

# DICOM Correction Proposal Form

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Tracking Information - Administration Use Only	
Correction Proposal Number	CP-88
STATUS	
Date of Last Update	11/05/97
Person Assigned	
Submitter Name	Dave Best
Submission date	1/9/98

Correction Number	CP-88
Log Summary: Overlay Pixel Aspect Ratio	
Type of Modification: Correction	Name of Standard PS 3.3
<p>Rationale for Correction:</p> <p>There is no mention of overlay pixel aspect ratio. If the overlay is associated with an image, the overlay aspect ratio may have been assumed by some implementors to be equal to that of the image. Other implementors may have assumed it to be 1\1, as it is defined to be for image pixel data if the Image Pixel Aspect Ratio (0028,0034) is absent. If it is a standalone overlay, not associated with an image, there is no guidance on what assumption to make.</p>	
<p>Sections of document affected:</p> <p>See each section below</p>	
<p>Correction Wording:</p> <p>See below.</p>	

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**PS 3.3, make the following addition to Table C.9-2**

<u>Overlay Pixel Aspect Ratio</u>	<u>(60xx,0060)</u>	<u>3</u>	<p><u>Ratio of the real world spacing of the overlay pixels as it is to be displayed, specified by a numeric pair: row value (delimiter) column value.</u></p> <p><u>If absent, the aspect ratio of the overlay plane is undefined. It may be 1\1, or it may be the same as any image with which the overlay is associated (either within the same Composite IOD, or referenced in a Standalone Overlay IOD).</u></p>
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**PS 3.6, Add the following Attribute**

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Tag	Name	VR	VM
(60xx,0060)	Overlay Pixel Aspect Ratio	IS	2

