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</tr>
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<td>-----------------------------------</td>
<td>------</td>
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Preface

The KCMS Application Developer’s Guide describes the Kodak Color Management System (KCMS™) framework C-language application programming interface (API). The KCMS framework enables the accurate reproduction, and improves the appearance of, digital color images on desktop computers and associated peripherals. With the framework’s “C” API, you can write applications that perform correct color conversions and manipulations.

Who Should Use This Guide

The intended audience of this guide is the professional programmer who is fluent in the C programming language and writing an application that:

- Uses color data
- Prints images
- Is an imaging tool
- Uses PhotoCD

Note – Although the KCMS API is a “C” language interface to the KCMS framework, you can write your application in other languages such as C++ by following the guidelines for making C-language calls.
Before You Read This Guide

Check the following documentation for any corrections or updates to the information in this guide:

See the on-line SUNWrdm packages for information on bugs and issues, engineering news, and patches. For Solaris installation bugs and for late-breaking bugs, news, and patch information, see the Installation Instructions for Solaris 2.6 (SPARC Platform Edition) and the Installation Instructions for Solaris 2.6 (Intel Platform Edition).

For SPARC™ systems, consult any updates your hardware manufacturer provided.

Although you do not have to be a color scientist to write applications with the KCMS API, a certain amount of color literacy is helpful. Table P-1 lists two white papers that contain some basic information on color and KCMS. The files are located online in the /usr/openwin/demo/kcms/docs/ directory.

<table>
<thead>
<tr>
<th>File Name</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>kcms-wp.ps</td>
<td>An Introduction to the Kodak Color Management System</td>
</tr>
<tr>
<td>kcms-wp-solaris.ps</td>
<td>Kodak Color Management System</td>
</tr>
</tbody>
</table>

The KCMS framework this guide describes uses the International Color Consortium (ICC) format as the default format for color manipulation. For details on ICC, you should read the International Color Consortium Profile Format Specification. The ICC profile format specification is located by default in the icc.ps file in the /opt/SUNWsdk/kcms/doc directory. This is the specification to which this version of KCMS conforms. For the most current version of the ICC specification, see the web site at http://www.color.org.

Related Manuals

The following manuals will help you further understand the Driver Developer Kit (DDK) portion of the KCMS software product.

- KCMS CMM Developer’s Guide
- KCMS CMM Reference Manual
- KCMS Test Suite User’s Guide
The following manuals will help you further understand the Calibrator Tool portion of the KCMS software product.

- **Solaris Advanced User’s Guide**
  
  In Chapter 10, “Customizing Your Environment,” there is a section called “Calibrating Your Monitor.” The section tells you how to adjust your viewing environment and how to calibrate your monitor with Calibrator Tool.

- **KCMS Calibrator Tool Loadable Interface Guide**
  
  This guide will help you further understand the API to the Calibrator Tool. You can tailor the Calibrator Tool for your specific calibrator hardware and software with this API.

**How This Guide Is Organized**

This guide consists of the following chapters and appendix:

- Chapter 1, “Introduction” explains the KCMS architecture and programming environment. In addition, it introduces you to several on-line sample programs that demonstrate the use of the KCMS API.
- Chapter 2, “Profiles” explains profiles, which are the focus of your programming efforts with the KCMS framework.
- Chapter 3, “Data Structures” describes the data structures of the KCMS framework.
- Chapter 4, “Functions” details each KCMS “C” API function.
- Chapter 5, “KCMS Profile Attributes” details each profile attribute (tag).
- Chapter 6, “Warning and Error Messages” describes status codes (error and warning messages) returned by the KCMS framework functions.

**Ordering Sun Documents**

The SunDocs℠ program provides more than 250 manuals from Sun Microsystems, Inc. If you live in the United States, Canada, Europe, or Japan, you can purchase documentation sets or individual manuals using this program.
For a list of documents and how to order them, see the catalog section of the SunExpress™ Internet site at http://www.sun.com/sunexpress.

**Note** – The term “x86” refers to the Intel 8086 family of microprocessor chips, including Pentium and Pentium Pro processors and compatible microprocessor chips made by AMD and Cyrix. In this document, the term “x86” refers to the overall platform architecture, whereas “Intel Platform Edition” appears in the product name.

### What Typographic Changes Mean

The following table describes the typographic changes used in this guide.

**Table P-2**  Typographic Conventions

<table>
<thead>
<tr>
<th>Typeface or Symbol</th>
<th>Meaning</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>AaBbCc123</td>
<td>The names of commands, files, and directories; on-screen computer output</td>
<td>Edit your .login file. Use ls -a to list all files. machine_name% You have mail.</td>
</tr>
<tr>
<td>AaBbCc123</td>
<td>What you type, contrasted with on-screen computer output</td>
<td>machine_name% su Password:</td>
</tr>
<tr>
<td>AaBbCc123</td>
<td>Command-line placeholder; replace with a real name or value</td>
<td>To delete a file, type rm filename.</td>
</tr>
<tr>
<td>AaBbCc123</td>
<td>Book titles, new words or terms, or words to be emphasized</td>
<td>Read Chapter 6 in User’s Guide. These are called class options. You must be root to do this.</td>
</tr>
</tbody>
</table>
KCMS Naming Conventions

The KCMS “C” API naming conventions shown in Table P-3 are used throughout the KCMS framework and this guide.

Table P-3  API Naming Conventions

<table>
<thead>
<tr>
<th>Item</th>
<th>Convention</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attribute names</td>
<td>ICC profile format attribute names begin with “ic”—ic&lt;AttributeName&gt;</td>
<td>icHeader</td>
</tr>
<tr>
<td>Data structures</td>
<td>ICC profile format data structures begin with “ic”. All other data structures, typedefs, and constants are KCMS specific and begin with “Kcs”—Kcs&lt;TypeDefName&gt;</td>
<td>icTextDescription, KcsCalibrationData</td>
</tr>
<tr>
<td>Macros</td>
<td>Macros are KCMS specific and are capitalized—Kcs_&lt;MACRO_NAME&gt;</td>
<td>KCS_DEFAULT_ATTRIB_COUNT</td>
</tr>
<tr>
<td>Status codes</td>
<td>All status codes are capitalized and have the format KCS_&lt;STATUS_CODE&gt;</td>
<td>KCS_PROF_ID_BAD</td>
</tr>
</tbody>
</table>

**Note** – Historically KCMS was referred to by the abbreviation KCS (or Kcs). This abbreviation has been carried forward as the prefix in KCMS data type names, for example, KcsCalibrationData.

Equivalent Terms In This Guide

For historic reasons, this guide uses several equivalent Kodak and ICC terms. The terms evolved at different times. Development of the ICC specification introduced new ICC terms with meanings the same as (or similar to) already existing Kodak terms.
You should be familiar with the terms listed in the table below, as you will encounter them in the ICC specification and KCMS color management documentation, as well as in the KCMS header files and example programs. The terms are defined as they are introduced in this guide.

Table P-4   Equivalent ICC and Kodak Terms

<table>
<thead>
<tr>
<th>Kodak Term</th>
<th>ICC Term</th>
</tr>
</thead>
<tbody>
<tr>
<td>attribute</td>
<td>tag</td>
</tr>
<tr>
<td>device color profile (DCP)</td>
<td>input, display, or output profile</td>
</tr>
<tr>
<td>effects color profile (ECP)</td>
<td>abstract profile</td>
</tr>
<tr>
<td>complete color profile (CCP)</td>
<td>device link profile</td>
</tr>
<tr>
<td>reference color space (RCS)</td>
<td>profile connection space (PCS)</td>
</tr>
</tbody>
</table>

Note – The text in this guide uses the term attribute instead of tag, (but code examples and header files may use tag for the historic reasons previously mentioned.

Shell Prompts in Command Examples

The following table shows the default system prompt and superuser prompt for the C shell, Bourne shell, and Korn shell.

Table P-5   Shell Prompts

<table>
<thead>
<tr>
<th>Shell</th>
<th>Prompt</th>
</tr>
</thead>
<tbody>
<tr>
<td>C shell prompt</td>
<td>machine_name%</td>
</tr>
<tr>
<td>C shell superuser prompt</td>
<td>machine_name#</td>
</tr>
<tr>
<td>Bourne shell and Korn shell prompt</td>
<td>$</td>
</tr>
<tr>
<td>Bourne shell and Korn shell superuser prompt</td>
<td>#</td>
</tr>
</tbody>
</table>
New Features

Multithread Safe

In this release, KCMS supports multithread programs; it is multithread safe (MT-safe). If your application uses multithread capabilities you do not need to put locks around KCMS library calls.
Introduction

In This Chapter

This chapter introduces you to the Kodak Color Management System (KCMS) product. It describes each of the components of the KCMS architecture and tells you about programming requirements and hints when writing your KCMS application.

KCMS Architecture

The KCMS architecture provides a way to encapsulate specific color management functions in color profiles. Figure 1-1 illustrates the architecture of the KCMS environment. Each segment filled with gray is supplied by SunSoft. These are the default components. The other segments, filled with white, are components that you can add to your development environment.

Each component is discussed further in the following sections.

Note – SunSoft supplies the XIL imaging library. KCMS is integrated into this library.
Applications

At the top of the hierarchy are applications. Using the KCMS “C” API to the KCMS framework, you can write an application that:

- Uses color data
- Prints
- Is an imaging tool
- Uses PhotoCD

Applications connect color profiles to provide a variety of new forms, thus minimizing the task of predefining all possibilities. With the 14 available KCMS API functions, your application can load, create, and update profiles, connect and optimize profiles, and then process data through the result. (For a summary description of each KCMS API function, see “KCMS API Functional Overview” on page 11.)
“C” API

The KCMS “C” API provides functions for your application to communicate with the KCMS framework and color management modules (CMMs). The API is a portable programming interface that allows applications to manipulate color profiles and to use them to correct color data.

Note – The SDK API is sometimes referred to as the “C” API to distinguish it from the DDK “C++” framework interface used to develop CMMs.

The “C” API consists of:

- A set of callable functions
- Header files
- A shared library and dynamically loaded code modules required for Solaris

KCMS Framework

The KCMS framework loads and saves profiles, gets and sets KCMS profile attributes, and directs requests for color management to the right CMM at the right time. It is particularly vital in calls that involve more than one CMM. The KCMS framework also maintains attributes and executes certain default behaviors and functionality.

Color management is performed by the framework and the CMMs. You can concentrate on dealing with profiles because the KCMS framework makes color management details transparent to the caller.

Profiles

Profiles are files that tell the KCMS framework how to convert input color data to the appropriate color-corrected output color data. They are the focus of your programming efforts. For example, your application might load profiles, read profile attributes, connect profiles, optimize profiles, and apply profiles to color data.

See Chapter 2, “Profiles,” for detailed information.
Graphics and Imaging Libraries

Table 1-1 lists some of the imaging and graphics libraries available to use with the KCMS framework.

<table>
<thead>
<tr>
<th>Library</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PEXlib</td>
<td>PHIGS Extensions to the X Library</td>
</tr>
<tr>
<td>XGL</td>
<td>Solaris 3D Graphics Foundation Library</td>
</tr>
<tr>
<td>XIElib</td>
<td>X Imaging Extension Library</td>
</tr>
<tr>
<td>XIL</td>
<td>Solaris Foundation Imaging Library</td>
</tr>
<tr>
<td>Xlib</td>
<td>X11 Window System Library</td>
</tr>
</tbody>
</table>

You can mix KCMS calls with any calls from these libraries. If the library you choose supports color management, your application may not need to make direct calls to the KCMS framework. The library may already make those direct KCMS calls. The XIL Imaging Library, for example, supports color management and includes integrated KCMS functions.

Refer to the documentation for the imaging and graphics library of your choice to determine if that library already supports color management.

Color Management Modules

A color management module (CMM) is the component that ultimately does the color correction. Different CMMs use different techniques for evaluating color data, which can result in differences in quality, profile size, and speed of color manipulation.

Because CMMs are loaded at run-time and CMM interfaces are extendable, an application that uses the “C” API can take advantage of the improvements in existing technologies and the latest color-correction technology, along with hardware acceleration. To do so, you just change or adding new CMMs, profiles, or both. You can do this without changing the code or rebuilding your application.
The default CMM is Kodak-supplied. You can write your own CMM (third-party CMM) or override portions of the default CMM. To write your own CMM you must purchase the Solaris Device Developer’s Kit (DDK) that includes the following KCMS CMM manuals:

- **KCMS CMM Developer’s Guide**
- **KCMS CMM Reference Manual**
- **KCMS Test Suite User’s Guide**

### KCMS File System

The software product’s directory structure indicates the types and locations of files. Table 1-2 shows you the top-level directories.

<table>
<thead>
<tr>
<th>Directory</th>
<th>Subdirectory</th>
<th>Content</th>
</tr>
</thead>
<tbody>
<tr>
<td>/usr/openwin</td>
<td>bin</td>
<td>Configuration and networking binaries</td>
</tr>
<tr>
<td></td>
<td>demo/kcms</td>
<td>KCMS demonstration programs</td>
</tr>
<tr>
<td></td>
<td>demo/kcms/images/tiff</td>
<td>Sample TIFF images</td>
</tr>
<tr>
<td></td>
<td>demo/kcms/docs</td>
<td>KCMS user white papers</td>
</tr>
<tr>
<td></td>
<td>lib</td>
<td>libkcs.so; main KCMS library</td>
</tr>
<tr>
<td>share/etc/gpiutils</td>
<td></td>
<td>CMM libraries</td>
</tr>
<tr>
<td>share/etc/devhandlers</td>
<td></td>
<td>Dynamically loadable modules and third-party CMMs</td>
</tr>
<tr>
<td>share/etc/devdata/profiles</td>
<td></td>
<td>Device profiles provided with KCMS</td>
</tr>
<tr>
<td>include/kcms</td>
<td></td>
<td>Various library header files</td>
</tr>
<tr>
<td>man/man1</td>
<td></td>
<td>KCMS command/utility manual pages</td>
</tr>
<tr>
<td>man/man6</td>
<td></td>
<td>KCMS demo manual pages</td>
</tr>
<tr>
<td>SUNWsdk/kcms</td>
<td>demo</td>
<td>Sample programs</td>
</tr>
<tr>
<td></td>
<td>doc</td>
<td>ICC specification</td>
</tr>
<tr>
<td></td>
<td>man/man3</td>
<td>KCMS API manual pages</td>
</tr>
</tbody>
</table>
Sample Programs

Several sample programs demonstrate how to use the API described in this guide. These programs are available on-line in the SUNWsdk/kcms/demo directory. The programs show you how to

- Check profile calibration (kcms_update.c)
- Test the loading of a scanner profile and a monitor profile, and correct the color image data (kcstest.c)
- Print header attributes in a profile (print_attributes.c)

The /demo directory also provides files used in the sample programs. These include

- kcms_create.c
- kcmstest_tiff.c
- kcms_timer.c
- kcms_utils.c
- kcms_utils.h
- print_header.c
- print_montbls.c

Check the README_SDK file for additional information.
Profiles

In This Chapter

This chapter provides an overview of profiles. It discusses their contents, format, and KCMS profile classifications. It proceeds to describe how you typically use KCMS API functions in your application to manipulate profiles. The chapter provides an illustrated example, threading together some of the most frequently used operations. Finally, the chapter presents more advanced programming techniques your application can perform using the API.

What Is A Profile?

A profile (also called a color profile) provides the KCMS framework with information on how to convert input color data to the appropriate color-corrected output color data.

Profiles contain the following types of information:

- Color spaces in which the input and output data appear (for example, RGB, CMYK, or CIEXYZ).
- Specific color space parameters (for example, primary color chromaticities and tables that correct the response of each color component or channel).
- Data determined by the specific conditions in which colors are expected to be viewed (for example, the lighting conditions and type of media that will be used).
• Tables of data or equation parameters that a CMM uses to transform color data.

• CMM-specific information. Each profile is owned by a specific CMM. Although all profiles have common, public information, there may be private data in an individual profile format for use by that particular CMM.

What Is Your Interest In Profiles?

Profiles are the focus of your programming efforts. Typically, you write applications to load profiles, read profile attributes, connect profiles, optimize profiles, and apply profiles to color data. To perform these types of operations, you incorporate KCMS API functions into your application. See “KCMS API Functional Overview” on page 11 for a summary of all the API functions.

Typically, you use the API to combine or connect existing profiles to create profiles, rather than to generate new ones. Creating new profiles is the left to the CMM developer.

Profile Format

When you write applications that use the KCMS API, you do not need to understand the details of the profile file format. However, you might be interested to know that KCMS, by default, uses the International Color Consortium (ICC) profile format. The ICC format is an emerging default defacto standard supported by a wide range of computer and color device vendors. This is extremely advantageous for users, as this standard allows a single profile to work over multiple platforms.


The KCMS framework uses the ICC format as the default profile format. For details on the ICC profile format, see the ICC profile format specification. By default, it is located on-line in the SUNWsdk/kcms/doc directory. For the latest version of the ICC specification, see the web site at http://www.color.org.
CMM Specifics

Each color profile is owned by or associated with a specific CMM. Each CMM may have a different way of performing its color-correction technology. For example, a CMM may incorporate a unique way to calibrate its profiles.

In general, your application does not need to know which CMM owns a profile. In the case where the profile owner is not present and the profile is a valid ICC profile, the default CMM can provide the functionality necessary to use that profile.

The KCMS API functions your application calls are device-independent interfaces to the KCMS framework. The manner in which these API functions are performed may differ depending on the underlying CMM and its particular color correction technology, but your application interface does not change. It always calls the API functions in the standard way. What you might want to be aware of, however, is that occasionally your application may receive CMM-specific error codes.

For more information on CMMs, see the DDK document, KCMS CMM Developer’s Guide.

Profile Types

The KCMS framework supports several types of color profiles. Before describing these types, there are some terminology differences between the ICC specification and the KCMS framework you should be aware of. Table 2-1 identifies these differences, which are mostly historical.

<table>
<thead>
<tr>
<th>KCMS Profile Format</th>
<th>ICC Equivalent</th>
</tr>
</thead>
<tbody>
<tr>
<td>device color profile (DCP)</td>
<td>any input, display, or output profile</td>
</tr>
<tr>
<td>color space profile (CSP)</td>
<td>color space conversion profile</td>
</tr>
<tr>
<td>effects color profile (ECP)</td>
<td>abstract profile</td>
</tr>
<tr>
<td>complete color profile (CCP)</td>
<td>device link profile</td>
</tr>
</tbody>
</table>
Device Color Profile

A device color profile (DCP) represents the behavior of a specific digital color device, such as a flatbed or film scanner, a computer monitor, or a printer. Each DCP specifies device color appearance under a specific set of conditions (for example, lighting type, media type, and so on). Because device behavior tends to change over time, calibration software may adjust a DCP whenever its device is calibrated. Calibration fine tunes a specific device’s color response by bring it back to normal using lookup tables. Typically calibration changes the profile data so that it can be color managed to produce the same color response as other devices of the same make and model. In other cases, depending on the device’s method of calibration, the device itself is changed to match the profile.

The ICC specification separates DCPs into three categories: input, output, and display. This separation can be confusing when a device, such as a printer includes input device data. The data can be considered an input profile, an output profile, or both. This occurs in print simulation where the printer is an input device to a display or other output device.

Conceptually, it may be easier to separate profiles into these three categories only in terms of how data can and cannot be sent from and to the profile connection space (PCS). The PCS is the common junction where profiles are connected together.

KCMS does not make this syntactical separation. Rather it considers all input, output, and display profiles as device profiles and makes no assumptions about what profiles can and cannot be connected together. The connection of the profiles is then evaluated at connection time based on the data contained within the profile.

Color Space Profile

A color space profile (CSP) defines a color space. Colors are defined in terms directly related to spectral response. A CSP does not depend on the behavior of a particular color device. CSPs contain information about assumed viewing conditions in the data expressed for that color space. Typically, the color space can be relative to CIE XYZ values, defined by the Commission Internationale de l’Eclairage (CIE). The equivalent ICC term for color space profile is color space conversion profile. (See Table 2-1.)
Effects Color Profile

An effects color profile (ECP) represents a condition that changes the appearance of colors, such as a specific kind of lighting or a simulated anomalous color vision (color blindness). In addition, an ECP can be applied for artistic purposes, such as making colors appear lighter or darker. The equivalent ICC term for effects color profile is abstract profile. (See Table 2-1.)

Complete Color Profile

The preceding three profile types do not contain enough information for the KCMS framework to convert color data from one form to another. Useful color transformations can only happen when your application uses the KCMS API to connect two or more profiles together to form a complete color profile (CCP). A CCP is a connected sequence of profiles with a DCP or a CSP at either end, and possibly one or more ECPs or DCPs in between. The equivalent ICC term for complete color profile is device link profile. (See Table 2-1.)

KCMS API Functional Overview

The KCMS API consists of 14 interfaces for manipulating profiles. Table 2-2 alphabetically lists and briefly describes each function.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>KcsAvailable()</td>
<td>Determines if the KCMS framework has been installed on the system (for cross-platform compatibility).</td>
</tr>
<tr>
<td>KcsConnectProfiles()</td>
<td>Combines existing profiles to create a new profile or restricts functionality of a single profile for better efficiency.</td>
</tr>
<tr>
<td>KcsCreateProfile()</td>
<td>Creates an empty profile containing neither attributes nor CMM-specific data.</td>
</tr>
<tr>
<td>KcsEvaluate()</td>
<td>Applies a color profile to input color data to produce color-corrected output data.</td>
</tr>
<tr>
<td>KcsFreeProfile()</td>
<td>Releases all resources a loaded profile is using (for example, memory).</td>
</tr>
</tbody>
</table>
**Typical Profile Operations Using the KCMS API**

Your application can make function calls to the KCMS API to perform various tasks. Typically, applications want to use profiles to convert color data from one device type to another. This involves functions such as loading the profiles, getting and setting attributes, and saving the results. This section describes some of the typical API functions.

**Getting and Setting Profile Attributes**

The KCMS API provides a way to get profile information by examining the profile’s attribute set. Each attribute has a value, which is data associated with the attribute. The API provides the following attribute calls:

- **KcsGetAttribute()** — gets a specific attribute value associated with a profile. See “KcsGetAttribute()” on page 71 for detailed information.

---

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>KcsGetAttribute()</td>
<td>Finds the value of a particular attribute of a given profile.</td>
</tr>
<tr>
<td>KcsGetLast​Error()</td>
<td>Finds information about the most recent error.</td>
</tr>
<tr>
<td>KcsLoadProfile()</td>
<td>Loads a profile and its resources into the system and returns the profile Id.</td>
</tr>
<tr>
<td>KcsModifyLoadHints()</td>
<td>Applies a new set of load hints to a profile already loaded.</td>
</tr>
<tr>
<td>KcsOptimizeProfile()</td>
<td>Optimizes a profile by reducing its size, increasing its speed, or increasing its accuracy.</td>
</tr>
<tr>
<td>KcsSaveProfile()</td>
<td>Saves a loaded profile and any changes to its attributes or profile data.</td>
</tr>
<tr>
<td>KcsSetAttribute()</td>
<td>Creates, modifies, or deletes a specific attribute in a profile.</td>
</tr>
<tr>
<td>KcsSetCallback()</td>
<td>Associates a callback function with any of the API functions that support callbacks.</td>
</tr>
<tr>
<td>KcsUpdateProfile()</td>
<td>Changes the profile data in the loaded profile according to the supplied measurement data.</td>
</tr>
</tbody>
</table>
• **KcsSetAttribute()**—modifies an attribute. (This is not always possible because some attributes are read-only.) See “KcsSetAttribute()” on page 88 for detailed information.

For more information on profile attributes, see Chapter 5, “KCMS Profile Attributes.”

**Loading and Saving Profiles**

Profiles are typically stored as files on disks, although they can be imbedded in an image located across a network or in read-only memory in a printer.

Profiles are loaded with the **KcsLoadProfile()** function (see page 77) and are saved with the **KcsSaveProfile()** function (see page 86). **KcsLoadProfile()** takes the three arguments listed below. **KcsSaveProfile()** takes the first two arguments listed.

• A profile identifier (Id)
• A profile description
• Hints about loading the profile

The profile Id is returned to the calling program from **KcsLoadProfile()** for use with other API functions. In the case of **KcsSaveProfile()**, the profile identifier is passed back into the KCMS framework library to indicate the profile to be saved.

The profile description is a union of many different types, each of which represents a way to supply a location where the profile data should be stored. The type and the associated fields in the union are required to complete a profile description. The type field indicates which of the union’s fields to use.

A calling application can request that the KCMS framework load only specific parts of a profile, (for example, just its attributes). The caller uses the **KcsModifyLoadHints()** function to provide these load hints, which change the load status of the profile. Hints are described by the **KcsLoadHints** data type discussed on page 42. Load hints that request specific operations and specific content be loaded for a profile are described in “Operation Hints” on page 20.
Example: Using Profiles to Convert Color Data

Figure 2-1 shows how color data is converted between a scanner device and a monitor device.

In the figure, the devices do not perform their own color correction. Rather, the color data is converted from the form provided by the scanner (Scanner DCP) to a form appropriate for display on the monitor (Monitor DCP). To convert the color data, your application would follow the steps below:

1. Load the scanner and monitor profiles.
   See “Loading Scanner and Monitor Profiles” on page 15.”

2. Connect the scanner profile to the monitor profile to get a complete profile.
   See “Connecting Scanner to Monitor Profiles” on page 16.

3. Evaluate color data through the complete profile.
   See “Evaluating Color Data Through the Complete Profile” on page 17.
Code Example 2-1 shows the sequence of calls that performs this conversion. For more information on the KcsConnectProfiles() function, see “Using Color Space Profiles” on page 19 and the detailed function description on page 63.

