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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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