技術資料番号：ASE-XXXXX

|  |  |  |
| --- | --- | --- |
| 文書名 | ： | プログラム設計書 |
| 名称 | ： |  |
| 形名 | ： | XA-161 |

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| --- | --- | --- | --- | --- |
| 改訂番号 | 年　　月　　日 | 承　　認 | 検　　印 | 担　　当 |
| 0 | 2015年03月27日 | FPT-PhuocMT | FPT-PhuocMT | FPT-DaiTQ1 |
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| 改訂番号 | 内 容 | 作成日、担当 |
| 0 | 初版。 | 2015年06月24日  FPT Tran Quoc Dai |
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6-1-59 LoadData 79

6-1-60 SaveData 80

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# Overview

## Purpose

本書は、IDInput 画面(8)の共通データについての設計書である。

## Function

* 状態遷移
* ID Inputコントロール領域
* ID Input Sub
* General Tab（Set up）
* MPPS
* プリセット設定項目
* 共通データの管理
* Card Reader

## Notices

なし

# Function and Implementation Method

## Function

### General Tab（Set up）

* GUI of General Tab as below:

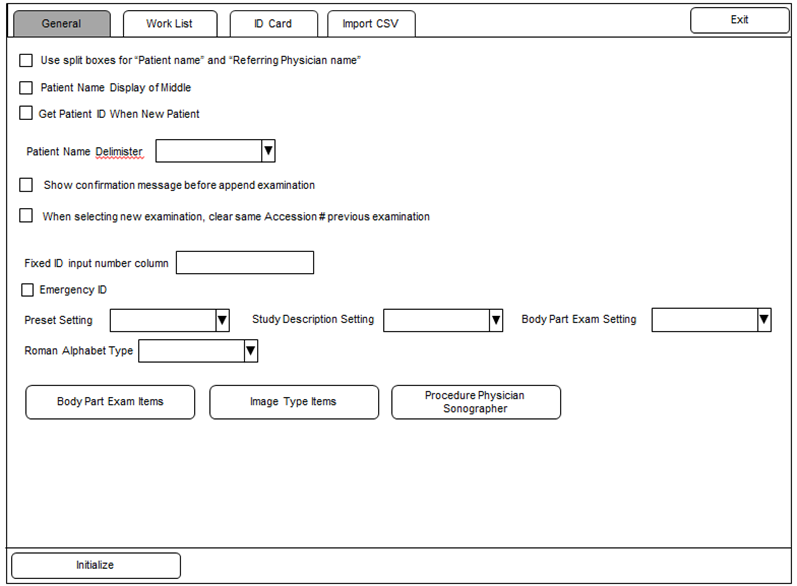


Figure 2-1‑1: General Setup screen

Table 2-1‑1: Detail items requirement

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Item Type | Value | Behavior |
| GP-1 | Checkbox | - String : Use split boxes for ”Patient name” and “Referring Physician name”.  -「ON」, 「OFF」.  - Default: 「ON」. | 「ON」: Use split boxes for ”Patient name” and “Referring Physician name”.  「OFF」: Use only 1 edit box for ”Patient name” and “Referring Physician name”. |
| GH-1 | Checkbox | - String : Patient Name Display of Middle.  -「ON」, 「OFF」.  - Default: 「OFF」. | When GP-1 is 「ON」:   * 「ON」: Display MI of patient name. * 「OFF」: Non-display MI of patient name.   When GP-1 is 「OFF」: GH-1 is ghost and can not setting. |
| GH-5 | Push button | - String : Body Part Exam Items. | - When press button, show dialog setting refer [3.7.1.-1-1].  - Detail below. |
| GH-6 | Push button | - String : Image Type Items. | - When press button, show dialog refer [3.7.1.-1-2].  - List of check box is displayed, can be selected image type definition language that can be selected with the ID Input screen  - Detail below. |
| GH-8 | Checkbox | - String : Image Type Items.  -「ON,「OFF」.  - Default:「OFF」. | 「OFF」: Auto create number of patient ID when start exam.  「ON」: Non-auto. |
| GH-15 | Text box | - String: Fixed ID input number column  - Input number character 1 byte with range 0～63.  - Default setting 0. | - Add new on XA-161.  - If inputed patient ID is less than number is setting, add 「0」at begin patient ID to same with number is setting.  - When kill focus patient ID, This function is executed.  - With patient info is get from worklist server is not apply. |
| GH-17 | Combobox | - String: Preset Setting  -「Scheduled Procedure Step Description」, 「OB Items」, 「空白 (blank)」.  - Default: 「blank」. | - Nếu chọn Scheduled Procedure Step Description, sẽ setting tự động Preset từ Scheduled Procedure Step Description đã get từ worklist server.  - Trường hợp đã chọn OB Items, tự động setting Preset từ số tuần thai đã get từ worklist server  - [Blank] is selected, Preset is not automatic setting. |
| GH-18 | Combobox | - String : Study Description Setting  -「Scheduled Procedure Step Description」,「Preset」,「Body Parts Exam」,「空白 (blank)」- Default: 「blank」. | - Nếu chọn Scheduled Procedure Step Description, sẽ transfer string của Scheduled Procedure Step Description cho Study Description.  - If [Preset] is selected, It transfer string of preset which is selected to Study Description.  - If [Body Parts Exam] is selected, It will transfer string of [Body Parts Exam] which selected to Study Description.  - If [Blank] is selected, It is not automatic setting Study Description.  - When switch Preset, it automatic transfer string. |
| GH-19 | Combo box | String : Study Description Setting  -「Preset→Body Part Exam」,「Body Part Exam→Preset」「空白 (blank)」  - Default: 「blank」. | - If [Preset→Body Parts Exam] is selected, setting string of [Body Parts Exam] from string of [preset].  - If [Body Parts Exam→Preset] is selected, setting string of [preset] from string of [Body Part Exam].  - If [Blank] is selected, it is not setting string [Preset] from [Body Parts Exam] and [Body Parts Exam] from [preset]. |
| GH-20 | Check box | - String : Emergency ID. | In case Check boxOn:  - It ID is not inputed yet, number of patient ID is auto when start exam.  - String generate have format as: x\*\*\*\*\*\*-\*\*\*\*\*\*  ở \*\*\*\*\*\*, sẽ nhập date and time  ex：nếu là năm 15 tháng 3 ngày 3 ,14 giờ 55 phút 50 giây  thì format là 「x150303-145550」.  Khi Check box OFF : ?? |
| GH-21 | Combo box | -String: Roman Alphabet Type  -「Offical Kana Romonization System」「Hepburn System」「Passport System」  - Default : 「Hepburn System」. | - Setting format is used to convert romaji??? |