**Code Example 2-1  Simple Color Data Conversion**

```c
/* Load the scanner’s DCP. */
KcsLoadProfile(&inProfile, &scannerDescription, KcsLoadAllNow);

/* Load the monitor’s DCP. */
KcsLoadProfile(&outProfile, &monitorDescription, KcsLoadAllNow);

/* Connect two DCPs to form a CCP */
profileSequence[0] = inProfile;
profileSequence[1] = outProfile;
KcsConnectProfiles(&completeProfile, 2, profileSequence,
    KcsLoadAllNow, &failedProfileIndex);

/* Apply the CCP to input color data. */
KcsEvaluate(completeProfile, KcsOperationForward, &inbufLayout,
    &outbufLayout);
```

**Loading Scanner and Monitor Profiles**

As shown in Code Example 2-1, the first color-conversion step is to use the KcsLoadProfile() function. KcsLoadProfile() loads the profile associated with a specific device, effect, partial, or complete profile, and it allocates any system resources the profile requires. For a detailed description of KcsLoadProfile(), see page 77.
Connecting Scanner to Monitor Profiles

As shown in Code Example 2-1 and Figure 2-2, the next color-conversion step is to connect a pair of DCPs to form a CCP. `KcsConnectProfiles()` provides this functionality. Continuing with the example illustrated in Figure 2-1, a CCP is built by connecting the scanner’s DCP to the monitor’s DCP. The resulting CCP converts scanner data to monitor data.

![Diagram of scanner and monitor DCPs connected to form a CCP]

*Figure 2-2  Building a CCP From Two DCPs*
Evaluating Color Data Through the Complete Profile

The final color-conversion step is to use the `KcsEvaluate()` function. `KcsEvaluate()` applies a color transformation based on the supplied CCP. One of the following operations is associated with the evaluation. These operations are illustrated in Figure 2-3.

- **OpForward**
- **OpReverse**
- **OpSimulate**
- **OpGamutTest**

![Figure 2-3 Profile Load Hint Operations](image)

**OpForward**

The forward operation is used to transform color from the scanner form to the monitor form.
OpReverse
The reverse operation is used to transform color from the monitor form to the scanner form. This is useful if your application modifies some colors in monitor space, to keep the greatest number of colors that can be converted back and stored in the scanner’s color space.

A more familiar use of the reverse operation is to transform the color from printer to monitor form to see what the data looks like from the printer.

OpSimulate
The simulate operation is used to simulate the effect of running color data through a CCP, but retaining it in the form of the last device profile. For example, the simulate operation can produce monitor data that simulates the result of printed data.

OpGamutTest
The gamut-test operation is used to determine if each color in the source data is within the gamut of the destination device. Physical devices have a range of colors they can produce. This range of colors is known as the gamut of the device.

Using A Callback Function When Evaluating
KcsEvaluate() can take a long time to execute, especially if the input image or graphic contains millions of pixels. Therefore, your application can provide a callback function using KcsSetCallback(), which KcsEvaluate() calls when necessary. The callback function can, for example, provide feedback to request that processing be cancelled. If the callback returns a non-KCS_SUCCESS status, the processing stops.

Associating Profiles with Devices
The KcsSaveProfile() function, when supplied a KcsProfileDesc structure, associates that color profile with the supplied structure. Typically, a configuration or calibration program calls the KcsSaveProfile() function. The profile associated with the KcsDescription structure represents the last calibrated condition of the device. For more information on KcsSaveProfile(), see page 86.
Many events can change the condition of a device. For example, as room lighting changes, so does the viewer’s perception of a monitor’s colors. Or, consider a color printer. When different kinds of paper are used in the printer, the printer’s color condition changes. As conditions change, a user may associate a different profile with the device.

Using Color Space Profiles

Another possible use of `KcsConnectProfiles()` is to connect a DCP and a CSP, creating a new CCP. Refer to Figure 2-1 on page 14. If the scanner DCP in that figure is connected to the CSP (instead of the Monitor DCP shown that converts for the CIEXYZ color space), the resulting CCP will convert color data produced by the scanner into CIEXYZ format.

Code Example 2-2 shows the sequence of calls that creates and applies the CCP. Note that this example is very similar to Code Example 2-1 on page 15. The difference is the second call to `KcsLoadProfile()`. In Code Example 2-2, `KcsLoadProfile()` loads the CIEXYZ profile description instead of the monitor description.

**Code Example 2-2  Connecting a DCP and CSP**

```c
/*Load scanner’s DCP. */
KcsLoadProfile(&inProfile, &scannerDescription, KcsLoadAllNow);
if(status != KCS_SUCCESS) {
    status = KcsGetLastError(&errDesc);
    KcsFreeProfile(profileid);
    exit(1);
}

/*Load CSP for CIEXYZ color space. */
KcsLoadProfile(&outProfile, &CIEXYZdescription, KcsLoadAllNow);
if(status != KCS_SUCCESS) {
    status = KcsGetLastError(&errDesc);
    KcsFreeProfile(profileid);
    exit(1);
}

/*Connect two profiles to form a CCP.*/
profileSequence[0] = inProfile;
profileSequence[1] = outProfile;
KcsConnectProfiles(&completeProfile, 2, profileSequence,
    KcsLoadAllNow, &failedProfileIndex);
if(status != KCS_SUCCESS) {
```
Advanced Profile Operations Using the KCMS API

This section discusses advanced profile topics.

Operation Hints

KcsEvaluate() takes an additional argument that describes the operation to be performed on the profile. This argument is an operation hint. For example, your application can tell KcsEvaluate() to convert data in the forward direction (KcsOpForward), such as from the scanner to the printer. Data also can be converted in the reverse direction, such as from the monitor to the scanner. The reverse operation (KcsOpReverse), when it is available in a profile, inverts the function performed by KcsOpForward. However, KcsEvaluate() rarely performs an exact inverse, because information is lost when color data is transformed. In other words, if your application performs a KcsOpForward and then a KcsOpReverse of a profile on the same buffer, the result is almost equivalent to what it started with before KcsOpForward. Some quality may be lost.

Only one of these operation hint bits can be set at a time for KcsEvaluate(), unlike general load hints for which any combination can be set at the same time. As part of the KcsLoadHints data type, the operation hints signify the required set of operations available to use with the profile. By contrast, KcsEvaluate() uses only the single operation that the application wants to perform.

See “Operation Hint Constants” on page 45 for more information on operation hints.
**Content Hints**

Your application can also specify hints about the content of the data being processed. Consider, for example, a photographic image data or computer-generated graphic image data. A CMM can use these hints to do a better job of converting the data such as adjusting the gamut-mapping technique.

See “Content Hint Constants” on page 47 for more information on content hints.

**Freeing Profiles**

After creating a complete color profile (CCP), your application can use it more than once. For example, it can use the CCP to convert images page-by-page during printing and to process individual rasters or tiles in a large image. When your application no longer needs the profile, it can call `KcsFreeProfile()` to free the profile’s resources. The profiles in the profile sequence used to create a CCP can be freed without affecting the CCP.

**Managing Profile Memory**

The KCMS API expects the application to allocate memory required for the data returned by the KCMS framework. In general, the application allocates a C structure and passes a pointer to that structure into the KCMS framework.

The one exception to this is the profile. The KCMS framework returns and accepts a profile Id only. Your application must manage the memory allocated for the Id. To inform the KCMS framework that it should release the memory associated with the profile Id, your application must call the `KcsFreeProfile()` function.
Optimizing Profiles

Once a color profile has been loaded, a CMM may be able to optimize it. Using the KcsOptimizeProfile() function, your application can optimize a profile (an individual profile or a CCP) in two ways:

- First, your application can optimize a profile to make it more accurate (by eliminating intermediate round-off errors, for instance), smaller (by merging sequences of look-up tables, for instance), or faster (by precomputing some results). The application specifies whether size, speed, accuracy, or some combination is more important.

- Second, by using load hints to limit a profile’s operations, your application also may affect its optimization. This is valuable, for instance, if you want to write color data with a DCP that will be used later to read the data. The size of the DCP can be significantly reduced (depending on the CMM in use) by restricting the profile to the forward operation only.

Because optimization can take a long time, your application can provide a callback similar to the one used with KcsEvaluate().

After your application optimizes a profile, it must call KcsSaveProfile() to save the profile for future use. Then it can use this profile with KcsLoadProfile() to avoid the slow performance of KcsOptimizeProfile().

Saving an optimized profile has some potential implications. The optimization may indirectly affect future operations on the profile. For example, if the profile is optimized for size, portions of the profile needed only for highest accuracy may be discarded, resulting in compromised accuracy.

Characterizing and Calibrating Profiles

Characterization establishes a norm for a particular device across a range of samples of the device. This form of profile is typically supplied by a profile vendor. To obtain an optimally accurate DCP for a particular device, calibration is required.

Calibration makes measurements of an individual device and applies them to the base DCP. This causes the updated DCP to represent the actual color device the customer is using.
The KCMS API provides two API functions, KcsCreateProfile() and KcsUpdateProfile(), to create new blank profiles and then to update them with characterization data or calibration data.

The first step your application should take in building a new profile is to create an empty profile using KcsCreateProfile(). Then it can fill the empty profile with KcsSetAttribute() to describe the device being characterized. For example, it can supply monitor chromaticities and white-point values. Measurement data is required for KcsUpdateProfile() to complete the creation of the new profile. Once updated, your application should save the profile with KcsSaveProfile() to the desired KcsProfileDesc location.

Updating profiles typically is a CMM-dependent operation. Using measurement data at the KCMS framework interface level frees you from details of the profile format and the process by which the CMM turns the measurement data into its methodology for color manipulation.

The default CMM supports characterization and calibration of monitors and scanners.
In This Chapter

This chapter details data structures in the KCMS “C” API that are common to many functions. These data structures are categorized by macros, constants, and data type definitions. Data structures are listed alphabetically and defined in the kcs.h, kctype.h, and kcsstats.h header files.

Data structures relevant only to attributes are defined in Chapter 5, “KCMS Profile Attributes.”

Macros

The following macros are used in the API:

```
#define KCS_DEFAULT_ATTRIB_COUNT(data_type
((sizeof (KcsAttributeValue) -
sizeof (KcsAttributeBase)) / sizeof (data_type))
```
Constants

The following constants are used in the API:

```c
#define KcsAttrStrLength        256
#define KcsExtendableArray       4
#define KcsExtendablePixelLayout 4
#define KcsExtendableMeasSet      4
#define KcsForceAlign            0x7FFFFFFF
#define KcsMaxSamples            4
#define KcsMaxPatches            8
```

Data Types

KcsAttributeValue

```c
typedef struct KcsAttributeValue_s {
    KcsAttributeType    type;
    unsigned long       countSupplied;
    unsigned long       countAvailable;
    unsigned long       sizeOfType;
    char                 strVal[KcsAttrStrLength];
} KcsAttributeValue;
```

The KcsAttributeValue structure defines a common subset of information in the KcsAttributeBase structure. Nothing in KcsAttributeBase is extendable.

The `type` field determines the data type in which the attribute value is stored. It is the `icSigxxxType` as defined in the `icc.h` and `kcstypes.h` header files.

The `countSupplied` field specifies the number of allocated elements in the array. For example, if `type` is set to `KcsDoubleValue` and `countSupplied` is set to 2, the attribute value is large enough to hold two doubles, which are stored in the first two elements of the `doubleValue` array of `KcsAttributeValue` (see page 29).
When the type field is set to KcsString, KcsDateTimeStamp, or an ic type defined in the header file icc.h, the countSupplied field must be set to 1 because strings are treated as a single token.

**Note** – KcsDateTimeStamp, KcsDoubleValue, and KcsString are equated to ic types in the header.

To determine how many values of a particular data type that can fit in a KcsAttributeValue structure, use the KCS_DEFAULT_ATTRIB_COUNT macro. It returns the number of values of the specified data type that will fit in the structure. Your application must set the countSupplied field of the KcsAttributeBase structure to the number of values to get or set before it calls KcsGetAttribute() or KcsSetAttribute(). Upon return of KcsGetAttribute(), the countAvailable field specifies the number of values in the profile.

The sizeOfType field is the value, array or structure indicated by type:
attrValuePtr->base.type = icSigHeaderType;
attrValuePtr->base.sizeOfType = sizeof(icHeader);

OR
attrValuePtr->base.type = icSigMeasurementType;
attrValuePtr->base.sizeOfType = sizeof(icMeasurement);

The KcsAttrStrLength field is defined in the kcstypes.h header file as the maximum string length of 256.

KcsAttributeName

typedef long KcsAttributeName;

KcsAttributeName is used in several functions as the attribute argument.
KcsAttributeType

typedef enum KcsAttributeType_s {
    /* InterColor types map to KcsTypes... */
    KcsString = 2, /* Original; different than ictext! */
    KcsDateTimeStamp = 9, /* Original. Different from 'dtim' */
    KcsUByte = icSigUInt8ArrayType, /* 'ui08' */
    KcsUShort = icSigUInt16ArrayType, /* 'ui16' */
    KcsULong = icSigUInt32ArrayType, /* 'ui32' */
    /* Signed types follow the InterColor convention... */
    KcsByte = icSigSInt8ArrayType, /* 'si08' */
    KcsShort = icSigSInt16ArrayType, /* 'si16' */
    KcsLong = icSigSInt32ArrayType, /* 'si32' */
    KcsDouble = icSigSFlt64ArrayType, /* 'sf64' */
    /* A few KCMS-specific */
    KcsPixelLayoutSupported = icSigPixelLayoutSType, /* 'play' */
    KcsAlias = icSigAliasType, /* 'lias' */

    /* To avoid conflict with the icTagTypeSignature enum in */
    /* icc.h, the following list of enums is commented out. */
    /* They do represent valid KcsAttributeType enums. */
    .
    .
    .
    /* Old pre-ICC types. */
    .
    .
    .
    KcsAttrTypeMax = KcsForceAlign
} KcsAttributeType;

KcsAttributeType is the data type of one field in the KcsAttributeBase structure. It is the name of the data type in which the attribute value is stored. It is an enumerated type. See “KcsAttributeBase” on page 26 for more information.
typedef struct KcsAttributeValue_s {
    KcsAttributeBase base;
    union KcsAttributeValueValue_s {
        struct tm dateTimeVal;
        long longVal[KcsExtendableArray];
        double doubleVal[KcsExtendableArray];
        char byteVal[KcsExtendableArray];
        unsigned char uByteVal[KcsExtendableArray];
        short shortVal[KcsExtendableArray];
        unsigned short uShortVal[KcsExtendableArray];
        unsigned long uLongVal[KcsExtendableArray];
        KcsPixelLayoutSpeeds layoutVal[KcsExtendablePixelLayout];
        /* ICC 3.0 values */
        icText icText;
        icData icData;
        icCurve icCurve;
        icUcrBg icUcrBg;
        icNamedColor2 icNamedColor2;
        icScreening icScreening;
        icSignature icSignature;
        icMeasurement icMeasurement;
        icDateTimeNumber icDateTime;
        icViewingCondition icViewingCondition;
        icTextDescription icTextDescription;
        icProfileSequenceDesc icProfileSequenceDescription;
        icXYZArray icXYZ;
        icInt8Array icInt8Array;
        icInt16Array icInt16Array;
        icInt32Array icInt32Array;
        icInt64Array icInt64Array;
        icUInt8Array icUInt8Array;
        icUInt16Array icUInt16Array;
        icUInt32Array icUInt32Array;
        icUInt64Array icUInt64Array;
        icS15Fixed16Array icS15Fixed16Array;
        icU16Fixed16Array icU16Fixed16Array;
        icHeader icHeader
    } KcsAttributeValueValue;
} KcsAttributeValue;
Note – The KcsAttributeValue data type is included in this type definition.

The KcsAttributeValue structure is the data type of one argument in:

- KcsgetAttribute()
- KcssetAttribute()

A variable of data type KcsAttributeValue holds the value of an attribute. An attribute’s value fits in a normal KcsAttributeValue structure. However, your application may have to extend the KcsAttributeValue structure if the number of values an attribute contains is greater than the number in the default size of the structure. The “C” API macro KCS_DEFAULT_ATTRIB_COUNT returns the values that a variable of this type can hold. (For more information on KCS_DEFAULT_ATTRIB_COUNT, see the description of KcsAttributeBase on page 26.) For example, to have more values in an attribute than the value returned from the macro, your application can extend the structure by allocating more memory and then casting it as a pointer to a KcsAttributeValue structure. Because it is specified as an array at the end of the structure, and C does not check array bounds, your application can allocate a piece of memory larger than KcsAttributeValue and treat the extra memory as an extension of the val arrays. This allows your application to access the values using the array operator (myAttributeValuePtr->val.doubleVal[i]).

For example, the following code shows you how to get the colorant from a profile:

```
/* Get the colorants */
/* Red */
KcsAttributeValue*attrValuePtr;

attrValuePtr = (KcsAttributeValue *)malloc(sizeof(KcsAttributeBase) +
sizeof(icXYZNumber) );
attrValuePtr->base.type = icSigXYZArrayType;
attrValuePtr->base.countSupplied = 1;
status = KcsGetAttribute(profileid, icSigRedColorantTag, attrValuePtr);
if(status != KCS_SUCCESS) {
    status = KcsGetLastError(&errDesc);
    printf("GetAttribute error: %s\n", errDesc.desc);
    KcsFreeProfile(profileid);
}
```
If an attribute returns just one long value, use the following code fragment:

```c
KcsAttributeValue myAttributeValue;
myAttributeValue.base.countSupplied = 1;
KcsGetAttribute(myProfile, myAttributeName, &myAttributeValue);
```
KcsAttrSpace

```c
typedef enum {
    KcsSpaceUnknown,  /* Unknown */
    KcsRGB,           /* RGB */
    KcsPhotoCDYcc,    /* Photo CD Ycc */
    KcsUVLStar,       /* uVL */
    KcsCMY,           /* CMY */
    KcsCMYK,          /* CMYK */
    KcsRCS,           /* RCS */
    KcsGray,          /* Gray scale */
    KcsCIEXYZ,        /* CIEXYZ */
    KcsCIELAB,        /* CIELAB */
    KcsCIELUV,        /* CIELUV */
    KcsLogExp,        /* Log Exposure interchange space */
    KcsAttrEnd,
    KcsAttrSpaceMax = KcsForceAlign
} KcsAttrSpace;
```

KcsAttrSpace defines the inputSpace and outputSpace fields of the KcsMeasurementBase structure. (See the format of this structure on page 48.)

KcsCalibrationData

```c
typedef struct KcsCalibrationData_s {
    KcsMeasurementBase aBase;
    union {  /* Place holder */
        long Pad;
    } oBase;
    union {
        KcsMeasurementSample patch[KcsExtendableMeasSet];
    } val;
} KcsCalibrationData;
```

KcsCalibrationData holds a set of data used by KcsUpdateProfile() to update a profile that has been calibrated or, in the case of scanners, characterized. (For more information on calibration and characterization, see “Characterizing and Calibrating Profiles” on page 22. Also see the description of the KcsUpdateProfile() function on page 96.)
The KcsCalibrationData structure contains aBase, oBase (currently not used) and val.

The field aBase is a KcsMeasurementBase structure. It contains fields that apply to all the calibration measurements.

The field val is a union that may contain a KcsMeasurementSample extendable structure, or some other measurement structure that another CMM may require. The KcsMeasurementSample structure is expected by the default KCMS CMM. (See the detailed description of KcsMeasurementSample on page 49.) When your application allocates memory for a KcsCalibrationData structure, it must allocate sufficient memory to extend the KcsMeasurementSample structure so that the structure can contain the number of measurements corresponding to the field countSupplied in the KcsMeasurementBase structure. In addition, the color space of these measurements must correspond to the enumerated values in the inputSpace and outputSpace fields of the KcsMeasurementBase structure. These spaces and the expected range of values for the measurements are defined in Chapter 4, “Functions.”

KcsCallbackFunction

typedef KCS_CALLBK (KcsStatusId) (KCS_PTR KcsCallbackFunction) (KcsProfileId profile,
unsigned long current,
unsigned long final,
KcsFunction callingFunc,
void KCS_PTR userDefinedData);

KcsCallbackFunction is the data type of one argument to KcsSetCallback(). It is a pointer to a function returning KcsStatusId.

Note – The profile field is currently undefined.

A KcsCallbackFunction variable holds a pointer to a callback that your application supplies. The C API does not supply it. The callback tells your application how far certain lengthy operations (such as KcsEvaluate() and
KcsOptimizeProfile() have progressed. If these operations are too slow, your application can provide a way to terminate them. It can use KcsSetCallback() for each function for which a callback is needed.

Code Example 3-2 on page 35 demonstrates a callback to the potentially time-consuming KcsOptimizeProfile() function. In the example, KcsSetCallback() sets myCallbackFunc, a variable of type KcsCallbackFunction, as the callback that KcsOptimizeProfile() calls. While executing, KcsOptimizeProfile() periodically calls myCallbackFunc, passing it the following arguments:

- profile—a reference to the profile.
- current—an integer value that tells your application how many times (minus one) KcsOptimizeProfile() has called myCallbackFunc. The first time myCallbackFunc is called, KcsOptimizeProfile() sets the value of current to 0; the second time it sets current to 1, and so on.
- final—a positive integer that indicates the number of times (plus one) myCallbackFunc will ultimately be called (assuming your application does not cancel the operation before completion). Your application can set this argument if it knows how many times it wants myCallbackFunc to be called. It should use final to get a percent complete number or an indication of an endless loop. When current = final, the optimization is terminated.
- callingFunc—the identity of the function currently executing.
- userDefinedData—a pointer that can be any user-definable item.
If the application returns KCS_SUCCESS from the callback function, the API allows the operation in progress to continue. If the callback function returns any other KcsStatusId value, the operation terminates, returning the status value returned from the callback function as its own status. The API provides a status value, KCS_OPERATION_CANCELLED, that the callback function can use to indicate that the operation was terminated by the user.

Code Example 3-2  KcsCallbackFunction

```c
main()
{
    KcsCallbackFunction myCallbackFunc;
    ...
    status=KcsSetCallback(KcsOptimizeFunc, myCallbackFunc,
                           userDefinedData);
    status=KcsOptimizeProfile(profile, optimizationType, loadHint);
    ...
}

/* KcsOptimizeProfile will call myCallbackFunc periodically. This is a
   simple progress monitoring function; your own progress monitoring
   function will probably be far more sophisticated. */
KcsStatusId myCallbackFunc (KcsProfileId profile,
                            unsigned long current, unsigned long final,
                            KcsCallbackFunction CallingFunc, void* userDefinedData);
{
    printf("The call is %d percent complete.\n", (current*100)/final);
    return(KCS_SUCCESS);
}
```
KcsCharacterizationData

typedef struct KcsCharacterizationData_s {
    KcsMeasurementBaseaBase;
    union { /* Place holder */
        long pad;
    } oBase;
    union {
        KcsMeasurementSample patch[KcsExtendableArray];
    } val;
} KcsCharacterizationData;

KcsUpdateProfile() uses data in KcsCharacterizationData to recharacterize a profile. Note that monitor device profiles do not require a KcsCharacterizationData structure to be recalibrated by the default KCMS CMM, because the profiles use white-point and colorants. However, scanner device profiles do require one. Another CMM may require that this structure be defined for updating a monitor profile.

The field descriptions for this structure are the same as those for KcsCalibrationData.

KcsColorSample

typedef enum {
    KcsBlack,
    KcsWhite,
    KcsNeutral,
    KcsFluorescent,
    KcsChromatic,
    KcsSampleTypeEnd = KcsForceAlign
} KcsColorSample;

KcsColorSample defines the sampleType field in KcsMeasurementSample. (For the format of the KcsMeasurementSample structure, see page 49.)
KcsComponent
typedef struct KcsComponent_s {
    char       *addr;
    KcsSampleType compType;
    unsigned long compDepth;
    long        bitOffset;
    long        rowOffset;
    long        colOffset;
    unsigned long maxRow;
    unsigned long maxCol;
    double      rangeStart;
    double      rangeEnd;
} KcsComponent;

KcsComponent describes the data structure used in KcsPixelLayout for a channel or component of color. There is one KcsComponent for each channel. For example, 3 of these structures are required to describe RGB data; 4 are required to describe CMYK data.

The addr field defines the actual memory address of the first pixel of the channel or component.

The compType field defines the data type of a channel. For example, given RGB data in which each of the 3 channels of the input data is represented as an unsigned 8-bit number, your application specifies KcsCompUFixed with a component depth of 8.

The compDepth field specifies the number of bits used to represent the component. With respect to memory layout, neither the range of values represented nor the data encoding is relevant. The memory layout determines how the data is accessed. Interpreting the data is a higher-level operation.

The bitOffset field, if set to 0, signifies that the component is byte-aligned. If it is not set to 0, non-byte-based components are described. This allows, for example, a 5-5-5 RGB pixel encoding (that is, 5 bits for each channel).

The rowOffset field is the offset between the beginning of a component for one pixel and the beginning of the same component for the pixel in the same column of the next row. It is expressed in units of bits or, if compDepth is a multiple of 8, in bytes.
Similarly, the colOffset field is the offset between the beginning of a component for one pixel and the beginning of the same component for the pixel in the next column of the same row. The pixels need not be contiguous in memory. The offset is expressed in units of bits or, if compDepth is a multiple of 8, in bytes.

The maxRow and maxCol fields specify the number of rows and columns to process. If your application wants to apply the profile to the entire bitmap, it must specify the number of rows and columns (y-size and x-size) of the entire bitmap.

The rangeStart and rangeEnd fields specify values representing minimum and maximum intensities.

See “KcsPixelLayout” on page 51 and Figure 3-1 on page 55 for more information on how component data is stored in memory.

KcsCreationDesc

```c
typedef struct KcsCreationDesc_s {
    KcsCreationType type;
    KcsProfileDesc KCS_PTR profileDesc;
    union {
        struct id_f {
            KcsIdent cmmId;
            KcsIdent cmmVersionId;
            KcsIdent profileId;
            KcsIdent profileVersionId;
        } id;
        long pad[4]; /* maximum size of union */
    } desc;
} KcsCreationDesc;
```

This structure is used as an argument to the KcsCreateProfile() function. It contains all of the necessary information to describe the CMM and the profile format used when creating the empty profile and the location of that profile.

type indicates which member of the desc union your application must use to create the profile. This union is intended to be extendible for future use.
profileDesc is a pointer to a KcsProfileDesc structure describing the source from which the profile is created. If this entry is NULL, the profile is created internally and a KcsProfileDesc must be supplied to save the profile to an external store.

The members of the id structure are all 4-byte signatures that specify the identification (cmmId) and version (cmmVersionId) of the CMM to be used. The members also specify the identification (profileId) and version (profileVersionId) of profile format to be used.

If the id structure field members are not available or are set to 0, the default profile format and default CMM are used.

