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ColorSync: RAM and Disk Space Used, Color Matching Speed

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TOPIC ---

How fast and efficient is the ColorSync Color Matching Method (CMM)?

DISCUSSION --

The goal for the default CMM was minimal size. The default CMM uses
approximately 70K of RAM and disk space. Profiles are also small, taking
less than 5K of disk space each.

The default CMM converts approximately 4K color pixels/second on a
Macintosh IIci computer. This means that a 24-bit scan of a 3x5 image at
100 dpi takes about 40 seconds.

Other methods (Kodak's ColorSense and EFI's EFIColor) can use the Component
Manager to provide excellent matching and good performance. But the
ColorSync default CMM was designed to have a small memory footprint for
mainstream users. The other matching methods are table-driven and become
quite large to perform all of the functions such as preview, gamut
checking, and perceptual, colorimetric, or saturation matching. Lookup
tables are very fast, but require large amounts of memory for the
separate tables for every device combination.

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