringMacro, [1374](#)
 - vtkSetMacro, [1374](#), [1375](#)
 - vtkSetStringMacro, [1376](#)
 - vtkTypeMacro, [1376](#)
 - Write, [1376](#)
 - WriteGDCMData, [1376](#)
 - WriteSlice, [1377](#)
- vtkGDCMImageWriter.h, [1756](#)
- vtkGDCMMedicalImageProperties, [1377](#)
 - ~vtkGDCMMedicalImageProperties, [1378](#)
 - Clear, [1378](#)
 - GetFile, [1379](#)
 - New, [1379](#)
 - PrintSelf, [1379](#)
 - PushBackFile, [1379](#)
 - vtkGDCMImageReader, [1379](#)
 - vtkGDCMImageReader2, [1380](#)
 - vtkGDCMImageWriter, [1380](#)
 - vtkGDCMMedicalImageProperties, [1378](#)
 - vtkTypeMacro, [1379](#)
- vtkGDCMMedicalImageProperties.h, [1756](#)
- vtkGDCMPolyDataReader, [1380](#)
 - ~vtkGDCMPolyDataReader, [1382](#)
 - FileName, [1385](#)
 - FillMedicalImageInformation, [1382](#)
 - MedicalImageProperties, [1385](#)
 - New, [1382](#)
 - PrintSelf, [1382](#)
 - RequestData, [1383](#)
 - RequestData_HemodynamicWaveformStorage, [1383](#)
 - RequestData_RTStructureSetStorage, [1383](#)
 - RequestInformation, [1383](#)
 - RequestInformation_HemodynamicWaveformStorage, [1383](#)
 - RequestInformation_RTStructureSetStorage, [1383](#)
 - RTStructSetProperties, [1385](#)
 - vtkGDCMPolyDataReader, [1382](#)
 - vtkGetObjectMacro, [1384](#)
 - vtkGetStringMacro, [1384](#)
 - vtkSetStringMacro, [1384](#)
 - vtkTypeMacro, [1384](#)
- vtkGDCMPolyDataReader.h, [1757](#)
- vtkGDCMPolyDataWriter, [1385](#)
 - ~vtkGDCMPolyDataWriter, [1387](#)
 - InitializeRTStructSet, [1387](#)
 - MedicalImageProperties, [1389](#)
 - New, [1387](#)
 - PrintSelf, [1388](#)
 - RTStructSetProperties, [1390](#)
 - SetMedicalImageProperties, [1388](#)
 - SetNumberOfInputPorts, [1388](#)
 - SetRTStructSetProperties, [1388](#)
 - vtkGDCMPolyDataWriter, [1387](#)
 - vtkTypeMacro, [1389](#)
 - WriteData, [1389](#)
 - WriteRTSTRUCTData, [1389](#)
 - WriteRTSTRUCTInfo, [1389](#)
- vtkGDCMPolyDataWriter.h, [1757](#)
- vtkGDCMTesting, [1390](#)
 - ~vtkGDCMTesting, [1392](#)
 - GetGDCMDataRoot, [1392](#)

- GetMD5MetaImage, 1392
- GetMHDMD5FromFile, 1392
- GetNumberOfMD5MetaImages, 1392
- GetRAWMD5FromFile, 1393
- GetVTKDataRoot, 1393
- MD5MetaImagesType, 1391
- New, 1393
- PrintSelf, 1393
- vtkGDCMTesting, 1391
- vtkTypeMacro, 1393
- vtkGDCMTesting.h, 1758
- vtkGDCMThreadedImageReader, 1394
 - ~vtkGDCMThreadedImageReader, 1396
 - ExecuteData, 1396
 - ExecuteInformation, 1396
 - New, 1396
 - PrintSelf, 1396
 - ReadFiles, 1396
 - RequestDataCompat, 1397
 - vtkBooleanMacro, 1397
 - vtkGDCMThreadedImageReader, 1395
 - vtkGetMacro, 1397
 - vtkSetMacro, 1397
 - vtkTypeMacro, 1398
- vtkGDCMThreadedImageReader.h, 1758
- vtkGDCMThreadedImageReader2, 1398
 - ~vtkGDCMThreadedImageReader2, 1400