KcsCreationType

typedef enum {
    KcsIdentifierSpec = 0x49640000, /* Id */
    KcsCreationTypeEnd = 0x7FFFFFFF,
    KcsCreationTypeMax = KcsForceAlign
} KcsCreationType

This enumerated type is used to indicate which member of the KcsCreationDesc union to use in creating a profile.

KcsErrDesc

typedef struct KcsErrDesc_s {
    KcsStatusId statId;
    long sysErrNo;
    char desc[256];
} KcsErrDesc;

KcsErrDesc contains useful information about an error.

The statId field contains the KcsStatusId. If the error was an I/O error, the sysErrNo field of KcsErrDesc contains the error number returned by the operating system. The desc field contains the description for the particular statId, for example, “Internal Color Processor Error.” or “No description for this status id number.”
KcsEvalSpeed

```c
typedef long KcsEvalSpeed;
```

KcsEvalSpeed is a metric in KcsPixelLayoutSpeeds that estimates how fast a CMM performs evaluations for a particular pixel layout on a standard machine for the given platform. The metric is measured in pixels per second, where a pixel is comprised of all channels of data. For example, a pixel is 24 bits for an 8-bit RGB and 32 bits for an 8-bit CMYK.

KcsFileId

```c
typedef int KcsFileId;
```

KcsFileId is a field of the KcsProfileDesc data structure (see page 56). It identifies an open file to read with KcsLoadProfile(), or to write with KcsSaveProfile().

To get a KcsFileId, your application can use the open(2) system call.

If the load hints specify anything other than KcsLoadNow, or if your application intends to save the profile, the file associated with KcsFileId must be left open.

KcsFunction

```c
typedef unsigned long KcsFunction;
```

KcsFunction is the data type of one argument in the signature of a callback function (“KcsCallbackFunction” on page 33) and a data type of one argument in KcsSetCallback(). A variable of this data type indicates the function currently executing.
The bits in this integer have particular meanings, as listed in Table 3-1.

<table>
<thead>
<tr>
<th>Definition</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>#define KcsEvalFunc (1&lt;&lt;0)</td>
<td>KcsEvaluate()</td>
</tr>
<tr>
<td>#define KcsFreeFunc (1&lt;&lt;1)</td>
<td>KcsFreeProfile()</td>
</tr>
<tr>
<td>#define KcsGetAttrFunc (1&lt;&lt;2)</td>
<td>KcsGetAttribute()</td>
</tr>
<tr>
<td>#define KcsLoadFunc (1&lt;&lt;3)</td>
<td>KcsLoadProfile()</td>
</tr>
<tr>
<td>#define KcsConnectFunc (1&lt;&lt;4)</td>
<td>KcsConnectProfiles()</td>
</tr>
<tr>
<td>#define KcsOptFunc (1&lt;&lt;5)</td>
<td>KcsOptimizeProfile()</td>
</tr>
<tr>
<td>#define KcsModLoadHintsFunc (1&lt;&lt;6)</td>
<td>KcsModifyLoadHints()</td>
</tr>
<tr>
<td>#define KcsSaveFunc (1&lt;&lt;7)</td>
<td>KcsSaveProfile()</td>
</tr>
<tr>
<td>#define KcsSetAttrFunc (1&lt;&lt;8)</td>
<td>KcsSetAttribute()</td>
</tr>
<tr>
<td>#define KcsUpdateFunc (1&lt;&lt;9)</td>
<td>KcsUpdateProfile()</td>
</tr>
<tr>
<td>#define KcsCreateFunc (1&lt;&lt;10)</td>
<td>KcsCreateProfile()</td>
</tr>
<tr>
<td>#define KcsAllFunc (0xFFFFFFFF)</td>
<td>All Function Calls</td>
</tr>
</tbody>
</table>

KcsIdent

typedef long KcsIdent;

KcsIdent is a type used throughout the “C” API. A KcsIdent variable holds identifiers and version numbers used by the KCMS framework and CMMs. It is typically encoded as 4 bytes in the readable ASCII range. For example, a KCMS CMM might be identified by 0x4B434D53 (a long) or KCMS (a char). This is identical to the ICC typedef icSig defined in the icc.h header file.
KcsLoadHints

typedef unsigned long KcsLoadHints;

KcsLoadHints is a data type of one argument in the following functions:
- KcsConnectProfiles()
- KcsCreateProfile()
- KcsOptimizeProfile()
- KcsLoadProfile()
- KcsModifyLoadHints()

KcsLoadHints gives the KCMS framework a hint as to how a profile’s allocated resources should be managed. It lets the caller supply information to the KCMS framework about what, how, when, and where to load and unload the profile. It consists of a set of bit definitions that allow the application to supply more than one option. KcsLoadHints also lets the application mix the operation hints and content hints for greater flexibility.

Table 3-2 shows the bits positions (31–0) of an unsigned long representing KcsLoadHints and KcsOperationType. See Table 3-3 on page 44 for more information on the bit mask values.

<table>
<thead>
<tr>
<th>Load Hint</th>
<th>Bit Position</th>
<th>Bit Mask</th>
</tr>
</thead>
<tbody>
<tr>
<td>OpForward</td>
<td>0</td>
<td>KcsMaskOp</td>
</tr>
<tr>
<td>OpReverse</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>OpSimulate</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>OpGamutTest</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>Reserved</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td></td>
</tr>
<tr>
<td></td>
<td>6</td>
<td></td>
</tr>
<tr>
<td></td>
<td>7</td>
<td></td>
</tr>
<tr>
<td></td>
<td>8</td>
<td></td>
</tr>
<tr>
<td></td>
<td>9</td>
<td></td>
</tr>
<tr>
<td>HeapSys (1) / HeapApp (0)</td>
<td>10</td>
<td>KcsMaskLoadWhere</td>
</tr>
</tbody>
</table>
Table 3-2  Bit Positions And Masks For Load Hints (Continued)

<table>
<thead>
<tr>
<th>Load Hint</th>
<th>Bit Position</th>
<th>Bit Mask</th>
</tr>
</thead>
<tbody>
<tr>
<td>KcsAttributes</td>
<td>11</td>
<td>KcsMaskAttr</td>
</tr>
<tr>
<td>UnloadNow</td>
<td>12</td>
<td>KcsMaskUnloadWhen</td>
</tr>
<tr>
<td>UnloadWhenFreed</td>
<td>13</td>
<td></td>
</tr>
<tr>
<td>UnloadWhenNeeded</td>
<td>14</td>
<td></td>
</tr>
<tr>
<td>UnloadAfterUse</td>
<td>15</td>
<td></td>
</tr>
<tr>
<td>ContColorimetric</td>
<td>16</td>
<td>KcsMaskCont</td>
</tr>
<tr>
<td>ContImage</td>
<td>17</td>
<td></td>
</tr>
<tr>
<td>ContGraphics</td>
<td>18</td>
<td></td>
</tr>
<tr>
<td></td>
<td>19</td>
<td>Reserved</td>
</tr>
<tr>
<td></td>
<td>20</td>
<td></td>
</tr>
<tr>
<td></td>
<td>21</td>
<td></td>
</tr>
<tr>
<td></td>
<td>22</td>
<td></td>
</tr>
<tr>
<td></td>
<td>23</td>
<td></td>
</tr>
<tr>
<td>LoadNow(1) / LoadNever (0)</td>
<td>24</td>
<td>KcsMaskLoadWhen</td>
</tr>
<tr>
<td>LoadWhenNeeded</td>
<td>25</td>
<td></td>
</tr>
<tr>
<td>LoadWhenIdle</td>
<td>26</td>
<td></td>
</tr>
<tr>
<td></td>
<td>27</td>
<td>Reserved</td>
</tr>
<tr>
<td></td>
<td>28</td>
<td></td>
</tr>
<tr>
<td></td>
<td>29</td>
<td></td>
</tr>
<tr>
<td></td>
<td>30</td>
<td></td>
</tr>
<tr>
<td>StartOverWithThis</td>
<td>31</td>
<td>KcsMaskLogical</td>
</tr>
</tbody>
</table>
Table 3-3 lists the values for the load hint bit masks.

Table 3-3  Bit Mask Values for Load Hints

<table>
<thead>
<tr>
<th>Load Hint Bit Masks</th>
<th>Values</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>KcsMaskOp</td>
<td>#define KcsOpForward (0x00000001) #define KcsOpReverse (0x00000002) #define KcsOpSimulate (0x00000004) #define KcsOpGamutTest (0x00000008) #define KcsOpAll (0x000003FF)</td>
<td>See “Operation Hint Constants” on page 45.</td>
</tr>
<tr>
<td>KcsMaskEffect</td>
<td>#define KcsEffect (0x00000200)</td>
<td></td>
</tr>
<tr>
<td>KcsMaskLoadWhere</td>
<td>#define KcsHeapApp (0) #define KcsHeapSys (0x00000400)</td>
<td>Load it into application heap. Load it into system heap.</td>
</tr>
<tr>
<td>KcsMaskAttr</td>
<td>#define KcsAttributes (0x00000800)</td>
<td>Load attributes.</td>
</tr>
<tr>
<td>KcsMaskUnloadWhen</td>
<td>#define KcsUnloadNow (0x00001000) #define KcsUnloadWhenFreed (0x00002000) #define KcsUnloadWhenNeeded (0x00004000) #define KcsUnloadAfterUse (0x00008000)</td>
<td>Unload it now. Unload it during a call to KcsFreeProfile(). Unload it when the CMM needs the memory for something else. Unload it just after the CMM needs to reference it.</td>
</tr>
<tr>
<td>KcsMaskCont</td>
<td>#define KcsContUnknown (0x00000000) #define KcsContGraphics (0x00010000) #define KcsContImage (0x00020000) #define KcsContColorimetric (0x00040000) #define KcsContAll (0x00FF0000)</td>
<td>See “Content Hint Constants” on page 47.</td>
</tr>
<tr>
<td>KcsMaskLoadWhen</td>
<td>#define KcsLoadNever (0x00000000) #define KcsLoadNow (0x01000000) #define KcsLoadWhenNeeded (0x02000000) #define KcsLoadWhenIdle (0x04000000)</td>
<td>Never load it. Load it now. Load it just before CMM needs to reference it. Load it when the system has a free moment.</td>
</tr>
<tr>
<td>KcsMaskLogical</td>
<td>#define KcsStartOverWithThis (0x10000000) #define KcsAddToCurrentHints (0x00000000)</td>
<td>Get rid of the previous Hints and start with this one. Logically add this Hint with the others already set.</td>
</tr>
</tbody>
</table>
Code Example 3-3 shows some combinations of the masks.

**Code Example 3-3  Load Hint Bit Mask Combinations**

```
#define KcsLoadAllNow
(KcsAll|KcsLoadNow|KcsUnloadWhenFreed|KcsStartOverWithThis)
#define KcsLoadAllWhenNeeded
(KcsAll|KcsLoadWhenNeeded|KcsUnloadWhenFreed|KcsStartOverWithThis)
#define KcsLoadAttributesNow
(KcsAttributes|KcsLoadNow|KcsUnloadWhenFreed|KcsStartOverWithThis)
#define KcsLoadMinimalMemory
(KcsAll|KcsLoadWhenNeeded|KcsUnloadAfterUse|KcsStartOverWithThis)
#define KcsPurgeMemoryNow
(KcsAll|KcsLoadWhenNeeded|KcsUnloadNow|KcsStartOverWithThis)
```

Typically you might use two of these bit mask combinations: `KcsLoadAttributesNow` and `KcsLoadAllNow`. `KcsLoadAttributesNow` loads the profile attributes only. `KcsLoadAllNow` loads the entire profile (header, attributes, and operations that can be performed on CCPs to transform color data).

**Operation Hint Constants**

Four *operation hint constants* describe the operations in Table 3-2 on page 42 that can be performed on CCPs to transform color data (are also referred to as *transforms*). These are

- forward
- reverse
- simulate
- gamut-test

**Operations Performed**

Ordinarily, an application transforms data in the forward direction, for example, from a scanner to a printer. Your application can specify `KcsOpForward` to achieve this.

Your application also may be able to convert the data in the reverse direction, for example, from a monitor to a scanner. To do this, it specifies `KcsOpReverse`. The reverse direction can be useful if, for instance, you are given colors in the monitor device color space and you want to transform the data back to the original scanner color space.
KcsOpSimulate lets your application simulate the effect of running data through a complete profile, but leaves it in the color space of the last device profile in the connected sequence of profiles. For instance, suppose you have a CCP consisting of scanner → printer → monitor profiles. Your application can use the CCP with the simulate operation on monitor data to produce monitor data that simulates the result of printing the data. For this to work, it must have connected a destination device to a source → destination combination. In this situation, the scanner is the source device, the printer is the first destination device, and the monitor is the connected destination device.

Note – A typical color monitor can display colors that a printer cannot print. Similarly, many printers are capable of printing colors that cannot be displayed on a color monitor. KcsOpSimulate lets users preview what a graphic or image will look like (approximately) when printed.

KcsOpGamutTest lets your application determine if each source color is in the gamut of the destination device. The resulting image contains 0 for a pixel with in-gamut color and FF for a pixel with out-of-gamut color.

Constraints When Using Operation Hints

Because of constraints in the CMM or in the specific profile, not all of the above operations may be supported. Also, some CMMs may offer additional custom operations. Your application can use KcsGetAttribute and supply the KcsAttrSupportedOperations attribute to determine which operations are supported by a given profile.

Specifying any single or combination of operation load hints to the KcsLoadProfile() function has no effect. KCMS equates this to KcsOpAll. When the application calls KcsConnectProfiles(), KCMS automatically loads all the transforms to support the full range of operations.

Your application cannot specify KcsOpAll as an argument to KcsEvaluate().
**Content Hint Constants**

The *content hint* constants let your application specify hints about what kind of data is being processed. A CMM can use these hints to better convert the data as your application requests. For instance, these hints may be used to adjust the gamut-mapping technique (the approach used to map the colors falling outside a device’s capability to colors that the device can produce).

The “C” API defines the following constants:

- **KcsContImage** describes photographic data, photorealistic data, or some 3-dimensional rendering schemes. In this kind of data, fine gradations of luminance and relative color differences are important.

- **KcsContGraphics** describes computer-generated color data, which is likely to have large flat regions of highly saturated colors. In graphics data, an attempt is made to maintain the brightness and distinctness of the colors.

- **KcsContColorimetric** describes colors in terms of CIE specifications intended to be reproduced without modification. This is important when specific spot colors have been selected.

- **KcsContUnknown** describes color data content that is not known by the application. The CMM provides a general default for this case.

**Note** – ICC content hints are called *rendering hints*. Currently, the following rendering hints defined are:

```
icPerceptual = KcsContImage
icRelativeColorimetric = KcsContColorimetric
icSaturation = KcsContGraphics
icAbsoluteColorimetric = <no equivalent>
```

If your application has input color data that matches more than one of these content hints (for example, a complicated page layout), it can specify **KcsContUnknown** to produce adequate results. For best results, your application may have to divide color data into different parts (for example, separate graphics and images parts). After dividing, your application can process each part separately, applying the appropriate content hint to each part.
If your application specifies `KcsContAll` as an argument to `KcsConnectProfiles()`, the resultant profile has the full range of content hints available to it. If it does not, the resultant profile is restricted to the content hints supplied by the function.

CMMs can define additional custom content hints, for example:

- To indicate what kind of output is being produced, such as a photograph or a computer-generated graphic.
- To indicate that speed is more important than color image quality; therefore, compromised color is acceptable.

**KcsMeasurementBase**

```c
typedef struct KcsMeasurementBase_s {
    unsigned long countSupplied;
    KcsAttrSpace inputSpace;
    KcsAttrSpace outputSpace;
    unsigned long numInComp;
    unsigned long numOutComp;
    unsigned long pad;
} KcsMeasurementBase;
```

*KcsMeasurementBase* defines a common subset of information in the *KcsCharacterizationData* and *KcsCalibrationData* structures. Nothing in *KcsMeasurementBase* is extendable.

The `countSupplied` field represents the number of allocated color patches, or samples in the measurement set.

The `inputSpace` and `outputSpace` fields represent the input and output color spaces, respectively, for the measurement set.

The `numInComp` and `numOutComp` fields represent the number of input components (such as 3 for RGB) and the number of output components, respectively.
KcsMeasurementSample holds a single measurement. Both the KcsCalibrationData and the KcsCharacterization data structures contain extendable arrays of KcsMeasurementSample structures. Each measurement has an input, an output, a measurement weight, standard deviation and sample type. The input and output color spaces are specified by fields in the KcsMeasurementBase structure, which is part of both the KcsCalibration and KcsCharacterization structures.

The weight field should contain a value greater than 0.0 and less than or equal to 1.0. This is to provide information about the importance of this color measurement. The KcsUpdateProfile() function may or may not use this field when performing the steps needed to update the profile. Hence, it is to be considered a hint. The default setting should be the value 1.0.

The standardDeviation field is used to record this value when the sample is the result of statistical averaging of multiple measurements.

The sampleType field is used to indicate that a sample is from a black, white, neutral, chromatic, or fluorescent color. The default value is chromatic.

To calibrate or characterize device profiles, the default KCMS CMM needs color measurements that contain both input and output values. The input and output fields hold the input and output values of a color measurement. For RGB monitors, the input values are a series of RGB values and the output values are measured luminants of the RGB value.

KcsMaxSamples equals 4, which allows up to 4 components of color to be stored in a measurement, for example, a CMYK color value. However, a 3-component color value such as RGB or XYZ also can be stored. In such a case leave input[3] or output[3] undefined.
KcsOperationType

define unsigned long KcsOperationType;

KcsOperationType specifies the set of operations possible on a profile and the contents of the data on which the profile acts. It is an argument in these functions:

- KcsConnectProfiles()
- KcsOptimizeProfile()
- KcsEvaluate()

When used in KcsConnectProfiles() and KcsOptimizeProfile(), KcsOperationType limits the range of operations in a profile, thereby potentially speeding performance and reducing profile size. The operation hints and content hints are assigned positions in the load hints that let the application limit what resources are used from the initial loading of the profile.

When used in KcsEvaluate(), KcsOperationType indicates which kind of evaluation operation to perform. In this case, the operation type can specify only one operation; for example, your application cannot evaluate in the forward and simulate directions at the same time.

To help your application set the operation hints and content hints, the “C” API provides the following constants:

```c
#define KcsOpForward (0x00000001)
#define KcsOpReverse (0x00000002)
#define KcsOpSimulate (0x00000004)
#define KcsOpGamutTest (0x00000008)
#define KcsOpAll (0x000003FF)
#define KcsContUnknown (0x00000000)
#define KcsContGraphics (0x00010000)
#define KcsContImage (0x00020000)
#define KcsContColorimetric (0x00040000)
#define KcsContAll (0x00FF0000)
```
KcsOptimizationType

```c
typedef unsigned long KcsOptimizationType;
```

KcsOptimizationType is the data type of 1 of the arguments to the
KcsOptimizeProfile() function.

KcsOptimizationType indicates the types of optimization that should be
performed on a profile. It can have any of the following values, alone or in
combination. Note that these are only hints.

<table>
<thead>
<tr>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>KcsOptNone</td>
<td>Default, no optimization</td>
</tr>
<tr>
<td>KcsOptAccuracy</td>
<td>Profile produces more accurate output colors when it is input to the KcsEvaluate() function.</td>
</tr>
<tr>
<td>KcsOptSpeed</td>
<td>Profile runs faster when it is input to the KcsEvaluate() function.</td>
</tr>
<tr>
<td>KcsOptSize</td>
<td>Profile uses as little space as possible.</td>
</tr>
</tbody>
</table>

```c
#define KcsOptNone             (0)
#define KcsOptAccuracy          (1<<0)
#define KcsOptSpeed             (1<<1)
#define KcsOptSize              (1<<2)
```

KcsPixelLayout

```c
typedef struct KcsPixelLayout_s {
    unsigned long numbOfComp;
    KcsComponent component[KcsExtendablePixelLayout];
} KcsPixelLayout;
```

The KcsPixelLayout structure describes both the source data buffer (the
layout of the data to be converted) and the destination data buffer (the
receptacle of the converted data) used by KcsEvaluate().

KcsPixelLayout describes a wide variety of pixel layouts in memory including:
• Component-interleaved data—color components of a pixel (for example, the red, green, and blue channels of an RGB image) are stored in consecutive memory addresses. (This is also called pixel-interleaved data.) See Figure 3-1 on page 55 for a detailed diagram of this pixel layout.

• Row-interleaved data—image data is stored by row and, within each row, by sub-rows for each component.

• Planar or band-interleaved data—image data is stored by component, allowing the components to be stored in independently contiguous memory areas.

KcsPixelLayout can also hold palette color, or a colormap by allowing the application to describe the palette instead of the data itself, as well as allowing the application to describe a single pixel.

If an application stores its image data in a form that is not representable using the KcsPixelLayout structure, the application must convert the data into one of the representable forms before calling the KcsEvaluate() function.

The numOfComp field specifies the number of components (channels). For example, your application specifies the value 3 for RGB data or 4 for CMYK data.

The component field is an array of base type KcsComponent. It holds the information needed to describe a component (see page 37 for more information). The KcsExtendableArray constant equals 4 by default. For ease of use, 4 was chosen because it can accommodate most applications, such as CMYK and RGB. It holds the upper limit. Having the open-ended array at the end of the structure allows your application to allocate a larger structure and to extend it past 4, if needed.
Use the following definitions to index the array:

<table>
<thead>
<tr>
<th>Color Space</th>
<th>Definition</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>RGB</td>
<td>#define KcsRGB_R 0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsRGB_G 1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsRGB_B 2</td>
<td></td>
</tr>
<tr>
<td>CMY[K]</td>
<td>#define KcsCMYK_C 0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsCMYK_M 1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsCMYK_Y 2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsCMYK_K 3</td>
<td></td>
</tr>
<tr>
<td>YCC</td>
<td>#define KcsYCbC_Y 0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsYCbC_Cb 1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsYCbC_Cy 2</td>
<td></td>
</tr>
<tr>
<td>XYZ</td>
<td>#define KcsCIEXYZ_X 0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsCIEXYZ_Y 1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsCIEXYZ_Z 2</td>
<td></td>
</tr>
<tr>
<td>xyY</td>
<td>#define KcsCIExyY_x 1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsCIExyY_y 2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsCIExyY_Y 0</td>
<td></td>
</tr>
<tr>
<td>CIEuvL</td>
<td>#define KcsCIEuvL_u 1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsCIEuvL_v 2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsCIEuvL_L 0</td>
<td></td>
</tr>
<tr>
<td>CIEL<em>u</em>v</td>
<td>#define KcsCIELuv_L 0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsCIELuv_u 1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsCIELuv_v 2</td>
<td></td>
</tr>
<tr>
<td>CIEL<em>a</em>b*</td>
<td>#define KcsCIELab_L 0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsCIELab_a 1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsCIELab_b 2</td>
<td></td>
</tr>
<tr>
<td>HSV</td>
<td>#define KcsHSV_H 0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsHSV_S 1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsHSV_V 2</td>
<td></td>
</tr>
<tr>
<td>HLS</td>
<td>#define KcsHSV_H 0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsHSV_L 1</td>
<td></td>
</tr>
<tr>
<td></td>
<td>#define KcsHSV_S 2</td>
<td></td>
</tr>
<tr>
<td>GRAY</td>
<td>#define KcsGRAY_K 0</td>
<td></td>
</tr>
</tbody>
</table>

Note – A color space profile (CSP) must exist to support each color space listed above. See “Color Space Profile” on page 10 for a description of a CSP.

Two structures of type KcsPixelLayout are needed to describe the source data and destination data. Source and destination structures can point to the same data. If the CMM in use does not support this, or if there is some other
mismatch between the CMM and the layout structures, KcsEvaluate() returns KCS_LAYOUT_UNSUPPORTED. For example, a CMM may not be able to support the way the source data and the destination data overlap in memory.

Your application can use a pixel layout structure to define any rectangular region of a larger image. Code Example 3-4 and Figure 3-1 on page 55 illustrate the component-interleaved, 3-by-7 pixel layout supported in the API.

Code Example 3-4 uses pseudocode to show how the pixel layout structure fields are set up.

\[\text{Code Example 3-4  Component-Interleaved, 3-by-7 Layout}\]

```c
{
    numberOfComponents = 3 (Red, Green, and Blue)
    |
    component[KcsRGB_R].compType = KcsCompUFixed
    component[KcsRGB_R].compDepth = 8 (bits per component)
    component[KcsRGB_R].colOffset = 4 (bytes)
    component[KcsRGB_R].rowOffset = 12 (bytes)
    component[KcsRGB_R].maxRow = 7 (pixels)
    component[KcsRGB_R].maxCol = 3 (pixels)
    component[KcsRGB_R].bitOffset = 0 (components are byte-aligned)
    component[KcsRGB_R].addr = (address of red channel)

    component[KcsRGB_G].compType = KcsCompUFixed
    component[KcsRGB_G].compDepth = 8 (bits per component)
    component[KcsRGB_G].colOffset = 4 (bytes)
    component[KcsRGB_G].rowOffset = 12 (bytes)
    component[KcsRGB_G].maxRow = 7 (pixels)
    component[KcsRGB_G].maxCol = 3 (pixels)
    component[KcsRGB_G].bitOffset = 0 (components are byte-aligned)
    component[KcsRGB_G].addr = (address of green channel)

    component[KcsRGB_B].compType = KcsCompUFixed
    component[KcsRGB_B].compDepth = 8 (bits per component)
    component[KcsRGB_B].colOffset = 4 (bytes)
    component[KcsRGB_B].rowOffset = 12 (bytes)
    component[KcsRGB_B].maxRow = 7 (pixels)
    component[KcsRGB_B].maxCol = 3 (pixels)
    component[KcsRGB_B].bitOffset = 0 (components are byte-aligned)
    component[KcsRGB_B].addr = (address of blue channel)
}
```
Figure 3-1 illustrates the component-interleaved, 3-by-7 layout.

![Figure 3-1 24-bit Color Component-Interleaved Data for RGB Pixel Image](image)

KcsPixelLayoutSpeeds

```c
typedef struct KcsPixelLayoutSpeeds_s {
    KcsPixelLayout supportedLayout;
    KcsEvalSpeed speed;
} KcsPixelLayoutSpeeds;
```

KcsPixelLayoutSpeeds, used in the KcsAttributeValue structure, defines the relationship between a CMM’s support of a pixel layout and how efficiently it uses that layout. Some CMMs are optimized for certain layouts. This allows the application to maximize a CMM’s performance based on the information returned by KcsPixelLayoutSpeeds.
KcsProfileDesc is a data structure that describes a profile and the kind of mechanism in which to load and save that profile. The mechanism is platform independent. A profile can reside in the file system, on a remote network device, in a piece of hardware or its device driver, in a contiguous piece of memory, and so on. KcsProfileDesc is a union to minimize space and to allow for future flexibility. Thus, the actual definition can be augmented to provide additional locations where a profile may reside in the system.

