

## ColorSync 3.0 and Photoshop 5.x and 6.0

If you have just upgraded to Mac OS9 and/or ColorSync 3.0, it's important to understand the changes in how the monitor display profile is accessed. In ColorSync 2.6.X and earlier, the display profile was loaded in a popup menu called "System Profile." Any profile that ColorSync recognized as a "display profile" could be loaded in this menu\* In ColorSync 3.0 this isn't the case. Display profiles are now stored in a popup menu appropriately called "Display" (see figure 1). In addition, you can't load another display profile from this popup menu. ColorSync 3.0 now accesses your choice of display profile from the Monitors Control Panel after clicking on the "Color" button (see figure 2). Note that Photoshop 6 supports multiple display profiles for those working with dual monitor set-ups. Be sure that the correct display profile is picked for EACH display when using the Monitors "Color" button. With dual monitor set-up's, the dialog seen in Figure 2 will appear on both displays. Simply pick the correct profile for each display on each monitor and Photoshop 6 will correctly preview images on both displays.

I found that when upgrading my operating system to OS9, the original display profile I had loaded into ColorSync 2.6.1 wasn't loaded into the new Monitors Control Panel. Hence the profile for my display isn't correctly loaded in ColorSync 3.0. This means that Photoshop isn't accessing the correct profile either. Photoshop needs to access the correct display profile in order to produce a correct preview (see figure 3 and 4).

What this boils down to is this:

1. Make sure that the correct profile for your display is loaded in the Monitors Control Panel as I've done in Figure 2.
2. Then to be safe, open ColorSync 3.0 and make sure that profile is loaded in the popup menu called "Display" as shown in Figure 1. This is in the tab called "Profiles for Standard Devices."
3. Lastly, open Photoshop and make sure that the same profile shows up in the RGB Set-Up next to Display Using Monitor Compensation as seen in figure 3 for Photoshop 5. For Photoshop 6 insure that the display profile is shown in the RGB Working Space popup menu next to the heading "Monitor RGB."

\*ColorSync 2.6 and earlier and the newer Monitors Control Panel will recognize profiles that really are not display profiles such as RGB Working Spaces saved out of Photoshop. You can see in Figure 2 that Kodak sRGB and Wide Gamut RGB are being displayed in the list of profiles. Be sure you actually pick the ICC profile of your display, NOT an RGB Working Space or other profile.