### MPPS

* MPPS dialog

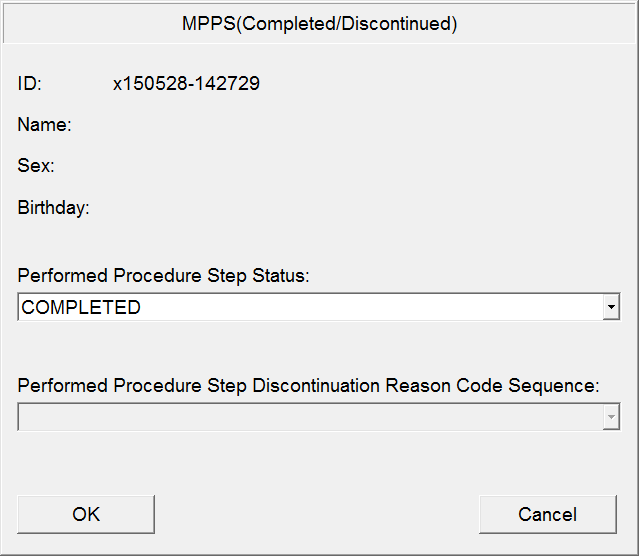


Figure 2-1‑2 MPPS dialog

Table 2-1‑2 Content of MPPS dialog

|  |  |
| --- | --- |
| Item | Description |
| Patient ID | ・Item user không thể rewrite |
| Patient Name | ・item user không thể rewrite |
| Birth Date | ・item user không thể rewrite |
| Sex | ・item user không thể rewrite |
| Performed Procedure Step Status | ・item user không thể rewrite  ・Hiển thị Discontinnued，Completed ở trạng thái Performed Procedure Step. Nếu đang Store thì input COMPLETED như là initial value. Nếu đang chưa Store thì input Discontinured. |
| Performed Procedure Step Discontinuation Reason Code Sequence | ・hiển thị nội dung reason code. |
| OK | ・thực hiên xử lý MPPS, xóa dialog. |
| Cancel | ・Trường hợp đã nhấn New Patient SW, sau khi nhấn Cancel thì sẽ đóng MPPS mà không gửi MPPS, bắt đầu thủ tục kiểm tra. Lúc này, sẽ xóa MPPS dialog mà ko thực hiện xử lý New Patient.  ・Trường hợp tắt điện nguồn mà không xử lý New Patient, MPPS thì khi run New Patient ở lần kế tiếp, sẽ hiển thị MPPS của patient data mà vẫn chưa xử lý  ・[Cancel] sẽ bị MPPS dialog lúc này che đi và chỉ có thể nhấn OK. |

* Quit/Retry dialog

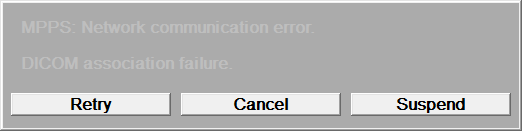


Figure 2-1‑3 Old MPPS error message

## Implement method

### General Tab（Set up）

* Add new USER to [Body Part Exam Items] list.



図2-2‑1: The flow of [Add] button on [Body Part Exam Items] dialog

* Edit name of item in [Body Part Exam] list:



図2-2‑2: Flow of [Edit] button on [Body Part Exam Items] dialog

* Basic flow chart process for the items of ID Set Up screen when click button [Exit] to transition to ID Input screen as below:



Figure 2-2‑3: Basic flow when exit ID set up screen

* Flow chart for item GP-1:



Figure 2-2‑4: Flow chart process for GP-1

* Flow chart for item GH-1:



Figure 2-2‑5: Flow chart for GH-1

* Process GUI for item GH1:
  + Add combo box Font Size with 2 value「Regular」and「Large」.
  + Default value : 「Regular」
* Flow chart for item GH-15:



Figure 2-2‑6 : Flow chart for GH-15

* Flow chart for item GH-19:



Figure 2-2‑7 : Flow chart for GH-19

### MPPS

#### MPPS dialog

* Basicly, MPPS dialog is still working as ARIETTA.
* Because MPPS dialog using EN only, need apply multi language for MPPS dialog. In MultilanguageNB.xls, start define string of Performed Procedure Step Discontinuation Reason Code Sequence in EN and JP as Table 5-1-1.

#### Quit/Retry dialog

* Change string of error message and name of button.

Table 2-2‑1 Error string

|  |  |  |
| --- | --- | --- |
| Item | Old string | New string |
| MPPS error message | "MPPS: Network communication error.  DICOM association failure." | “Acquisition  Cannot connect to server. Quit or retry MPPS.” |
| “Suspend”button | “Suspend” | “Quit” |

* Create new button pattern for mpps error message, using dialog pattern in Table 5-4-3 to create MPPS error message dialog.
* In MPPS Quit/Retry dialog, Retry button is the same with Retry button in old dialog (Figure 2-1-1). Quit button is the samge with Suspend button in old dialog (Figure 2-1-1). Cancel button in old dialog (Figure 2-1-1) will be delete.

# Structure

## Basic structure

## Detail structure

### General Tab (setup)

Table 3-2‑1 Function change

|  |  |  |  |
| --- | --- | --- | --- |
| FILE | Name | Status | Note |
|  |  |  |  |

### MPPS

Table 3-2‑2 Function change

|  |  |  |  |
| --- | --- | --- | --- |
| FILE | Name | Status | Note |
| ..\proper\dialogsrv\item\dlg\_ihe\_mpps.cpp | Cdlg\_ihe\_mpps::OnInitDialog | Modify | ダイアログボックス初期化時の処理. |
| ..\common\message\message\_dialog.c | wrng\_window\_disp | Modify | ワーニングメッセージ(ダイアログ）のボタン種別＆インジケータを設定し、メッセージを表示する. |
| btn\_disp\_position | Modify | Re-position buttons on dialog if dialog has been resized. |
| btn\_disp\_msg | Modify | メッセージのボタンに文字列を表示する. |

# Function Summary

Refer to 6. Detail Process

# Data Definition

## Interface

なし

## Global Data

### Constant value

* In file \dm\idInput\idSetting\_configid\_defs.h, define ID for control in [General Tab] dialog. These ID used to storge settings of controls.

Table 5-2‑1: Control ID definition

|  |  |  |  |
| --- | --- | --- | --- |
| No | Name | Value | Desctiption |
|  | DEF\_CONFIGID\_GP1 | 28 |  |
|  | DEF\_CONFIGID\_GH1 | 29 |  |
|  | DEF\_CONFIGID\_GH8 | 30 |  |
|  | DEF\_CONFIGID\_GH10 | 31 |  |
|  | DEF\_CONFIGID\_GH13 | 32 |  |
|  | DEF\_CONFIGID\_GH14 | 33 |  |
|  | DEF\_CONFIGID\_GH15 | 34 |  |
|  | DEF\_CONFIGID\_GH20 | 35 |  |
|  | DEF\_CONFIGID\_GH17 | 36 |  |
|  | DEF\_CONFIGID\_GH18 | 37 |  |
|  | DEF\_CONFIGID\_GH19 | 38 |  |
|  | DEF\_CONFIGID\_GH21 | 39 |  |

* In file \dm\idInput\idInput\_defs.h, define following constant value:

Table 5-2‑2: Definition for item length

|  |  |  |  |
| --- | --- | --- | --- |
| No | Name | Value | Desctiption |
|  | DEF\_ITEM\_LENGTH\_MAX | 100 | Max length of item name |

* In file \dm\idInput\IDSetupGeneral.cpp, define \ some constant values as below:

Table 5-2‑3: Definition for [Spin] control

|  |  |  |  |
| --- | --- | --- | --- |
| No | Name | Value | Desctiption |
|  | MIN\_DIGIT\_NUM | 0 | Min digit number of patient ID |
|  | MAX\_DIGIT\_NUM | 63 | Max digit number of patient ID |
|  | MAX\_DIGIT\_LENGTH | 2 | Digit length |
|  | MAX\_DELIMISTER\_LENGTH | 1 | Max delimister string length |
|  | MAX\_TEXT\_LENGTH | 3 |  |

* In MultilanguageNB.xls start define as below.

