Linearization Method	**Input data *PS* operator**[1)]	**Interpretation rgb_d or rgb_{de}**	**Change** (i=0..256^3-1)	**Output** (i=0..256^3-1)
DFO_LM DL_PR	*000n, w, cmy0, rgb*	rgb_{d1} , rgb_{d2} , **2)** rgb_{d3} , rgb_{d4} or rgb_{de1} , rgb_{de2} , **2)** rgb_{de3} , rgb_{de4}	$\mathbf{rgb_{di}}$ **'*** $\mathbf{rgb_{dei}}$ **'***	$\mathbf{rgb_{di}}$ * $\mathbf{rgb_{dei}}$ *
DFO_LM DG_PR	*000n, w, cmy0, rgb*	rgb_{d1} , rgb_{d2} , **2)** rgb_{d3} , rgb_{d4}	$\mathbf{(rgb_d)^n}$**,***	$\mathbf{rgb_d}$ *
FO_LM DL_PS	*000n, w, cmy0, rgb*	rgb_d , rgb_d , rgb_d , rgb_d or rgb_{de} , rgb_{de} , rgb_{de} , rgb_{de}	$\mathbf{rgb_{di}}$ **'*** $\mathbf{rgb_{dei}}$ **'***	$\mathbf{rgb_{di}}$ * $\mathbf{rgb_{dei}}$ *
FO_LM DG_PS	*000n, w, cmy0, rgb*	rgb_d , rgb_d , rgb_d , rgb_d or rgb_{de} , rgb_{de} , rgb_{de} , rgb_{de}	$\mathbf{(rgb_d)^n}$**,*** $\mathbf{(rgb_d)^n}$**,***	$\mathbf{rgb_d}$ * $\mathbf{rgb_{de}}$ *

Abbreviations: DFO = Device File Output; **FO** = File Output; **DL** = Device Link
DG = Device Gamma; **LM** = Linearization Method; **PR** = Profile; ***PS*** = *PostScript* code
Remarks: 1) colorimetric equivalent coordinates, for example $c = 1 - r$
2) MacOSX shows all four different on version 10.6, and equal on versions 10/10.1

Linearization Method	**Input data *PS* operator** [1)]	**Output color measurement LCH_n *'** [2)]	**Change** (i=0..256^3-1)	**Output** (i=0..256^3-1)
DFO_LM DL_PR	*rgb setrgbcolor* −>rgb_{dn} (n=0..728)	LCH_{dn}*−>rgb_{dn}*' 3D interpolation LCH_{dn}*−>rgb_{den}*' 3D interpolation	$\mathbf{rgb_{di}'^*}$ $\mathbf{rgb_{dei}'^*}$	$\mathbf{rgb_{di}^*}$ $\mathbf{rgb_{dei}^*}$
DFO_LM DG_PR	*rgb setrgbcolor* −>rgb_{dn}	LCH_{dn}*−>rgb_{dn}*' 3D interpolation	$\mathbf{(rgb_d)^{n'*}}$	$\mathbf{rgb_d^*}$
FO_LM DL_PS	*rgb setrgbcolor* −>rgb_{dn} (n=0..728)	LCH_{dn}*−>rgb_{dn}*' 3D interpolation LCH_{dn}*−>rgb_{den}*' 3D interpolation	$\mathbf{rgb_{di}'^*}$ $\mathbf{rgb_{dei}'^*}$	$\mathbf{rgb_{di}^*}$ $\mathbf{rgb_{dei}^*}$
FO_LM DG_PS	*rgb setrgbcolor* −>rgb_{dn} (n=0..728)	LCH_{dn}*−>rgb_{dn}*' 3D interpolation LCH_{dn}*−>rgb_{den}*' 3D interpolation	$\mathbf{(rgb_d)^{n'*}}$ $\mathbf{(rgb_d)^{n'*}}$	$\mathbf{rgb_d^*}$ $\mathbf{rgb_{de}^*}$