 - GetFileName, 1400
 - New, 1400
 - PrintSelf, 1400
 - RequestInformation, 1401
 - SetFileName, 1401
 - SetFileNames, 1401
 - SplitExtent, 1401
 - ThreadedRequestData, 1401
 - vtkBooleanMacro, 1402
 - vtkGDCMThreadedImageReader2, 1400
 - vtkGetMacro, 1402, 1403
 - vtkGetObjectMacro, 1404
 - vtkGetVector3Macro, 1404
 - vtkGetVector6Macro, 1404
 - vtkSetMacro, 1404, 1405
 - vtkSetVector3Macro, 1405, 1406
 - vtkSetVector6Macro, 1406
 - vtkTypeMacro, 1406
- vtkGDCMThreadedImageReader2.h, 1759
- vtkGetMacro
 - vtkGDCMImageReader, 1345–1347
 - vtkGDCMImageReader2, 1360–1362
 - vtkGDCMImageWriter, 1372, 1373
 - vtkGDCMThreadedImageReader, 1397
 - vtkGDCMThreadedImageReader2, 1402, 1403
 - vtkImageColorViewer, 1418
 - vtkImageMapToColors16, 1426
 - vtkImageMapToWindowLevelColors2, 1430, 1431
- vtkGetObjectMacro
 - vtkGDCMImageReader, 1347
 - vtkGDCMImageReader2, 1362
 - vtkGDCMImageWriter, 1374
 - vtkGDCMPolyDataReader, 1384
 - vtkGDCMThreadedImageReader2, 1404
 - vtkImageColorViewer, 1418, 1419
 - vtkImageMapToColors16, 1426
- vtkGetStringMacro
 - vtkGDCMImageReader, 1348
 - vtkGDCMImageReader2, 1362, 1363
 - vtkGDCMImageWriter, 1374
 - vtkGDCMPolyDataReader, 1384
 - vtkRTStructSetProperties, 1450, 1451
- vtkGetVector3Macro
 - vtkGDCMImageReader, 1348
 - vtkGDCMImageReader2, 1363
 - vtkGDCMThreadedImageReader2, 1404
- vtkGetVector6Macro
 - vtkGDCMImageReader, 1348
 - vtkGDCMImageReader2, 1363
 - vtkGDCMThreadedImageReader2, 1404
- vtkImageColorViewer, 1407
 - ~vtkImageColorViewer, 1410
 - AddInput, 1410
 - AddInputConnection, 1410
 - FirstRender, 1420
 - GetColorLevel, 1410
 - GetColorWindow, 1411
 - GetInput, 1411
 - GetOffScreenRendering, 1411
 - GetOverlayVisibility, 1411
 - GetPosition, 1411
 - GetSize, 1411
 - GetSliceMax, 1411
 - GetSliceMin, 1412
 - GetSliceRange, 1412
 - GetWindowName, 1412
 - ImageActor, 1420
 - InstallPipeline, 1412
 - Interactor, 1420
 - InteractorStyle, 1420
 - New, 1412
 - OverlayImageActor, 1420
 - PrintSelf, 1413
 - Render, 1413
 - Renderer, 1420
 - RenderWindow, 1421
 - SetColorLevel, 1413
 - SetColorWindow, 1413
 - SetDisplayId, 1413
 - SetInput, 1414
 - SetInputConnection, 1414

- SetOffScreenRendering, [1414](#)
- SetOverlayVisibility, [1414](#)
- SetParentId, [1414](#)
- SetPosition, [1414](#), [1415](#)
- SetRenderer, [1415](#)
- SetRenderWindow, [1415](#)
- SetSize, [1415](#)
- SetSlice, [1416](#)
- SetSliceOrientation, [1416](#)
- SetSliceOrientationToXY, [1416](#)
- SetSliceOrientationToXZ, [1416](#)
- SetSliceOrientationToYZ, [1416](#)
- SetupInteractor, [1416](#)
- SetWindowId, [1417](#)
- Slice, [1421](#)
- SLICE_ORIENTATION_XY, [1410](#)
- SLICE_ORIENTATION_XZ, [1410](#)
- SLICE_ORIENTATION_YZ, [1410](#)