Table 5-2‑4 Performed Procedure Step Discontinuation Reason Code Sequence

|  |  |  |  |
| --- | --- | --- | --- |
| No. | String ID | EN | JP |
| 1 | STR\_DLG\_IHE\_MPPS\_REASON\_0001 | Doctor cancelled procedure | 医者が検査を中断した |
| 2 | STR\_DLG\_IHE\_MPPS\_REASON\_0002 | Equipment failure | 装置が壊れた |
| 3 | STR\_DLG\_IHE\_MPPS\_REASON\_0003 | Incorrect procedure ordered | 誤った検査が予約されていた |
| 4 | STR\_DLG\_IHE\_MPPS\_REASON\_0004 | Patient allergic to media/contrast | 被検者が造影剤アレルギーである |
| 5 | STR\_DLG\_IHE\_MPPS\_REASON\_0005 | Patient died | 被検者が亡くなった |
| 6 | STR\_DLG\_IHE\_MPPS\_REASON\_0006 | Patient refused to continue procedure | 被検者が検査の継続を拒否した |
| 7 | STR\_DLG\_IHE\_MPPS\_REASON\_0007 | Patient taken for treatment or surgery | 被検者が治療や手術のためいなくなった |
| 8 | STR\_DLG\_IHE\_MPPS\_REASON\_0008 | Patient did not arrive | 被検者が検査に来なかった |
| 9 | STR\_DLG\_IHE\_MPPS\_REASON\_0009 | Patient pregnant | 被検者が妊娠している |
| 10 | STR\_DLG\_IHE\_MPPS\_REASON\_0010 | Change of procedure for correct charging | 診療請求に応じて検査を変更した |
| 11 | STR\_DLG\_IHE\_MPPS\_REASON\_0011 | Duplicate order | オーダーが重複した |
| 12 | STR\_DLG\_IHE\_MPPS\_REASON\_0012 | Nursing unit cancel | 看護部門が検査を取り消した |
| 13 | STR\_DLG\_IHE\_MPPS\_REASON\_0013 | Incorrect side ordered | 追加オーダーが不明確 |
| 14 | STR\_DLG\_IHE\_MPPS\_REASON\_0014 | Discontinued for unspecified reason | 理由なし |
| 15 | STR\_DLG\_IHE\_MPPS\_REASON\_0015 | Incorrect worklist entry selected | エントリーしたワークリストが間違っていた |
| 16 | STR\_DLG\_IHE\_MPPS\_REASON\_0016 | Patient condition prevented continuing | 被検者の体調が悪化した |
| 17 | STR\_DLG\_IHE\_MPPS\_REASON\_0017 | Equipment Change | 装置を代えた |

* In file dlg\_ihe\_mpps.cpp, define table of reason code as below:

Table 5-2‑5 table lst\_MPPSReasonCodeString

|  |  |
| --- | --- |
| No. | String ID |
| 1 | STR\_DLG\_IHE\_MPPS\_REASON\_0001 |
| 2 | STR\_DLG\_IHE\_MPPS\_REASON\_0002 |
| 3 | STR\_DLG\_IHE\_MPPS\_REASON\_0003 |
| 4 | STR\_DLG\_IHE\_MPPS\_REASON\_0004 |
| 5 | STR\_DLG\_IHE\_MPPS\_REASON\_0005 |
| 6 | STR\_DLG\_IHE\_MPPS\_REASON\_0006 |
| 7 | STR\_DLG\_IHE\_MPPS\_REASON\_0007 |
| 8 | STR\_DLG\_IHE\_MPPS\_REASON\_0008 |
| 9 | STR\_DLG\_IHE\_MPPS\_REASON\_0009 |
| 10 | STR\_DLG\_IHE\_MPPS\_REASON\_0010 |
| 11 | STR\_DLG\_IHE\_MPPS\_REASON\_0011 |
| 12 | STR\_DLG\_IHE\_MPPS\_REASON\_0012 |
| 13 | STR\_DLG\_IHE\_MPPS\_REASON\_0013 |
| 14 | STR\_DLG\_IHE\_MPPS\_REASON\_0014 |
| 15 | STR\_DLG\_IHE\_MPPS\_REASON\_0015 |
| 16 | STR\_DLG\_IHE\_MPPS\_REASON\_0016 |
| 17 | STR\_DLG\_IHE\_MPPS\_REASON\_0017 |
| 18 | 0 |

* In file dlg\_ihe\_mpps.cpp, define table of MPPS status as below:

Table 5-2‑6 table lst\_MPPSStatusString (type dlgSTR\_CODE\_t)

|  |  |  |
| --- | --- | --- |
| No. | Item ID | String ID |
| 1 | MPPS\_STATUS\_COMPLETED | STR\_DLG\_IHE\_MPPS\_STATUS\_COMPLETED |
| 2 | MPPS\_STATUS\_DISCONTINUED | STR\_DLG\_IHE\_MPPS\_STATUS\_DISCONTINUED |
| 3 | 0 | 0 |

* In file \common\message\message\_msg.h, start define Quit/Retry type of MPPS error message:

Table 5-2‑7 MPPS Quit/Retry type

|  |  |
| --- | --- |
| Item | Value |
| MSG\_QUITRETRY | 1002 |

* In file \common\message\resource.h, start define new id of MPPS error dialog

Table 5-2‑8 ID of MPPS error dialog

|  |  |
| --- | --- |
| Item | Value |
| DLG\_BTN\_QUIT\_RETRY | 1002 |

* In file \common\message\WrngDlg.rc, start define new dialog resource as below:

Table 5-2‑9 dialog pattern for MPPS Quit/Retry dialog

|  |  |
| --- | --- |
| Item | Value |
| DLG\_BTN\_QUIT\_RETRY | DIALOGEX 84, 116, 258, 59 |
| STYLE | DS\_SETFONT | DS\_MODALFRAME | WS\_POPUP | WS\_VISIBLE |
| EXSTYLE | WS\_EX\_TOPMOST |
| CLASS | "WrngDlg" |
| FONT | 11, "Arial", 400, 0, 0x0 |
| PUSHBUTTON | "", IDC\_BUTTON1, 90, 41, 80, 11 |
| PUSHBUTTON | "", IDOK, 175, 41, 80, 11 |

* In file \common\etc\_sub\word\_msg\_defs.h, start define new string ID of QUIT button

Table 5-2‑10 String ID of Quit button

|  |  |
| --- | --- |
| Item | String |
| STR\_MSG\_BTN\_QUIT | Quit |

### Struct definition

* In file idinput\_strt.h, define struct BODY\_PART\_EXAM\_t as below:

Table 5-2‑11 Detail of struct BODY\_PART\_EXAM\_t

|  |  |  |  |
| --- | --- | --- | --- |
| No | Name | Changes | Description |
| 1 | int nID | Add | Item ID |
| 2 | \_TCHAR lpszName[DEF\_ITEM\_LENGTH\_MAX] | Add | Item’s name |
| 3 | int nOrder | Add | Item’s order |
| 4 | BOOL bCheckState | Add | Item’s check status |
| 5 | BOOL bIsUser | Add | USER item or not |
| 6 | int nAction | Add | Update, delete or insert |

* In file idinput\_strt.h, define struct IMAGE\_TYPE\_t as below:

Table 5-2‑12 Detail of struct IMAGE\_TYPE\_t

|  |  |  |  |
| --- | --- | --- | --- |
| No | Name | Changes | Description |
| 1 | int nID | Add | Item ID |
| 2 | BOOL bCheckState | Add | Item’s check status |
| 3 | \_TCHAR lpszName[DEF\_ITEM\_LENGTH\_MAX] | Add | Item’s name |

### Class definition

* Add new two class as flow:

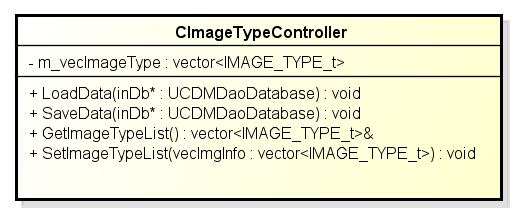


Figure 5-2‑1 Class CImageTypeController

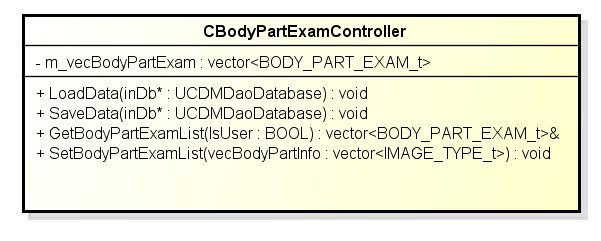


Figure 5-2‑2 Class CBodyPartExamController

# Detail process

## General Tab (setup)

### OnBnClickedCheckName

|  |  |
| --- | --- |
| 関数名 | OnBnClickedCheckName |
| 機能名 | Checkbox event |
| ﾌｧｲﾙ名 | IDSetupGeneral.cpp |

機 能

Process when click to checkbox

呼出形式

void CIDSetupGeneral::OnBnClickedCheckName()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Set enable/disable for [Patient Name Display of Middle] checkbox based on status of [Use split...] checkbox |  |  |

### WriteConfig

|  |  |
| --- | --- |
| 関数名 | WriteConfig |
| 機能名 | Save settings |
| ﾌｧｲﾙ名 | IDSetupGeneral.cpp |

機 能

Save all setting before exit

呼出形式

void CIDSetupGeneral::WriteConfig()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Modify code for save current status of all control to database |  |  |

### UpdateBodyPartExam

|  |  |
| --- | --- |
| 関数名 | UpdateBodyPartExam |
| 機能名 | Update items of BPE |
| ﾌｧｲﾙ名 | MidComponentDialog.cpp |

機 能

Update items of combobox [Body Part Exam] based on the change of settings

呼出形式

void CmidComponentDialog::UpdateBodyPartExam()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Reset content of combobox and add new items based on settings |  |  |

### LoadSetting

|  |  |
| --- | --- |
| 関数名 | LoadSetting |
| 機能名 |  |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Load setting of [Body Part Exam] from database

呼出形式

void CsetupGeneralBodyPartExam::LoadSetting()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Load the previous settings of [Body Part Exam] form database |  |  |

### OnBnClickedButtonAdd

|  |  |
| --- | --- |
| 関数名 | OnBnClickedButtonAdd |
| 機能名 |  |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Add new item to lis-checkbox

呼出形式

void CSetupGeneralBodyPartExam::OnBnClickedButtonAdd()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Comment out code for show dialog which use to enter new name |  |  |
|  | Call to function GetValidNumberForUSER() to get valid number for new USER item |  |  |
|  | ... |  |  |

### GetValidNumberForUSER

|  |  |
| --- | --- |
| 関数名 | GetValidNumberForUSER |
| 機能名 |  |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Get the validation number for new USER

呼出形式

BOOL CSetupGeneralBodyPartExam::GetValidNumberForUSER(int \*nValidNum)

引 数

　　[入力]

nValidNum valid number

　　[出力]

nValidNum valid number

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |

### OnBnClickedButtonX

|  |  |
| --- | --- |
| 関数名 | OnBnClickedButtonX |
| 機能名 | Close Setup dialog |
| ﾌｧｲﾙ名 | IDSetup.cpp |

機 能

Close Setup dialog

呼出形式

void CIDSetup::OnBnClickedButtonX()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Comment out code for send UMW\_SAVE\_SETUP\_GENERALTAB message to General Tab |  |  |

### CIDSetupGeneral

|  |  |
| --- | --- |
| 関数名 | InitControls |
| 機能名 | Constructor |
| ﾌｧｲﾙ名 | IDSetupGeneral.cpp |

機 能

Constructor method

呼出形式

CIDSetupGeneral::CIDSetupGeneral()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Comment out code for set multi-language for some controls |  |  |

### InitControls

|  |  |
| --- | --- |
| 関数名 | InitControls |
| 機能名 | Init controls data |
| ﾌｧｲﾙ名 | IDSetupGeneral.cpp |

機 能

Init controls of this dialog

呼出形式

void CIDSetupGeneral::InitControls()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Comment out un-use code |  | //m\_cbCheckName.SetCheck(g\_SetupDataGeneralTab.uSplitPatientName); |
|  | Initialize for [Spin] control and set limit text for textbox control |  |  |

### DoDataExchange

|  |  |
| --- | --- |
| 関数名 | DoDataExchange |
| 機能名 |  |
| ﾌｧｲﾙ名 | IDSetupGeneral.cpp |

機 能

Mapping control’s ID with variable

呼出形式

void CIDSetupGeneral::DoDataExchange(CDataExchange \* pDX)

引 数

　　[入力]

\*pDX

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Comment out code for [Prefix] control and add more spin and checkbox control |  |  |

### GetSetupDataGeneralTab

|  |  |
| --- | --- |
| 関数名 | GetSetupDataGeneralTab |
| 機能名 | Get setting from General Tab |
| ﾌｧｲﾙ名 | IDSetupGeneral.cpp |

機 能

Get setting from General Tab to apply when close Setting screen

呼出形式

void CIDSetupGeneral::GetSetupDataGeneralTab(ID\_GENERAL\_SETUP\_DATA\_t \* pSetupDataGeneralTab)

引 数

　　[入力]

なし

　　[出力]

\*pSetupDataGeneralTab struct pointer

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Add code for get settings for display middle and fixed Patient ID |  | CString strVal(\_T(""));  pSetupDataGeneralTab->uDisplayMiddleName = m\_cbDisplayMiddle.GetCheck();  m\_ebInputNumberColumn.GetWindowText(strVal);  pSetupDataGeneralTab->uFixedIDInputNumber = \_tstoi(strVal); |