The types of profiles supported by each type are summarized below. See “KcsProfileType” on page 58 for more information on these profiles.
KcsFileProfile

The calling application opens the file and passes the KCMS framework a KcsFileId, openFileId, and an offset from the start of the file to the start of the profile data. This profile type is most likely used for profiles embedded in other files, such as TIFF.

KcsMemoryProfile

The calling application has loaded the profile into program memory. The offset value determines where the profile data starts relative to memPtr. The size value is the profile’s size in bytes.

KcsSolarisProfile

The calling application supplies the name of a file, fileName, and its location, hostName. The KcsSolarisProfile loadable module searches for the name supplied in fileName. It searches the following directories in the order listed:

1. The current directory
2. Directories listed by the KCMS_PROFILES environment variable, which is a colon-separated list of directories
3. /etc/openwin/devdata/profiles
4. /usr/openwin/etc/devdata/profiles

If hostName is non-NULL, the KcsSolarisProfile loadable module first checks if the name supplied is the name of the current machine. If it is not the current machine’s name, the KcsSolarisProfile loadable module opens a connection to the RPC daemon, kcms_server(1) and tries to locate the profile on a remote machine. The RPC daemon searches only in the last two directories for the profile (#3 and #4), and only reads remote profiles.

The application does not need to supply the full name of the file; the KcsSolarisProfile loadable module automatically adds the following suffixes.

<table>
<thead>
<tr>
<th>Suffix</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>.mon</td>
<td>Monitor</td>
</tr>
<tr>
<td>.spc</td>
<td>Color space</td>
</tr>
<tr>
<td>.inp</td>
<td>Input (scanner)</td>
</tr>
<tr>
<td>.out</td>
<td>Output (printer)</td>
</tr>
</tbody>
</table>
KcsWindowProfile

The calling application supplies X11 Window System information and then the KcsWindowProfile loadable module matches a corresponding profile with the Display*, screen number, and Visual*.

Remote display capabilities are handled using the RPC daemon kcms_server(1). The location and name of the host is derived from the X11 display pointer. Remote profiles have read-only permissions.

KcsProfileId

typedef long KcsProfileId;

KcsProfileId is a data type used in all API functions, except KcsSetCallback(). A KcsProfileId variable identifies a particular loaded profile in the KCMS framework. It is an opaque data type. Your application should not manipulate this variable directly, because the results of doing so are unpredictable. The KcsLoadProfile() and KcsConnectProfile() functions return a KcsProfileId.

KcsProfileType

typedef enum {
    KcsFileProfile = 0x46696C65,/* File */
    KcsMemoryProfile = 0x4D426C00,/* MB1 */
    #ifdef KCS_ON_SOLARIS
    KcsWindowProfile = 0x7877696E,/* xwin */
    KcsSolarisProfile = 0x736F6C66,/* solf */
    #else
    KcsWindowProfile = 0x57696E64, /* Wind */
    #endif KCS_ON_SOLARIS
    KcsProfileTypeEnd = 0x7FFFFFFF,
    KcsProfileTypeMax = KcsForceAlign
} KcsProfileType;

Each KcsProfileType entry is a 4-byte hexadecimal value that is translated into a 4-byte ASCII string. This string is used as a key to determine which KCMS CMM module to use when loading or saving the profile into KCMS.
KcsFileProfile and KcsMemoryProfile are always included with KCMS. KcsSolarisProfile and KcsWindowProfile are dynamically loaded when needed.

See “KcsProfileDesc” on page 56 for details on using each type.

The type of color measurements depends on the specific device type. The default KCMS CMM supports scanner and monitor profile updates. For each of these devices, the color measurements are different. See Chapter 4, “Functions,” for a complete specification of the measurements passed to KcsUpdateProfile for each device type.

KcsSampleType

```c
typedef unsigned long KcsSampleType;
```

KcsSampleType is the data type of a field in the KcsComponent structure. It is an enumerated constant with any of the values shown in Table 3-4. A variable of type KcsSampleType holds the data type of samples of each color channel.

The “C” API uses the KcsSampleType value with the compDepth field of KcsComponent. The compDepth field specifies the number of bits for each channel. For example, an RGB color space has 3 channels. If each represents its color in 8 fixed-point bits, the value of KcsSampleType is KcsCompUFixed.

<table>
<thead>
<tr>
<th>Enumerated Constant</th>
<th>Data Type of Channel</th>
</tr>
</thead>
<tbody>
<tr>
<td>#define KcsCompFixed 1</td>
<td>Signed fixed-point sample.</td>
</tr>
<tr>
<td>#define KcsCompUFixed 2</td>
<td>Unsigned fixed-point sample.</td>
</tr>
<tr>
<td>#define KcsCompFloat 3</td>
<td>Floating point.</td>
</tr>
<tr>
<td>#define KcsCompName 4</td>
<td>A named color space component.</td>
</tr>
</tbody>
</table>

Table 3-4 KcsSampleType Constants
KcsStatusId

Every function in the “C” API returns a status code that indicates success or the reason for failure. A status code is an error or warning message. The KcsStatusId enumerated type is a list of all available status codes. KcsStatusId is defined in kcsstats.h.

See Chapter 6, “Warning and Error Messages,” for a complete list of all the enumerated constants and their meanings.
In This Chapter

This chapter describes in detail each “C” API function you can use in applications. It describes each function’s signature, use, arguments, and return values. For several functions, the chapter provides code examples. The functions are defined in the kcs.h header file and are presented in alphabetical order.

All constants, definitions, macros, and data types are defined in Chapter 3, “Data Structures,” Chapter 5, “KCMS Profile Attributes” and in the ICC profile format specification. By default, the ICC specification is located on-line in the SUNWsdk/kcms/doc directory. For the latest version of the specification, see the web site at http://www.color.org.

These API functions support error and warning messages returned by the operating system. See Chapter 6, “Warning and Error Messages,” for all error and warning messages returned by these functions.
KcsAvailable()

<table>
<thead>
<tr>
<th>KcsStatusId</th>
</tr>
</thead>
<tbody>
<tr>
<td>KcsAvailable(long *response)</td>
</tr>
</tbody>
</table>

**Purpose**

The `KcsAvailable()` function determines if the KCMS framework has been installed on the system. This function is provided primarily for cross-platform compatibility.

**Arguments**

*Table 4-1  KcsAvailable() Arguments*

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>response</td>
<td>A pointer to a long for temporary use in the KcsAvailable() function.</td>
</tr>
</tbody>
</table>

**Returns**

*Table 4-2  KcsAvailable() Return Strings*

| KCS_SUCCESS |

KCS_SUCCESS is always returned in the Solaris environment.
KcsConnectProfiles()

```c
KcsStatusId
KcsConnectProfiles(KcsProfileId *resultProfileId,
                   unsigned long profileCount,
                   KcsProfileId *profileSequence,
                   KcsOperationType operationLoadSet,
                   unsigned long *failedProfileIndex)
```

**Purpose**

Use KcsConnectProfiles() to combine several existing profiles into a new complete profile, or to restrict the functionality of a single existing profile to make it more efficient.

If KcsConnectProfiles() returns successfully, it generates a new profile from the sequence of existing profiles. The reference (profile Id) to this new profile is stored in the resultProfileId argument. With this reference, you can free the resources of the existing profiles in profileSequence if they are no longer required. Use KcsFreeProfile() to release the resources.

**Note** – If you have minimized a profile’s load operation or state with operationLoadSet or with KcsOptimizeProfile() (page 84), only that load operation or state is saved with KcsSaveProfile(). Therefore, operations not included in the profile are not available the next time the profile is loaded.

If the last profile in a sequence to be connected includes a gamut transform, the operation hint KcsOpGamutTest (see “Operation Hint Constants” on page 45) may be requested for that profile. The result of KcsEvaluate() with this gamut hint is a bit map image that contains 1 bit for each pixel in the original image. In the bit map, 0 means the color is in the gamut of the device requested by the final profile, and FF means the color is out of gamut (that is, the color cannot be represented by the device).
Arguments

Table 4-3  KcsConnectProfiles() Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>resultProfileId</td>
<td>The identifier of the profile returned if this function executes successfully.</td>
</tr>
<tr>
<td>profileCount</td>
<td>The number of profiles to be connected.</td>
</tr>
<tr>
<td>profileSequence</td>
<td>An array of the IDs of the profiles to be connected.</td>
</tr>
<tr>
<td>operationLoadSet</td>
<td>One or more flags symbolizing the kind of information in the resultant profile. It also describes what, how, when, and where to load and unload the resulting resultProfileId. See “KcsLoadHints” on page 42 for more information.</td>
</tr>
<tr>
<td>failedProfileIndex</td>
<td>KcsConnectProfiles() returns an integer in failedProfileIndex. This value has meaning only when KcsConnectProfiles() returns a value other than KCS_SUCCESS. If the function fails, this index helps you identify which input profile caused the failure. If the index = 0, the first profile in profileSequence failed; if index = 1, the second profile in profileSequence failed, and so on. A common problem when making the resultant profile is that the profiles specified in profileSequence could not be connected. In this case, the index returns an integer symbolizing the latter profile in a failed connection pair. For example, if the first profile and second profile in the sequence were mismatched, the index contains 1 (for the second profile).</td>
</tr>
</tbody>
</table>

Returns

Table 4-4  KcsConnectProfiles() Return Strings

<table>
<thead>
<tr>
<th>Return String</th>
</tr>
</thead>
<tbody>
<tr>
<td>KCS_SUCCESS</td>
</tr>
<tr>
<td>KCS_PROF_ID_BAD</td>
</tr>
<tr>
<td>KCS_MEM_ALLOC_ERROR</td>
</tr>
</tbody>
</table>
Example

Code Example 4-1  KcsConnectProfiles()

```c
KcsProfileDesc scannerDesc, monitorDesc, completeDesc;
KcsProfileId scannerProfile, monitorProfile;
KcsProfileId profileSequence[2], completeProfile;
KcsStatusId status;
KcsErrDesc errDesc;
u_long failedProfileNum;
KcsOperationType=(KcsOpForward+KcsContImage);
/*file names input a program arguments */

scannerDesc.type = KcsSolarisProfile;
scannerDesc.desc.solarisFile.fileName = argv[1];
scannerDesc.desc.solarisFile.hostName = NULL;
scannerDesc.desc.solarisFile.oflag = O_RDONLY;
scannerDesc.desc.solarisFile.mode = 0;

monitorDesc.type = KcsSolarisProfile;
monitorDesc.desc.solarisFile.fileName = argv[2];
monitorDesc.desc.solarisFile.hostName = NULL;
monitorDesc.desc.solarisFile.oflag = O_RDONLY;
monitorDesc.desc.solarisFile.mode = 0;

status = KcsLoadProfile(&scannerProfile, &scannerDesc, KcsLoadAllNow);
if(status != KCS_SUCCESS) {
    KcsGetLastError(&errDesc);
    printf("Scanner LoadProfile error: %s\n", errDesc.desc);
    exit(1);
}

status = KcsLoadProfile(&monitorProfile, &monitorDesc, KcsLoadAllNow);
if(status != KCS_SUCCESS) {
    KcsGetLastError(&errDesc);
    printf("Monitor LoadProfile error: %s\n", errDesc.desc);
}
```

Table 4-4  KcsConnectProfiles() Return Strings (Continued)

<table>
<thead>
<tr>
<th>Return Strings</th>
</tr>
</thead>
<tbody>
<tr>
<td>KCS_CONNECT_PRECISION_UNACCEPTABLE</td>
</tr>
<tr>
<td>KCS_MISMATCHED_COLORSPACES</td>
</tr>
<tr>
<td>KCS_CONNECT_OPT_FORCED_DATA_LOSS</td>
</tr>
</tbody>
</table>
KcsCreateProfile()

KcsCreateDate(KcsProfileId *resultProfileId,
KcsCreationDesc *desc)

Purpose

Use KcsCreateProfile() to create an empty profile. The profile will contain
neither attributes nor CMM-specific data.

Note – Currently, your application cannot call KcsGetAttribute() for a list
of the installed and available CMMs. The workaround is to load all available
profiles and call KcsGetAttribute() for each individual CMM type.
Arguments

Table 4-5  KcsCreateProfile() Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>resultProfileId</td>
<td>The reference to the resultant profile, returned if the function executes successfully.</td>
</tr>
<tr>
<td>desc</td>
<td>This is a pointer to a KcsCreationDesc (see page 38) structure that describes the static store used to save the profile and an extendable union of profile information used to create the profile. The id member of the union describes which CMM and version to use, and the profile format and version to use. If desc is NULL the default CMM and profile format are used.</td>
</tr>
</tbody>
</table>

Returns

Table 4-6  KcsCreateProfile() Return Strings

- KCS_SUCCESS
- KCS_MEM_ALLOC_ERROR

Example

Code Example 4-2  KcsCreateProfile()

```c
KcsProfileDesc  desc;
KcsCreationDesc c_desc;
KcsProfileId    profileId;
KcsStatusId     status;
KcsErrDesc      errDesc;
/* The filename is a command line argument */
/* Create a new profile with the default CMM */

desc.type = KcsSolarisProfile;
desc.desc.solarisFile.fileName = argv[1];
desc.desc.solarisFile.hostName = NULL;
desc.desc.solarisFile.oflag = O_RDWR|O_CREAT|O_TRUNC;
desc.desc.solarisFile.mode = 0666;
c_desc.profileDesc = &desc;
c_desc.desc.id.cmmId = 0;
```
Note – Other required fields in the profile must be set with
KcsSetAttribute().

KcsEvaluate()

Purpose

Use KcsEvaluate() to apply a color profile to input color data to produce
color-corrected output data.

See “KcsPixelLayout” on page 51 for more information about using pixel
layouts in this context.
Arguments

Table 4-7  KcsEvaluate() Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>profile</td>
<td>The identifier of the profile to be applied to the input data. (If the operation specified when the profile was created in KcsConnectProfiles() does not match the operation specified in KcsEvaluate(), the status string KCS_EVAL_ONLY_ONE_OP_ALLOWED is returned. If, for example, your application wants to evaluate forward (specifies KcsOpForward in KcsEvaluate()) with a profile it creates with KcsConnectProfiles() to simulate (uses KcsOpSimulate in KcsConnectProfiles()), this particular status string would be returned.</td>
</tr>
<tr>
<td>operation</td>
<td>The kind of data to be operated on, and the kind of profile evaluation to be performed on, the data. (See “Operation Hint Constants” on page 45 and “Content Hint Constants” on page 47 more information.) Note that only 1 bit can be set for KcsEvaluate().</td>
</tr>
<tr>
<td>srcData</td>
<td>The description of the source color data to be transformed by the profile.</td>
</tr>
<tr>
<td>destData</td>
<td>The description of the area (the destination) to which the transformed data is written.</td>
</tr>
</tbody>
</table>

Returns

Table 4-8  KcsEvaluate() Return Strings

- KCS_SUCCESS
- KCS_OPERATION_CANCELLED
- KCS_PROF_ID_BAD
- KCS_MEM_ALLOC_ERROR
- KCS_EVAL_ONLY_ONE_OP_ALLOWED
- KCS_EVAL_TOO_MANY_CHANNELS
- KCS_EVAL_BUFFER_OVERFLOW
Example

Code Example 4-3  KcsEvaluate()

```c
int op;
KcsPixelLayout pixelLayoutIn, pixelLayoutOut;
KcsProfileId scannerProfile, monitorProfile;
KcsProfileId profileSequence[2], completeProfile;

/* Load and connect profiles. */
/* Load input and output pixel layout structures with appropriate data. */

status = KcsEvaluate(completeProfile, op, &pixelLayoutIn,
                      &pixelLayoutOut);
```

KcsFreeProfile()

```c
KcsStatusId
KcsFreeProfile(
    KcsProfileId profile)
```

Purpose

Use KcsFreeProfile() to release all resources a loaded profile is using. A loaded profile uses memory and additional types of resources.

The KCMS framework does not automatically save profile changes when your application terminates. To save profile changes, your application must call KcsSaveProfile().

**Note**—If the application passes a KcsFileProfile type of KcsProfileDesc as an argument, KcsFreeProfile() does not close the KcsFileId contained in the file entry of the KcsProfileDesc union.
Arguments

Table 4-9  KcsFreeProfile() Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>profile</td>
<td>The identifier of a loaded profile.</td>
</tr>
</tbody>
</table>

Returns

Table 4-10  KcsConnectProfiles() Return Strings

KCS_SUCCESS
KCS_PROF_ID_BAD

Example

Code Example 4-4  KcsFreeProfile()

```c
KcsProfileId profile;

/* Complete all processing. */
KcsFreeProfile(profile);
```

KcsGetAttribute()

```c
KcsStatusId
KcsGetAttribute(KcsProfileId profile, KcsAttributeName name, KcsAttributeValue *value)
```

Purpose

Use KcsGetAttribute() to find the value of a particular attribute of the given profile. (See Chapter 5, “KCMS Profile Attributes” for more information on attributes.)
Arguments

Table 4-11 KcsGetAttribute() Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>profile</td>
<td>The identifier of the loaded profile.</td>
</tr>
<tr>
<td>name</td>
<td>The attribute name. See “List of All Attributes” on page 111 for the names of all the attributes KCMS allows your application to specify in a call to this function.</td>
</tr>
<tr>
<td>value</td>
<td>A pointer to the structure to hold the value of the profile’s attribute. Your application needs to set the countSupplied field in the value argument. If your application does not set it, the warning KCS_ATTR_LARGE_CT_SUPPLIED or the error KCS_ATTR_CT_ZERO_OR_NEG may be returned.</td>
</tr>
</tbody>
</table>

Returns

Table 4-12 KcsGetAttribute() Return Strings

- KCS_SUCCESS
- KCS_PROF_ID_BAD
- KCS_ATTR_NAME_OUT_OF_RANGE
- KCS_ATTR_CT_ZERO_OR_NEG
- KCS_ATTR_LARGE_CT_SUPPLIED (warning)

Example

Code Example 4-5 KcsGetAttribute()

```c
#include “./kcms_utils.h”

KcsProfileId profileid;
KcsAttributeValue *attrValue;
int size;

void print_header(icHeader *hdr);

size = sizeof(KcsAttributeBase) + sizeof(icHeader);
attrValue = (KcsAttributeValue *)malloc(size);
```
/* Get the header */
attrValue->base.type = icSigHeaderType;
attrValue->base.sizeOfType = sizeof(icHeader);
attrValue->base.countSupplied = 1;
KcsGetAttribute(profileid, icSigHeaderTag, attrValue);
...
print_header(&attrValue->val.icHeader);
...

void
print_header(icHeader *hdr)
{
  char charstring[5];
  
  printf("Size in bytes = %d\n", hdr->size);
  printf("CMM Id = 0x%x\n", hdr->cmmId);
  printf("Major version number = 0x%x\n", hdr->version>>24);
  printf("Minor version number = 0x%x\n", (hdr->version&0x00FF0000)>>16);

  switch(hdr->deviceClass) {
    case icSigInputClass :
      printf("deviceClass = input\n");
      break;
    case icSigDisplayClass :
      printf("deviceClass = display\n");
      break;
    case icSigOutputClass :
      printf("deviceClass = output\n");
      break;
    case icSigLinkClass :
      printf("deviceClass = link\n");
      break;
    case icSigAbstractClass :
      printf("deviceClass = abstract\n");
      break;
    case icSigColorSpaceClass :
      printf("deviceClass = colorspace\n");
      break;
    default :
      printf("Unknown\n");
      break;
  }
memset(charstring, 0, 5);
memcpy(charstring, &hdr->colorSpace, 4);
printf("colorspace = %s\n", charstring);

memset(charstring, 0, 5);
memcpy(charstring, &hdr->pcs, 4);
printf("profile connection space = %s\n", charstring);

printf("date = %d/%d/%d, ", hdr->date.day, hdr->date.month,
       hdr->date.year);
printf("time = %d:%d:%d\n", hdr->date.hours, hdr->date.minutes,
       hdr->date.seconds);

memset(charstring, 0, 5);
memcpy(charstring, &hdr->magic, 4);
printf("magic number = %s\n", charstring);

switch(hdr->platform) {
    case icSigMacintosh:
        printf("platform = Macintosh\n");
        break;
    case icSigMicrosoft:
        printf("platform = Microsoft\n");
        break;
    case icSigSolaris:
        printf("platform = Solaris\n");
        break;
    case icSigSGI:
        printf("platform = SGI\n");
        break;
    case icSigTaligent:
        printf("platform = Taligent\n");
        break;
    default:
        printf("Unknown\n");
        break;
}

if(hdr->flags & icEmbeddedProfileTrue)
    printf("Embedded profile\n");
else
    printf("Non-embedded profile\n");
if(hdr->flags && icUseWithEmbeddedDataOnly)
    printf("If this profile is embedded, it is not allowed to strip
    it out and use it independently.\n");
else
    printf("OK to strip embedded profile out and use
    independently\n");
memset(charstring, 0, 5);
memcpy(charstring, &hdr->manufacturer, 4);
printf("manufacturer = %s\n", charstring);
printf("model number = %d\n", hdr->model);
printf("device attributes = %d%d\n", hdr->attributes[0],
    hdr->attributes[1]);
switch (hdr->renderingIntent) {
  case 0 :
    printf("rendering intent = Perceptual\n");
    break;
  case 1 :
    printf("rendering intent = Relative Colorimetric\n");
    break;
  case 2 :
    printf("rendering intent = Saturation\n");
    break;
  case 3 :
    printf("rendering intent = Absolute Colorimetric\n");
    break;
  default :
    printf("Unknown\n");
    break;
}
printf("Illuminant X=%f Y=%f X=%f\n",
    icfixed2double(hdr->illuminant.X, icSigS15Fixed16ArrayType),
    icfixed2double(hdr->illuminant.Y, icSigS15Fixed16ArrayType),
    icfixed2double(hdr->illuminant.Z, icSigS15Fixed16ArrayType));
KcsGetLastError()

KcsStatusId
KcsGetLastError (KcsErrDesc *errDesc)

Purpose

Use KcsGetLastError() to find information about the most recent error.

Arguments

Table 4-13 KcsGetLastError() Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>errDesc</td>
<td>A pointer to the structure holding information about the last error. If an operating-system-defined error occurs, the sysErrNo field is set. The desc field contains the description of the particular statId. This is either a string in Table 6-1 or Table 6-2 on page 142, or the literal string “Internal Color Processor Error” or “No description for this status id number”. See “Localizing Status Messages,” in Chapter 6, “Warning and Error Messages,” for information on using KcsGetLastError() to localize KcsStatusId.</td>
</tr>
</tbody>
</table>
Functions

Returns

Table 4-14 KcsGetLastError() Return Strings

<table>
<thead>
<tr>
<th>String</th>
</tr>
</thead>
<tbody>
<tr>
<td>KCS_SUCCESS</td>
</tr>
</tbody>
</table>

Example

Code Example 4-6 KcsGetLastError()

```c
KcsErrDesc errDesc;
status = KcsLoadProfile(&profile, &profileDesc, KcsLoadAttributesNow);
if (status != KCS_SUCCESS) {
    status = KcsGetLastError(&errDesc);
    fprintf(stderr,"%s KcsLoadProfile failed error = %s\n", errDesc.desc);
    exit(1);
}
```

KcsLoadProfile()

```c
KcsStatusId KcsLoadProfile(KcsProfileId *profile, KcsProfileDesc *desc, KcsLoadHints loadHints)
```

Purpose

Use KcsLoadProfile() to load a profile and all of its resources into the system.

The function uses desc to determine where to get the data to generate the profile's resources in the system. (See page 56 for an in-depth description of KcsProfileDesc.) It uses profile to return a reference to the loaded profile. This reference is needed by other API functions.

Your application can determine the length of the data read from the file by calling KcsGetAttribute() and supplying the icHeader attribute. The value of size in the icHeader structure is the size of the profile. (For the format of the icHeader structure, see “icHeader” on page 138.)


With the `loadHints` argument, `KcsLoadProfile()` allows the application to suggest how the KCMS framework manages the memory and other resources associated with a loaded profile. Although this is a flexible mechanism, these caveats apply:

- The load hints are merely hints, which means the KCMS framework can ignore them. However, because the functionality of various CMMs loaded by the KCMS framework cannot always be determined, your application should supply the load hints anyway. Furthermore, even if a CMM loaded by the KCMS framework does not support a particular load hint in its current release, it may support it in future releases.

- If the application supplies a hint that indicates that the profile is to be loaded at a time other than now, it must keep the described mechanism open to allow for data access at a future and somewhat arbitrary time. For example, if the application specifies `KcsLoadWhenNecessary` and the `desc` argument describes a file, and the application uses a `KcsFileId`, it cannot close the file until it first frees the profile. This allows the KCMS framework to read any necessary data to load the profile at any time.

**Note** – If you use the `KcsFileId` entry in the file part of the `KcsProfileDesc` union, `KcsFileId` marks the current position within an open file. After a call to `KcsLoadProfile()`, the current position is undefined. The application must reset the pointer before doing any other I/O.

