

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	
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 ● ●	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