### OnBnClickedStartExamButton

|  |  |
| --- | --- |
| 関数名 | OnBnClickedStartExamButton |
| 機能名 | Start exam |
| ﾌｧｲﾙ名 | MainSettingIDDialog.cpp |

機 能

Process when click to [Start Exam] button

呼出形式

void CMainSettingIDDialog::OnBnClickedStartExamButton()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Add code for check value of EmergenceID setting to generate random ID for patient |  |  |

### InitControls

|  |  |
| --- | --- |
| 関数名 | InitControls |
| 機能名 | Init controls |
| ﾌｧｲﾙ名 | MidComponentDialog.cpp |

機 能

Init controls for this dialog

呼出形式

void CMidComponentDialog::InitControls()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Comment out array BodyPartExamData and move it out of this function |  |  |
|  | Comment out the calling to LoadSetupGeneralTab function |  |  |
|  | Modify code for load [Body Part Exam] to combobox |  |  |

### OnEnkillfocusEditPatientId

|  |  |
| --- | --- |
| 関数名 | OnEnKillfocusEditPatientId |
| 機能名 | Kill focus event |
| ﾌｧｲﾙ名 | MidComponentDialog.cpp |

機 能

Process when lost focus

呼出形式

void CMidComponentDialog::OnEnKillfocusEditPatientId()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Add more condition for fix Patient ID |  |  |

### ShowPatientNameGuideline

|  |  |
| --- | --- |
| 関数名 | ShowPatientNameGuideline |
| 機能名 | Show guile |
| ﾌｧｲﾙ名 | MidComponentDialog.cpp |

機 能

Set show or hide guideline text

呼出形式

void CMidComponentDialog::ShowPatientNameGuideline(BOOL bShow)

引 数

　　[入力]

bShow Show/hide

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Add more code for show or hide Middle Name textbox |  |  |

### LoadSetupGeneralTab

|  |  |
| --- | --- |
| 関数名 | LoadSetupGeneralTab |
| 機能名 | Load settings from General tab |
| ﾌｧｲﾙ名 | MidComponentDialog.cpp |

機 能

Load settings from General Tab

呼出形式

void CMidComponentDialog::LoadSetupGeneralTab(ID\_GENERAL\_SETUP\_DATA\_t\* pSetupDataGeneralTab)

引 数

　　[入力]

なし

　　[出力]

pSetupDataGeneralTab struct pointer to contain settings values

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Comment out this function |  |  |

### DisplayPatientName

|  |  |
| --- | --- |
| 関数名 | DisplayPatientName |
| 機能名 | Display patient’s name |
| ﾌｧｲﾙ名 | MidComponentDialog.cpp |

機 能

Display patient name (split or just one textbox)

呼出形式

void CMidComponentDialog::DisplayPatientName()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Add code for show or hide Middle Name of patient |  |  |

### CSetupGeneralBodyPartExam

|  |  |
| --- | --- |
| 関数名 | CSetupGeneralBodyPartExam |
| 機能名 | Constructor |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Constructor

呼出形式

CSetupGeneralBodyPartExam::CSetupGeneralBodyPartExam(CWnd \* parent)

引 数

　　[入力]

\*parent parent of this dialog

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Initialize somes variables |  | this->m\_pParent = (CIDSetupGeneral\*)parent;  m\_bFirstAdd = TRUE;  m\_nCurMaxUserNumber = -1; |

### InitControls

|  |  |
| --- | --- |
| 関数名 | InitControls |
| 機能名 | Init controls |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Init controls data

呼出形式

void CSetupGeneralBodyPartExam::InitControls()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Modify code for load settings from database |  |  |

### OnBnClickedButtonUp

|  |  |
| --- | --- |
| 関数名 | OnBnClickedButtonUp |
| 機能名 | Button clicked event |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Process when press [Up] button

呼出形式

void CSetupGeneralBodyPartExam::OnBnClickedButtonUp()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Call to UpdateListItems function to update order of items |  |  |

### OnBnClickedButtonDown

|  |  |
| --- | --- |
| 関数名 | OnBnClickedButtonDown |
| 機能名 | Button clicked event |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Process when press [Down] button

呼出形式

void CSetupGeneralBodyPartExam::OnBnClickedButtonDown()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Call to UpdateListItems function to update order of items |  |  |

### OnBnClickedButtonDelete

|  |  |
| --- | --- |
| 関数名 | OnBnClickedButtonDelete |
| 機能名 | Button clicked event |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Process when press [Delete] button

呼出形式

void CSetupGeneralBodyPartExam::OnBnClickedButtonDelete()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Modify code to:   * Find all selected items on listbox * Delete it from current array and store it in other array (use to restore when add more item) * Update order of the rest items of current array * Calculate the maximum number of USER |  |  |
|  | Enable [Add] button |  |  |

### OnBnClickedButtonOk

|  |  |
| --- | --- |
| 関数名 | OnBnClickedButtonOk |
| 機能名 | Button clicked event |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Process when press [OK] button

呼出形式

void CSetupGeneralBodyPartExam::OnBnClickedButtonOk()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Close dialog by call parent’s DestroyChildWindow function |  |  |

### OnLbnSelchangeListExamitems

|  |  |
| --- | --- |
| 関数名 | OnLbnSelchangeListExamitems |
| 機能名 | Listbox click event |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Process when click into listbox

呼出形式

void CSetupGeneralBodyPartExam::OnLbnSelchangeListExamitems()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Update status of [Add] and [Edit] button when click to listbox |  |  |

### OnBnClickedButtonCancel

|  |  |
| --- | --- |
| 関数名 | OnBnClickedButtonCancel |
| 機能名 | Button click event |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Process when press [Cancel] button

呼出形式

void CSetupGeneralBodyPartExam::OnBnClickedButtonCancel()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Destroy window by call parent’s DestroyChildWindow function |  |  |

### OnBnClickedButtonApply

|  |  |
| --- | --- |
| 関数名 | OnBnClickedButtonApply |
| 機能名 | Button click event |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Process when press [Apply] button

呼出形式

void CsetupGeneralBodyPartExam::OnBnClickedButtonApply()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | If deleted item array is not empty then append it with main array |  |  |
|  | Save total array to memory |  |  |
|  | Update Body Part Exam list in middle dialog |  |  |
|  | Destroy window |  |  |

### CSetupGeneralImageType

|  |  |
| --- | --- |
| 関数名 | CSetupGeneralImageType |
| 機能名 | Constructor |
| ﾌｧｲﾙ名 | SetupGeneralImageType.cpp |

機 能

Constructor

呼出形式

CSetupGeneralImageType::CSetupGeneralImageType(CWnd \* parent)

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Initialize parent dialog of this one |  |  |

### InitControls

|  |  |
| --- | --- |
| 関数名 | InitControls |
| 機能名 | Initialize control’s data |
| ﾌｧｲﾙ名 | SetupGeneralImageType.cpp |

機 能

Initialize control’s data

呼出形式

void CSetupGeneralImageType::InitControls()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Modify code for load settings from database |  |  |

### OnBnClickedButtonOk

|  |  |
| --- | --- |
| 関数名 | OnBnClickedButtonOk |
| 機能名 | Button click event |
| ﾌｧｲﾙ名 | SetupGeneralImageType.cpp |