After your application is finished with the profile, it should call `KcsFreeProfile()` to release the resources allocated by the profile.
Arguments

Table 4-15 KcsLoadProfile() Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>profile</td>
<td>The identifier of the profile returned after the profile is loaded into memory. This value serves as an argument to all other functions, such as KcsEvaluate().</td>
</tr>
<tr>
<td>desc</td>
<td>The location of the profile’s static storage, needed to obtain the data required to generate the profile’s resources. It is specified as a union of independent static storage mechanisms. The KcsProfileDesc structure (see “KcsProfileDesc” on page 56) has a field that identifies which storage mechanism to use.</td>
</tr>
<tr>
<td>loadHints</td>
<td>The set of bits describing what, how, when, and where to load and unload profile. See &quot;KcsLoadHints&quot; on page 42 for information on the KcsLoadHints data type. Also see “Operation Hint Constants” on page 45 for constraints on the operations your application can specify to this function.</td>
</tr>
</tbody>
</table>

Returns

Table 4-16 KcsConnectProfiles() Return Strings

- KCS_SUCCESS
- KCS_MEM_ALLOC_ERROR
- KCS_IO_READ_ERR
- KCS_IO_SEEK_ERR
- KCS_SOLARIS_FILE_NOT_OPENED
- KCS_SOLARIS_FILE_RO
- KCS_SOLARIS_FILE_LOCKED
- KCS_SOLARIS_FILE_NAME_NULL
- KCS_X11_DATA_NULL
- KCS_X11_PROFILE_NOT_LOADED
- KCS_X11_PROFILE_RO
Example

Code Example 4-7  KcsLoadProfile()

```c
KcsFileId scannerFd, monitorFd, completeFd;
KcsProfileDesc scannerDesc, monitorDesc, completeDesc;
KcsProfileId scannerProfile, monitorProfile;
KcsProfileId profileSequence[2], completeProfile;
KcsStatusId status;
KcsAttributeValue attrValue;
KcsAttributeName i;
KcsOperationType op = (KcsOpForward+KcsContImage);
u_long failedProfileNum;
extern void kcs_timer(int);

if (argc > 4) {
    fprintf(stderr, "Usage : kcstest profile_1 profile_2 [save_profile]\n");
    exit(1);
}

#ifdef FILE_DESC
    /* Open up the files from disk */
    scannerDesc.type = KcsFileProfile;
    scannerFd = open(argv[1], O_RDONLY);
    if (scannerFd == -1) {
        perror("Failed to open scanner profile");
        exit(1);
    }
    scannerDesc.desc.file.openFileId = scannerFd;
    scannerDesc.desc.file.offset = 0;

    monitorDesc.type = KcsFileProfile;
    monitorFd = open(argv[2], O_RDONLY);
    if (monitorFd == -1) {
        perror("Failed to open monitor profile");
        exit(1);
    }
    monitorDesc.desc.file.openFileId = monitorFd;
    monitorDesc.desc.file.offset = 0;
#endif

#ifdef FILE_NAME
    scannerDesc.type = KcsSolarisProfile;
    scannerDesc.desc.solarisFile.fileName = argv[1];
    scannerDesc.desc.solarisFile.hostName = NULL;
    scannerDesc.desc.solarisFile.oflag = O_RDONLY;
```
Functions

**KcsModifyLoadHints()**

```c
KcsStatusId
KcsModifyLoadHints(KcsProfileId profile,
                   KcsLoadHints newHints)
```
Purpose

KcsModifyLoadHints() applies a new set of load hints to a profile already loaded. If, for example, your application no longer needs to simulate a profile and available memory is limited, it can use this function to unload the simulation portion of the profile immediately, making more memory available for it to run.

Typically you would use this function to load the operation hints (transforms) for a profile whose attributes only were previously loaded. (For details on operation hints, see “Operation Hint Constants” on page 45.)

Note – Remember that the load hints are just that—hints to the KCMS framework. Although the KCMS framework tries to accomplish what is specified, and typically does, it cannot guarantee everything exactly as hinted. It is subject to what the CMM supports.
Arguments

Table 4-17 KcsModifyLoadHints() Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>profile</td>
<td>The identifier of the loaded profile.</td>
</tr>
<tr>
<td>newHints</td>
<td>The set of bits describing what, how, when, and where to load and unload profile. See &quot;KcsLoadHints&quot; on page 42 for more information.</td>
</tr>
</tbody>
</table>

Returns

Table 4-18 KcsModifyLoadHints() Return Strings

<table>
<thead>
<tr>
<th>Return String</th>
</tr>
</thead>
<tbody>
<tr>
<td>KCS_SUCCESS</td>
</tr>
<tr>
<td>KCS_PROF_ID_BAD</td>
</tr>
<tr>
<td>KCS_MEM_ALLOC_ERROR</td>
</tr>
</tbody>
</table>

Example

Code Example 4-8 KcsModifyLoadHints()

```c
KcsProfileId profileId;
KcsErrDesc errDesc;
KcsProfileDesc profileDesc;
KcsProfileId profile;
KcsStatusId status;
KcsLoadHints newHints;

/* profile name is a command line argument */

profileDesc.type = KcsSolarisProfile;
profileDesc.desc.solarisFile.fileName = argv[1];
profileDesc.desc.solarisFile.hostName = NULL;
profileDesc.desc.solarisFile.mode = 0;
profileDesc.desc.solarisFile.oflag = NULL;

status = KcsLoadProfile(&profile, &profileDesc, KcsLoadAttributesNow);
if (status != KCS_SUCCESS) {
    status = KcsGetLastError(&errDesc);
}
```
KcsOptimizeProfile()

KcsOptimizeProfile(KcsProfileId profile, KcsOptimizationType optimizationType, KcsLoadHints operationLoadSet)

Purpose

Use KcsOptimizeProfile() to optimize the profile by:

- Reducing the profile’s size
- Increasing the profile’s speed
- Increasing the profile’s accuracy

Optimization is CMM dependent. The CMM always interprets the load hints in terms of the particular situation.

Note – If your application has minimized a profile’s load operation or state with operationLoadSet or with KcsOptimizeProfile(), only that load operation or state is saved with KcsSaveProfile(). Therefore, operations not included in the profile are not available the next time the profile is loaded.
Arguments

Table 4-19  KcsOptimizeProfile() Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>profile</td>
<td>The identifier of the profile.</td>
</tr>
<tr>
<td>optimizationType</td>
<td>The kinds of optimization (size, speed, and accuracy) your application wants to perform on the profile. (See “KcsOptimizationType” on page 51 for more information.) When a combination of values is specified, it is up to the CMM to determine which value is more important.</td>
</tr>
<tr>
<td>operationLoadSet</td>
<td>One or more flags symbolizing the kind of information wanted in profile. It also describes what, how, when, and where to load and unload profile. See “KcsLoadHints” on page 42 for more information.</td>
</tr>
</tbody>
</table>

Returns

Table 4-20  KcsOptimizeProfile() Return Strings

- KCS_SUCCESS
- KCS_OPERATION_CANCELLED
- KCS_MEM_ALLOC_ERROR
- KCS_PROF_ID_BAD

Example

Code Example 4-9  KcsOptimizeProfile()

```c
KcsProfileId monitorProfile, scannerProfile, completeProfile;
KcsStatusId status;
KcsErrDesc errDesc;

/* The monitor profile and scanner profile have been loaded and connected * 
* to become a complete profile, now optimize. */

status = KcsOptimizeProfile(completeProfile, KcsOptSpeed, KcsLoadAllNow);
if (status != KCS_SUCCESS) {
    status = KcsGetLastError(&errDesc);
```

Functions
Purpose

Use KcsSaveProfile() to save a loaded profile, and any changes to its attributes or profile data, to the mechanism described by desc.

If supported by the mechanism, a profile’s state can be saved at an offset. For example, if the mechanism indicates a file, the following two situations are applicable:

- Your application creates a file containing only one profile. In this case most typically the offset is 0.
- Your application creates a file containing one profile plus some application data (like a TIFF file). Your application must ensure that the profile fits into the file format and does not overwrite data nor is itself overwitten. It can determine the length of the data read from the file by calling KcsGetAttribute() and supplying the icHeader attribute. The value of size in the icHeader structure is the size of the profile. For the format of the icHeader structure, see “icHeader” on page 138.

KcsSaveProfile() writes information, but does not free the profile. Even after saving the profile, the application can continue to use it. In fact, the application must call KcsFreeProfile() to free all resources associated with the profile.
Arguments

Table 4-21 KcsSaveProfile() Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>profile</td>
<td>The identifier of the loaded profile. Typically, your application obtains this value when it calls KcsLoadProfile() or KcsConnectProfiles().</td>
</tr>
<tr>
<td>desc</td>
<td>The location of the profile’s static storage mechanism, needed to obtain the data required to generate the profile’s resources. It is specified as a union of independent static storage mechanisms. This argument has a field that identifies which storage mechanism to use. If this field is NULL, the profile is saved through the same mechanism from which it was loaded. (See “KcsProfileId” on page 58 for more information.)</td>
</tr>
</tbody>
</table>

Returns

Table 4-22 KcsSaveProfile() Return Strings

- KCS_SUCCESS
- KCS_IO_WRITE_ERR
- KCS_IO_READ_ERR
- KCS_IOSEEK_ERR
- KCS_SOLARIS_FILE_NOT_OPENED
- KCS_SOLARIS_FILE_RO
- KCS_SOLARIS_FILE_LOCKED
- KCS_SOLARIS_FILE_NAME_NULL
- KCS_X11_DATA_NULL
- KCS_X11_PROFILE_NOT_LOADED
- KCS_X11_PROFILE_RO
Example

Code Example 4-10  KcsSaveProfile()

```c
KcsProfileDesc    desc;
KcsProfileId      profileid;
KcsStatusId       status;
KcsErrDesc        errDesc;

/*see example kcms_update.c for a full example code */

desc.type = KcsSolarisProfile;
desc.desc.solarisFile.fileName = argv[1];
desc.desc.solarisFile.hostName = NULL;
desc.desc.solarisFile.mode = 0;
desc.desc.solarisFile.oflag = O_RDWR
status = KcsSaveProfile(profileid, &desc);
if(status != KCS_SUCCESS) {
    status = KcsGetLastError(&errDesc);
    fprintf(stderr,"KcsSaveProfile failed error = %s\n", errDesc.desc);
}
KcsFreeProfile(profileid);
```

Note – If you are saving a new profile, use the following assignments instead of the assignments in Code Example 4-10:

```c
desc.desc.solarisFile.mode = 0666;
desc.desc.solarisFile.oflag = O_RDWR | O_CREAT | O_TRUNC;
```

KcsSetAttribute()

```c
KcsStatusId
KcsSetAttribute(KcsProfileId profile,
                KcsAttributeName name,
                KcsAttributeValue *value)
```

Purpose

Use KcsSetAttribute() to create, to modify, or to delete a specific attribute in a profile. See Chapter 5, “KCMS Profile Attributes” for details on attributes.
Note – KcsSetAttribute() cannot be used to modify the value of the icSigProfileSequenceDescriptionTag attribute. The attribute is read only.

Arguments

Table 4-23 KcsSetAttribute() Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>profile</td>
<td>The identifier of the profile.</td>
</tr>
<tr>
<td>name</td>
<td>The name of the attribute to be created, modified, or deleted. If this attribute is already used in the profile, this function overwrites its value. If this attribute does not already exist, the function creates it. See “List of All Attributes” on page 111 for the names of all the attributes KCMS allows your application to specify in a call to this function.</td>
</tr>
<tr>
<td>value</td>
<td>A pointer to the value for the attribute. If the attribute already exists, value becomes the attribute’s new value. If the attribute does not already exist, this function creates it and sets its original value to value. To delete an existing attribute, set value to NULL.</td>
</tr>
</tbody>
</table>

Note – For this function to execute correctly, your application must check what needs to be set in the KcsAttributeBase structure (part of the KcsAttributeValue structure). A valid type and number of tokens found in the attribute must be set.
Returns

Table 4-24 KcsConnectProfiles() Return Strings

<table>
<thead>
<tr>
<th>String</th>
</tr>
</thead>
<tbody>
<tr>
<td>KCS_SUCCESS</td>
</tr>
<tr>
<td>KCS_MEM_ALLOC_ERROR</td>
</tr>
<tr>
<td>KCS_PROF_ID_BAD</td>
</tr>
<tr>
<td>KCS_ATTR_NAME_OUT_OF_RANGE</td>
</tr>
<tr>
<td>KCS_ATTR_TYPE_UNKNOWN</td>
</tr>
<tr>
<td>KCS_ATTR_NEG_CT_SUPPLIED</td>
</tr>
<tr>
<td>KCS_ATTR_LARGE_CT_SUPPLIED</td>
</tr>
</tbody>
</table>

Example

Code Example 4-11 KcsSetAttribute()

```c
#include "kcms_utils.h"
#define SAMPLE_WORDS "A profile created using kcms_create"

KcsProfileId profileid;
KcsStatusId status;
KcsAttributeValue attrValue;
KcsAttributeValue *attrValue2;
KcsAttributeValue *attrValuePtr;
KcsErrDesc errDesc;
int sizemeas, size, nvalues, i, j;
time_t clocktime;
struct tm *datetime;
size_t rc;
char *description;
char attr[256];
double test_double[3];

/* Fill out the measurement structures - The illuminant must be D50 */
test_double[0] = 0.9642;
test_double[1] = 1.0;
test_double[2] = 0.8249;

/* open or create a profile, then set some attributes */
if ((description = (char *)malloc(strlen(SAMPLE_WORDS) + 1)) == NULL) {
    perror("malloc failed : ");
}
```
Code Example 4-11  KcsSetAttribute() (Continued)

```c
KcsFreeProfile(profileid);
exit(1);
}
memset(description, 0, strlen(SAMPLE_WORDS) + 1);
strcpy(description, SAMPLE_WORDS);
/* the function used below can be found in kcms_utils.c in appendix */
if ((attrValue2 = string2icTextAttrValue(description)) == NULL) {
    fprintf(stderr, "conversion to AttrValue failed \n");
    KcsFreeProfile(profileid);
    exit(1);
}
if (KcsSetAttribute(profileid, icSigProfileDescriptionTag, attrValue2) != KCS_SUCCESS) {
    KcsGetLastError(&errDesc);
    printf("Set Attribute error: %s\n", errDesc.desc);
    exit(1);
}
free(attrValue2);
free(description);
size = sizeof(KcsAttributeBase) + sizeof(icHeader);
attrValuePtr = (KcsAttributeValue *)malloc(size);
/* Build the header */
attrValuePtr->base.type = icSigHeaderType;
attrValuePtr->base.sizeOfType = sizeof(icHeader);
attrValuePtr->base.countSupplied = 1;
KcsGetAttribute(profileid, icSigHeaderTag, attrValuePtr);
attrValuePtr->val.icHeader.size = 0;
/* The following three values do not have to be set if you do a */
/* GetAttribute on the header, since the Create should set them for you. */
/* If you do not do a GetAttribute of the header, you must set these: */
/* attrValuePtr->val.icHeader.cmmId = 0x4b434d53; */
/* attrValuePtr->val.icHeader.version = icVersionNumber; */
/* attrValuePtr->val.icHeader.magic = icMagicNumber; */
/* attrValuePtr->val.icHeader.deviceClass = icSigDisplayClass; */
attrValuePtr->val.icHeader.colorSpace = icSigRgbData;
attrValuePtr->val.icHeader.pcs = icSigXYZData;
/* Get the time from the system */
clocktime = time(NULL);
datetime = localtime(&clocktime);
```
attrValuePtr->val.icHeader.date.seconds = (icUInt16Number)datetime->tm_sec;
attrValuePtr->val.icHeader.date.minutes = (icUInt16Number)datetime->tm_min;
attrValuePtr->val.icHeader.date.hours = (icUInt16Number)datetime->tm_hour;
attrValuePtr->val.icHeader.date.day = (icUInt16Number)datetime->tm_mday;
attrValuePtr->val.icHeader.date.month = (icUInt16Number)datetime->tm_mon + 1;
attrValuePtr->val.icHeader.date.year = (icUInt16Number)datetime->tm_year;
attrValuePtr->val.icHeader.platform = icSigSolaris;
attrValuePtr->val.icHeader.flags = icEmbeddedProfileFalse || icUseAnywhere;
strcpy(description,"SUNW ");
memcpy(&attrValuePtr->val.icHeader.manufacturer, description, 4);
attrValuePtr->val.icHeader.model = 0;
attrValuePtr->val.icHeader.attributes[0] = 0;
attrValuePtr->val.icHeader.attributes[1] = 0;
attrValuePtr->val.icHeader.renderingIntent = icPerceptual;
attrValuePtr->val.icHeader.illuminant.X =
  double2icfixed(test_double[0], icSigS15Fixed16ArrayType);
attrValuePtr->val.icHeader.illuminant.Y =
  double2icfixed(test_double[1], icSigS15Fixed16ArrayType);
attrValuePtr->val.icHeader.illuminant.Z =
  double2icfixed(test_double[2], icSigS15Fixed16ArrayType);
rc = KcsSetAttribute(profileid, icSigHeaderTag, attrValuePtr);
if(rc != KCS_SUCCESS) {
  rc = KcsGetLastError(&errDesc);
  printf(stderr, "unable to set header: %s\n", errDesc.desc);
  KcsFreeProfile(profileid);
  return(-1);
}
free(attrValuePtr);

/* set white point and colorants with dummy values to show it works*/
attrValue.base.countSupplied = 1;
attrValue.base.type = icSigXYZType;
attrValue.base.sizeOfType = sizeof(icXYZNumber);
attrValue.val.icXYZ.data[0].X = double2icfixed(test_double[0],
icSigS15Fixed16ArrayType);
attrValue.val.icXYZ.data[0].Y = double2icfixed(test_double[1],
icSigS15Fixed16ArrayType);
**KcsSetCallback()**

```c
KcsStatusId KcsSetCallback (KcsFunction function,
                         KcsCallbackFunction callback, void *userDefinedData)
```

**Purpose**

Use `KcsSetCallback()` to associate a callback function with any set of API functions that supports callbacks. Those functions are listed in `KcsFunction` (see Table 3-1 on page 41). If `KcsSetCallback()` is not called for particular values of `KcsFunction`, no callback is issued.

**Code Example 4-11**  KcsSetAttribute() (Continued)

```c
attrValue.val.icXYZ.data[0].Z = double2icfixed(test_double[2],
                                                icSigS15Fixed16ArrayType);
rc = KcsSetAttribute(profileid, icSigMediaWhitePointTag, &attrValue);
if(rc != KCS_SUCCESS) {
    KcsGetLastError(&errDesc);
    fprintf(stderr, "unable to set whitepoint: %s\n", errDesc.desc);
    KcsFreeProfile(profileid);
    return(-1);
}
test_double[0] = 0.572586;
test_double[1] = 0.337198;
test_double[2] = 0.026291;
attrValue.val.icXYZ.data[0].X = double2icfixed(test_double[0],
                                             icSigS15Fixed16ArrayType);
attrValue.val.icXYZ.data[0].Y = double2icfixed(test_double[1],
                                             icSigS15Fixed16ArrayType);
attrValue.val.icXYZ.data[0].Z = double2icfixed(test_double[2],
                                             icSigS15Fixed16ArrayType);
rc = KcsSetAttribute(profileid, icSigRedColorantTag, &attrValue);
if(rc != KCS_SUCCESS) {
    KcsGetLastError(&errDesc);
    fprintf(stderr, "unable to set red primaries: %s\n", errDesc.desc);
    KcsFreeProfile(profileid);
    return(-1);
}
```
This function allocates resources. To release those resources, your application must set all callback functions to NULL, for example,

KcsSetCallback(KcsAllFunc, NULL, NULL);

Arguments

Table 4-25 KcsSetCallback() Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>function</td>
<td>A set of API functions. See Table 3-1 on page 41 for the list of functions.</td>
</tr>
<tr>
<td>callback</td>
<td>The application-supplied function to be called when the variable function needs to report progress.</td>
</tr>
<tr>
<td>userDefinedData</td>
<td>Any user-defined data.</td>
</tr>
</tbody>
</table>

Returns

Table 4-26 KcsSetCallback() Return Strings

- KCS_SUCCESS
- KCS_MEM_ALLOC_ERROR
Example

Code Example 4-12 KcsSetCallback()

/* template function declaration */

int myProgressCallback(KcsProfileId profileid, unsigned long current, unsigned long total, KcsFunction operation, void *userDefinedData);

KcsProfileId completeProfile;
KcsPixelLayout pixelLayoutIn;

/* the profiles have been loaded and connected, now set up the callback to be active for both the optimize and evaluate functions */

status = KcsSetCallback(KcsOptFunc + KcsEvalFunc, myProgressCallback, NULL);
if (status != KCS_SUCCESS) {
    fprintf(stderr, "Callback function call failed\n");
}
printf("Optimizing the complete profile \n");
status = KcsOptimizeProfile(completeProfile, KcsOptSpeed, KcsLoadAllNow);
/* check status here*/
/* set up the pixel layout */
status = KcsEvaluate(completeProfile, op, &pixelLayoutIn, &pixelLayoutIn);
/* check status here*/

/* This is my callback function */

int myProgressCallback(KcsProfileId profileid, unsigned long current, unsigned long total, KcsFunction operation, void *userDefinedData)
{
    int pcent;
    pcent = (int) (((float)current/ (float)total) *100.0);
    fprintf(stderr,"Optimize+Evaluate is %d percent complete\n", pcent);
    fflush(stderr);
    return(KCS_SUCCESS);
    /* Free callback resources*/
    KcsSetCallback (KcsOptFunc+KcsEvalFunc, NULL, NULL);
}
KcsUpdateProfile()

```
KcsStatusId
KcsUpdateProfile(KcsProfileId profile,
                 KcsCharacterizationData *charact,
                 KcsCalibrationData *calib, void *CMMSpecificData)
```

**Purpose**

Use `KcsUpdateProfile()` to change the profile data in the loaded profile according to the supplied measurement data.

The data supplied to this call depends on the type of device the profile represents. The default CMM currently supports scanners and monitors. Printer profiles are *not* currently supported. The “C” API also will be used for printers, when implemented by the default or alternative CMMs. The data required for this call depends on whether the profile is *calibrated* or *characterized*.

Characterization refers to defining the generic color response of all devices of the same make and model (normally by making measurements on a number of sample devices to find an average response). Characterization requires colorimetric measurements. Code Example 4-13 on page 99 shows how these measurements are used to update a profile.

Calibration refers to fine-tuning a specific device’s color response. It changes the profile data so that it can be color managed to produce the same color response as other devices of the same make and model.

The `charact` argument to this function refers to a set of color sample measurements where *sample* is a color patch on a test target.

For a scanner, the test target is a target that is scanned. In this case, each color sample in the measurement set consists of an input that is the CIEXYZ value of the color patch, as measured. The sample output is the RGB value that the scanner produced when scanning the color patch. In addition, each sample contains fields for the sample weight, standard deviation, and sample type. The weight is a hint indicating the importance of the sample color. The default should equal 1.0. The standard deviation is used to indicate the statistics of a set of measurements of the sample color that have been reduced to a single sample. The sample type is used to indicate that a color sample represents...
either black, white, other, neutral, or chromatic color. For best results, the sample type field should be correctly set for each color sample. For example, the KcsFluorescent sample type can be used to tag special color samples with this property. The sample type is a hint passed by the KCMS framework to the CMM.

Note that CIEXYZ values are to be scaled in the range 0.0 to 100.0 and that RGB values are to be scaled in range 0.0 to 1.0. For additional details, see “KcsCharacterizationData” on page 36.

For a monitor, the charact argument is not used. Pointer *charact should be set to NULL when KcsUpdateProfile() is called for a monitor profile. Characterization data consists of the following profile attributes:

- icSigRedColorantTag
- icSigGreenColorantTag
- icSigBlueColorantTag
- icSigMediaWhitePointTag

These attributes must be set and valid prior to calling KcsUpdateProfile(). Your application must use KcsSetAttribute() to set these attributes.
Arguments

Table 4-27 KcsUpdateProfile() Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>profile</td>
<td>The identifier of the profile to be updated.</td>
</tr>
<tr>
<td>*charact</td>
<td>A set of color sample measurements where sample is a color patch on a test target.</td>
</tr>
<tr>
<td>*calib</td>
<td>The linearization tables needed to calibrate the profile. These tables are required to calibrate all device types. They are also required when calling KcsUpdateProfile() to characterize a scanner or monitor. Both the input and output spaces are KcsRGB for a scanner and monitor. The RGB samples are scaled in the range of 0.0 to 1.0.</td>
</tr>
<tr>
<td>*CMMSpecificData</td>
<td>A pointer to any additional data needed by a specific CMM to update the profile. Refer to the CMM documentation for any specific data required. For use with the default CMM, your application should set this argument to NULL.</td>
</tr>
</tbody>
</table>

Returns

Table 4-28 KcsUpdateProfile() Return Strings

KCS_SUCCESS
KCS_MEM_ALLOC_ERROR
KCS_CC_UPDATE_NEEDS_MORE_DATA
KCS_CC_UPDATE_INVALID_DATA

Example

To call KcsUpdateProfile() successfully, the profile must contain a small number of attributes that identify the type of device the profile represents. It is assumed that the profile already contains these attributes.
An example is given of how to allocate and fill out the arguments required to call KcsUpdateProfile().

