



# Tech Info Library

## ColorSync: Interacting With Other Color Matching Systems

Revised: 1/4/93  
Security: Everyone

ColorSync: Interacting With Other Color Matching Systems

=====

Article Created: 6 January 1993

### TOPIC -----

How does ColorSync interact with the other color matching systems on the market?

### DISCUSSION -----

#### QuickDraw GX

-----

QuickDraw GX is Apple's imaging oriented system software platform designed to improve the baseline imaging functionality of the Macintosh. ColorSync color matching is just one part of the functionality that GX supports. GX supports the profiles, CMMs, and applications geared for ColorSync.

#### Adobe PostScript Level II

-----

Apple and Adobe have worked to coordinate their color management efforts. Apple provides basic tools that are compatible with the PostScript level II color extensions. These tools are designed to facilitate color exchanges on the Macintosh platform for PostScript files. Future PostScript drivers will accommodate device profiles to support color matching. Of course, the utilities are designed so that PostScript isn't a requirement for using the new ColorSync extensions.

#### Pantone, Muncell, Toyo, and So On

-----

These are device-dependent standards used in the printing world in lieu of a true color matching system. These schemes define colors based on a standard set of printed samples. It's possible for these vendors to specify their standard color samples in terms of the CIE XYZ values, thereby integrating them with ColorSync.

Copyright 1993, Apple Computer, Inc.

Tech Info Library Article Number:11161