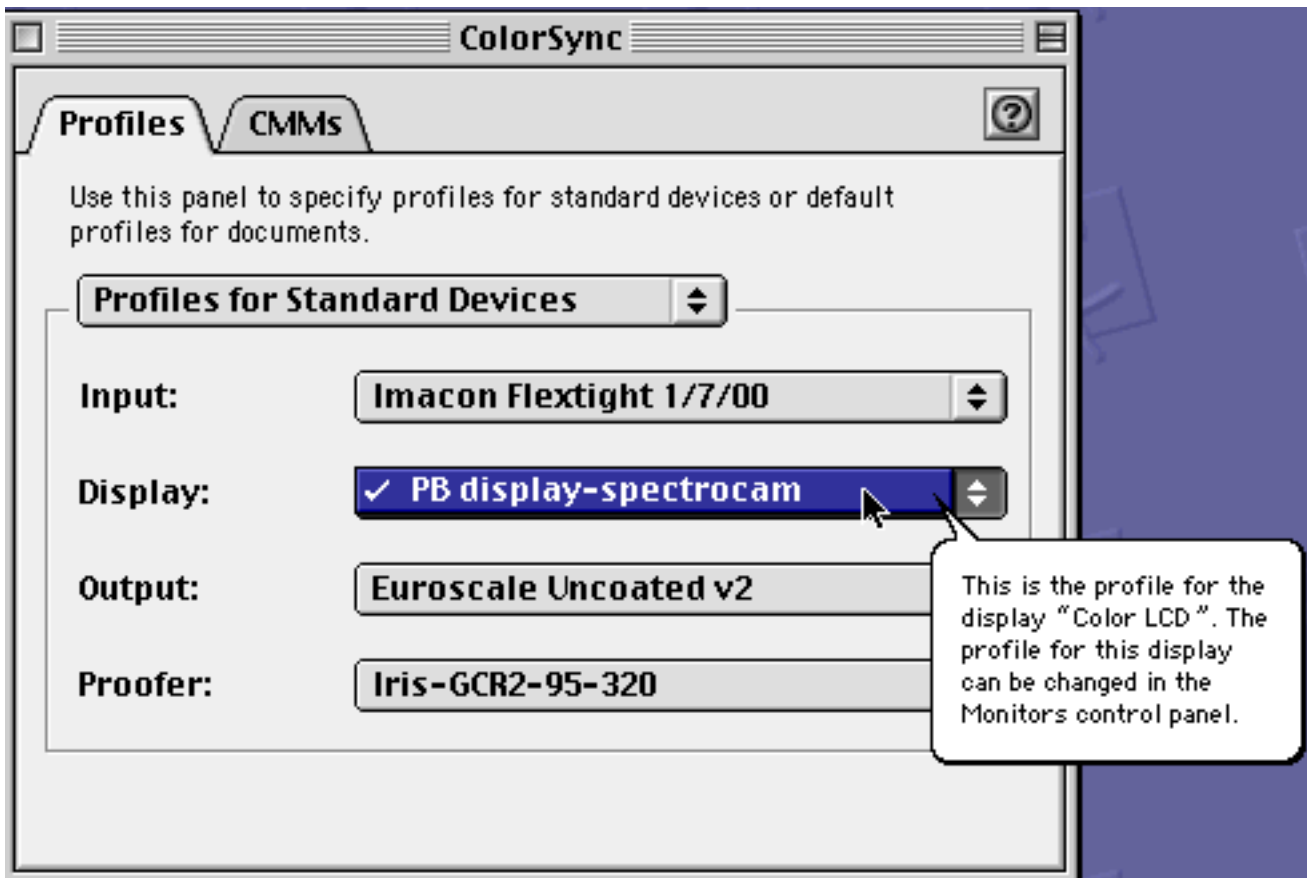


Figure 1. The new interface for ColorSync 3.0. I've clicked on the Display popup menu and have no option to select other profiles. The profile for my PowerBook (in this illustration named AR's Powerbook) is shown here because it was first selected in the Monitors Control Panel shown below.

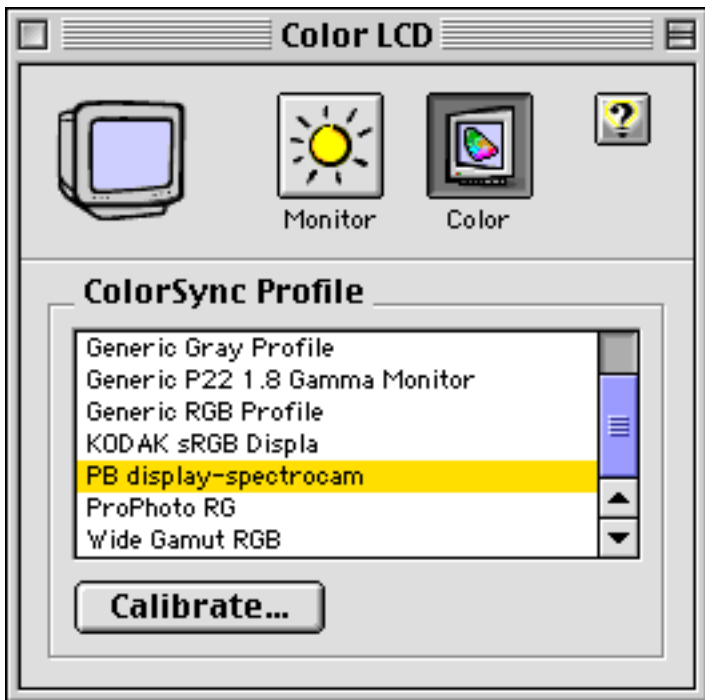


Figure 2. The Monitors Control panel has a list of profiles I can select. Here I've picked the correct profile that describes my display. Notice one could select other profiles including RGB Working Spaces saved out of Photoshop. Don't do that!

