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**Hernandez et al.**

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[45] **Date of Patent:** **Mar. 10, 1998**

[54] **SYSTEM TO DETERMINE THE COLOR OF AMBIENT LIGHT FOR ADJUSTING THE ILLUMINATION CHARACTERISTICS OF A DISPLAY**

[75] **Inventors:** **Mathew W. Hernandez**, Half Moon Bay; **Richard D. Capps**, San Jose, both of Calif.

[73] **Assignee:** **Apple Computer, Inc.**, Cupertino, Calif.

[21] **Appl. No.:** **504,450**

[22] **Filed:** **Jul. 20, 1995**

#### Related U.S. Application Data

[63] Continuation-in-part of Ser. No. 309,165, Sep. 20, 1994.  
[51] **Int. Cl.<sup>6</sup>** ..... **G09G 1/28**  
[52] **U.S. Cl.** ..... **345/153; 345/153; 348/189**  
[58] **Field of Search** ..... **345/22, 153, 207; 348/184, 185, 189**

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*Primary Examiner*—Richard Hjerpe

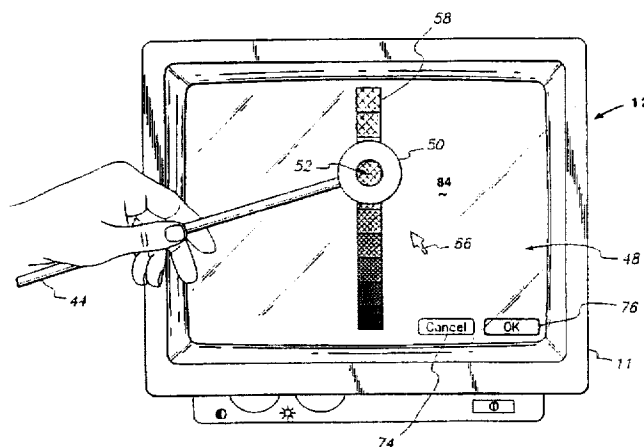
*Assistant Examiner*—Juliana S. Kim

*Attorney, Agent, or Firm*—Carr, DeFilippo & Ferrell

#### [57] ABSTRACT

A system for correcting an output device for the effects of reflected ambient illumination comprises a reflection device of known reflectivity. The color display memory stores a first graphical interface and a second graphical interface. The first graphical interface displays a range of intensities of outputs that the display device can generate. The second graphical interface displays a range of hues that the display device can generate. The reflection device has a target surface which defines an aperture. The ambient light reflecting from the target surface is compared to the first graphical interface and to the second graphical interface by viewing the interfaces through the aperture. The system receives a first input of an intensity of the first graphical interface that appears to match the ambient illumination reflected from the reflection device; the system then receives a second input of a hue of the second graphical interface that appears to match the ambient illumination reflected from the reflection device. The system determines the intensity and hue of the ambient illumination reflected from the output device by matching the intensity and hue of the ambient illumination reflected from the reflection device with the output of the output device. The system then adjusts the outputs of the output device to compensate for the reflected ambient illumination.