- SliceOrientation, [1421](#)
- UnInstallPipeline, [1417](#)
- UpdateDisplayExtent, [1417](#)
- UpdateOrientation, [1417](#)
- VTK_LEGACY, [1417](#), [1418](#)
- vtkBooleanMacro, [1418](#)
- vtkGetMacro, [1418](#)
- vtkGetObjectMacro, [1418](#), [1419](#)
- vtkImageColorViewer, [1410](#)
- vtkImageColorViewerCallback, [1420](#)
- vtkTypeMacro, [1419](#)
- WindowLevel, [1421](#)
- vtkImageColorViewer.h, [1759](#)
- vtkImageColorViewerCallback
 - vtkImageColorViewer, [1420](#)
- vtkImageMapToColors16, [1422](#)
 - ~vtkImageMapToColors16, [1423](#)
 - ActiveComponent, [1427](#)
 - DataWasPassed, [1427](#)
 - GetMTime, [1424](#)
 - LookupTable, [1427](#)
 - New, [1424](#)
 - OutputFormat, [1427](#)
 - PassAlphaToOutput, [1428](#)
 - PrintSelf, [1424](#)
 - RequestData, [1424](#)
 - RequestInformation, [1424](#)
 - SetLookupTable, [1424](#)
 - SetOutputFormatToLuminance, [1425](#)
 - SetOutputFormatToLuminanceAlpha, [1425](#)
 - SetOutputFormatToRGB, [1425](#)
 - SetOutputFormatToRGBA, [1425](#)
 - ThreadedRequestData, [1425](#)
 - vtkBooleanMacro, [1425](#)
 - vtkGetMacro, [1426](#)
 - vtkGetObjectMacro, [1426](#)
 - vtkImageMapToColors16, [1423](#)
 - vtkSetMacro, [1426](#), [1427](#)
 - vtkTypeMacro, [1427](#)
- vtkImageMapToColors16.h, [1760](#)
- vtkImageMapToWindowLevelColors2, [1428](#)
 - ~vtkImageMapToWindowLevelColors2, [1429](#)
 - Level, [1431](#)
 - New, [1430](#)
 - PrintSelf, [1430](#)
 - RequestData, [1430](#)
 - RequestInformation, [1430](#)
 - ThreadedRequestData, [1430](#)
 - vtkGetMacro, [1430](#), [1431](#)
 - vtkImageMapToWindowLevelColors2, [1429](#)
 - vtkSetMacro, [1431](#)
 - vtkTypeMacro, [1431](#)
 - Window, [1432](#)
- vtkImageMapToWindowLevelColors2.h, [1760](#)
- vtkImagePlanarComponentsToComponents, [1432](#)
 - ~vtkImagePlanarComponentsToComponents, [1433](#)
 - New, [1433](#)
 - PrintSelf, [1433](#)
 - RequestData, [1434](#)
 - vtkImagePlanarComponentsToComponents, [1433](#)
 - vtkTypeMacro, [1434](#)
- vtkImagePlanarComponentsToComponents.h, [1761](#)
- vtkImageRGBToYBR, [1434](#)
 - ~vtkImageRGBToYBR, [1435](#)
 - New, [1436](#)
 - PrintSelf, [1436](#)
 - ThreadedExecute, [1436](#)
 - vtkImageRGBToYBR, [1435](#)
 - vtkTypeMacro, [1436](#)
- vtkImageRGBToYBR.h, [1761](#)
- vtkImageYBRToRGB, [1437](#)
 - ~vtkImageYBRToRGB, [1438](#)
 - New, [1438](#)
 - PrintSelf, [1438](#)
 - ThreadedExecute, [1438](#)
 - vtkImageYBRToRGB, [1438](#)
 - vtkTypeMacro, [1439](#)
- vtkImageYBRToRGB.h, [1762](#)
- vtkLookupTable16, [1439](#)
 - ~vtkLookupTable16, [1441](#)
 - Build, [1441](#)
 - GetPointer, [1441](#)
 - MapScalarsThroughTable2, [1441](#)
 - New, [1441](#)
 - PrintSelf, [1442](#)
 - SetNumberOfTableValues, [1442](#)
