

Colour Linearization Method	1-minus-relation 1MR ¹⁾		Device to Elementary Hue DEH		Room light Reflection RLR _i <i>i</i> =8 steps		Whole Device Output WDO _i <i>i</i> =8 steps		Example Test File ETF _i <i>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