**30 Claims, 25 Drawing Sheets**  
**(3 of 25 Drawing(s) in Color)**



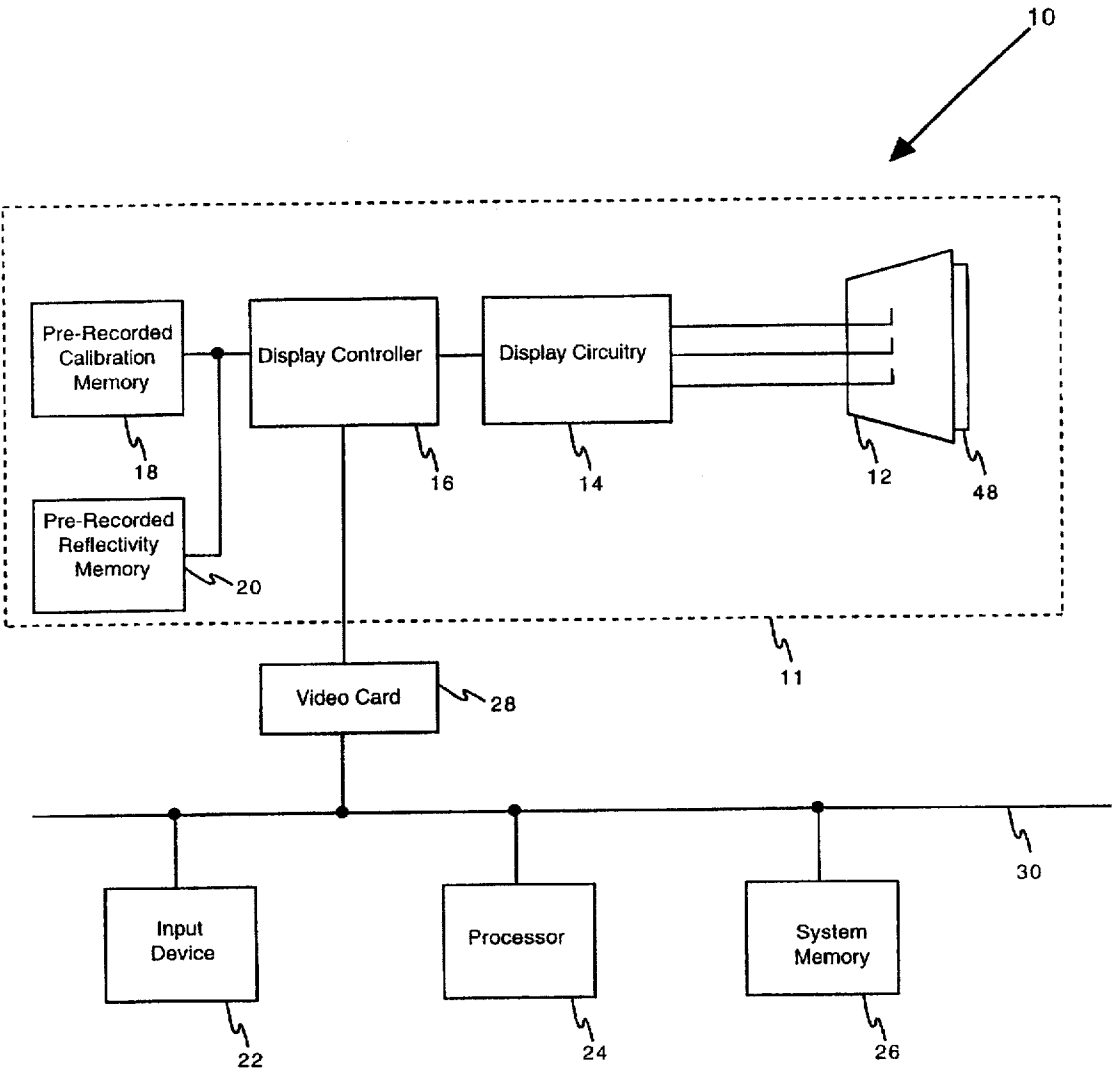


FIG. 1

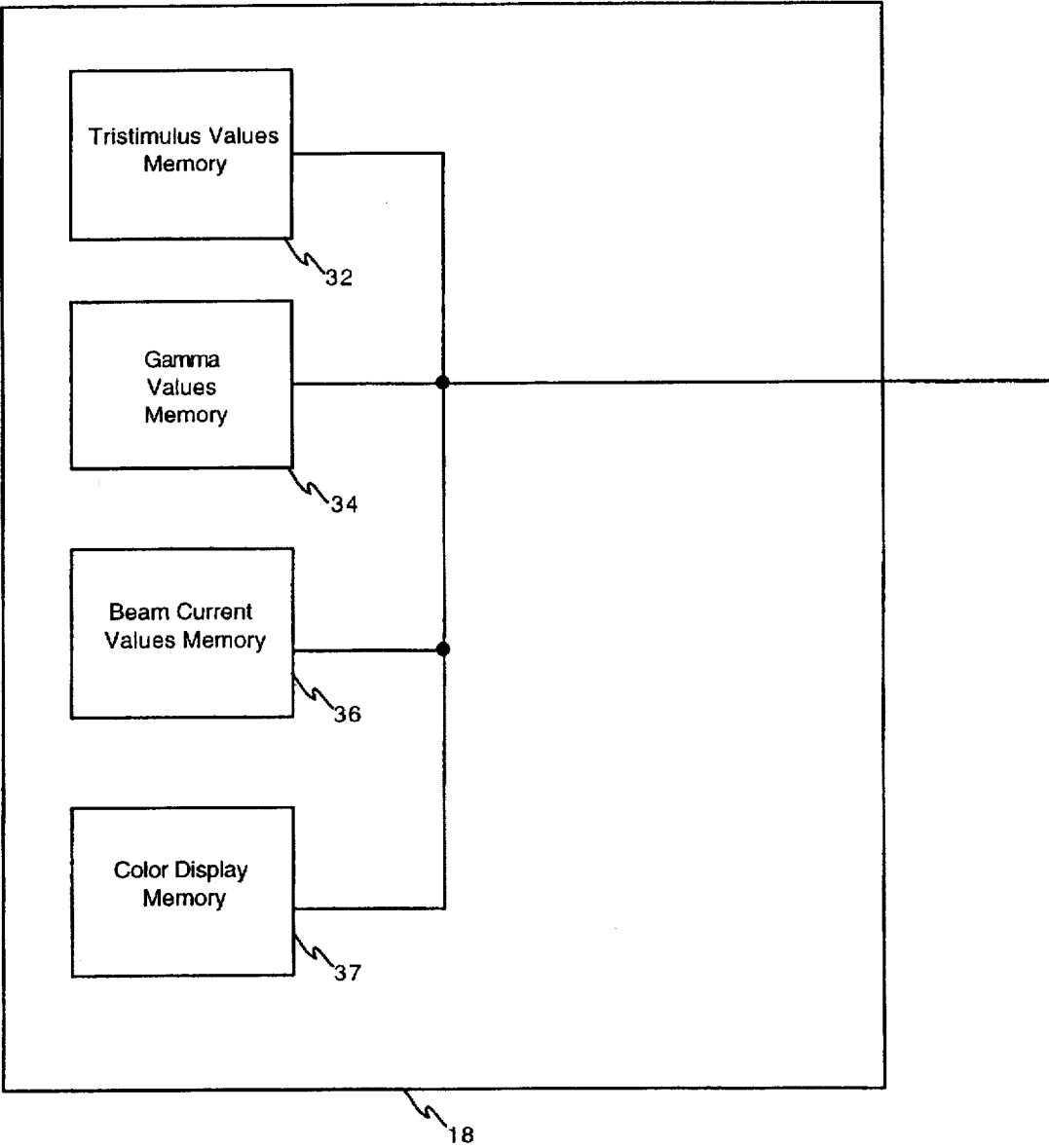