 - Table16, [1442](#)
 - vtkLookupTable16, [1440](#)
 - vtkTypeMacro, [1442](#)
 - WritePointer, [1442](#)

- vtkLookupTable16.h, 1762
- vtkRTStructSetProperties, 1443
 - ~vtkRTStructSetProperties, 1445
 - AddContourReferencedFrameOfReference, 1445
 - AddReferencedFrameOfReference, 1446
 - AddStructureSetROI, 1446
 - AddStructureSetROIObservation, 1446
 - Clear, 1446
 - DeepCopy, 1446
 - GetContourReferencedFrameOfReferenceClassUID, 1447
 - GetContourReferencedFrameOfReferenceInstanceUID, 1447
 - GetNumberOfContourReferencedFrameOfReferences, 1447
 - GetNumberOfReferencedFrameOfReferences, 1447
 - GetNumberOfStructureSetROIs, 1447
 - GetReferencedFrameOfReferenceClassUID, 1448
 - GetReferencedFrameOfReferenceInstanceUID, 1448
 - GetStructureSetObservationNumber, 1448
 - GetStructureSetROIDescription, 1448
 - GetStructureSetROIGenerationAlgorithm, 1448
 - GetStructureSetROIName, 1448
 - GetStructureSetROINumber, 1449
 - GetStructureSetROIObservationLabel, 1449
 - GetStructureSetROIRefFrameRefUID, 1449
 - GetStructureSetRTROIInterpretedType, 1449
 - Internals, 1453
 - New, 1449
 - PrintSelf, 1449
 - ReferenceFrameOfReferenceUID, 1453
 - ReferenceSeriesInstanceUID, 1453
 - SeriesInstanceUID, 1453
 - SOPInstanceUID, 1453
 - StructureSetDate, 1454
 - StructureSetLabel, 1454
 - StructureSetName, 1454
 - StructureSetTime, 1454
 - StudyInstanceUID, 1454
 - vtkGetStringMacro, 1450, 1451
 - vtkRTStructSetProperties, 1445
 - vtkSetStringMacro, 1451, 1452
 - vtkTypeMacro, 1453
- vtkRTStructSetProperties.h, 1763
- vtkSetMacro
 - vtkGDCMImageReader, 1348, 1349
 - vtkGDCMImageReader2, 1363, 1364
 - vtkGDCMImageWriter, 1374, 1375
 - vtkGDCMThreadedImageReader, 1397
 - vtkGDCMThreadedImageReader2, 1404, 1405
 - vtkImageMapToColors16, 1426, 1427
 - vtkImageMapToWindowLevelColors2, 1431
- vtkSetStringMacro
 - vtkGDCMImageWriter, 1376
- vtkGDCMPolyDataReader, 1384
- vtkRTStructSetProperties, 1451, 1452
- vtkSetVector3Macro
 - vtkGDCMThreadedImageReader2, 1405, 1406
- vtkSetVector6Macro
 - vtkGDCMImageReader, 1349
 - vtkGDCMImageReader2, 1364
 - vtkGDCMThreadedImageReader2, 1406
- vtkTypeMacro
 - vtkGDCMImageReader, 1349
 - vtkGDCMImageReader2, 1364
 - vtkGDCMImageWriter, 1376
 - vtkGDCMMedicalImageProperties, 1379
 - vtkGDCMPolyDataReader, 1384
 - vtkGDCMPolyDataWriter, 1389
 - vtkGDCMTesting, 1393
 - vtkGDCMThreadedImageReader, 1398
 - vtkGDCMThreadedImageReader2, 1406
 - vtkImageColorViewer, 1419
 - vtkImageMapToColors16, 1427
 - vtkImageMapToWindowLevelColors2, 1431
 - vtkImagePlanarComponentsToComponents, 1434
 - vtkImageRGBToYBR, 1436
 - vtkImageYBRToRGB, 1439
 - vtkLookupTable16, 1442
 - vtkRTStructSetProperties, 1453
- WarningOff