**Code Example 4-13  KcsUpdateProfile()**

```c
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <fcntl.h>
#include <math.h>
#include <kcms/kcs.h>
#include <kcms/kcstypes.h>
#include <kcms/kcsattrb.h>

float Luminance_float_out[3][256];
/* test code to check profile calibration */

main(int argc, char **argv)
{
    KcsCalibrationData *calData;
    KcsProfileDesc x_desc, desc;
    KcsProfileId profileid;
    KcsStatusId status;
    KcsAttributeValue attrValue;
    KcsErrDesc errDesc;
    int levels = 256, channels = 3;
    int sizemeas, nvalues, i, j;
    FILE *simfile;
    float input_val;
    size_t rc;

    /* Read in the measured calibration data from a file */
    /* file lum_out should be located in demo directory with this program */

    if ((simfile = fopen("lum_out", "r")) == NULL) {
        fprintf(stderr,"cannot open output luminance file\n");
        exit(1);
    }

    for (i=0; i<channels; i++)
        for (j=0; j<levels; j++)
            Luminance_float_out[i][j] = 0.0;
    nvalues = levels * channels;
    rc = fread(Luminance_float_out, sizeof(float), nvalues, simfile);
}
```
fclose(simfile);

/* Fill out the measurement structures */
sizemeas = (int) (sizeof(KcsMeasurementBase) + sizeof(long) + levels);

calData = (KcsCalibrationData *) malloc(sizemeas);

calData->base.countSupplied = levels;
calData->base.numInComp = 3;
calData->base.numOutComp = 3;
calData->base.inputSpace = KcsRGB;
calData->base.outputSpace = KcsRGB;
for (i=0; i< levels; i++) {
    calData->val.patch[i].weight = 1.0;
    calData->val.patch[i].standardDeviation = 0.0;
    calData->val.patch[i].sampleType = KcsChromatic;

    calData->val.patch[i].input[KcsRGB_R] = (float)i/255;
    calData->val.patch[i].input[KcsRGB_G] = (float)i/255;
    calData->val.patch[i].input[KcsRGB_B] = (float)i/255;
    calData->val.patch[i].input[3] = 0.0;

    calData->val.patch[i].output[KcsRGB_R] = Luminance_float_out[0][i];
    calData->val.patch[i].output[KcsRGB_G] = Luminance_float_out[1][i];
    calData->val.patch[i].output[KcsRGB_B] = Luminance_float_out[2][i];
    calData->val.patch[i].output[3] = 0.0;
}

for (i=0; i< levels; i++) {
    calData->val.patch[0].sampleType = KcsBlack;
    calData->val.patch[255].sampleType = KcsWhite;

    if (!argv[1]) {
        fprintf(stderr, "Usage kcms_update profile_in [profile_out]\n");
        exit(1);
    }
}

/* Let the library open the file */
x_desc.type = KcsSolarisProfile;
x_desc.desc.solarisFile.fileName = argv[optind];
x_desc.desc.solarisFile.hostName = NULL;
x_desc.desc.solarisFile.oflag = O_RDWR;
x_desc.desc.solarisFile.mode = 0;

status = KcsLoadProfile(&profileid, &x_desc, KcsLoadAllNow);
if(status != KCS_SUCCESS) {
status = KcsGetLastError(&errDesc);
printf(“LoadProfile error: %s
”, errDesc.desc);
}

status = KcsUpdateProfile(profileid, NULL, calData, NULL);
if(status != KCS_SUCCESS) {
    status = KcsGetLastError(&errDesc);
    printf(“UpdateProfile error: %s
”, errDesc.desc);
    KcsFreeProfile(profileid);
    exit(1);
}

if (argv[2]) {
    /* Save to an output file */
    desc.type = KcsSolarisProfile;
    desc.desc.solarisFile.fileName = argv[2];
    desc.desc.solarisFile.hostName = NULL;
    desc.desc.solarisFile.oflag = O_RDWR|O_CREAT|O_TRUNC;
    desc.desc.solarisFile.mode = 0666;
    status = KcsSaveProfile(profileid, &desc);
    if(status != KCS_SUCCESS) {
        status = KcsGetLastError(&errDesc);
        printf(“SaveProfile error: %s
”, errDesc.desc);
    }
    KcsFreeProfile(profileid);
}
else {
    /* Just save to the same description */
    status = KcsSaveProfile(profileid, NULL);
    if(status != KCS_SUCCESS) {
        status = KcsGetLastError(&errDesc);
        printf(“SaveProfile error: %s
”, errDesc.desc);
    }
    KcsFreeProfile(profileid);
}
exit(0);
In This Chapter

This chapter discusses attributes (or tags). Every profile contains a group of attributes that describe the characteristics of that profile. Attributes are specified by name, value, and status (whether they are required or optional).

Note – In this guide, you will encounter the terms attribute and tag. These terms are identical. The text in this guide uses the term attribute instead of tag, (but code examples and header files may use tag because the ICC specification and the icc.h header file use this term). Attribute is a KCMS-specific term that existed before the ICC-term tag came into use.

The ICC specification and icc.h define most attributes. KCMS includes a few additional KCMS CMM-specific attributes, which are registered with the ICC for public use and are defined in the kcstypes.h header file.

Several KCMS API functions create and modify attributes. Some functions define what is stored in an attribute. See Chapter 4, “Functions,” for detailed descriptions of all the API functions.

Using the Attribute Name

The header file icc.h defines an attribute with the enumerated constant, icTagSignature. icTagSignature is the list of all attribute names in the ICC profile format specification. Note that some of these attributes cannot be
used by your application, and there are additional ones that can be used. See “List of All Attributes” on page 111 for a complete list of all attribute by name that KCMS allows your application to use as arguments in calls to the API functions KcsGetAttribute() and KcsSetAttribute().

Interpreting the Attribute Value

An attribute value is defined in the val field of the KcsAttributeValue data structure (see page 29). Since there are many possible data types for val, you need some way of interpreting the value as the correct data type. The KcsAttributeType data type provides this interface (see page 28).

Required and Optional Attributes

Attributes are either required or optional for all profiles. The color management module (CMM) software that creates a profile must assign required attributes.

Names of CMM-Specific Attributes

The following CMM-specific attribute names are never stored in a profile. They are used to access portions of an ICC profile that are not covered by ICC attributes (listed in the ICC profile format specification).

These attributes are not defined in the ICC profile format specification. Instead, they are defined in the kcstypes.h header file. KCMS registered these attributes with the ICC so that they are available for public use.

icSigHeaderTag
#define icSigHeaderTag (0x69636864UL) /* 'ichd' */

This attribute is associated with the icHeader data structure and is an ICC header. See “icHeader” on page 138 for the format of icHeader. The header file contains useful attribute information.

icSigNumTag
#define icSigNumTag (0x6E746167UL) /* 'ntag' */
This attribute name is associated with a data structure that returns a KcsULong value indicating the number of ICC profile attributes in a file. This is a read-only attribute: it cannot be set. The count includes the icSigHeaderTag, icSigNumTag and icSigListTag entries.

**icSigListTag**

```c
#define icSigListTag (0x6C746167UL) /* 'ltag' */
```

This attribute name is associated with the icTagList data structure, which is a list of the ICC attributes in a profile. See “icTagList” on page 139 for the format of icTagList.

**Example: Using icSigNumTag and icSigListTag**

Code Example 5-1 shows you how to use icSigNumTag and icSigListTag.

**Code Example 5-1  icSigNumTag and icSigListTag**

```c
#include <kcms/kcs.h>
KcsAttributeValue attrValue, *attrPtr;
int i;
char *tmp;

/* Set the value of countSupplied */
attrValue.base.countSupplied = 1;
attrValue.base.type = KcsULong;

/* Get the number of attributes in the profile */
status = KcsGetAttribute(profile, icSigNumTag, &attrValue);
if (status != KCS_SUCCESS) {
    KcsFreeProfile(profile);
    exit(1);
}

/* Make space to get a list of all tags */
size = sizeof(KcsAttributeBase) + sizeof(long)*attrValue.val.uLongVal[0];
if ((attrPtr = (KcsAttributeValue *)&attrValue) == NULL) {
    perror("malloc failed : ");
    KcsFreeProfile(profile);
    exit(1);
}

/* Get the list of tags */
attrPtr->base.type = KcsULong;
```

**KCMS Profile Attributes**
Required ICC Attributes

Some attributes in the profile structure are required by the ICC. These attributes provide a common base level of functionality for all CMMs to translate color information. If, for example, a requested CMM is not present, the default CMM information is used, knowing these attributes are present.

The names of the required attributes discussed in this section are defined in the icc.h header file. The associated data structures are defined in “Attribute Types” on page 113 and are in the icc.h header file. See the ICC profile format specification for more detailed definitions of device profiles, attribute names, and attribute types (data structures). ICC-specification section titles are referenced in each profile class section discussed below. (The ICC profile format specification is located on-line in the SUNWsdk/kcms/doc directory. For the latest version of the specification, see the web site at http://icc.color.org.)
Table 5-1 shows attributes that are required depending on the profile type and interpretation. The attributes in the first five table rows can be set using KcsGetAttribute(), KcsSetAttribute(), or KcsUpdateProfile(). The icSigGrayTRCTag attribute is required for input profiles only.

### Table 5-1 Attributes Required Depending on Interpretation

<table>
<thead>
<tr>
<th>Profile</th>
<th>Attribute Name</th>
<th>Interpretation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Input Profile</td>
<td>icSigAToB0Tag</td>
<td>None</td>
</tr>
<tr>
<td>Display Profile</td>
<td>icSigAToB0Tag</td>
<td>None</td>
</tr>
<tr>
<td>Output Profile</td>
<td>icSigBToA0Tag</td>
<td>Perceptual rendering</td>
</tr>
<tr>
<td>Output Profile</td>
<td>icSigBToA1Tag</td>
<td>Colorimetric rendering</td>
</tr>
<tr>
<td>Output Profile</td>
<td>icSigBToA2Tag</td>
<td>Saturation rendering</td>
</tr>
<tr>
<td>Input Profile</td>
<td>icSigGrayTRCTag</td>
<td>Depends on intent</td>
</tr>
<tr>
<td>Display Profile</td>
<td>icSigGrayTRCTag</td>
<td>Additive</td>
</tr>
<tr>
<td>Output Profile</td>
<td>icSigGrayTRCTag</td>
<td>Subtractive</td>
</tr>
</tbody>
</table>

Note that these tags, once set with KcsSetAttribute(), cannot be accessed and used unless the KcsSaveProfile() function has been called first. The save initiates certain CMM operations to be performed on the luts for future use.

**Note** – This section uses the ICC equivalent names for KCMS profile format classifications (that is, input profile, output profile, and so forth) because the section presents some of the material as you will find it in the ICC profile format specification and in icc.h. See Table 2-1 in Chapter 2, “Profiles,” for the corresponding KCMS names.

---

**Input Profile**

The following attributes are required for input devices such as scanners. See “Input Profile” in the ICC specification for more information.

### Monochrome Input Profiles

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Attribute Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>icSigHeaderTag</td>
<td>icHeader</td>
</tr>
<tr>
<td>icSigCopyrightTag</td>
<td>icText</td>
</tr>
</tbody>
</table>
RGB Input Profiles

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Attribute Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>icSigGrayTRCTag</td>
<td>icCurve</td>
</tr>
<tr>
<td>icSigMediaWhitePointTag</td>
<td>icXYZArray</td>
</tr>
<tr>
<td>icSigProfileDescriptionTag</td>
<td>icTextDescription</td>
</tr>
</tbody>
</table>

N-Component Input Profiles

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Attribute Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>icSigHeaderTag</td>
<td>icHeader</td>
</tr>
<tr>
<td>icSigBlueColorantTag</td>
<td>icXYZArray</td>
</tr>
<tr>
<td>icSigBlueTRCTag</td>
<td>icCurve</td>
</tr>
<tr>
<td>icSigCopyrightTag</td>
<td>icText</td>
</tr>
<tr>
<td>icSigGreeColorantTag</td>
<td>icXYZArray</td>
</tr>
<tr>
<td>icSigGreenTRCTag</td>
<td>icCurve</td>
</tr>
<tr>
<td>icSigMediaWhitePointTag</td>
<td>icXYZArray</td>
</tr>
<tr>
<td>icSigProfileDescriptionTag</td>
<td>icTextDescription</td>
</tr>
<tr>
<td>icSigRedColorantTag</td>
<td>icXYZArray</td>
</tr>
<tr>
<td>icSigRedTRCTag</td>
<td>icCurve</td>
</tr>
</tbody>
</table>

Display Profile

The following attributes are required for display devices such as monitors. See “Display Profile” in the ICC specification for more information.

Monochrome Display Profiles

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Attribute Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>icSigHeaderTag</td>
<td>icHeader</td>
</tr>
<tr>
<td>icSigCopyRightTag</td>
<td>icText</td>
</tr>
<tr>
<td>icSigGrayTRCTag</td>
<td>icCurve</td>
</tr>
<tr>
<td>icSigMediaWhitePointTag</td>
<td>icXYZArray</td>
</tr>
<tr>
<td>icSigProfileDescriptionTag</td>
<td>icTextDescription</td>
</tr>
</tbody>
</table>
RGB Display Profiles

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Attribute Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>icSigHeaderTag</td>
<td>icHeader</td>
</tr>
<tr>
<td>icSigBlueColorantTag</td>
<td>icCurve</td>
</tr>
<tr>
<td>icSigBlueTRCTag</td>
<td>icCurve</td>
</tr>
<tr>
<td>icSigCopyrightTag</td>
<td>icText</td>
</tr>
<tr>
<td>icSigGreenColorantTag</td>
<td>icCurve</td>
</tr>
<tr>
<td>icSigGreenColorantTag</td>
<td>icCurve</td>
</tr>
<tr>
<td>icSigGreenTRCTag</td>
<td>icCurve</td>
</tr>
<tr>
<td>icSigMediaWhitePointTag</td>
<td>icXYZArray</td>
</tr>
<tr>
<td>icSigProfileDescriptionTag</td>
<td>icTextDescription</td>
</tr>
<tr>
<td>icSigRedColorantTag</td>
<td>icCurve</td>
</tr>
<tr>
<td>icSigRedTRCTag</td>
<td>icCurve</td>
</tr>
</tbody>
</table>

Output Profile

The following attributes are required for output devices such as printers. See “Output Profile” in the ICC specification for more information.

Monochrome Output Profiles

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Attribute Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>icSigHeaderTag</td>
<td>icHeader</td>
</tr>
<tr>
<td>icSigCopyRightTag</td>
<td>icText</td>
</tr>
<tr>
<td>icSigGrayTRCTag</td>
<td>icCurve</td>
</tr>
<tr>
<td>icSigMediaWhitePointTag</td>
<td>icXYZArray</td>
</tr>
<tr>
<td>icSigProfileDescriptionTag</td>
<td>icTextDescription</td>
</tr>
</tbody>
</table>

RGB and CMYK Output Profiles

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Attribute Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>icSigHeaderTag</td>
<td>icHeader</td>
</tr>
<tr>
<td>icSigAtoB0Tag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigAtoB1Tag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigAtoB2Tag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigBtoA0Tag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigBtoA1Tag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigBtoA2Tag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigCopyRightTag</td>
<td>icText</td>
</tr>
<tr>
<td>icSigCrdInfoTag</td>
<td>icCrdInfo</td>
</tr>
<tr>
<td>icSigGamutTag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigMediaWhitePointTag</td>
<td>icXYZArray</td>
</tr>
</tbody>
</table>
Additional Profile Formats

In addition to the three basic classifications of device profiles (that is, input, display, and output), the ICC specification defines four other color processing profiles, namely

- Device Link
- Color Space Conversion
- Abstract

These profiles provide a standard implementation for use by the CMM in general color processing. They are for the convenience of CMMs, which may use these types to store calculated transformations.

Device Link Profile

The device link profile is for a link or connection between devices. The following attributes are for device link profiles.

See “DeviceLink Profile” in the ICC specification for more information.

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Attribute Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>icSigHeaderTag</td>
<td>icHeader</td>
</tr>
<tr>
<td>icSigAToB0Tag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigCopyrightTag</td>
<td>icText</td>
</tr>
<tr>
<td>icSigProfileDescriptionTag</td>
<td>icTextDescription</td>
</tr>
<tr>
<td>icSigProfileSequenceDescTag</td>
<td>icProfileSequenceDesc</td>
</tr>
</tbody>
</table>

Color Space Conversion Profile

The color space conversion profile is for color space transformation between non-device color spaces and the profile connection space (PCS). The following attributes are for color space conversion profiles. See “ColorSpaceConversion Profile” in the ICC specification for more information.

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Attribute Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>icSigHeaderTag</td>
<td>icHeader</td>
</tr>
<tr>
<td>icSigAToB0Tag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigBToA0Tag</td>
<td>icLut8 or icLut16</td>
</tr>
</tbody>
</table>
## Abstract Profile

The abstract profile is for color transformations between PCS and PCS. The following attributes are for abstract profiles. See “Abstract Profile” in the ICC specification for more information.

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Attribute Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>icSigCopyrightTag</td>
<td>icText</td>
</tr>
<tr>
<td>icSigMediaWhitePointTag</td>
<td>icXYZArray</td>
</tr>
<tr>
<td>icSigProfileDescriptionTag</td>
<td>icTextDescription</td>
</tr>
</tbody>
</table>

## List of All Attributes

This is an alphabetical list of all attributes by name that KCMS allows your application to specify in calls to KcsGetAttribute() and KcsSetAttribute(). The list includes attributes from the ICC profile specification as well as the attributes KCMS registered with the ICC for public use.

<table>
<thead>
<tr>
<th>Attribute Name</th>
<th>Attribute Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>icSigHeaderTag</td>
<td>icHeader</td>
</tr>
<tr>
<td>icSigAToB0Tag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigAToB1Tag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigAToB2Tag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigBlueColorantTag</td>
<td>icXYZArray</td>
</tr>
<tr>
<td>icSigBlueTRCTag</td>
<td>icCurve</td>
</tr>
<tr>
<td>icSigBToA0Tag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigBToA1Tag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigBToA2Tag</td>
<td>icLut8 or icLut16</td>
</tr>
<tr>
<td>icSigCalibrationDateTimeTag</td>
<td>icSigDateTimeType</td>
</tr>
<tr>
<td>icSigCharTargetTag</td>
<td>icText</td>
</tr>
<tr>
<td>icSigCopyrightTag</td>
<td>icText</td>
</tr>
<tr>
<td>icSigCrdInfoTag</td>
<td>icCrdInfo</td>
</tr>
<tr>
<td>icSigDeviceMfgDescTag</td>
<td>icTextDescription</td>
</tr>
<tr>
<td>icSigDeviceModelDescTag</td>
<td>icTextDescription</td>
</tr>
</tbody>
</table>
### Attribute Name          | Attribute Type
---                        | ---
icSigGamutTag              | icLut8 or icLut16
icSigGrayTRCTag            | icCurve
icSigGreenColorantTag      | icXYZArray
icSigGreenTRCTag           | icCurve
icSigLuminanceTag          | icXYZArray
icSigMeasurementTag        | icMeasurement
icSigMediaBlackPointTag    | icXYZArray
icSigMediaWhitePointTag    | icXYZArray
icSigNamedColorTag         | icNamedColor
icSigNamedColor2Tag        | icNamedColor2
icSigPreview0Tag           | icLut8 or icLut16
icSigPreview1Tag           | icLut8 or icLut16
icSigPreview2Tag           | icLut8 or icLut16
icSigProfileDescriptionTag | icTextDescription
icSigProfileSequenceDescTag| icProfileSequenceDesc
icSigPs2CRD0Tag            | icData
icSigPs2CRD1Tag            | icData
icSigPs2CRD2Tag            | icData
icSigPs2CRD3Tag            | icData
icSigPs2CSATag             | icData
icSigPs2RenderingIntentTag | icData
icSigRedColorantTag        | icXYZArray
icSigRedTRCTag             | icSigCurve
icSigScreeningDescTag      | icTextDescription
icSigScreeningTag          | icScreening
icSigTechnologyTag         | icSignature
icSigUcrBgTag              | icUcrBg
icSigViewingCondDescTag    | icTextDescription
icSigViewingConditionsTag  | icViewingConditions

**Note** – The icSigProfileSequence attribute is read only and therefore can’t be modified by KcsSetAttribute(); it can be read with KcsGetAttribute(). The attribute is valid for device link (complete color) profiles only.
Attribute Types

The following data structures are used only with attributes and are defined in the icc.h header file. All other KCMS framework API data structures are defined in Chapter 3, “Data Structures” and in the kcstypes.h header file.

All icc.h header file entries below are prefixed with “ic” to help avoid name space collisions. Signatures are prefixed with “icSig.” Many of the structures contain variable-length arrays. This is represented by the convention type data [icAny]

Constants

#define icMagicNumber 0x61637370L /* 'acsp' */
#define icVersionNumber 0x02000000L /* 2.0, BCD */

Screen Encodings

#define icPrtrDefaultScreensFalse 0x00000000L /* Bit position 0 */
#define icPrtrDefaultScreensTrue 0x00000001L /* Bit position 0 */
#define icLinesPerInch 0x00000002L /* Bit position 1 */
#define icLinesPerCm 0x00000000L /* Bit position 1 */

Device Attributes

The defined values correspond to the low 4 bytes of the 8-byte attribute quantity. See icc.h for their location.

#define icReflective 0x00000000L /* Bit position 0 */
#define icTransparency 0x00000001L /* Bit position 0 */
#define icGlossy 0x00000000L /* Bit position 1 */
#define icMatte 0x00000002L /* Bit position 1 */

Profile Header Flags

The low 16 bits are reserved for the ICC.

#define icEmbeddedProfileFalse 0x00000000L /* Bit position 0 */
#define icEmbeddedProfileTrue 0x00000001L /* Bit position 0 */
#define icUseAnywhere 0x00000000L /* Bit position 1 */
#define icUseWithEmbeddedDataOnly 0x00000002L /* Bit position 1 */

**ASCII or Binary Data**

#define icAsciiData 0x00000000L /* Used in dataType */
#define icBinaryData 0x00000001L

**Variable-Length Array**

The following is used to indicate that this is a variable-length array.

#define icAny 1

**Signatures**

Signatures are 4-byte identifiers used to translate platform definitions to ic* form and to differentiate between attributes and other items in the profile format. Set icSignature as appropriate for your operating system.

icSignature
This icSignature is for the Solaris operating system. Note the number definitions.

```c
#if defined(sun) || defined(__sun) /* 32-bit Solaris, SunOS */
typedef long icSignature;

/*
 * Number definitions
 */

/* Unsigned Integer Numbers */
typedef unsigned char icUInt8Number;
typedef unsigned short icUInt16Number;
typedef unsigned long icUInt32Number;
typedef unsigned long icUInt64Number[2];

/* Signed Integer Numbers */
typedef char icInt8Number;
typedef short icInt16Number;
typedef long icInt32Number;
typedef long icInt64Number[2];

/* Fixed Numbers */
typedef long icS15Fixed16Number;
typedef unsigned long icU16Fixed16Number;
#endif /* 32-bit Solaris, SunOS */
```
icTagSignature

The icTagSignature lists the public attributes and sizes in the ICC specification. The attribute icSigProfileSequenceTag is read only and is valid for device link (complete color) profiles only.

typedef enum {
  icSigAToB0Tag = 0x41324230L, /* 'A2B0' */
  icSigAToB1Tag = 0x41324231L, /* 'A2B1' */
  icSigAToB2Tag = 0x41324232L, /* 'A2B2' */
  icSigBlueColorantTag = 0x6258595AL, /* 'bXYZ' */
  icSigBlueTRCTag = 0x62545243L, /* 'bTRC' */
  icSigBToA0Tag = 0x42324130L, /* 'B2A0' */
  icSigBToA1Tag = 0x42324131L, /* 'B2A1' */
  icSigBToA2Tag = 0x42324132L, /* 'B2A2' */
  icSigCalibrationDateTimeTag = 0x63616C74L, /* 'calt' */
  icSigCharTargetTag = 0x74617267L, /* 'targ' */
  icSigCopyrightTag = 0x63707274L, /* 'cprt' */
  icSigDeviceMfgDescTag = 0x646D6E64L, /* 'dmnd' */
  icSigDeviceModelDescTag = 0x646D6464L, /* 'dmdd' */
  icSigGamutTag = 0x676d7420L, /* 'gmt ' */
  icSigGrayTRCTag = 0x6b545243L, /* 'kTRC' */
  icSigGreenColorantTag = 0x6758595AL, /* 'gXYZ' */
  icSigGreenTRCTag = 0x67545243L, /* 'gTRC' */
  icSigLuminanceTag = 0x6c756d69L, /* 'lumi' */
  icSigMeasurementTag = 0x6d656173L, /* 'meas' */
  icSigMediaBlackPointTag = 0x626b7074L, /* 'bkpt' */
  icSigMediaWhitePointTag = 0x77747074L, /* 'wtpt' */
  icSigNamedColorTag = 0x6e636f6cl, /* 'ncol' */
  icSigNamedColorTag = 0x6e636f6cl /* obsolete, use 'nc12' */
  icSigPreview0Tag = 0x70726530L, /* 'pre0' */
  icSigPreview1Tag = 0x70726531L, /* 'pre1' */
  icSigPreview2Tag = 0x70726532L, /* 'pre2' */
  icSigProfileDescriptionTag = 0x646f7363L, /* 'desc' */
  icSigProfileSequenceDescTag = 0x70736571L, /* 'pseq' */
  icSigPs2CRD0Tag = 0x70736430L, /* 'psd0' */
  icSigPs2CRD1Tag = 0x70736431L, /* 'psd1' */
  icSigPs2CRD2Tag = 0x70736432L, /* 'psd2' */
  icSigPs2CRD3Tag = 0x70736433L, /* 'psd3' */
  icSigPs2CSATag = 0x70733273L, /* 'ps2s' */
}
icSigPs2RenderingIntentTag = 0x70733269L,/* 'ps2i' */
icSigRedColorantTag = 0x7258595AL,/* 'rXYZ' */
icSigRedTRCTag = 0x72545243L,/* 'rTRC' */
icSigScreeningDescTag = 0x73637264L,/* 'scrd' */
icSigScreeningTag = 0x73637265L,/* 'scrn' */
icSigTechnologyTag = 0x74656368L,/* 'tech' */
icSigUcrBgTag = 0x62666420L,/* 'bfd' */
icSigViewingCondDescTag = 0x76756564L,/* 'vued' */
icSigViewingConditionsTag = 0x76696577L,/* 'view' */
icSigNamedColor2Tag = 0x6E636C32L,/* 'ncl2' */
icSigCrdInfoTag = 0x63726469L,/* 'crdi' */
icMaxEnumTag = 0xFFFFFFFFL/* enum = 4 bytes max */
)
icTagSignature;

typedef enum {
icSigCurveType = 0x63757276L,/* 'curv' */
icSigDataType = 0x64617461L,/* 'data' */
icSigDateTimeType = 0x6474696DL,/* 'dtim' */
icSigLut16Type = 0x6d667432L,/* 'mft2' */
icSigLut8Type = 0x6d667431L,/* 'mft1' */
icSigMeasurementType = 0x6D656173L,/* 'meas' */
icSigNamedColorType = 0x6E636f6CL,/* 'ncol' , obsolete, use 'ncl2' */
icSigProfileSequenceDescType = 0x70736571L,/* 'pseq' */
icSigS15Fixed16ArrayType = 0x73663332L,/* 'sf32' */
icSigScreeningType = 0x73637265L,/* 'scrn' */
icSigSignatureType = 0x73696720L,/* 'sig' */
icSigTextType = 0x74657874L,/* 'text' */
icSigTextDescriptionType = 0x64657363L,/* 'desc' */
icSigUL6Fixed16ArrayType = 0x75663332L,/* 'uf32' */
icSigUcrBgType = 0x62666420L,/* 'bfd' */
icSigUInt16ArrayType = 0x75693136L,/* 'ui16' */
icSigUInt32ArrayType = 0x75693332L,/* 'ui32' */
icSigUInt64ArrayType = 0x75693634L,/* 'ui64' */
icSigUInt8ArrayType = 0x75693038L,/* 'ui08' */
icSigViewingConditionsType = 0x76696577L,/* 'view' */
icSigXYZType = 0x58595A20L,/* 'XYZ' */
icSigXYZArrayType = 0x58595A20L,/* 'XYZ' */
icSigNamedColor2Type = 0x6E636C32L,/* 'ncl2' */
icMaxEnumType = 0xFFFFFFFFL/* enum = 4 bytes max */
) icTagTypeSignature;
typedef enum {
    icSigDigitalCamera = 0x6463616DL, /* 'dcam' */
    icSigFilmScanner = 0x6673636EL, /* 'fscn' */
    icSigReflectiveScanner = 0x7273636EL, /* 'rscn' */
    icSigInkJetPrinter = 0x696A6574L, /* 'ijet' */
    icSigThermalWaxPrinter = 0x74776178L, /* 'twax' */
    icSigElectrophotographicPrinter = 0x6570686FL, /* 'epho' */
    icSigElectrostaticPrinter = 0x65737461L, /* 'esta' */
    icSigDyeSublimationPrinter = 0x64737562L, /* 'dsub' */
    icSigPhotographicPaperPrinter = 0x7270686FL, /* 'rpho' */
    icSigFilmWriter = 0x6670726EL, /* 'fprn' */
    icSigVideoMonitor = 0x7669646DL, /* 'vidm' */
    icSigVideoCamera = 0x76696463L, /* 'vidc' */
    icSigProjectionTelevision = 0x706A7476L, /* 'pjtv' */
    icSigCRTDisplay = 0x43525420L, /* 'CRT ' */
    icSigPMDisplay = 0x504D4420L, /* 'PMD ' */
    icSigAMDisplay = 0x414D4420L, /* 'AMD ' */
    icSigPhotoCD = 0x4B504344L, /* 'KPCD' */
    icSigPhotoImageSetter = 0x696D6764L, /* 'imgs' */
    icSigGravure = 0x6F667364L, /* 'grav' */
    icSigOffsetLithography = 0x66666673L, /* 'offs' */
    icSigSilkscreen = 0x73696C6BL, /* 'silk' */
    icSigFlexography = 0x666C6578L, /* 'flex' */
    icMaxEnumTechnology = 0xFFFFFFFFL /* enum = 4 bytes max */
} icTechnologySignature;
Color Space Signature

icColorSpaceSignature

typedef enum {
    icSigXYZData = 0x58595A20L,/* 'XYZ' */
    icSigLabData = 0x4C616220L,/* 'Lab' */
    icSigLuvData = 0x4C757620L,/* 'Luv' */
    icSigYCbCrData = 0x59436272L,/* 'YCbCr' */
    icSigYxyData = 0x59787920L,/* 'Yxy' */
    icSigRgbData = 0x52474220L,/* 'RGB' */
    icSigGrayData = 0x47524159L,/* 'GRAY' */
    icSigHsvData = 0x48535620L,/* 'HSV' */
    icSigHlsData = 0x484C5320L,/* 'HLS' */
    icSigCmykData = 0x434D594BL,/* 'CMYK' */
    icSigCmyData = 0x434D5920L,/* 'CMY' */
    icMaxEnumData = 0xFFFFFFFFL/* enum = 4 bytes max */
} icColorSpaceSignature;