FIG. 2

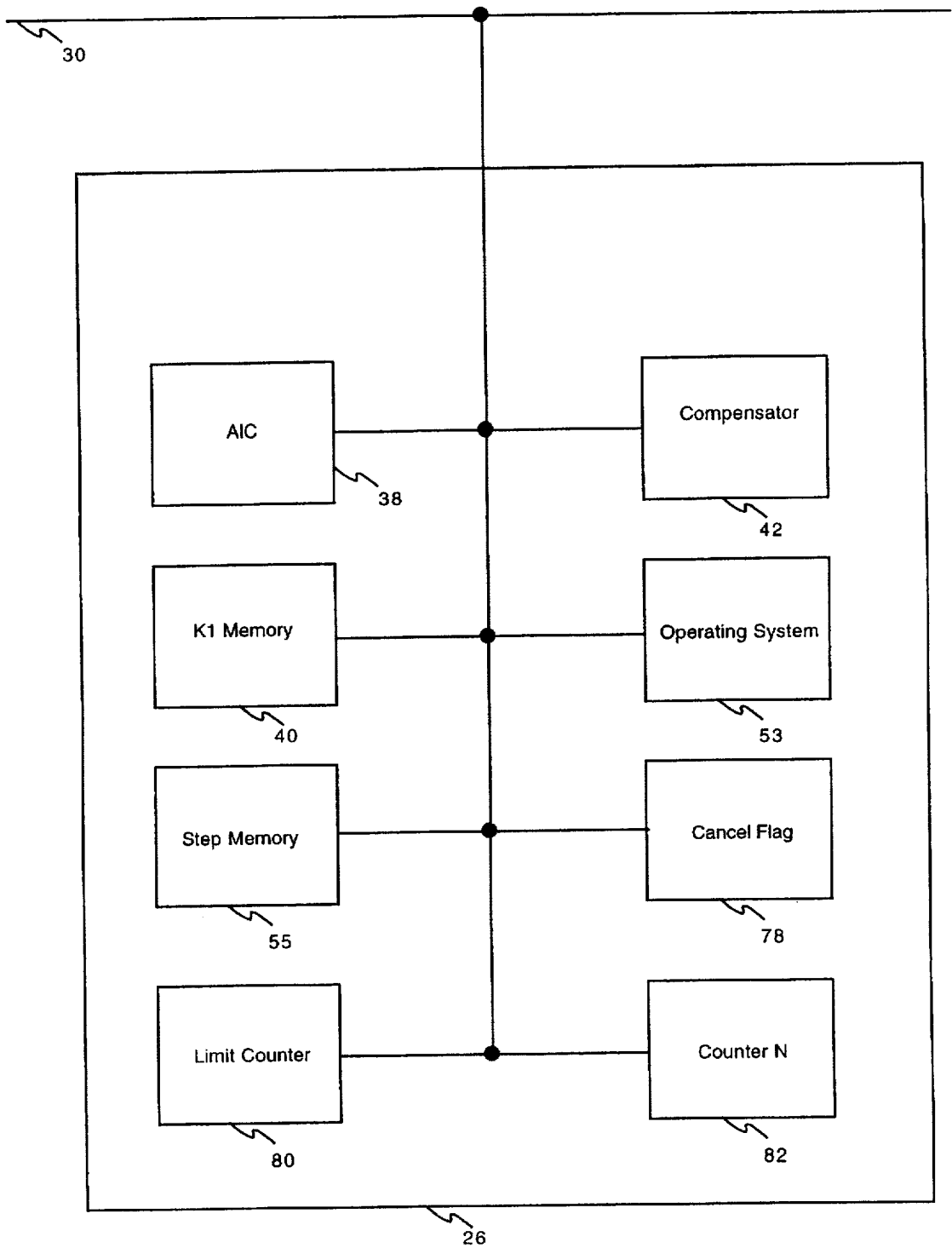


FIG. 3