機 能

Process when press [OK] button

呼出形式

void CSetupGeneralImageType::OnBnClickedButtonOk()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Set image type to database |  |  |
|  | Update image type in [SubSetting] dialog |  |  |
|  | Destroy window |  |  |

### OnBnClickedButtonCancel

|  |  |
| --- | --- |
| 関数名 | OnBnClickedButtonCancel |
| 機能名 | Button clicked event |
| ﾌｧｲﾙ名 | SetupGeneralImageType.cpp |

機 能

Process when press [Cancel] button

呼出形式

void CSetupGeneralImageType::OnBnClickedButtonCancel()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Destroy this window |  |  |

### OnBnClickedButtonApply

|  |  |
| --- | --- |
| 関数名 | OnBnClickedButtonApply |
| 機能名 | Button clicked event |
| ﾌｧｲﾙ名 | SetupGeneralImageType.cpp |

機 能

Process when press [Apply] button

呼出形式

void CsetupGeneralImageType::OnBnClickedButtonApply()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Set images type to database |  |  |
|  | Update images type for [SubSetting] dialog |  |  |
|  | Destroy this window |  |  |

### InitControls

|  |  |
| --- | --- |
| 関数名 | InitControls |
| 機能名 | Initialize control’s data |
| ﾌｧｲﾙ名 | SubSettingIDDialog.cpp |

機 能

Initialize control’s data

呼出形式

void CSubSettingIDDialog::InitControls()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Call UpdateImageType function to update image type for combobox |  | //AddItemToCombobox(&m\_ctrlCbImageType, IMAGE\_TYPE\_NUMBER, s\_ImageTypeData);  UpdateImageType(); |

### LoadDB

|  |  |
| --- | --- |
| 関数名 | LoadDB |
| 機能名 | Load database |
| ﾌｧｲﾙ名 | idSettingStorage.cpp |

機 能

Load settings from database

呼出形式

void idSetting::CIdSettingStorage::LoadDB()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Load setting for [Body Part Exam] and [Image Type] dialogs |  | m\_ImageType.LoadData(&db);  m\_BodyPart.LoadData(&db); |

### SaveDB

|  |  |
| --- | --- |
| 関数名 | SaveDB |
| 機能名 | Save settings |
| ﾌｧｲﾙ名 | idSettingStorage.cpp |

機 能

Save settings to database

呼出形式

void idSetting::CIdSettingStorage::SaveDB()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Save settings for [Body Part Exam] and [Image Type] dialogs |  |  |

### OnResetAllSettingToDefault

|  |  |
| --- | --- |
| 関数名 | OnResetAllSettingToDefault |
| 機能名 | Reset settings |
| ﾌｧｲﾙ名 | IDSetupGeneral.cpp |

機 能

Reset all settings to default values

呼出形式

LRESULT CIDSetupGeneral::OnResetAllSettingToDefault(WPARAM wParam, LPARAM lParam)

引 数

　　[入力]

wParam

lParam

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |

### LoadSettings

|  |  |
| --- | --- |
| 関数名 | LoadSettings |
| 機能名 | Load settings |
| ﾌｧｲﾙ名 | IDSetupGeneral.cpp |

機 能

Load settings for all controls

呼出形式

void CIDSetupGeneral::LoadSetting()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Load and set status for all controls |  |  |

### DestroyChildWindow

|  |  |
| --- | --- |
| 関数名 | DestroyChildWindow |
| 機能名 | Destroy window |
| ﾌｧｲﾙ名 | IDSetupGeneral.cpp |

機 能

Destroy all child windows

呼出形式

void CIDSetupGeneral::DestroyChildWindow()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Destroy [Body Part Exam] and [Image Type] dialogs |  |  |
|  | Enable parent dialog |  |  |

### OnEnChangeEditNumberinputchar

|  |  |
| --- | --- |
| 関数名 | OnEnChangeEditNumberinputchar |
| 機能名 | Textbox change event |
| ﾌｧｲﾙ名 | IDSetupGeneral.cpp |

機 能

Process when change value of textbox

呼出形式

void CIDSetupGeneral::OnEnChangeEditNumberinputchar()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | If change textbox’s value by spin control then donothing |  |  |
|  | Correct input value to ranges of 0-63 |  |  |

### OnCbnEditchangeComboPndelimister

|  |  |
| --- | --- |
| 関数名 | OnCbnEditchangeComboPndelimister |
| 機能名 | Textbox changed event |
| ﾌｧｲﾙ名 | IDSetupGeneral.cpp |

機 能

Process when change value of textbox

呼出形式

void CIDSetupGeneral::OnCbnEditchangeComboPndelimister()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Process for don’t allow input two characters are “\” and “-” |  |  |

### FixedIDNumber

|  |  |
| --- | --- |
| 関数名 | FixedIDNumber |
| 機能名 | Fix patient ID |
| ﾌｧｲﾙ名 | MidComponentDialog.cpp |

機 能

Fixed Patient ID

呼出形式

void CMidComponentDialog::FixedIDNumber(\_TCHAR \* lpszCurID)

引 数

　　[入力]

lpszCurID Current Patient ID

　　[出力]

lpszCurID Current Patient ID

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | If length of current patient ID is smaller the number in setting then add ‘0’ character to the first of Patient ID until it’s length = number in setting |  |  |

### UpdateBodyPartExamList

|  |  |
| --- | --- |
| 関数名 | UpdateBodyPartExamList |
| 機能名 | Update combobox’s value |
| ﾌｧｲﾙ名 | MidComponentDialog.cpp |

機 能

Update [Body Part] combobox based on new values

呼出形式

void CMidComponentDialog::UpdateBodyPartExamList()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Get new data from memory and reset content of combobox |  |  |
|  | If data is not empty then insert to combobox |  |  |
|  | Else then insert default values to combobox |  |  |

### IsDeletedItem

|  |  |
| --- | --- |
| 関数名 | IsDeletedItem |
| 機能名 | Check item is deleted or not |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Check an item is deleted or not

呼出形式

BOOL CSetupGeneralBodyPartExam::IsDeletedItem(int nUserNum, int \* nMatchID)

引 数

　　[入力]

nUserNum Maximum number of new USER

\*nMatchID ID of item deleted before

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  |  |  |  |

### GetValidNumberForUSER

|  |  |
| --- | --- |
| 関数名 | GetValidNumberForUSER |
| 機能名 | Get the valid number for new USER |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Get the valid number for new USER

呼出形式

BOOL CSetupGeneralBodyPartExam::GetValidNumberForUSER(int \* nUserNum)

引 数

　　[入力]

なし

　　[出力]

nUserNum valid number of new USER

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | If current maximum number is MAX\_USER\_ITEM-1 then search from the first element of deleted item array to find the empty position |  |  |
|  | Else just increase the current maximum number by 1 |  |  |

### ShiftItemOrder

|  |  |
| --- | --- |
| 関数名 | ShiftItemOrder |
| 機能名 | Correct item’s order |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Correct the order of the rest items

呼出形式

void CSetupGeneralBodyPartExam::ShiftItemOrder(int nIndex)

引 数

　　[入力]

nIndex begin index

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Shift left for all item begining nIndex value |  |  |