 - gdcm::Trace, 1172
- WarningOn
 - gdcm::Trace, 1172
- Waveform
 - gdcm::MediaStorage, 696
 - gdcm::Waveform, 1455
- WaveformStorageTrialRetired
 - gdcm::UIDs, 1209
- WeirdPapryus
 - gdcm::TransferSyntax, 1175
- what
 - gdcm::Exception, 451
- white
 - gdcm::terminal, 86
- WideFieldOphthalmicPhotography3DCoordinatesImageStorage
 - gdcm::UIDs, 1213
- WideFieldOphthalmicPhotographyStereographicProjectionImageStorage
 - gdcm::UIDs, 1213
- Window
 - vtkImageMapToWindowLevelColors2, 1432
- WindowLevel
 - vtkImageColorViewer, 1421
- WinterColorPaletteSOPInstance
 - gdcm::UIDs, 1212
- WIREFRAME
 - gdcm::Surface, 1102

- WLMFindQuery
 - gdcm::WLMFindQuery, [1456](#)
- Write
 - gdcm::ByteValue, [234](#)
 - gdcm::CommandDataSet, [271](#)
 - gdcm::DataElement, [330](#)
 - gdcm::DataSet, [348](#)
 - gdcm::Element< TVR, TVM >, [412](#)
 - gdcm::Element< TVR, VM::VM1_n >, [419](#)
 - gdcm::EncodingImplementation< VR::VRASCII >, [441](#)
 - gdcm::EncodingImplementation< VR::VRBINARY >, [442](#)
 - gdcm::ExplicitDataElement, [455](#)
 - gdcm::File, [463](#)
 - gdcm::FileAnonymizer, [468](#)
 - gdcm::FileMetaInformation, [490](#)
 - gdcm::Fragment, [522](#)
 - gdcm::ImageWriter, [600](#)
 - gdcm::ImplicitDataElement, [607](#)
 - gdcm::Item, [626](#)
 - gdcm::network::AAabortPDU, [91](#)
 - gdcm::network::AAAssociateACPDU, [95](#)
 - gdcm::network::AAAssociateRJPDU, [98](#)
 - gdcm::network::AAAssociateRQPDU, [104](#)
 - gdcm::network::AbstractSyntax, [108](#)
 - gdcm::network::ApplicationContext, [124](#)
 - gdcm::network::AReleaseRPPDU, [129](#)
 - gdcm::network::AReleaseRQPDU, [131](#)
 - gdcm::network::AsynchronousOperationsWindowSub, [137](#)
 - gdcm::network::BasePDU, [180](#)
 - gdcm::network::ImplementationClassUIDSub, [602](#)
 - gdcm::network::ImplementationUIDSub, [603](#)
 - gdcm::network::ImplementationVersionNameSub, [604](#)
 - gdcm::network::MaximumLengthSub, [687](#)
 - gdcm::network::PDataTFPDU, [802](#)
 - gdcm::network::PresentationContextAC, [865](#)
 - gdcm::network::PresentationContextRQ, [873](#)
 - gdcm::network::PresentationDataValue, [877](#)
 - gdcm::network::RoleSelectionSub, [942](#)
 - gdcm::network::ServiceClassApplicationInformation, [1009](#)
 - gdcm::network::SOPClassExtendedNegociationSub, [1036](#)
 - gdcm::network::TransferSyntaxSub, [1181](#)
 - gdcm::network::UserInformation, [1306](#)
 - gdcm::PGXCodec, [820](#)
 - gdcm::PixmapWriter, [850](#)
 - gdcm::PNMCodec, [854](#)
 - gdcm::Preamble, [858](#)
 - gdcm::SegmentWriter, [984](#)
 - gdcm::SequenceOfFragments, [991](#)
 - gdcm::SequenceOfItems, [1000](#)
 - gdcm::StreamImageWriter, [1060](#)
 - gdcm::SurfaceWriter, [1123](#)
 - gdcm::Tag, [1155](#)
