

DCMTK - Feature #734

Emit warnings when trying to put large DCMRT objects on the stack

2017-03-23 10:55 - Jan Schlamelcher

<b>Status:</b>	New	<b>Start date:</b>	2017-03-23
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>		<b>Compiler:</b>	
<b>Module:</b>	dcmrt		
<b>Operating System:</b>			
<b>Description</b>			
Depending on the used compiler/settings, putting some of the larger DCMRT object on the stack can lead to stack overflows/corruption. Possible solution: - Emit a warning in their constructor about this using "#warning" etc. - Provide an createX() method for each class that puts the object on the heap (e.g. returning an OFunique_ptr<X>), without emitting the warning.			