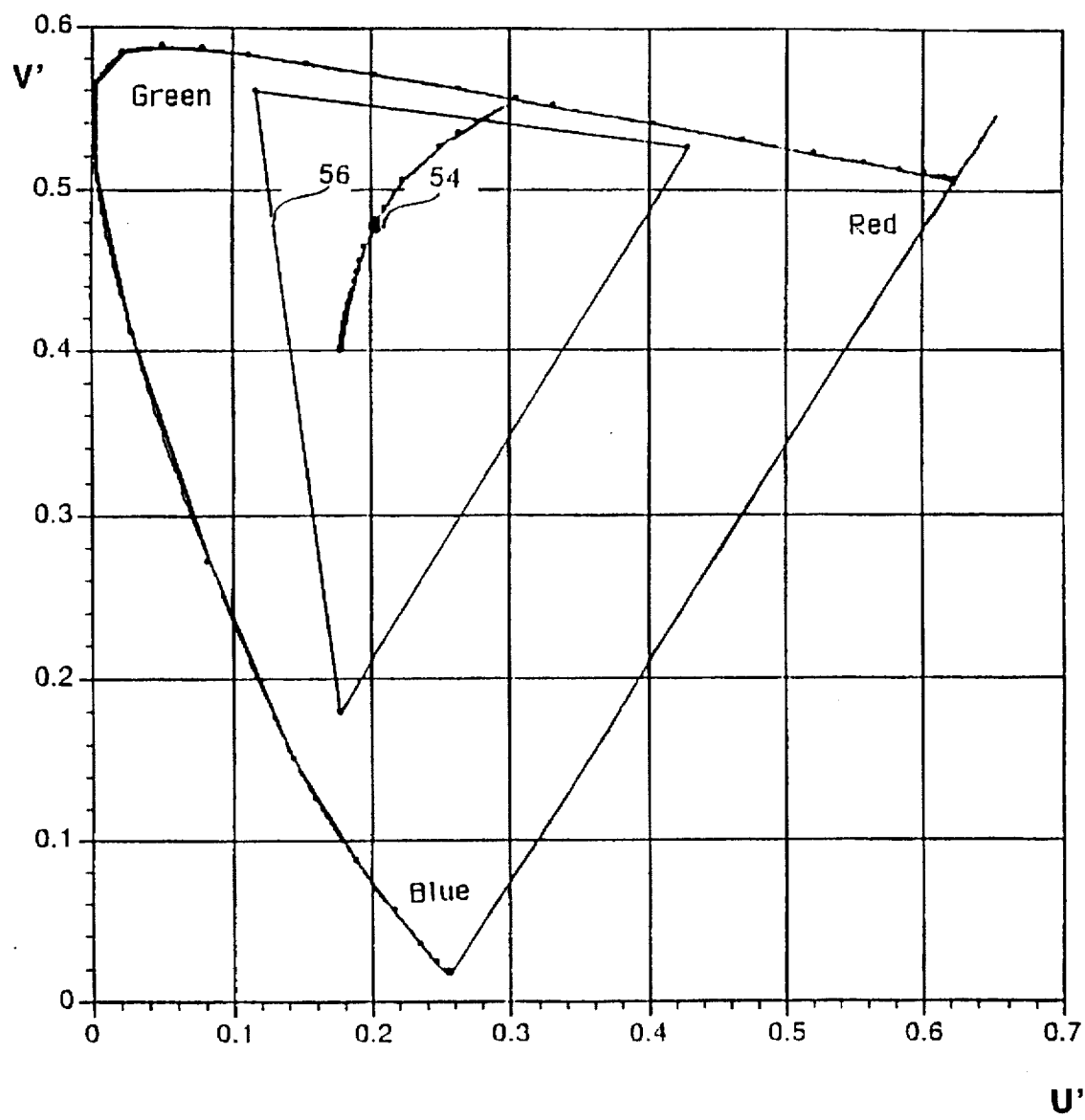


FIG. 4

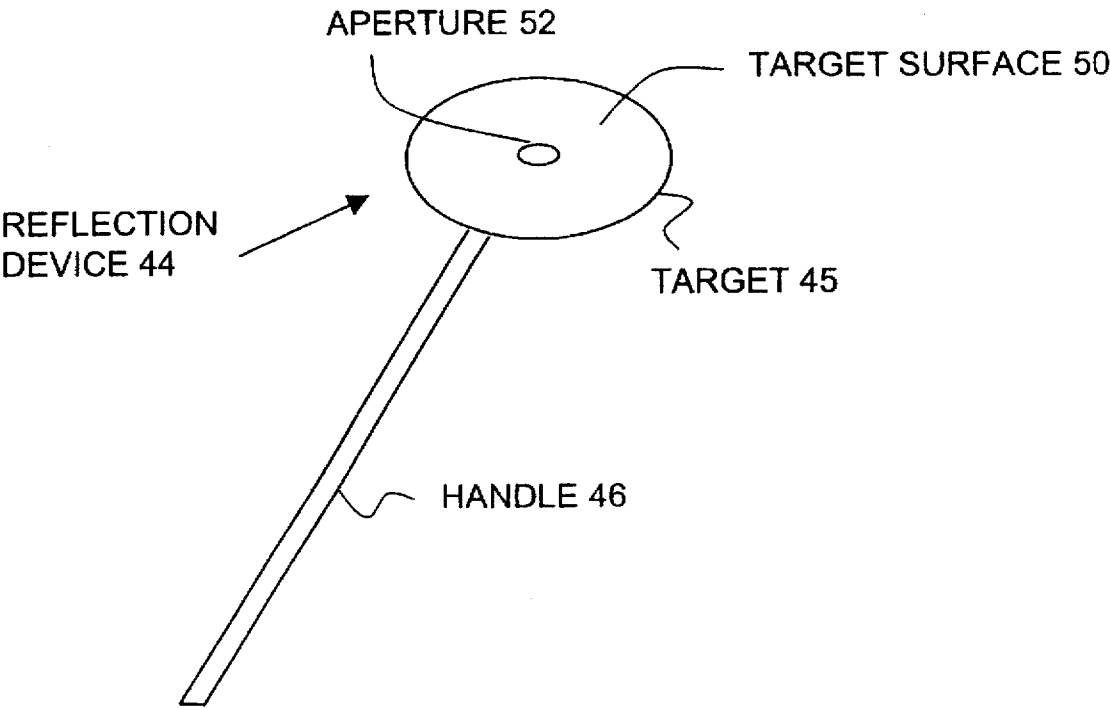


