

DCMTK - Feature #1164

Change behaviour of overlay rendering for overlapping overlay bitmaps

2025-10-23 11:37 - Marco Eichelberg

Status:	New	Start date:	2025-10-23
Priority:	Normal	Due date:	
Assignee:	Jörg Riesmeier	% Done:	0%
Category:	Library and Apps	Estimated time:	0:00 hour
Target version:	3.7.1+	Compiler:	
Module:	dcmimage/dcmimgle		
Operating System:			
Description			
Class DicomImage offers different modes for rendering overlay bitmaps into the underlying image. Three of these modes compare the image pixel value with a given threshold and use the result of this comparison to decide how to render the overlay pixel: • EMO_ThresholdReplace • EMO_Complement • EMO_RegionOfInterest In all three cases the pixel value used in the comparison is not the actual image pixel value before any modification, but the current image pixel value, into which previous overlays may have already been rendered. This causes a confusing appearance of overlapping overlays. The overlay rendering should be changed so that always the unmodified pixel value is compared against the threshold.			