

DCMTK - Bug #828

Embedded overlay planes are not rendered correctly when scaling and rotating an image

2018-05-02 20:29 - Jörg Riesmeier

<b>Status:</b>	Closed	<b>Start date:</b>	2018-05-02
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>	Jörg Riesmeier	<b>% Done:</b>	100%
<b>Category:</b>	Library	<b>Estimated time:</b>	0:00 hour
<b>Target version:</b>		<b>Compiler:</b>	
<b>Module:</b>	dcmimgle		
<b>Operating System:</b>			
<b>Description</b>			
Sample command lines that demonstrate this issue:			
<ul style="list-style-type: none"><li>dcm2pnm -v +Sxf 0.5 +RI ovl_both.dio test.pgm</li><li>dcm2pnm -v +Sxf 1.5 +Rtd ovl_both.dio test.pgm</li></ul>			
It works correctly when scaling or rotating only (i.e. not both during a single call).			
<i>Priority is "low" since embedded overplay planes are retired.</i>			

History

#1 - 2018-06-15 16:30 - Jörg Riesmeier

The issue seems to be caused by an incorrect calculation of the origin (top-left hand corner) of the overlay plane.

#2 - 2018-06-15 17:40 - Jörg Riesmeier

- Status changed from New to Closed
- % Done changed from 0 to 100

Fixed with commit 29f9de1.