FIG. 5A

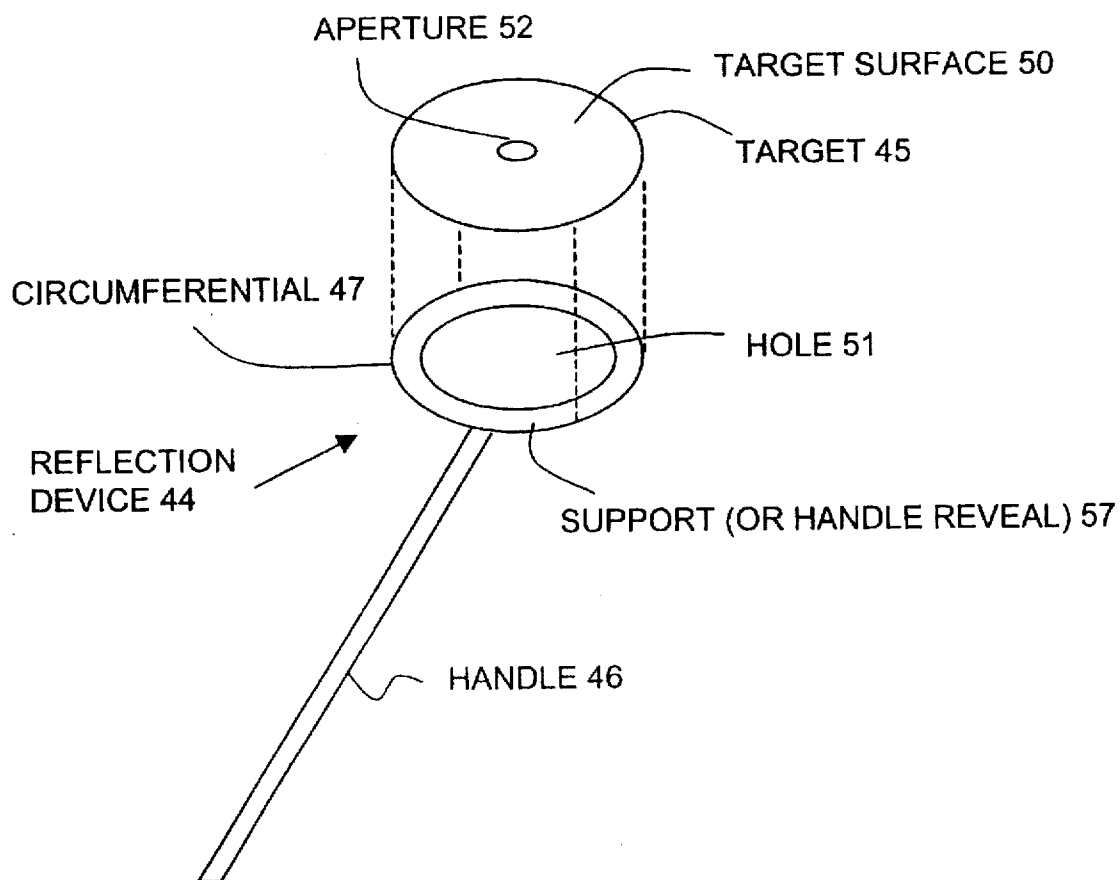


FIG. 5B