 - gdcm::ValueIO< TDE, TSwap, TType >, [1313](#)
 - gdcm::VL, [1320](#)
 - gdcm::VR, [1333](#)
 - gdcm::VRVLSIZE< 0 >, [1337](#)
 - gdcm::VRVLSIZE< 1 >, [1338](#)
 - gdcm::Writer, [1463](#)
 - vtkGDCMImageWriter, [1376](#)
- Write16
 - gdcm::VL, [1320](#)
- WriteASCII
 - gdcm::Element< TVR, VM::VM1_n >, [420](#)
- WriteBuffer
 - gdcm::ByteValue, [234](#)
 - gdcm::SequenceOfFragments, [992](#)
- WriteBufferAsRGBA
 - gdcm::LookupTable, [677](#)
- WriteData
 - vtkGDCMPolyDataWriter, [1389](#)
- WriteFooter
 - gdcm::DictConverter, [377](#)
- WriteGDCMData
 - vtkGDCMImageWriter, [1376](#)
- WriteHeader
 - gdcm::DictConverter, [377](#)
- WriteHelpFile
 - gdcm::BaseQuery, [185](#)
- WriteImageInformation
 - gdcm::StreamImageWriter, [1061](#)
- WriteImageSubregionRAW
 - gdcm::StreamImageWriter, [1061](#)
- WritePointer
 - vtkLookupTable16, [1442](#)
- WriteQuery
 - gdcm::BaseQuery, [185](#)
- Writer
 - gdcm::Writer, [1461](#)
- WriteRawHeader
 - gdcm::StreamImageWriter, [1061](#)
- WriteRTSTRUCTData
 - vtkGDCMPolyDataWriter, [1389](#)
- WriteRTSTRUCTInfo
 - vtkGDCMPolyDataWriter, [1389](#)
- WriteSlice
 - vtkGDCMImageWriter, [1377](#)
- x16printf
 - gdcm, [77](#)
- XAXRFGrayscaleSoftcopyPresentationStateStorage
 - gdcm::UIDs, [1213](#)
- XML

- gdcm::Printer, [879](#)
- XMLDictReader
 - gdcm::XMLDictReader, [1465](#)
- XMLEncoding
 - gdcm::UIDs, [1206](#)
- XMLPrinter
 - gdcm::XMLPrinter, [1469](#)
- XMLPrivateDictReader
 - gdcm::XMLPrivateDictReader, [1472](#)
- XRay3DAngiographicImageStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1209](#)
- XRay3DCraniofacialImageStorage
 - gdcm::MediaStorage, [695](#)
 - gdcm::UIDs, [1209](#)
- XRayAngiographicBiPlaneImageStorageRetired
 - gdcm::MediaStorage, [694](#)
 - gdcm::UIDs, [1209](#)
- XRayAngiographicImageStorage
 - gdcm::MediaStorage, [694](#)
 - gdcm::UIDs, [1209](#)
- XRayRadiationDoseSR
 - gdcm::MediaStorage, [695](#)
- XRayRadiationDoseSRStorage
 - gdcm::UIDs, [1210](#)
- XRayRadiofluoroscopicImageStorage
 - gdcm::UIDs, [1209](#)
- XRayRadiofluoroscopicImageStorage
 - gdcm::MediaStorage, [694](#)
- YBR2RGB
 - gdcm::ImageChangePhotometricInterpretation, [551](#)
- YBR_FULL
 - gdcm::PhotometricInterpretation, [822](#)
- YBR_FULL_422
 - gdcm::PhotometricInterpretation, [822](#)
- YBR_ICT
 - gdcm::PhotometricInterpretation, [822](#)
- YBR_PARTIAL_420
 - gdcm::PhotometricInterpretation, [822](#)
- YBR_PARTIAL_422
 - gdcm::PhotometricInterpretation, [822](#)
- YBR_RCT
 - gdcm::PhotometricInterpretation, [822](#)
- yellow
 - gdcm::terminal, [86](#)
- YES
 - gdcm::Surface, [1102](#)
- ZEROED_OUT
 - gdcm::CSAHeader, [297](#)
- ZSpacing
 - gdcm::IPPSorter, [622](#)
- ZTolerance
 - gdcm::IPPSorter, [622](#)