### ExistedFixedItem

|  |  |
| --- | --- |
| 関数名 | ExistedFixedItem |
| 機能名 | Check the existing of item |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Check if the fixed item (not user items) existed in selected items

呼出形式

BOOL CSetupGeneralBodyPartExam::ExistedFixedItem(int nSelCount)

引 数

　　[入力]

nSelCount Number of selected items

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Check all selected items, if there is at least one item is USER item then return TRUE. Else return FALSE |  |  |

### OnCheckchangeListDisplay

|  |  |
| --- | --- |
| 関数名 | OnCheckchangeListDisplay |
| 機能名 | Checkbox changed event |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Process when change the status of checkbox in listbox

呼出形式

void CSetupGeneralBodyPartExam::OnCheckchangeListDisplay()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Get index of all selected item |  |  |
|  | Update status of that items in list data |  |  |

### UpdateListItems

|  |  |
| --- | --- |
| 関数名 | UpdateListItems |
| 機能名 | Update list items |
| ﾌｧｲﾙ名 | SetupGeneralBodyPartExam.cpp |

機 能

Update list of item when change its information

呼出形式

void CSetupGeneralBodyPartExam::UpdateListItems(int nCurSel, int nDirection)

引 数

　　[入力]

nCurSel Current selected item

nDirection Move up or down

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Swap information of two items in listbox based on move direction |  |  |

### LoadSettings

|  |  |
| --- | --- |
| 関数名 | LoadSettings |
| 機能名 | Load settings |
| ﾌｧｲﾙ名 | SetupGeneralImageType.cpp |

機 能

Load settings from memory

呼出形式

void CSetupGeneralImageType::LoadSetting()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Get image type from database |  |  |
|  | If there is no data from database, use default data and add to image type array |  |  |
|  | Add to listbox |  |  |

### OnCheckchangeListDisplay

|  |  |
| --- | --- |
| 関数名 | OnCheckchangeListDisplay |
| 機能名 | Checkbox changed event |
| ﾌｧｲﾙ名 | SetupGeneralImageType.cpp |

機 能

Process when change checkbox status of listbox

呼出形式

void CSetupGeneralImageType::OnCheckchangeListDisplay()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Get index of all selected items and update it’s information in list data |  |  |

### UpdateImageType

|  |  |
| --- | --- |
| 関数名 | UpdateImageType |
| 機能名 | Update image type |
| ﾌｧｲﾙ名 | SubSettingIDDialog.cpp |

機 能

Update image type combobox base on settings

呼出形式

void CSubSettingIDDialog::UpdateImageType()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Get image type values from memory and set to combobox |  |  |

### LoadData

|  |  |
| --- | --- |
| 関数名 | LoadData |
| 機能名 | Load data from database |
| ﾌｧｲﾙ名 | BodyPartExamController.cpp |

機 能

Load data for [Body Part] combobox from database

呼出形式

void idSetting::CBodyPartExamController::LoadData(UCDMDaoDatabase \* inDb)

引 数

　　[入力]

\*inDb DB object

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Make SELECT SQL statement, load data from database and store in array. |  |  |

### SaveData

|  |  |
| --- | --- |
| 関数名 | SaveData |
| 機能名 | Save data |
| ﾌｧｲﾙ名 | BodyPartExamController.cpp |

機 能

Save [Body Part Exam] info to database

呼出形式

void idSetting::CBodyPartExamController::SaveData(UCDMDaoDatabase \* inDb)

引 数

　　[入力]

\*inDb DB object

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Based on the status of each item (insert, update or delete), make SQL statement to update database |  |  |

### GetBodyPartExamList

|  |  |
| --- | --- |
| 関数名 | GetBodyPartExamList |
| 機能名 | Get list of data |
| ﾌｧｲﾙ名 | BodyPartExamController.cpp |

機 能

Get list of [Body Part] item which load from database before

呼出形式

vector<BODY\_PART\_EXAM\_t> idSetting::CBodyPartExamController::GetBodyPartExamList(BOOL bIsUser)

引 数

　　[入力]

bIsUser Only get USER item or total

　　[出力]

なし

戻 り 値

List of items for [Body Part]

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | If bIsUser is TRUE, only get USES’s items and return result |  |  |
|  | Else return total data |  |  |

### SetBodyPartExamList

|  |  |
| --- | --- |
| 関数名 | SetBodyPartExamList |
| 機能名 | Set data |
| ﾌｧｲﾙ名 | BodyPartExamController.cpp |

機 能

Set [Body Part Exam] information

呼出形式

void idSetting::CBodyPartExamController::SetBodyPartExamList(std::vector<BODY\_PART\_EXAM\_t> vecBodyPartInfo)

引 数

　　[入力]

vecBodyPartInfo [Body Part Exam] data

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Store data to global variables. |  |  |

### SetImageTypeList

|  |  |
| --- | --- |
| 関数名 | SetImageTypeList |
| 機能名 | Set image type |
| ﾌｧｲﾙ名 | idSetting.cpp |

機 能

Set image type data

呼出形式

void idSetting::SetImageTypeList(std::vector<IMAGE\_TYPE\_t> vecImgInfo)

引 数

　　[入力]

vecImgInfo Image type data

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Call to SetImageTypeList function of CimageTypeController class through instance of CIdSettingStorage class |  | CIdSettingStorage::GetInstance()->m\_ImageType.SetImageTypeList(vecImgInfo); |

### SetBodyPartExamList

|  |  |
| --- | --- |
| 関数名 | SetBodyPartExamList |
| 機能名 | Set [Body Part Exam] data |
| ﾌｧｲﾙ名 | idSetting.cpp |

機 能

Set data of [Body Part Exam]

呼出形式

void idSetting::SetBodyPartExamList(std::vector<BODY\_PART\_EXAM\_t> vecBodyPartInfo)

引 数

　　[入力]

vecBodyPartInfo [Body Part Exam] data

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Call to SetBodyPartExamList function of CBodyPartExamController class through instance of CIdSettingStorage class |  | CIdSettingStorage::GetInstance()->m\_BodyPart.SetBodyPartExamList(vecBodyPartInfo); |

### GetImageTypeList

|  |  |
| --- | --- |
| 関数名 | GetImageTypeList |
| 機能名 | Get Image type data |
| ﾌｧｲﾙ名 | idSetting.cpp |

機 能

Get image type data

呼出形式

vector<IMAGE\_TYPE\_t> idSetting::GetImageTypeList()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

Image type data

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Return the call to function GetImageTypeList of CImageTypeController class through instance of CIdSettingStorage class |  |  |

### GetBodyPartExamList

|  |  |
| --- | --- |
| 関数名 | GetBodyPartExamList |
| 機能名 | Get [Body Part Exam] data |
| ﾌｧｲﾙ名 | idSetting.cpp |

機 能

Get [Body Part Exam] data

呼出形式

vector<BODY\_PART\_EXAM\_t> idSetting::GetBodyPartExamList(BOOL bIsUser)

引 数

　　[入力]

bIsUser Only get USER item or total

　　[出力]

なし

戻 り 値

Array of [Body Part Exam] data

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Return the call to function GetBodyPartExamList of CBodyPartExamController class through instance of CIdSettingStorage class |  |  |