Note – Currently, only icSigXYZData and icSigLabData are valid profile connection spaces (PCSs).

icProfileClassSignature

/* profileClass enumerations */
typedef enum {
    icSigInputClass = 0x73636E72L,/* 'scnr' */
    icSigDisplayClass = 0x6D6E7472L,/* 'mntr' */
    icSigOutputClass = 0x70727472L,/* 'prtr' */
    icSigLinkClass = 0x6C696E6BL,/* 'link' */
    icSigAbstractClass = 0x61627374L,/* 'abst' */
    icSigColorSpaceClass = 0x73706163L,/* 'spac' */
    icSigNamedColorClass = 0x6E6D636CL,/* 'nmcl' */
    icMaxEnumClass = 0xFFFFFFFFL/* enum = 4 bytes max */
} icProfileClassSignature;
icPlatformSignature

typedef enum {
    icSigMacintosh = 0x4150504CL,/* 'APPL' */, icSigMicrosoft = 0x4D534654L,/* 'MSFT' */, icSigSolaris = 0x53554E57L,/* 'SUNW' */, icSigSGI = 0x53474920L,/* 'SGI ' */, icSigTaligent = 0x54474E54L,/* 'TGNT' */,
    icMaxEnumPlatform = 0xFFFFFFFFL/* enum = 4 bytes max */
} icPlatformSignature;

/* Platform Signatures */

Other Enums

icIlluminant

icIlluminant is used in the icMeasurement structure.

typedef enum {
    icIlluminantUnknown = 0x00000000L,
    icIlluminantD50 = 0x00000001L,
    icIlluminantD65 = 0x00000002L,
    icIlluminantD93 = 0x00000003L,
    icIlluminantF2 = 0x00000004L,
    icIlluminantD55 = 0x00000005L,
    icIlluminantA = 0x00000006L,
    icIlluminantEquiPowerE= 0x00000007L,/* Equi-Power (E) */, icIlluminantF8 = 0x00000008L,
    icMaxEnumIlluminant = 0xFFFFFFFFL/* enum = 4 bytes max */
} icIlluminant;

/* Pre-defined illuminants, used in measurement and viewing
 * conditions type */
icMeasurementFlare

icMeasurementFlare is used in the icMeasurement structure.

```c
/* Measurement Flare, used in the measurementType tag */
typedef enum {
    icFlare0    = 0x00000000L, /* 0% flare */
    icFlare100  = 0x00000001L, /* 100% flare */
    icMaxFlare  = 0xFFFFFFFFL /* enum = 4 bytes max */
} icMeasurementFlare;
```

icMeasurementGeometry

icMeasurementGeometry is used in the icMeasurement structure.

```c
/* Measurement Geometry, used in the measurementType tag */
typedef enum {
    icGeometryUnknown     = 0x00000000L,/* Unknown geometry */
    icGeometry045or450    = 0x00000001L,/* 0/45 or 45/0 */
    icGeometry0dord0      = 0x00000002L,/* 0/d or d/0 */
    icMaxGeometry         = 0xFFFFFFFFL/* enum = 4 bytes max */
} icMeasurementGeometry;
```

icRenderingIntent

icRenderingIntent is used in the icHeader structure.

```c
/* Rendering Intents, used in the profile header */
typedef enum {
    icPerceptual         = 0,
    icRelativeColorimetric= 1,
    icSaturation         = 2,
    icAbsoluteColorimetric= 3,
    icMaxEnumIntent      = 0xFFFFFFFFL/* enum = 4 bytes max */
} icRenderingIntent;
```
icSpotShape

icSpotShape is used in the icScreening structure.

```c
/* Different Spot Shapes currently defined, used for screeningType */
typedef enum {
    icSpotShapeUnknown = 0,
    icSpotShapePrinterDefault = 1,
    icSpotShapeRound = 2,
    icSpotShapeDiamond = 3,
    icSpotShapeEllipse = 4,
    icSpotShapeLine = 5,
    icSpotShapeSquare = 6,
    icSpotShapeCross = 7,
    icMaxEnumSpot = 0xFFFFFFFFL/* enum = 4 bytes max */
} icSpotShape;
```

icStandardObserver

icStandardObserver is used in the icMeasurement structure.

```c
/* Standard Observer, used in the measurementType tag */
typedef enum {
    icStdObsUnknown = 0x00000000L, /* Unknown observer */
    icStdObs1931TwoDegrees= 0x00000001L, /* 1931 two degrees */
    icStdObs1964TenDegrees= 0x00000002L, /* 1961 ten degrees */
    icMaxStdObs = 0xFFFFFFFFL/* enum = 4 bytes max */
} icStandardObserver;
```
Arrays of Numbers

These arrays are variable in length and type. They are implemented with the icAny constant instead of pointers. The icAny constant is a single-byte array that allows you to extend the data structure by allocating more data.

icInt8Number

typedef struct {
    icInt8Number data[icAny];
} icInt8Array;

icUInt8Number

typedef struct {
    icUInt8Number data[icAny];
} icUInt8Array;

icInt16Number

typedef struct {
    icInt16Number data[icAny];
} icInt16Array;

icUInt16Number

typedef struct {
    icUInt16Number data[icAny];
} icUInt16Array;

icInt32Number

typedef struct {
    icInt32Number data[icAny];
} icInt32Array;
icUInt32Number

typedef struct {
    icUInt32Number data[icAny];
} icUInt32Array;

icInt64Number

typedef struct {
    icInt64Number data[icAny];
} icInt64Array;

icUInt64Number

typedef struct {
    icUInt64Number data[icAny];
} icUInt64Array;

icS15Fixed16Number

typedef struct {
    icS15Fixed16Number data[icAny];
} icS15Fixed16Array;

icU16Fixed16Number

typedef struct {
    icU16Fixed16Number data[icAny];
} icU16Fixed16Array;

icCrdInfo

typedef struct {
    icUInt32Number count; /* Char count includes NULL */
    icInt8Number desc[icAny]; /* NULL terminated string */
} icCrdInfo;
icCurve

typedef struct {
    icUInt32Number count; /* Number of entries */
    icUInt16Number data[icAny]; /* The actual table data, real
        number is determined by count
        Interpretation depends on data
        use with a given tag */
} icCurve;

icData

typedef struct {
    icUInt32Number dataFlag; /* 0 = ascii, 1 = binary */
    icInt8Number data[icAny]; /* Data, size determined from tag */
} icData;

icDateTimeNumber

/* The base date time number */
typedef struct {
    icUInt16Number year;
    icUInt16Number month;
    icUInt16Number day;
    icUInt16Number hours;
    icUInt16Number minutes;
    icUInt16Number seconds;
} icDateTimeNumber;
icDescStruct

typedef struct {
    icSignature      deviceMfg; /* Device Manufacturer */
    icSignature      deviceModel; /* Device Model */
    icUInt64Number   attributes; /* Device attributes */
    icTechnologySignature technology; /* Technology signature */
    icInt8Number     data[icAny]; /* Descriptions text follows */

    /* Data that follows is of this form, this is an icInt8Number */
    * to avoid problems with a compiler generating bad code as
    * these arrays are variable in length.
    * icTextDescription  deviceMfgDesc; /* Manufacturer text */
    * icTextDescription modelDesc; /* Model text */
} icDescStruct;
icLut8

/* lut8, input & output tables are always 256 bytes in length */
typedef struct {
    icUInt8NumberinputChan; /* Number of input channels */
    icUInt8NumberoutputChan; /* Number of output channels */
    icUInt8NumberclutPoints; /* Number of clutTable grid points */
    icInt8Numberpad;
    icS15Fixed16Numbere00; /* e00 in the 3 * 3 */
    icS15Fixed16Numbere01; /* e01 in the 3 * 3 */
    icS15Fixed16Numbere02; /* e02 in the 3 * 3 */
    icS15Fixed16Numbere10; /* e10 in the 3 * 3 */
    icS15Fixed16Numbere11; /* e11 in the 3 * 3 */
    icS15Fixed16Numbere12; /* e12 in the 3 * 3 */
    icS15Fixed16Numbere20; /* e20 in the 3 * 3 */
    icS15Fixed16Numbere21; /* e21 in the 3 * 3 */
    icS15Fixed16Numbere22; /* e22 in the 3 * 3 */
    icUInt8Numberdata[icAny]; /* Data follows see spec for size */
} icLut8;
icLut16

typedef struct {
    icUInt8Number inputChan; /* Number of input channels */
    icUInt8Number outputChan; /* Number of output channels */
    icUInt8Number clutPoints; /* Number of clutTable grid points */
    icInt8Number pad; /* Padding for byte alignment */
    icS15Fixed16Number e00; /* e00 in the 3 * 3 */
    icS15Fixed16Number e01; /* e01 in the 3 * 3 */
    icS15Fixed16Number e02; /* e02 in the 3 * 3 */
    icS15Fixed16Number e10; /* e10 in the 3 * 3 */
    icS15Fixed16Number e11; /* e11 in the 3 * 3 */
    icS15Fixed16Number e12; /* e12 in the 3 * 3 */
    icS15Fixed16Number e20; /* e20 in the 3 * 3 */
    icS15Fixed16Number e21; /* e21 in the 3 * 3 */
    icS15Fixed16Number e22; /* e22 in the 3 * 3 */
    icUInt16Number inputEnt; /* Number of input table entries */
    icUInt16Number outputEnt; /* Number of output table entries */
    icUInt16Number data[icAny]; /* Data follows see spec for size */
} icLut16;

icMeasurement

typedef struct {
    icStandardObserver stdObserver; /* Standard observer */
    icXYZNumber backing; /* XYZ for backing material */
    icMeasurementGeometry geometry; /* Measurement geometry */
    icMeasurementFlare flare; /* Measurement flare */
    icIlluminant illuminant; /* Illuminant */
} icMeasurement;
Each field in icMeasurement is an enumerated type. For details on each field, see the following:

- icStandardObserver - See “icStandardObserver” on page 122.
- icXYZNumber - See “icCurve” on page 125.
- icMeasurementGeometry - See “icMeasurementGeometry” on page 121.
- icIlluminant - See “icIlluminant” on page 120.

Note – icNamedColor is obsolete. Use icNamedColor2.
icNamedColor2

/*
 * icNamedColor2 takes the place of icNamedColor, approved at the
 * SIGGRAPH 95, ICC meeting.
 */
typedef struct {
    icUInt32Number vendorFlag; /* Bottom 16 bits for IC use */
    icUInt32Number count; /* Count of named colors */
    icUInt32Number nDeviceCoords; /* Number of device coordinates */
    icInt8Number prefix[32]; /* Prefix for each color name */
    icInt8Number suffix[32]; /* Suffix for each color name */
    icInt8Number data[icAny]; /* Named color data follows */
} icNamedColor2;

/*
 * Data that follows is of this form
 *
 * icInt8Number root1[32]; /* Root name for first color
 * icUInt16Number pcsCoords1[icAny]; /* PCS coordinates of first color
 * icUInt16Number deviceCoords1[icAny]; /* Device coordinates of first color
 * icInt8Number root2[32]; /* Root name for second color
 * icUInt16Number pcsCoords2[icAny]; /* PCS coordinates of first color
 * icUInt16Number deviceCoords2[icAny]; /* Device coordinates of first color
 *;
 * Repeat for name and PCS and device color coordinates up to (count-1)
 *
 * NOTES:
 * PCS and device space can be determined from the header.
 *
 * PCS coordinates are icUInt16 numbers and are described in the ICC
 * specification. Only 16 bit CIELAB and CIEXYZ are allowed. The number of
 * coordinates is consistent with the headers PCS.
 *
 * Device coordinates are icUInt16 numbers where 0x0000 represents
 * the minimum value and 0xFFFF represents the maximum value.
 * If the nDeviceCoords value is 0, this field is not given.
 */
icProfileSequenceDesc

typedef struct {
    icUInt32Number count;  /* Number of descriptions */
    icUInt8Number data[icAny];/* Array of description struct */
} icProfileSequenceDesc;

icScreening

typedef struct {
    icUInt32Number screeningFlag;  /* Screening flag */
    icUInt32Number channels;      /* Number of channels */
    icScreeningData data[icAny];  /* Array of screening data */
} icScreening;

icScreeningData

typedef struct {
    icS15Fixed16Number frequency;  /* Frequency */
    icS15Fixed16Number angle;      /* Screen angle */
    icSpotShape spotShape;        /* Spot Shape encodings */
} icScreeningData;

icText

typedef struct {
    icInt8Number data[icAny];/* Variable array of chars */
} icText;
icTextDescription

typedef struct {
    icUInt32Number count; /* Description length */
    icInt8Number data[icAny]; /* Descriptions follow */
} icTextDescription;

icUcrBg

typedef struct {
    icInt8Number data[icAny]; /* The Ucr BG data */
} icUcrBg;

icUcrBgCurve

/* Structure describing either a UCR or BG curve */
typedef struct {
    icUInt32Number count; /* Curve length */
    icUInt16Number curve[icAny]; /* The array of curve values */
} icUcrBgCurve;
icViewingCondition

typedef struct {
    icXYZNumber illuminant; /* In candelas per metre sq'd */
    icXYZNumber surround; /* In candelas per metre sq'd */
    icIlluminant stdIluminant; /* See icIlluminant defines */
} icViewingCondition;

icXYZArray

typedef struct {
    icXYZNumber data[icAny]; /* Variable array of XYZ numbers */
} icXYZArray;

icXYZNumber

typedef struct {
    icS15Fixed16Number X;
    icS15Fixed16Number Y;
    icS15Fixed16Number Z;
} icXYZNumber;

Attribute Type Definitions

The following attribute type definitions are in the icc.h header file.

icCrdInfoType

typedef struct {
    icTagBase base; /* "crdi" signature */
    icCrdInfo info[5]; /* 5 sets of counts/strings */
} icCrdInfoType;
icCurveType

typedef struct {
    icTagBase base;    /* "curv" signature */
    icCurve curve;     /* curve data */
} icCurveType;

icDataType

typedef struct {
    icTagBase base;    /* "data" signature */
    icData data;      /* data structure */
} icDataType;

icDateTimeType

typedef struct {
    icTagBase base;    /* "dtim" signature */
    icData data;      /* date */
} icDateTimeType;

icLut8Type

typedef struct {
    icTagBase base;    /* "mft1" signature */
    icLut8 lut;        /* Lut8 data*/
} icLut8Type;

icLut16Type

typedef struct {
    icTagBase base;    /* "mft2" signature */
    icLut16 lut;       /* Lut16 data*/
} icLut16Type;
icMeasurementType

typedef struct {
    icTagBase   base;    /* "meas" signature */
    icMeasurement measurement; /* measurement data*/
} icMeasurementType;

icNamedColor2Type

icNamedColor2Type replaces icNamedColorType, which is obsolete.

typedef struct {
    icTagBase   base;    /* "ncl2" signature */
    icNamedColor2 ncolor; /* named color data*/
} icNamedColor2Type;

icProfileSequenceType

typedef struct {
    icTagBase   base;    /* "pseq" signature */
    icProfileSequence desc; /* seq description data*/
} icProfileSequenceType;

icS15Fixed16ArrayType

typedef struct {
    icTagBase   base;    /* "sf32" signature */
    icS15Fixed16Array data; /* array of values */
} icS15Fixed16ArrayType;

icScreeningType

typedef struct {
    icTagBase   base;    /* "scrn" signature */
    icScreening screen; /* screening structure */
} icScreeningType;
icSignatureType

typedef struct {
  icTagBase    base;    /* "sig" signature */
  icSignature  signature;  /* signature data */
} icSignatureType;

icTagBase

typedef struct {
  icTagTypeSignature sig;        /* Signature */
  icInt8Number    reserved[4];  /* Reserved, set to 0 */
} icTagBase;

icTextDescriptionType

typedef struct {
  icTagBase    base;    /* "desc" signature */
  icTextDescription desc;  /* description data */
} icTextDescriptionType;

icTextType

typedef struct {
  icTagBase    base;    /* "text" signature */
  icText       data;    /* variable array of chars */
} icTextType;

icU16Fixed16ArrayType

typedef struct {
  icTagBase    base;    /* "uf32" signature */
  icU16Fixed16Array data;  /* variable array of values */
} icU16Fixed16ArrayType;
icUcrBgType

typedef struct {
    icTagBase base; /* “bfd” signature */
    icUcrBg data; /* ucrBg structure */
} icUcrBgType;

icUInt8ArrayType

typedef struct {
    icTagBase base; /* “ui08” signature */
    icUInt8Array data; /* variable array of values */
} icUInt8ArrayType;

icUInt16ArrayType

typedef struct {
    icTagBase base; /* “ui16” signature */
    icUInt16Array data; /* variable array of values */
} icUInt16ArrayType;

icUInt32ArrayType

typedef struct {
    icTagBase base; /* “ui32” signature */
    icUInt32Array data; /* variable array of values */
} icUInt32ArrayType;

icUInt64ArrayType

typedef struct {
    icTagBase base; /* “ui64” signature */
    icUInt64Array data; /* variable array of values */
} icUInt64ArrayType;
CMM-Specific Attribute Definitions

The following attribute definitions in the icc.h header file are CMM-specific. These definitions are registered with the ICC and are available for public use.

icViewingConditionType

typedef struct {
    icTagBase base;    /* “view” signature */
    icViewingCondition view;    /* viewing conditions */
} icViewingConditionType;

icXYZType

typedef struct {
    icTagBase base;    /* “XYZ” signature */
    icXYZArray data; /* variable array of XYZ numbers */
} icXYZType;

typedef struct {
    icUInt32Number size;    /* Profile size in bytes */
    icSignature cmmId; /* CMM for this profile */
    icUInt32Number version; /* Format version number */
    icProfileClassSignature deviceClass; /* Type of profile */
    icColorSpaceSignature colorSpace; /* Color space of data */
    icColorSpaceSignature pcs; /* PCS, XYZ or LAB only */
    icDateTimeNumber date; /* Date profile was created */
    icSignature magic; /* icMagicNumber */
    icPlatformSignature platform; /* Primary Platform */
    icUInt32Number flags; /* Various bit settings */
    icSignature manufacturer; /* Device manufacturer */
    icUInt32Number model; /* Device model number */
    icUInt64Number attributes; /* Device attributes */
    icUInt32Number renderingIntent; /* Rendering intent */
    icXYZNumber illuminant; /* Profile illuminant */
    icSignature creator; /* Profile creator */
    icInt8Number reserved[48]; /* Reserved for future */
} icHeader;
typedef struct {
    icHeader header; /* header */
    icUInt32Number count; /* number of tags in profile */
    icInt8Number data[icAny]; /* tagTable and tagData */
} icProfile;

/* Data the follows is of this form: */
/* icTag tagTable[icAny]; * tag table */
/* icInt8Number tagData[icAny]; * tag data */

} icProfile;

typedef struct {
    icTagSignature sig; /* tag signature */
    icUInt32Number offset; /* start of tag relative to start of 
                             * header, See ICC spec, sect 8 */
    icUInt32Number size; /* size in bytes */
} icTag;

typedef struct {
    icUInt32Number count; /* number of tags in profile */
    icTag tags[icAny]; /* variable array of tags */
} icTagList;
This chapter describes the warning and error messages returned by the KCMS “C” API.

Every API function returns warning and error messages in a status code (in KcsStatusId) to indicate whether it executed successfully or, if it did not, why it failed. If a function successfully executes, it returns the KCSSUCCESS status code. If a function is cancelled before its completion, it returns the KCSOPERATIONCANCELLED status code. Any other returned status code indicates a problem. This chapter describes each warning and error message and provides information on localizing the messages.

The status codes are defined in /usr/openwin/include/kcms/kcsstats.h.
Warnings

A returned status code in the range KCS_WARNINGS_START to KCS_WARNINGS_END indicates a warning. Table 6-1 describes the warning constants that the C API functions return.

Table 6-1  Warning Codes

<table>
<thead>
<tr>
<th>Enumerated Warning Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>KCS_WARNINGS_START</td>
<td>The beginning of the defined warnings.</td>
</tr>
<tr>
<td>KCS_ATTR_LARGE_CT_SUPPLIED</td>
<td>Attribute count supplied field was unexpectedly large.</td>
</tr>
<tr>
<td>KCS_CANNOT_DEOPTIMIZE</td>
<td>Original data not available so optimization cannot be changed.</td>
</tr>
<tr>
<td>KCS_CANNOT_OPTIMIZE</td>
<td>This profile cannot be optimized.</td>
</tr>
<tr>
<td>KCS_OPERATION_CANCELLED</td>
<td>This operation was cancelled by the application’s user.</td>
</tr>
<tr>
<td>KCS_SPEC_CMM_NOT_FOUND</td>
<td>Specified CMM was not found.</td>
</tr>
<tr>
<td>KCS_TRUNCATED</td>
<td>The buffer you supplied was too small. Therefore, the data in it was truncated.</td>
</tr>
<tr>
<td>KCS_WARNINGS_END</td>
<td>Marks end of KcsStatusId warnings currently defined.</td>
</tr>
</tbody>
</table>

Errors

A returned status code in the range KCS_ERRORS_START to KCS_ERRORS_END indicates a call error. Table 6-2 describes the error messages returned by the C API.

