roi 数据增删改查接口

1、添加roi工具

MEASUREMENT_ADDED

```
eredEventDispatcher.js • JS CircleRoiTool.js
                                                JS addNewMeasurement.js
                                                                              JS moveAllHandles.js •
  src > stateManagement > JS toolState.js > ☆ addToolState
          * Adds tool state to the toolstatemanager, this is done by tools as well
          * as modules that restore saved state.
          * @public
          * @method addToolState
          * @param {HTMLElement} element The element. 
 * @param {string} toolName The name of the tool the state belongs to.
          * @param {Object} measurementData The data to store in the state.
          * @returns {undefined}
         function addToolState(element, toolName, measurementData) {
          const toolStateManager = getElementToolStateManager(element);
           measurementData.uuid = measurementData.uuid || uuidv4();
           toolStateManager.add(element, toolName, measurementData);
          const eventType = EVENTS.MEASUREMENT_ADDED;
          const eventData = {
            toolType: toolName, // Deprecation notice: toolType will be replaced by toolName
            element,
             measurementData,
          <del>?</del>};
          console.log('MEASUREMENT_ADDED--eventData', eventData);
          triggerEvent(element, eventType, eventData);
```

2、修改roi工具

MEASUREMENT_MODIFIED

已有的数据修改过程中

```
JS moveNewHandle.js
                        Js moveHandle.js ×
                                             index.html
src > manipulators > JS moveHandle.js > ☆ _dragHandler > [∅] modifiedEventData
         external.cornerstone.updateImage(element);
         const activeTool = getActiveTool(element, buttons, interactionType);
         if (activeTool instanceof BaseAnnotationTool) {
         activeTool.updateCachedStats(image, element, annotation);
         const eventType = EVENTS.MEASUREMENT_MODIFIED;
         const modifiedEventData = {
          toolName,
           toolType: toolName, // Deprecation notice: toolType will be replaced by toolN
           measurementData: annotation,
         };
         console.log(
           'MEASUREMENT_MODIFIED11111--eventData 已有数据修改',
           modifiedEventData
         );
         triggerEvent(element, eventType, modifiedEventData);
204
207
       function _cancelEventHandler(
208
       toolName,
         evtDetail,
         annotation,
         handle,
         options = {},
         interactionType,
         { dragHandler, upOrEndHandler },
         doneMovingCallback
```

新增数据移动过程中

```
JS moveNewHandle.js × JS moveHandle.js
                                                 index.html
\operatorname{src} > \operatorname{manipulators} > \operatorname{JS} \operatorname{moveNewHandle.js} > \bigcirc \operatorname{\_moveHandler}
          handle.x = targetLocation.x;
          handle.y = targetLocation.y;
          if (options && options.preventHandleOutsideImage) {
           clipToBox(handle, image);
          external.cornerstone.updateImage(element);
          const activeTool = getActiveTool(element, buttons, interactionType);
          if (activeTool instanceof BaseAnnotationTool) {
           activeTool.updateCachedStats(image, element, annotation);
         const eventType = EVENTS.MEASUREMENT_MODIFIED;
         const modifiedEventData = {
           toolName,
            toolType: toolName, // Deprecation notice: toolType will be replaced by toolName
           element,
           measurementData: annotation,
         console.log(
           'MEASUREMENT_MODIFIED2222—modifiedEventData 数据新增',
                 --element-
            eventType,
            '----modifiedEventData----',
           {\tt modifiedEventData}
         _saveRoiInfo(modifiedEventData);
         triggerEvent(element, eventType, modifiedEventData);
        function _saveRoiInfo(eventData) {
```

3、数据测量完毕

MEASUREMENT_COMPLETED

```
Js triggerEvent.js
                        JS addNewMeasurement.js × JS moveNewHandle.js
                                                                               JS touchMoveHandle
    src > eventDispatchers > mouseEventHandlers > JS addNewMeasurement.js > 😚 default > 😚 handleMove
               τοοι.name,
               measurementData,
               measurementData.handles.end,
               tool.options,
               success => {
                 if (measurementData.cancelled) {
                 return;
                 if (success) {
     49
                   const eventType = EVENTS.MEASUREMENT_COMPLETED;
     50
                   const eventData = {
                     toolName: tool.name,
                     toolType: tool.name, // Deprecation notice: toolType will be replaced by t
                     element,
                     measurementData
                    var console: Console
                   console.log('MEASUREMENT_COMPLETED----eventdata', eventData);
                   triggerEvent(element, eventType, eventData);
                 } else {
                   removeToolState(element, tool.name, measurementData);
D,
                 }
               }
```

4、数据删除

MEASUREMENT_REMOVED

```
Js toolState.js ×
src > stateManagement > JS toolState.js > ☆ removeToolState
         for (let i = 0; i < toolData.data.length; <math>i++) {
           if (toolData.data[i] === data) {
             indexOfData = i;
         if (indexOfData !== −1) {
 100
           toolData.data.splice(indexOfData, 1);
           const eventType = EVENTS.MEASUREMENT_REMOVED;
 104
           const eventData = {
             toolName,
             toolType: toolName, // Deprecation notice: toolType will be replaced by toolName
             element,
             measurementData: data,
           };
           console.log('MEASUREMENT_REMOVED---eventData', eventData);
           triggerEvent(element, eventType, eventData);
       }
 114
```