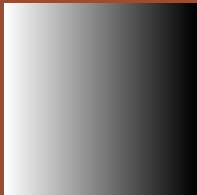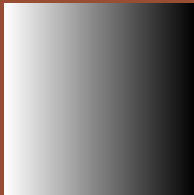# GRAYSCALE - LineX

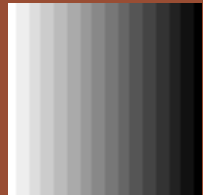4 levels per channel (2 bits)

2 levels per channel (1 bit)

65536 levels per channel (16 bits)

256 levels per channel (8 bits)

16 levels per channel (4 bits)

GRAYSCALE - Cross
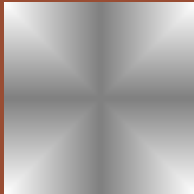

4 levels per channel (2 bits)

2 levels per channel (1 bit)

65536 levels per channel (16 bits)

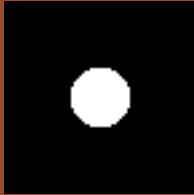256 levels per channel (8 bits)

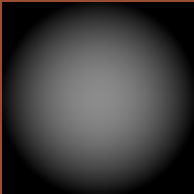16 levels per channel (4 bits)

GRAYSCALE - InvertedEllipseC

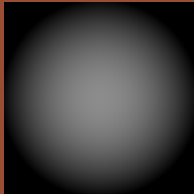4 levels per channel (2 bits)

2 levels per channel (1 bit)

65536 levels per channel (16 bits)

256 levels per channel (8 bits)
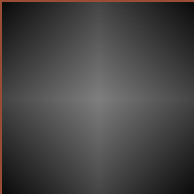

16 levels per channel (4 bits)

GRAYSCALE - Rhomboid
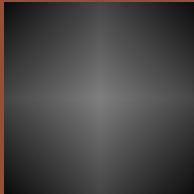

4 levels per channel (2 bits)

2 levels per channel (1 bit)

65536 levels per channel (16 bits)

256 levels per channel (8 bits)

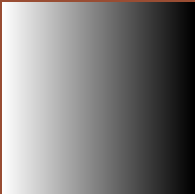16 levels per channel (4 bits)

GRAYSCALE - LineX (from file)
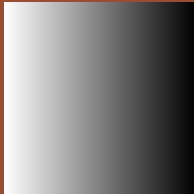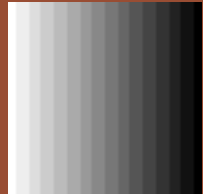

4 levels per channel (2 bits)

2 levels per channel (1 bit)

65536 levels per channel (16 bits)

256 levels per channel (8 bits)

16 levels per channel (4 bits)

GRAYSCALE - 67x59

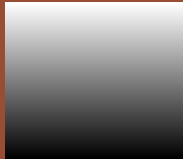

4 levels per channel (2 bits)

2 levels per channel (1 bit)

65536 levels per channel (16 bits)

256 levels per channel (8 bits)

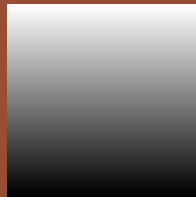16 levels per channel (4 bits)

GRAYSCALE - gamma

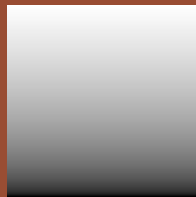

gamma 1.8

gamma 1.4

gamma 1.0

gamma 3.0

gamma 2.6

gamma 2.2

GRAYSCALE - 144 dpi
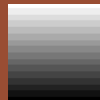
4 levels per channel (2 bits)

2 levels per channel (1 bit)
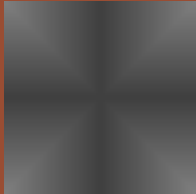
65536 levels per channel (16 bits)
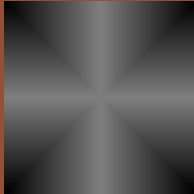
256 levels per channel (8 bits)
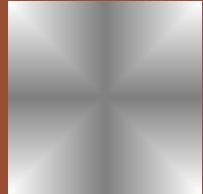
16 levels per channel (4 bits)
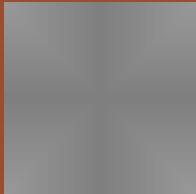
GRAYSCALE - decode

decode [0.000000, 0.500000]
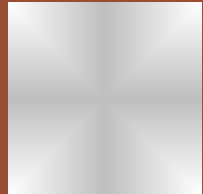
decode [1.000000, 0.000000]

decode [0.000000, 1.000000]
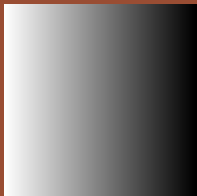
decode [0.400000, 0.600000]
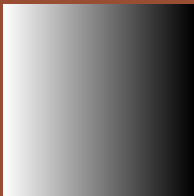
decode [0.250000, 0.750000]

decode [0.500000, 1.000000]