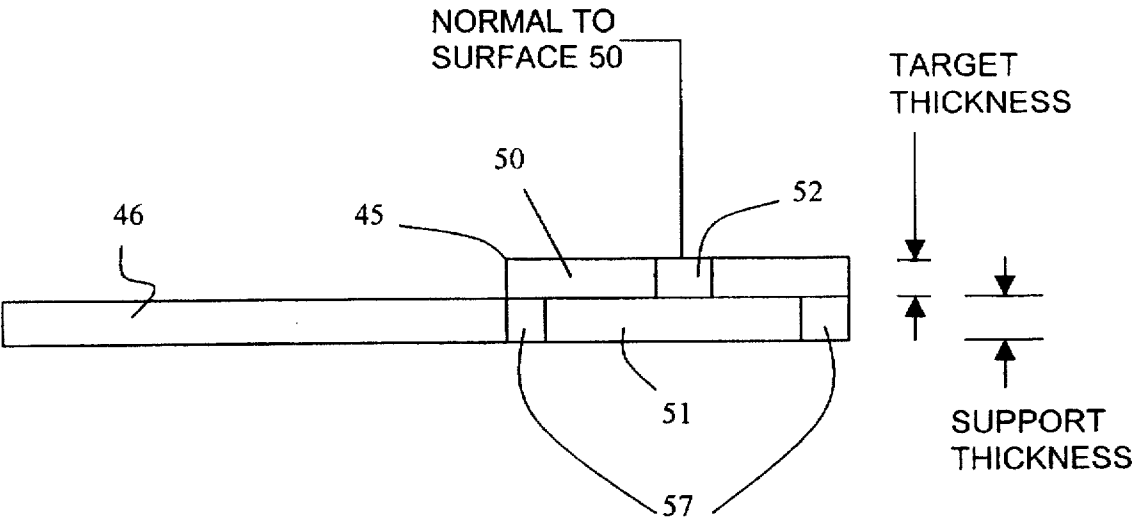
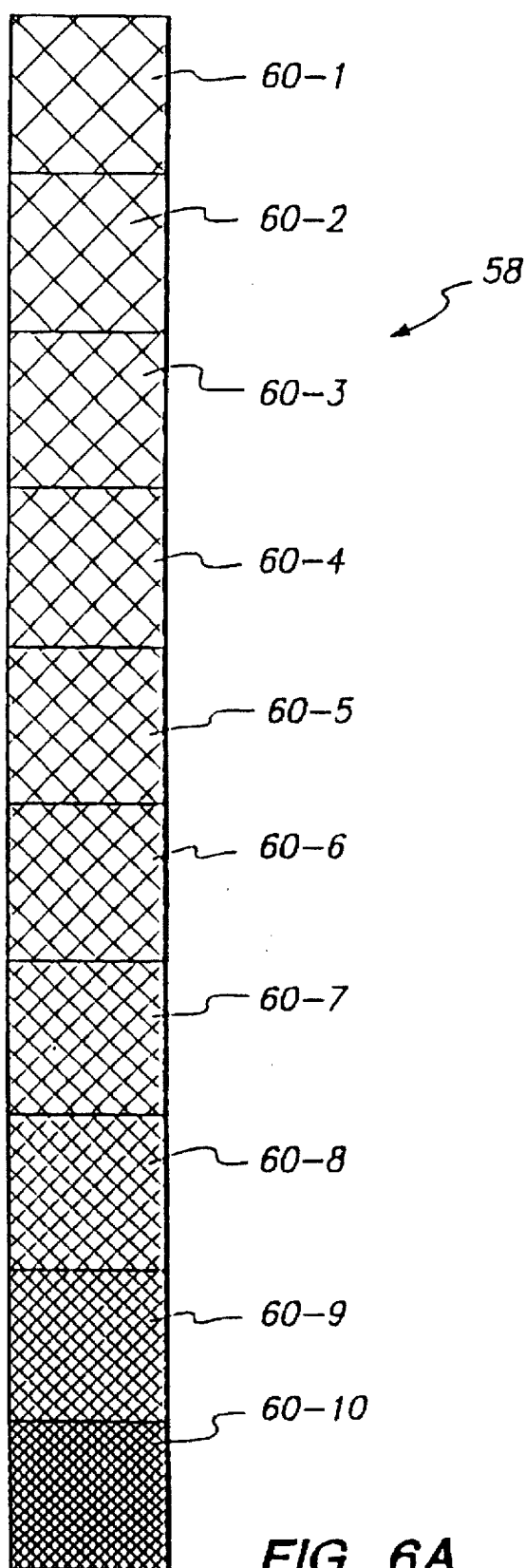