Abbreviations: DFO = Device File Output; **FO** = File Output; **DL** = Device Link
DG = Device Gamma; **LM** = Linearization Method; **PR** = Profile; ***PS*** = *PostScript* code
Remarks: 1) *rgb* input data and measurement of n=729 (=9x9x9) colours
2) 3D interpolation of output data rgb_{dn}*' and calculated inverse data rgb_{dn}'* (n=0..728)

Colour Linearization Method	**1-minus-relation 1MR**[1]		**Device to Elementary Hue DEH**		**Room light Reflection RLR_i i=8 steps**		**Whole Device Output WDO_i i=8 steps**		**Example Test File ETF_i i=8 steps**
	VG	**PG**	**VG**	**PG**	**VG**	**PG**	**VG**	**PG**	
DFO_LM	X[1]	X[1]	O	O	O	O	O	O	A_1: O
DL_PR[2]	X[1]	X[1]	O	O	O	O	O	O	C_1: O
DFO_LM	X[1]	X[1]	X	X	●	●	●	●	A_1: L16E00
DG_PR	X[1]	X[1]	X	X	●	●	●	●	C_1: LE5000
FO_LM[3]	O[1]	O[1]	O	O	O	O	X[3]	X[3]	A_8: O
DL_PS	O[1]	O[1]	O	O	O	O	X[3]	X[3]	C_8: O
FO_LM[3]	●[1]	O[1]	●	O	●	●	X[3]	X[3]	A_8: L15E00
DG_PS	●[1]	O[1]	●	O	●	●	X[3]	X[3]	C_8: LE50L0

Abbreviations: DFO = Device File Output; **FO** = File Output; **DL** = Device Link
DG = Device Gamma; **LM** = Linearization Method; **PR** = Profile; ***PS*** = *PostScript* code
VG = Vector Graphics; **PG** = Pixel Graphics; ● = realized; O = possible; X = impossible

Remarks: 1) Realized: *Mac OSX 10/10.1*, *Adobe FrameMaker 8*, *Unix*, *Ghostscript*
2) ICC expert needed who writes a DL_PR with rgb_{di} −> rgb_{di}'* (i=0..256^3−1)
3) FO_LM changes the file output and not the whole display output

Colour Linearization Method	**1-minus-relation 1MR**[1]		**Device to Elementary Hue DEH**		**Room light Reflection RLR_i i=8 steps**		**Whole Device Output WDO_i i=8 steps**		**Example Test File ETF_i i=8 steps**
	VG	**PG**	**VG**	**PG**	**VG**	**PG**	**VG**	**PG**	
FF_LM[3]	O[1]	O[1]	O	O	O	O	X[3]	X[3]	A_2: O
DL_PS	O[1]	O[1]	O	O	O	O	X[3]	X[3]	C_2: O
+	+	+	+	+					
DFO_LM	O[1]	O[1]	O	O	O	O	O	O	A_{16}: O
DL_PR[2]	O[1]	O[1]	O	O	O	O	O	O	C_{16}: O
FF_LM[3]	●[1]	O[1]	O	O	O	O	X[3]	X[3]	A_2:OE00L2
DG_PS	●[1]	O[1]	●	O	O	O	X[3]	X[3]	C_2:OE02L2
+	+	+	+	+					
DFO_LM	●[1]	O[1]	●	O	●	●	●	●	A_{16}: O
DG_PR	●[1]	O[1]	●	O	●	●	●	●	C_{16}: O

Abbreviations: DFO = Device File Output; **FF** = Frame File; **DL** = Device Link
DG = Device Gamma; **LM** = Linearization Method; **PR** = Profile; ***PS*** = *PostScript* code
VG = Vector Graphics; **PG** = Pixel Graphics; ● = realized; O = possible; X = impossible

Remarks: 1) Realized: *Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript*
2) ICC expert needed who writes a DL_PR with rgb_{di} −> rgb_{di}'* (i=0..256^3−1)
3) FF_LM changes the file output and not whole display output