

DICOM Correction Proposal

STATUS	Final Text
Date of Last Update	2014/11/03
Person Assigned	Ulrich Busch (ulrich.busch@varian.com)
Submitter Name	Christof Schadt (christof.schadt@brainlab.com)
Submission Date	2014/01/27

Correction Number	CP-1395
Log Summary:	Extend RT Structure Set ROI Color
Name of Standard	PS 3.3 2014b
Rationale for Correction:	<p>As the Segmentation IOD and the RT Structure Set IOD are beginning to get used in parallel in the RT domain, some re-encoding of information in one format or the other is happening.</p> <p>Therefore, it is proposed to add the recommended display grayscale and display CIE Lab values to the RT Structure Set in order to preserve these values.</p>
Correction Wording:	

In PS 3.3, Table C.8-42—ROI Contour Module Attributes, add the following attributes:

Table C.8-42—ROI CONTOUR MODULE ATTRIBUTES

Attribute Name	Tag	Type	Attribute Description
ROI Contour Sequence	(3006,0039)	1	Introduces sequence of Contour Sequences defining ROIs. One or more items shall be included in this sequence.
>Referenced ROI Number	(3006,0084)	1	Uniquely identifies the referenced ROI described in the Structure Set ROI Sequence (3006,0020).
>ROI Display Color	(3006,002A)	3	RGB triplet color representation for ROI, specified using the range 0-255.
<u>>Recommended Display Grayscale Value</u>	<u>(0062,000C)</u>	<u>3</u>	<p><u>A default single gray unsigned value in which it is recommended that the maximum pixel value in this contour be rendered on a monochrome display. The units are specified in P-Values from a minimum of 0000H (black) up to a maximum of FFFFH (white).</u></p> <p><u>Note: The maximum P-Value for this Attribute may be different from the maximum P-Value from the output of the Presentation LUT, which may be less than 16 bits in depth.</u></p>

<u>>Recommended Display CIE Lab Value</u>	<u>(0062,000D)</u>	<u>3</u>	<u>A default triplet value in which it is recommended that contour be rendered on a color display. The units are specified in PCS-Values, and the value is encoded as CIE Lab. See C.10.7.1.1.</u>
...			