### LoadData

|  |  |
| --- | --- |
| 関数名 | LoadData |
| 機能名 | Load Image type data |
| ﾌｧｲﾙ名 | ImageTypeController.cpp |

機 能

Load image type data

呼出形式

void idSetting::CImageTypeController::LoadData(UCDMDaoDatabase \* inDb)

引 数

　　[入力]

\*inDb DB object

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Make SELECT SQL statement, load data from database and store in array. |  |  |

### SaveData

|  |  |
| --- | --- |
| 関数名 | SaveData |
| 機能名 | Save image type data |
| ﾌｧｲﾙ名 | ImageTypeController.cpp |

機 能

Save image type data

呼出形式

void idSetting::CImageTypeController::SaveData(UCDMDaoDatabase \* inDb)

引 数

　　[入力]

\*inDb DB object

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | For each item, make SQL statement to update database |  |  |

### GetImageTypeList

|  |  |
| --- | --- |
| 関数名 | GetImageTypeList |
| 機能名 | Get image type data |
| ﾌｧｲﾙ名 | ImageTypeController.cpp |

機 能

Get image type data

呼出形式

vector<IMAGE\_TYPE\_t>& idSetting::CImageTypeController::GetImageTypeList()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

Array of image type data

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Return global variables which store image type data |  |  |

### SetImageTypeList

|  |  |
| --- | --- |
| 関数名 | SetImageTypeList |
| 機能名 | Set image type data |
| ﾌｧｲﾙ名 | ImageTypeController.cpp |

機 能

Set image type data to memory

呼出形式

void idSetting::CImageTypeController::SetImageTypeList(std::vector<IMAGE\_TYPE\_t> vecImgInfo)

引 数

　　[入力]

vecImgInfo Image type data

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Store data to global variables. |  |  |

## MPPS

### Cdlg\_ihe\_mpps::OnInitDialog

|  |  |
| --- | --- |
| 関数名 | Cdlg\_ihe\_mpps::OnInitDialog |
| 機能名 | dialogsrv |
| ﾌｧｲﾙ名 | dlg\_ihe\_mpps.cpp |

機 能

ダイアログボックス初期化時の処理.

呼出形式

BOOL Cdlg\_ihe\_mpps::OnInitDialog()

引 数

　　[入力]

なし

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Comment out add string for status combobox |  | //iIdx = m\_Combo\_Status.AddString( lst\_MPPSString[lst\_StatusTable[i].StrID].pstr\_dt ); |
|  | Get string of COMPLETE status |  | i = 0;  dlgGetStr(lst\_MPPSReasonCodeString[i].StrID, dlgSTR\_MAX, StrBuf); |
|  | Set string of COMPLETE status |  | iIdx = m\_Combo\_Status.AddString(StrBuf); |
|  | Set COMPLETE item index |  | m\_Combo\_Status.SetItemData(iIdx, lst\_MPPSReasonCodeString[i].RssID ); |
|  | Get string of DISCONTINUE status |  | i = 1;  dlgGetStr(lst\_MPPSReasonCodeString[i].StrID, dlgSTR\_MAX, StrBuf); |
|  | Set string of DISCONTINUE status |  | iIdx = m\_Combo\_Status.AddString(StrBuf); |
|  | Set DISCONTINUE item index |  | m\_Combo\_Status.SetItemData(iIdx, lst\_MPPSReasonCodeString[i].RssID ); |
|  | Comment out old code which set string for reason code |  | //for(i = 0; lst\_ReasonTable[i].StrID != 0;  //i++)  //{  //iIdx =  //m\_Combo\_Reason.AddString( lst\_MPPSString[ls  //t\_ReasonTable[i].StrID].pstr\_dt );  //m\_Combo\_Reason.SetItemData( iIdx, i );  //} |
|  | Set string for reason code |  | for(i = 0; lst\_MPPSReasonCodeString [i] != 0; i++)  {  dlgGetStr(lst\_MPPSReasonCodeString[i], dlgSTR\_MAX, StrBuf);  iIdx = m\_Combo\_Reason.AddString(StrBuf);  m\_Combo\_Reason.SetItemData( iIdx, i );  } |

### wrng\_window\_disp

|  |  |
| --- | --- |
| 関数名 | wrng\_window\_disp |
| 機能名 | message |
| ﾌｧｲﾙ名 | message\_dialog.c |

機 能

ワーニングメッセージ(ダイアログ）のボタン種別＆インジケータを設定し、メッセージを表示する.

呼出形式

void wrng\_window\_disp(MSG\_INFO\_t \*msg\_ptr)

引 数

　　[入力]

MSG\_INFO\_t \*msg\_ptr; : メッセージ情報アドレス

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Add case for Quit/Retry type, |  | MSG\_QUITRETRY |
|  | If msg\_find is MSG\_QUITRETRY, set dialog king is DLG\_BTN\_QUIT\_RETRY |  | DLG\_BTN\_QUIT\_RETRY |
|  |  |  |  |

### btn\_disp\_position

|  |  |
| --- | --- |
| 関数名 | btn\_disp\_position |
| 機能名 | message |
| ﾌｧｲﾙ名 | message\_dialog.c |

機 能

Re-position buttons on dialog if dialog has been resized.

呼出形式

void btn\_disp\_position(HWND P\_hWnd)

引 数

　　[入力]

HWND P\_hWnd : Dialog handle

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Add case for Quit/Retry type, |  | case MSG\_QUITRETRY: |
|  | Set number of button |  | TWO\_BUTTON |
|  | Allocate memory for buttons |  | malloc(sizeof(int) \* nNumberOfButton); |
|  | Assign first button is Retry button |  | pButtonID[FIRST\_BUTTON] = IDC\_BUTTON1 |
|  | Assign first button is Retry button |  | pButtonID[SECOND\_BUTTON] = IDOK |
|  | Re-position for 2 button |  | set\_array\_button\_pos |

### btn\_disp\_msg

|  |  |
| --- | --- |
| 関数名 | btn\_disp\_msg |
| 機能名 | message |
| ﾌｧｲﾙ名 | message\_dialog.c |

機 能

メッセージのボタンに文字列を表示する。

呼出形式

void btn\_disp\_msg(HWND P\_hWnd, int disp\_kind, int msg\_kind)

引 数

　　[入力]

HWND P\_hWnd ：ダイアログボックスのウィンドウハンドル

int disp\_kind ：ダイアログ種別

int msg\_kind ：メッセージ種別

　　[出力]

なし

戻 り 値

なし

処理内容

|  |  |  |  |
| --- | --- | --- | --- |
|  | Add case for Quit/Retry type, |  | case MSG\_QUITRETRY: |
|  | Get name of QUIT button. |  | make\_btn\_msg(STR\_MSG\_BTN\_QUIT, str, sizeof(str) / sizeof(str[0])) |
|  | Set name for button |  | SetDlgItemText(P\_hWnd, IDC\_BUTTON1, str) |
|  | Get name of RETRY button. |  | make\_btn\_msg(STR\_MSG\_BTN\_RETRY, str, sizeof(str) / sizeof(str[0])) |
|  | Set name for button |  | SetDlgItemText(P\_hWnd, IDOK, str) |

# Appendix

## Xxxxxx