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_{di}'**** ***rgb_{dei}'****	***rgb_{di}**** ***rgb_{dei}****
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_d, rgb_d, rgb_d or rgb_{de}, rgb_{de}, rgb_{de}, rgb_{de}	***rgb_{di}'**** ***rgb_{dei}'****	***rgb_{di}**** ***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}	***$(rgb_d)^n$'**** ***$(rgb_d)^n$'****	***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

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 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} –> rgb_{di}'* (*i*=0..256^3−1)
3) FO_LM changes the file output and not the whole display output

OE461−3N

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	***rgb_{di}'**** ***rgb_{dei}'****	***rgb_{di}**** ***rgb_{dei}****
DFO_LM DG_PR	*rgb setrgbcolor* –>rgb_{dn}	LCH_{dn}*–>rgb_{dn}*' 3D interpolation	***$(rgb_d)^n$'****	***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	***rgb_{di}'**** ***rgb_{dei}'****	***rgb_{di}**** ***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	***$(rgb_d)^n$'**** ***$(rgb_d)^n$'****	***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_{dn}'* (n=0..728)

OE460−7N

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 O + O	O O + O	O O O	O O O	X [3)] X [3)] O O	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 ● ●	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} –> rgb_{di}'* (*i*=0..256^3−1)
3) FF_LM changes the file output and not whole display output

OE461−7N