

| Lineariza- tion Method | Eingabedaten ¹⁾ <i>PS-Operator</i> | Ausgabefarb- Messung $LCH_n^*, ^2)$ | Änderung ($i=0..256^3-1$) | Ausgabe ($i=0..256^3-1$) |
|---------------------------|--|---|--------------------------------------|-----------------------------------|
| DFO_LM DL_PR | $rgb\ setrgbcolor$ $\rightarrow rgb_{dn}$ ($n=0..728$) | $LCH_{dn}^* \rightarrow rgb_{dn}^*$ 3D-Interpolation $LCH_{dn}^* \rightarrow rgb_{den}^*$ 3D-Interpolation | rgb_{di}^* rgb_{dei}^* | rgb_{di}^* rgb_{dei}^* |
| DFO_LM DG_PR | $rgb\ setrgbcolor$ $\rightarrow rgb_{dn}$ | $LCH_{dn}^* \rightarrow rgb_{dn}^*$ 3D-Interpolation | $(rgb_d)^n, *$ | rgb_d^* |
| FO_LM DL_PS | $rgb\ setrgbcolor$ $\rightarrow rgb_{dn}$ ($n=0..728$) | $LCH_{dn}^* \rightarrow rgb_{dn}^*$ 3D-Interpolation $LCH_{dn}^* \rightarrow rgb_{den}^*$ 3D-Interpolation | rgb_{di}^* rgb_{dei}^* | rgb_{di}^* rgb_{dei}^* |
| FO_LM DG_PS | $rgb\ setrgbcolor$ $\rightarrow rgb_{dn}$ ($n=0..728$) | $LCH_{dn}^* \rightarrow rgb_{dn}^*$ 3D-Interpolation $LCH_{dn}^* \rightarrow rgb_{den}^*$ 3D-Interpolation | $(rgb_d)^n, *$ $(rgb_d)^n, *$ | rgb_d^* rgb_{de}^* |

Abkürzungen: **DFO** = Device File Output; **FO** = File Output; **DL** = Device Link
DG = Device Gamma; **LM**=Linearisierungsmethode; **PR**=Profil; **PS**=*PostScript*-Code
Remarks: 1) rgb -Eingabedaten und Messung von $n=729$ ($=9 \times 9 \times 9$) Farben
2) 3D-Interpolation Ausgabedaten rgb_{dn}^* , berechnete inverse Daten rgb_{dn}^* ($n=0..728$)