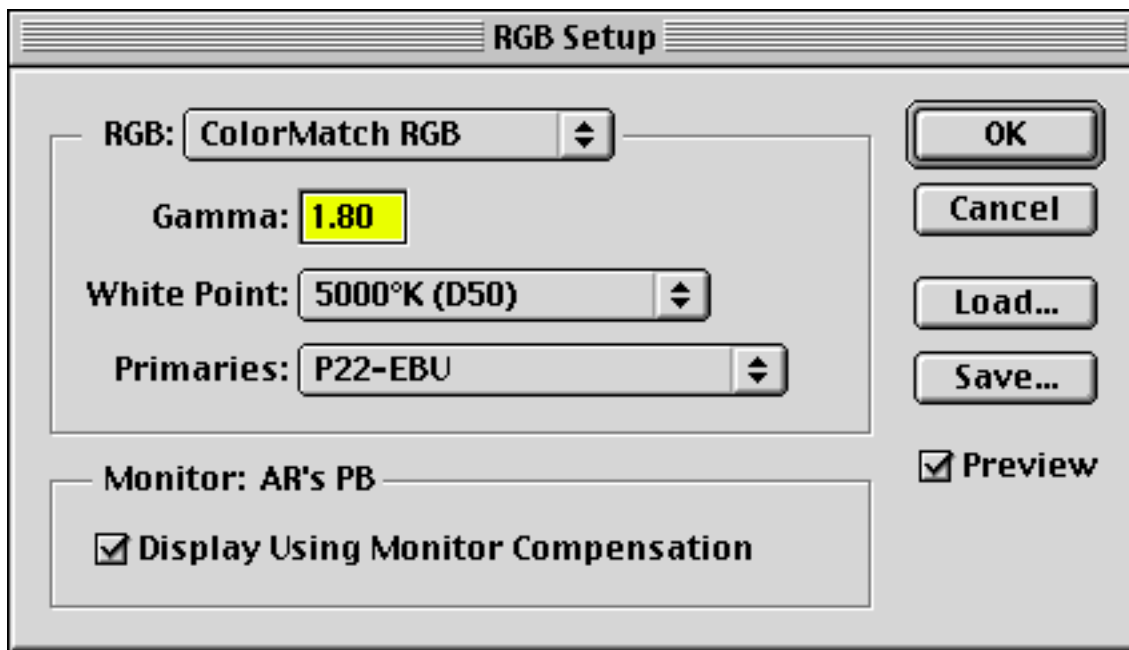


Figure 3. The RGB Set-Up in Photoshop 5.X. Here it's critical you have the correct profile for your display showing up in the lower section of the interface as seen here (AR's PB). this information is accessed by Photoshop from the profile loaded in ColorSync. This affects the preview using Display Using Monitor Compensation (which should be ON).

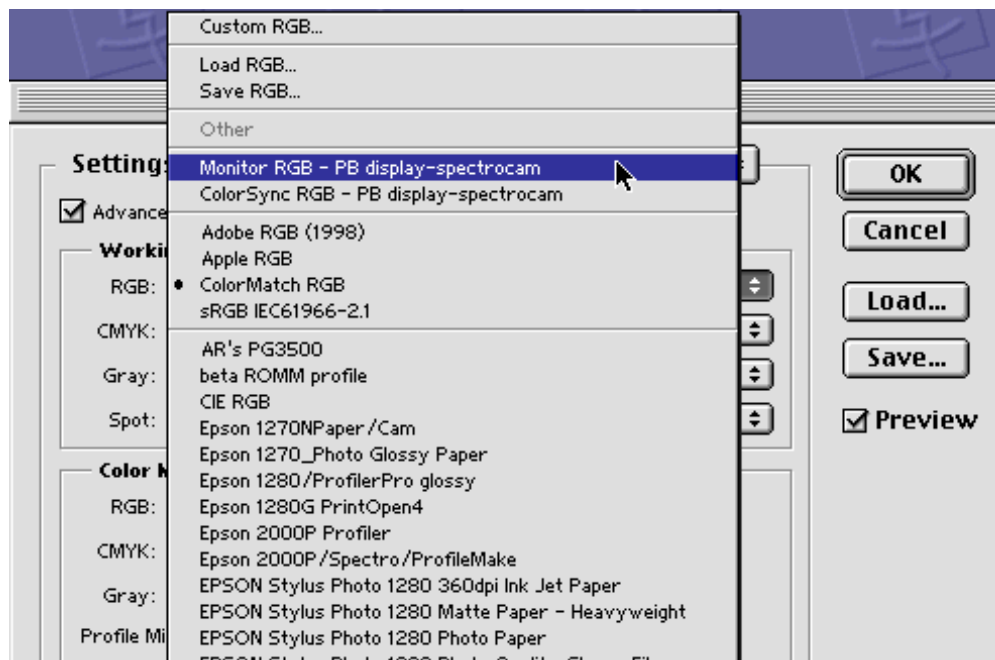


Figure 4. In Photoshop 6, you can examine the display system profile by going into the RGB Working Space Popup in the Color Settings (Command/Shift K) and next to the heading named "Monitor RGB" will be the name of the profile of your display accessed from ColorSync 3.0's Profiles for Standard Devices. Notice that you can also pick the "Default Profiles for Documents" profile set in ColorSync 3.0 which could also be where a display profile is picked although this area of ColorSync is not the best place to pick your display profile but rather a preferred default for an RGB output device.