Table 6-2  Error Codes

<table>
<thead>
<tr>
<th>Enumerated Error Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>KCS_ERRORS_START</td>
<td>Beginning of errors.</td>
</tr>
<tr>
<td>KCS_NOT_AVAILABLE</td>
<td>KCMS has not been installed or is not available.</td>
</tr>
</tbody>
</table>
### Table 6-2  Error Codes  (Continued)

<table>
<thead>
<tr>
<th>Enumerated Error Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Memory:</strong></td>
<td></td>
</tr>
<tr>
<td>KCS_MEM_ALLOC_ERR</td>
<td>Memory allocation error.</td>
</tr>
<tr>
<td><strong>OS:</strong></td>
<td></td>
</tr>
<tr>
<td>KCS_OS_ERR</td>
<td>General OS error.</td>
</tr>
<tr>
<td><strong>IO:</strong></td>
<td></td>
</tr>
<tr>
<td>KCS_IO_READ_ERR</td>
<td>Read error.</td>
</tr>
<tr>
<td>KCS_IO_WRITE_ERR</td>
<td>Write error.</td>
</tr>
<tr>
<td>KCS_IOSEEK_ERR</td>
<td>Seek error.</td>
</tr>
<tr>
<td>KCS_IO_UNKNOWN_TYPE_ERR</td>
<td>An unknown KcsProfileDesc type entry was found.</td>
</tr>
<tr>
<td><strong>Solaris File:</strong></td>
<td></td>
</tr>
<tr>
<td>KCS_SOLARIS_FILE_NOT_OPENED</td>
<td>Cannot open profile.</td>
</tr>
<tr>
<td>KCS_SOLARIS_FILE_RO</td>
<td>Cannot open profile for writing.</td>
</tr>
<tr>
<td>KCS_SOLARIS_FILE_LOCKED</td>
<td>Profile is locked by another process.</td>
</tr>
<tr>
<td>KCS_SOLARIS_FILE_NAME_NULL</td>
<td>Filename pointer is NULL.</td>
</tr>
<tr>
<td><strong>X11 Profile:</strong></td>
<td></td>
</tr>
<tr>
<td>KCS_X11_DATA_NULL</td>
<td>Display or visual pointer is NULL.</td>
</tr>
<tr>
<td>KCS_X11_PROFILE_NOT_LOADED</td>
<td>Cannot load profile; may be locked or does not exist.</td>
</tr>
<tr>
<td>KCS_X11_PROFILE_RO</td>
<td>Remote X11 profiles are read only.</td>
</tr>
<tr>
<td><strong>Profile:</strong></td>
<td></td>
</tr>
<tr>
<td>KCS_PROF_ID_BAD</td>
<td>Invalid profile ID.</td>
</tr>
<tr>
<td>KCS_PROF_FORMAT_BAD</td>
<td>Profile format error.</td>
</tr>
<tr>
<td>KCS_PROF_CT_EXCEEDS_PROF_LIST</td>
<td>Number of profiles on list is smaller than argument count.</td>
</tr>
<tr>
<td>KCS_PROF_INCOMPLETE</td>
<td>Incomplete profile specified.</td>
</tr>
<tr>
<td>KCS_PROF_NO_DATA_SUPPORT_4_REQUEST</td>
<td></td>
</tr>
<tr>
<td>KCS_PROF_REQ_ATTRS_INCOMPLETE</td>
<td></td>
</tr>
<tr>
<td>Enumerated Error Constant</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Attributes:</strong></td>
<td></td>
</tr>
<tr>
<td>KCS_ATTR_NAME_OUT_OF_RANGE</td>
<td>Specified attribute is out of range.</td>
</tr>
<tr>
<td>KCS_ATTR_TYPE_UNKNOWN</td>
<td>Attribute type supplied by user is not known.</td>
</tr>
<tr>
<td>KCS_ATTR_LOAD_FORMAT_INCORRECT</td>
<td>The format of the attribute does not match specifications upon loading.</td>
</tr>
<tr>
<td>KCS_ATTR_LOAD_FLOAT_ERR</td>
<td>Error interpreting a float upon loading.</td>
</tr>
<tr>
<td>KCS_ATTR_LOAD_INT_ERR</td>
<td>Error interpreting an integer upon loading.</td>
</tr>
<tr>
<td>KCS_ATTR_DATE_TIME_FORMAT</td>
<td>The format of the date time stamp does not match specifications.</td>
</tr>
<tr>
<td>KCS_ATTR_CT_ZERO_OR_NEG</td>
<td>The count supplied in KcsAttributeValue was zero or negative.</td>
</tr>
<tr>
<td>KCS_ATTR_READ_ONLY</td>
<td>Attempting to set an attribute that is read only.</td>
</tr>
<tr>
<td><strong>Connection:</strong></td>
<td></td>
</tr>
<tr>
<td>KCS_CONNECT_FAILED</td>
<td>Pair of profiles could not be connected.</td>
</tr>
<tr>
<td>KCS_CONNECT_PRECISION_UNACCEPTABLE</td>
<td>Profile connect will result in unacceptable precision.</td>
</tr>
<tr>
<td>KCS_CONNECT_OPT_FORCED_DATA_LOSS</td>
<td>The last optimization forced the KCMS framework to remove some data necessary for this operation.</td>
</tr>
<tr>
<td>KCS_CONNECT_PROFILES_CT_ERR</td>
<td>The operation requires a different number of profiles in the list than supplied.</td>
</tr>
<tr>
<td>KCS_CONNECT_QUANT_MISMATCH</td>
<td>Mismatch between the quantization of a pair of profiles.</td>
</tr>
<tr>
<td>KCS_CONNECT_UNIMP_OP</td>
<td>Connect operation is unimplemented.</td>
</tr>
</tbody>
</table>
### Table 6-2  Error Codes (Continued)

<table>
<thead>
<tr>
<th>Enumerated Error Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Validation:</strong></td>
<td></td>
</tr>
<tr>
<td>KCS_MISMATCHED_WHITEPOINTS</td>
<td>Profile white points did not match during validation.</td>
</tr>
<tr>
<td>KCS_MISMATCHED_BLACKPOINTS</td>
<td>Profile black points did not match during validation.</td>
</tr>
<tr>
<td>KCS_MISMATCHED_COLORSPACES</td>
<td>Profile color spaces did not match during validation.</td>
</tr>
<tr>
<td>KCS_MISMATCHED_DIMENSIONS</td>
<td>Profile dimensions did not match during validation.</td>
</tr>
<tr>
<td>KCS_MISMATCHED_VERSIONS</td>
<td>Profile versions did not match during validation.</td>
</tr>
<tr>
<td><strong>Layout:</strong></td>
<td></td>
</tr>
<tr>
<td>KCS_LAYOUT_INVALID</td>
<td>Invalid pixel layout.</td>
</tr>
<tr>
<td>KCS_LAYOUT_UNSUPPORTED</td>
<td>Unsupported pixel layout.</td>
</tr>
<tr>
<td>KCS_LAYOUT_MISMATCH</td>
<td>Pixel layouts do not match profile input and output specifications.</td>
</tr>
<tr>
<td><strong>Evaluation:</strong></td>
<td></td>
</tr>
<tr>
<td>KCS_EVAL_TOO_MANY_CHANNELS</td>
<td>More channels specified in the pixel layout structure than the profile supports.</td>
</tr>
<tr>
<td>KCS_EVAL_BUFFER_OVERFLOW</td>
<td>Caller’s buffer too small.</td>
</tr>
<tr>
<td>KCS_EVAL_ONLY_ONE_OP_ALLOWED</td>
<td>KcsEvaluate only supports one operation at a time, (KcsForward).</td>
</tr>
<tr>
<td><strong>Characterization/Calibration:</strong></td>
<td></td>
</tr>
<tr>
<td>KCS_CC_UPDATE_NEEDS_MORE_DATA</td>
<td>Data supplied is inadequate.</td>
</tr>
<tr>
<td>KCS_CC_UPDATE_INVALID_DATA</td>
<td>Data supplied is invalid.</td>
</tr>
<tr>
<td>KCS_CC_INCORRECT_COLOR_SPACE</td>
<td>Characterization/calibration data contains incorrect color space.</td>
</tr>
</tbody>
</table>
### Table 6-2  Error Codes  (Continued)

<table>
<thead>
<tr>
<th>Enumerated Error Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>KCS_CC_NUM_COMPS_OUT_OF_RANGE</td>
<td>Characterization/calibration data contains incorrect number of I/O components.</td>
</tr>
<tr>
<td>KCS_CC_TOO_FEW_MEASUREMENTS</td>
<td>Not enough measurements to support calibrating or characterizing this device.</td>
</tr>
<tr>
<td>KCS_CC_TABLE_DATA_BAD</td>
<td>Table data is out of range.</td>
</tr>
<tr>
<td>KCS_CC_INCORRECT_DEV_TYPE</td>
<td>KcsAttributeDevType is incorrect.</td>
</tr>
<tr>
<td>KCS_CC_INCORRECT_ATTR_CLASS</td>
<td>KcsAttributeClass is incorrect.</td>
</tr>
<tr>
<td>KCS_CC_CANNOT_CAL_DEV_TYPE</td>
<td>Device type cannot be calibrated.</td>
</tr>
<tr>
<td>KCS_CC_CANNOT_CHAR_DEV_TYPE</td>
<td>Device type cannot be characterized.</td>
</tr>
<tr>
<td>KCS_CC_INPUT_NOT_RAMP</td>
<td>Currently data must be a ramp.</td>
</tr>
</tbody>
</table>

**Color Management Module:**

<table>
<thead>
<tr>
<th>Enumerated Error Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>KCS_CMM_RTLOAD_FAILED</td>
<td>Runtime loading of CMM failed.</td>
</tr>
<tr>
<td>KCS_CMM_MAJOR_VERSION_MISMATCH</td>
<td>Incompatible CMM major version number.</td>
</tr>
<tr>
<td>KCS_CMM_MINOR_VERSION_MISMATCH</td>
<td>Incompatible CMM minor version number.</td>
</tr>
<tr>
<td>KCS_CMM_UNKNOWN_TECHNOLOGY</td>
<td>CMM requested could not be found.</td>
</tr>
<tr>
<td>KCS_CMM_UNKNOWN_RUNTIME_TYPE</td>
<td>CMM associated with this profile could not be found.</td>
</tr>
<tr>
<td>KCS_CMM_UNSUPPORTED_OP</td>
<td>Operation not supported by this CMM.</td>
</tr>
</tbody>
</table>

**Unimplemented Features:**

<table>
<thead>
<tr>
<th>Enumerated Error Constant</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>KCS_UNIMP_NESTED_CONNECTIONS</td>
<td>Currently, KCMS cannot handle nested connections.</td>
</tr>
<tr>
<td>KCS_UNIMP_TOO_MANY_PROFILES</td>
<td>Profile array contains too many profiles.</td>
</tr>
<tr>
<td>KCS_UNIMP_ILLEGAL_TECHNOLOGY</td>
<td>When connecting profiles, one CMM technology is incompatible with another CMM technology. (Very rare with standard ICC profile format.)</td>
</tr>
</tbody>
</table>
Localizing Status Messages

The KCMS library warning and error codes are internationalized. Your application can convert KcsStatusId into a text string with the KcsGetLastError() function (defined on page 76). It calls the appropriate setup functions to convert a message to the appropriate language. A translation table also must exist. The translatable KCMS .po files are kcs_strings.po and kcsolmsg_strings.po, which are located in /openwin/lib/locale/C/LC_MESSAGES.

See the setlocale(3c) man page for further information on accessing the translated message file.
Glossary

absorbed light
Light that enters a material and is trapped (neither reflected nor transmitted).

achromatic
Having no hue; white, gray, or black.

adaptation
Process by which the visual mechanism adjusts to the conditions under which the eyes are exposed to radiant energy. See chromatic adaptation.

additive color primaries
Red, green, and blue light that produces white light when mixed together in the proper proportions.

ambient lighting
Environmental lighting condition for a particular location.

attribute
Characteristics defined in a color profile that provide information for a CMM to translate color information between the profile connection space and the native device space. Attributes are specified by name, value, and status (required or optional). Attribute is a synonym for tag.

bitmap
A digital representation of an image in which all dots or pixels making up the image are rendered in a rectangular grid and correspond to specifically assigned bits in memory.
brightness
Attribute of a visual sensation according to which an area appears to exhibit more or less light.

bit plane
Level of intensity of each electron gun for each primary color in a CRT, controlled by the depth or number of bits describing a pixel. In a simple one-bit monochromatic display, the pixel is either black or white (on or off). In a three-bit image, eight possible colors can be displayed ($2^3$). This allows eight gray shades in a monochrome display; in a simple three-bit color CRT, the eight colors are red, green, blue, cyan, magenta, yellow, white, and black.

calibration
Procedure for correcting any deviation from a standard.

characterization
Process that defines what colors are produced by (or, when scanning, ought to produce) a given set of numbers by measuring a sample population of devices. Characterization is a description of a device’s color gamut, operation, dynamic range, interaction of colors, color data transfer characteristics, and so forth, which is used as an average operating model for the device.

chroma
Strength of a color, how far it departs from neutral gray.

chromatic
Having a hue; not white, gray, or black.

chromatic adaptation
Adjustment of the visual mechanism in response to the overall color of a stimulus to which the eyes are exposed.

CIE
Commission Internationale de l’Eclairage (International Commission on Illumination), an international organization that establishes and maintains standards of light and color. Its system of describing color is based on standardization of illuminants and observers, not physical samples.

CIEXYZ
Term used when referring to the CIE standard for tristimulus values X, Y, and Z. The system represents all visible colors with positive tristimulus values. Two colors match when their tristimulus values are the same and they are viewed under identical conditions.
CLUT
Color look-up table. An area in computer memory where a set of values is used to index another set of values. Since the table of pixel color information is stored, the information does not have to be recomputed each time it is called up.

CMY/CMYK
Abbreviation for cyan (C), magenta (M), yellow (Y), and black (K) process colors used in printing and other imaging technologies. Cyan, magenta, and yellow are subtractive primaries as well as secondary colors in the additive color system. Black is sometimes added to enhance color and to produce a true black.

CMY/CMYK color space
Color-order model of subtractive primaries cyan (C), magenta (M), yellow (Y), and sometimes black (K), used by printing technologies.

color
Visual sensation that occurs through a combination of physical, physiological, and psychological events involving light, objects, and the visual system.

colorant
A dye, pigment, or ink used in the process of coloring material.

colorimetry
A branch of color science concerned with the measurement and specification of color stimuli.

color laser printer
A printer that uses a laser to xerographically generate the image to be reproduced. Each page is run through the color-application process four times, each time with a different CYMK toner.

color order system
A system used for arranging and describing color, based on physical samples, specific devices, or colorimetric quantities.

color profile
See device color profile (DCP).

calibrator
A physical device that calibrates the monitor attached to a computer.
color management module (CMM)
That component of a color manager that actually processes color data being input and output to the system in addition to the information about the devices stored in the device color profiles (DCPs).

color space
See color order system.

color temperature
A measure that defines the color of a light source relative to the spectral distribution of the light radiated by a theoretically perfect radiator, or black body, heated until it emits visible light. See correlated color temperature.

color wheel
Circle with primary colors (red, green and blue) and secondary colors (cyan, magenta, and yellow) located equidistant from each other. A color wheel may also show intermediate hues.

complementary colors
Particular wavelengths of light that, when added together, create white light. The subtractive primaries (cyan, magenta, and yellow) are complementary to the additive primaries (red, green, and blue). For example, blue (an additive primary) and its complementary yellow (a subtractive primary), a secondary color on the additive color wheel, can be added together to produce white light. In the visual arts, complementary colors are diametrically opposite one another on any color wheel.

cones
Visual color-receptor cells of the retina. There are three different types of cone-shaped cells, each thought to have a different photosensitive pigment. Under normal and bright lights, cones produce the sensation necessary for color vision. See rods.

contrast
Tonal gradation between the highlights, middle tones and shadows of images.

correlated color temperature
Temperature of a black body (Planckian) radiator whose perceived color most closely matches a given stimulus seen at the same brightness and under specified viewing conditions.
<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>D50</td>
<td>A CIE designation for a white-light spectrum and its associated colorimetric coordinates. It represents a yellower daylight than D65. This is the “daylight” that is specified by the graphics industry for viewing color prints and transparencies. D indicates “daylight” and 5000, the correlated color temperature in degrees Kelvin.</td>
</tr>
<tr>
<td>D65</td>
<td>A CIE designation for a white-light spectrum and its associated colorimetric coordinates. It represents a standard daylight for general use. This “daylight” is commonly used in colorimetry, and it is becoming a “standard” for monitor white point. D indicates “daylight” and 6500 the correlated color temperature in degrees Kelvin.</td>
</tr>
<tr>
<td>device color profile (DCP)</td>
<td>Device-specific color information for devices.</td>
</tr>
<tr>
<td>display</td>
<td>Representation of a data item in visible form, for example, output to a CRT. Visual representation of the output of an electronic device. See monitor.</td>
</tr>
<tr>
<td>dithering</td>
<td>The technique of making adjacent pixels different colors to give the illusion of an intermediate color. Dithering can produce the effect of shades of gray on a black-and-white display, or simulate a greater number of colors on a color display than the display is capable of producing.</td>
</tr>
<tr>
<td>dither cell</td>
<td>Grouping of pixels into a super pixel for the purpose of creating halftones on the computer. Also called halftone cell.</td>
</tr>
<tr>
<td>dpi (dots per inch)</td>
<td>Measure of resolution level of raster imaging output devices such as laser printers, monitors and photo or laser typesetters (imagesetters).</td>
</tr>
<tr>
<td>dynamic range</td>
<td>Extent of minimum and maximum operational characteristics. For example, the difference between lowest and highest intensity (for a monitor), or the lowest and highest density (for prints and transparencies).</td>
</tr>
</tbody>
</table>
electromagnetic radiation

Combination of electrical and magnetic vibrations called waves that constitute the electromagnetic spectrum. The human eye sees only a small range of electromagnetic waveforms, or wavelengths, from approximately 400 nm (violet) to 700 nm (red) in the area designated visible light.

gamma

For a CRT device, the slope of the line relating the logarithm of the light output to the logarithm of the applied voltage.

gamut

The limits on a set of colors. Ordinarily the gamut is imposed by the limitations of a physical capture, display, or output device. In a computer screen, colors that cannot be displayed are called out-of-gamut colors.

gamut adjustment

Ability to account for device capabilities and limitations by regulating colors through compression or expansion techniques. In gamut compression, colors that are beyond the capabilities of a device are mapped into colors that the device can actually produce.

halftone

A color or black-and-white continuous tone image reproduced by changing the image into dots through the use of halftone screens. Because printing presses are not able to print true continuous tone images, a halftone allows tone gradation, in which the dots are perceived as a whole, depending on the halftone screen used, quality of the original image, and so forth. In computers, electronic algorithms can create digital halftone representations.

hue

Attribute of a visual sensation according to which an area appears to be similar to one, or to proportions of two, of the visible colors, red, yellow, green, cyan, blue, and magenta. Hue is part of the HSV (hue, saturation, and value) and HLS (hue, lightness, and saturation) color models.

ICC

International Color Consortium.

illuminant

A light defined by its spectral power distribution. An illuminant may or may not be physically realizable as a source. Several standard illuminants have been defined by the CIE for use in colorimetric computations. See source.
ink-jet printer
A printer that uses finely directed sprays of ink to produce the character image. Color printout is achieved in one pass and colors are based on the CMYK or CYM color model. Technologies for this category of color output printers include drop-on-demand, which can be subdivided into bubble jet (or thermal ink-jet) and piezoelectric; continuous ink-jet; and phase-change ink jet. Phase-change ink jet technique requires solid ink while the others take liquid ink.

light source
See illuminant and source.

memory colors
Colors seen regularly that people tend to remember best and agree on the appearance of, such as green grass and blue sky.

metamerism
Visual phenomenon where the colors of two spectrally different objects appear to match under a specific set of conditions. The term observer metamerism is used when two objects appear to some observers (or instruments) to have the same color, but to other observers the same objects do not match.

moiré
In printing, undesirable patterns caused by misalignment of halftone dots. In imaging devices: visual patterns formed by interference between two sets of regular divisions, such as the combination of a TV raster with a striped object in the scene; can be caused by any beating between frequencies.

monitor
Device for computer generated display; video display terminal.

monitor calibration
Process that measures the performance of a display and compensates for its variations.

monitor RGB
See RGB color space.
monitor white point
Color specification of a monitor’s white, when all three phosphors are lit to maximum level.

Munsell chroma
The quality that describes the extent to which a color differs from a gray of the same value.

Munsell hue
The quality of color described by the words red, yellow, blue, and so forth. The principal hues of the Munsell system are red, yellow, green, blue and purple.

Munsell system
A color-order system established by A.H. Munsell in 1905. Based on visual perception, this system provides a description of a color, using a collection of samples as well as a color notation system. See Munsell chroma, Munsell hue, and Munsell value.

Munsell value
The quality of a color described by the words light, dark, and so forth, relating the color to a gray of similar lightness.

nanometer
Preferred nomenclature for describing measurement of wavelengths of light. One nanometer equals $1 \times 10^{-9}$ millimeter. The abbreviation is nm.

observer metamerism
See metamerism.

palette
The set of colors (ranging from four to more than 16 million) that a particular computer graphics program is using. Many display adapters have a limited palette. The set of colors may be in a table.

peripherals
The devices that hook up to the desktop computer (color monitor, printer, scanner, and so forth).

phosphor
The phosphorescent coating on the interior of the front surface of a cathode ray tube (CRT) that emits light of one of the three additive primary colors (red, green, or blue) when a carefully controlled beam of electrons strikes the material. Depending on the type of color tube, the pattern of the phosphors can be dot, brick-like, or stripe.
<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Photo CD</td>
<td>A photographic compact disc (CD) made using a Kodak imaging system. The system scans in photographic images (negatives, slides, and prints), processes the data to optimize its quality for digital imaging, compresses the data, and then writes it on a compact disk.</td>
</tr>
<tr>
<td>pigment</td>
<td>Finely ground, natural or synthetic, inorganic or organic, insoluble particles (powder) that, when dispersed in a liquid vehicle, give color to paints, printing inks, and other materials by reflecting and absorbing light.</td>
</tr>
<tr>
<td>pixel</td>
<td>Picture element. Smallest addressable point of a bitmapped screen that can be independently assigned color and intensity.</td>
</tr>
<tr>
<td>pixel depth</td>
<td>Number of bits describing a pixel. Syn. bit depth. See bitplane.</td>
</tr>
<tr>
<td>PMS (Pantone Matching System)</td>
<td>A printing industry standard for specifying spot color.</td>
</tr>
<tr>
<td>pre-press</td>
<td>Term used to describe the process or components of the process of preparing information for printing or alternative media output after the writing and design concept stages. In desktop publishing, it is the process of all of the elements on any page to produce the master copy.</td>
</tr>
<tr>
<td>primary colors</td>
<td>Three basic colors used to make other colors by mixture, either additive mixture of lights or subtractive mixture of colorants. The additive primaries are red, green, and blue; the subtractive primaries are cyan, magenta, and yellow. See additive color primaries, subtractive primaries, and secondary color.</td>
</tr>
<tr>
<td>printer</td>
<td>Computer-driven device that deposits images on paper or film. See ink-jet printer, thermal wax printer and color laser printer.</td>
</tr>
<tr>
<td>process colors</td>
<td>Cyan, magenta, yellow, and black used in color printing. See CMY/CMYK.</td>
</tr>
<tr>
<td>profile connection space</td>
<td>The common junction where profiles for different devices are connected together.</td>
</tr>
<tr>
<td>Term</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>reflected light</td>
<td>Light that bounces back from the object that it strikes.</td>
</tr>
<tr>
<td>registration</td>
<td>In printing: accuracy with which printing images are positioned or combined so that they align exactly. In multi-color printing each color must be precisely aligned one over the other for accurate reproduction. In color monitors: alignment of the electron guns to produce correct color.</td>
</tr>
<tr>
<td>resolution</td>
<td>The degree of sharpness of an image displayed on a computer screen, or quality of printed output from a laser printer or photo or laser typesetter; expressed in dots per inch (dpi). Resolution can also refer to the number of bits per pixel. In printing, resolution refers to the space between dots in a halftone screen; expressed as lines per inch (lpi).</td>
</tr>
<tr>
<td>RGB</td>
<td>Abbreviation for red, green and blue primaries of the additive color system. Used in reference to color computer graphics and video technology.</td>
</tr>
<tr>
<td>RGB color space</td>
<td>A color-order model that may be based on either the light-emitting phosphors (red, green, and blue) of an actual device or on a set of hypothetical RGB primaries.</td>
</tr>
<tr>
<td>rods</td>
<td>Photoreceptor cells in the retina that respond to low levels of light. They are not thought to contribute to color vision. See cones.</td>
</tr>
<tr>
<td>saturation</td>
<td>The amount of hue in a color sample compared to the amount of achromatic light it reflects or transmits.</td>
</tr>
<tr>
<td>scanner</td>
<td>An electronic device that digitizes and converts photographs, slides, paper images, or other two-dimensional images into bitmapped images.</td>
</tr>
<tr>
<td>scanner calibration</td>
<td>A feature that measures the performance of a scanner and compensates for its variations.</td>
</tr>
</tbody>
</table>
**secondary color**
Color made by mixing two primary colors. In the additive color system, the secondary colors are cyan, magenta, and yellow; in the subtractive color system, the secondary colors are red, green, and blue.

**service bureau**
A company that provides pre-press and other computer output in a variety of forms, such as film separations, slides and other transparencies, and color proofs. A service bureau may specialize or can be a full-service operation that offers a wide range of services, including printing.

**simulation**
Used to represent an image on a display. It is a feature that changes the display colors to match the input or output colors in a way that corresponds to a defined device, medium, viewing environment, and so forth.

**source**
A physically realizable light, whose spectral power distribution can be experimentally determined. Several standard sources have been defined by the CIE for use in colorimetry. Also a computer term for origin of data.

**spectral response**
Using the example of the human eye, the spectral response curves map the wavelength of light against the fraction of light absorbed by each type of eye cone (red, green, and blue sensitive cones). It is the sensitivity of the eye or a device to different wavelengths of light.

**spot color**
Color printed in pure color (ink straight out of the container), as opposed to four-color process, where colors are composed of percentages of cyan, magenta, yellow, and black. Spot color separations for printing involve one plate for each color on the page, unlike process color, which requires four separate plates.

**standard illuminant**
See illuminant.

**standard observer**
The CIE specification for a hypothetical observer whose spectral responsivities represent those of the average human population with normal color vision.

**standard source**
See source.
**subtractive primaries**

Cyan, magenta, and yellow. The three colors that, when superimposed in register, produce black. Also known as *process colors* because cyan, magenta, and yellow are used in printing. See CMY/CMYK.

**surround effect**

A perceptual phenomenon where the appearance of a color is influenced by the color or colors surrounding it.

**system monitor**

The monitor that is physically attached to a computer system to be used when displaying images.

**tag**

A synonym for attribute. See *attribute*.

**target**

A physical paper target with a reference image used for determining the color response of a scanner.

**thermal dye transfer printer**

A type of thermal-transfer printer that produces a high resolution continuous tone image. This technology mixes percentages of cyan, magenta, and yellow, and adjusts the density of each printed dot, thereby eliminating the need for halftoning and dithering to produce different colors. Specially coated paper reacts with the dye causing the dye to diffuse into the paper. Also referred to as *dye-diffusion printer*, *dye-sublimation printer*, and *sublimal-dye printer*.

**thermal wax printer**

A printer that uses colored wax or plastic, dye, dyed ribbons, or some other material that can be heat-flowed onto paper or transparency film. Other names for this category: *thermal-transfer printer* and *thermal-wax transfer printer*.

**transmitted light**

Light that passes through an object.

**transparency**

Image formed on a clear or translucent base by means of a photographic, printing, chemical, or other process, generally viewed by transmitting light through the image.

**tristimulus values**

Intensities or amounts of each of a set of three primary colors required to match a given color stimulus. See CIEXYZ.
value

See *Munsell value*.

visible spectrum

The portion of electromagnetic radiation, from approximately 400 nm to 700 nm, that is seen as visible light. The colors of the spectrum from 400 to 700 nm are violet, blue, green, yellow, orange, and red.

wavelength

Distance between successive corresponding points in electromagnetic and other forms of waves. See *nanometer*.

white point

See *monitor white point*.

XYZ

See *CIEXYZ*.
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