

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}	rgb_{d1}^* rgb_{de1}^*	rgb_{d1}^* rgb_{de1}^*
DFO_LM DG_PR	000n, w, cmy0, rgb	$rgb_{d1}, rgb_{d2}, 2)$ rgb_{d3}, rgb_{d4}	$(rgb_d)^{n*}$	rgb_d^*
FO_LM DL_PS	000n, w, cmy0, rgb	rgb_d, rgb_b rgb_d, rgb_b or rgb_{de}, rgb_{de} rgb_{de}, rgb_{de}	rgb_{d1}^* rgb_{de1}^*	rgb_{d1}^* rgb_{de1}^*
FO_LM DG_PS	000n, w, cmy0, rgb	rgb_d, rgb_b rgb_d, rgb_b or rgb_{de}, rgb_{de} rgb_{de}, rgb_{de}	$(rgb_d)^{n*}$ $(rgb_{de})^{n*}$	rgb_d^* 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

OE460-3N

Linearization Method	Input data PS operator ¹⁾	Output color measurement LCH_d^* or LCH_{de}^*	Change ($i=0..256^3-1$)	Output ($i=0..256^3-1$)
DFO_LM DL_PR	rgb setrgbcolor -> rgb_{dn} (n=0..728)	$LCH_{dn}^* \rightarrow rgb_{dn}^*$ 3D interpolation $LCH_{de}^* \rightarrow rgb_{de}^*$ 3D interpolation	rgb_{d1}^* rgb_{de1}^*	rgb_{d1}^* rgb_{de1}^*
DFO_LM DG_PR	rgb setrgbcolor -> rgb_{dn}	$LCH_{dn}^* \rightarrow rgb_{dn}^*$ 3D interpolation	$(rgb_d)^{n*}$	rgb_d^*
FO_LM DL_PS	rgb setrgbcolor -> rgb_{dn} (n=0..728)	$LCH_{dn}^* \rightarrow rgb_{dn}^*$ 3D interpolation $LCH_{de}^* \rightarrow rgb_{de}^*$ 3D interpolation	rgb_{d1}^* rgb_{de1}^*	rgb_{d1}^* rgb_{de1}^*
FO_LM DG_PS	rgb setrgbcolor -> rgb_{dn} (n=0..728)	$LCH_{dn}^* \rightarrow rgb_{dn}^*$ 3D interpolation $LCH_{de}^* \rightarrow rgb_{de}^*$ 3D interpolation	$(rgb_d)^{n*}$ $(rgb_{de})^{n*}$	rgb_d^* 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_{de}^* (n=0..728)

OE460-7N

Colour Linearization Method	1-minus-relation IMR 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 DL_PR ²⁾	X ¹⁾ X ¹⁾	X ¹⁾ X ¹⁾	O O	O O	O O	O O	O O	O O	A ₁ : O C ₁ : O
DFO_LM DG_PR	X ¹⁾ X ¹⁾	X ¹⁾ X ¹⁾	X X	X X	● ●	● ●	● ●	● ●	A ₁ : L16E00 C ₁ : LE5000
FO_LM ³⁾ DL_PS	O ¹⁾ O ¹⁾	O ¹⁾ O ¹⁾	O O	O O	O O	O O	X ³⁾ X ³⁾	X ³⁾ X ³⁾	A ₈ : O C ₈ : O
FO_LM ³⁾ DG_PS	● ¹⁾ ● ¹⁾	O ¹⁾ O ¹⁾	● ●	O O	● ●	● ●	X ³⁾ X ³⁾	X ³⁾ X ³⁾	A ₈ : L15E00 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 $rgb_{di} \rightarrow rgb_{di}^*$ ($i=0..256^3-1$)
3) FO_LM changes the file output and not the whole display output

OE461-3N

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⁾ DL_PS + DFO_LM DL_PR ²⁾	O ¹⁾ O ¹⁾ + O ¹⁾ O ¹⁾	O ¹⁾ O ¹⁾ + O ¹⁾ O ¹⁾	O O + O O	O O + O O	O O O O O	O O O O O	X ³⁾ X ³⁾ X ³⁾ O O	X ³⁾ X ³⁾ X ³⁾ O O	A ₂ : O C ₂ : O A ₁₆ : O C ₁₆ : O
FF_LM ³⁾ DG_PS + DFO_LM DG PR	● ¹⁾ ● ¹⁾ + ● ¹⁾ ● ¹⁾	O ¹⁾ O ¹⁾ + O ¹⁾ O ¹⁾	O ● + O ●	O O + O O	O O O ● ●	O O O ● ●	X ³⁾ X ³⁾ X ³⁾ ● ●	X ³⁾ X ³⁾ X ³⁾ ● ●	A ₂ : OE00L2 C ₂ : OE02L2 A ₁₆ : 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 $rgb_{di} \rightarrow rgb_{di}^*$ ($i=0..256^3-1$)
3) FF_LM changes the file output and not whole display output

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