GRAYSCALE - alternate for print

not alternated

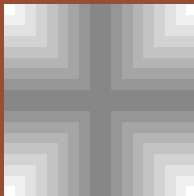alternated

GRAYSCALE - interpolate

interpolated   not interpolated

GRAYSCALE - color key mask
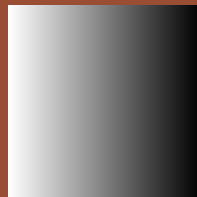

<0.50, 1.00>

<0.00, 0.50>

not-masked

<0.13, 0.88>

<0.38, 0.63>

<0.25, 0.75>

GRAYSCALE - hard mask

interpolate .. no, reverse yes

interpolate .. yes, reverse no   interpolate .. no, reverse no   interpolate .. yes, reverse yes
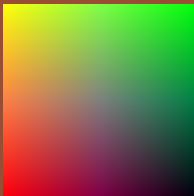
RGB

4 levels per channel (2 bits)

2 levels per channel (1 bit)

65536 levels per channel (16 bits)

256 levels per channel (8 bits)

16 levels per channel (4 bits)
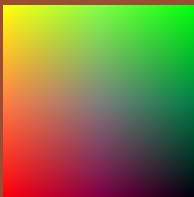
RGB - rendering intent

ABSOLUTE_COLORIMETRIC

default

PERCEPTUAL

SATURATION

RELATIVE_COLORIMETRIC

RGB - 67x59

4 levels per channel (2 bits)

2 levels per channel (1 bit)

65536 levels per channel (16 bits)

256 levels per channel (8 bits)

16 levels per channel (4 bits)

RGB - color key mask
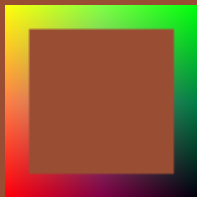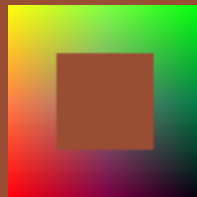
<0.50, 1.00>

<0.00, 0.50>

not-masked

<0.13, 0.88>

<0.38, 0.63>

<0.25, 0.75>

RGB - hard mask

interpolate .. no, reverse yes

interpolate .. yes, reverse no

interpolate .. no, reverse no

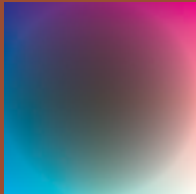interpolate .. yes, reverse yes
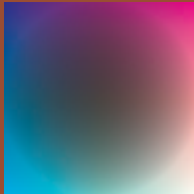
CMYK

4 levels per channel (2 bits)

2 levels per channel (1 bit)

65536 levels per channel (16 bits)

256 levels per channel (8 bits)
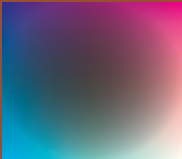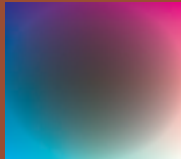

16 levels per channel (4 bits)

CMYK - 67x59

4 levels per channel (2 bits)

2 levels per channel (1 bit)

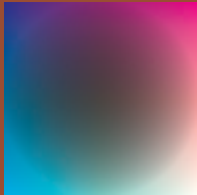

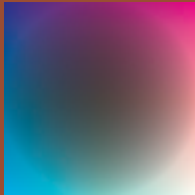65536 levels per channel (16 bits)

256 levels per channel (8 bits)
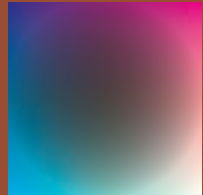

16 levels per channel (4 bits)

CMYK - color key mask

<0.50, 1.00>

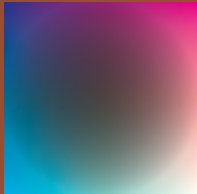<0.00, 0.50>
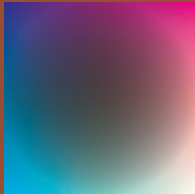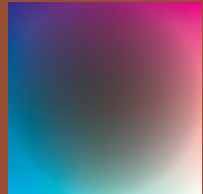
not-masked

<0.13, 0.88>

<0.38, 0.63>

<0.25, 0.75>

CMYK - hard mask

interpolate .. no, reverse yes

interpolate .. yes, reverse no
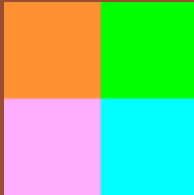
interpolate .. no, reverse no

interpolate .. yes, reverse yes

CIE Lab

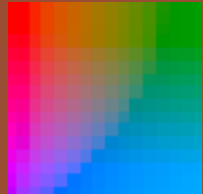4 levels per channel (2 bits)

2 levels per channel (1 bit)

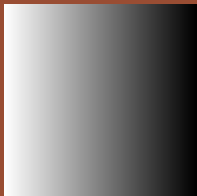65536 levels per channel (16 bits)

256 levels per channel (8 bits)

16 levels per channel (4 bits)

Palette

256 levels per channel (8 bits)