FIG. 5C



**FIG. 6A**

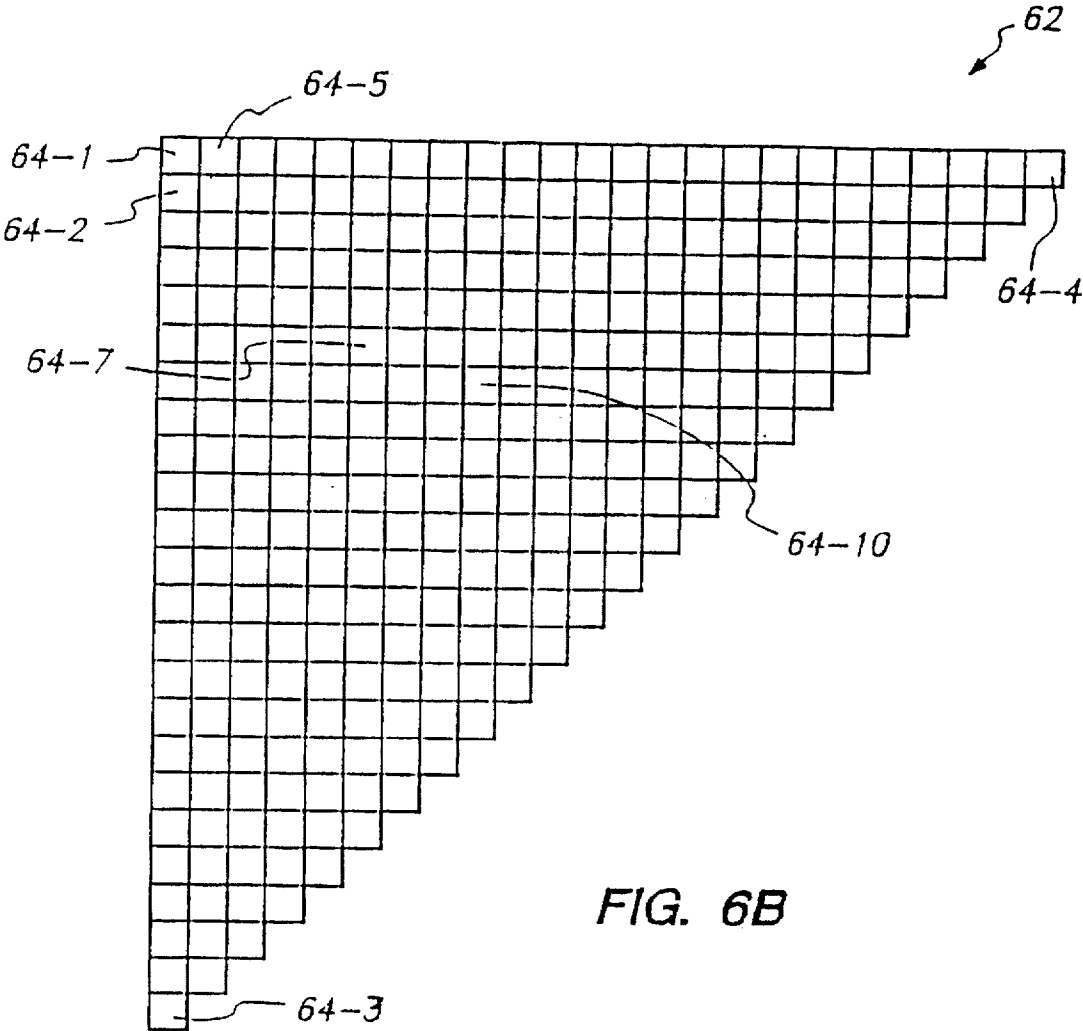


FIG. 6B

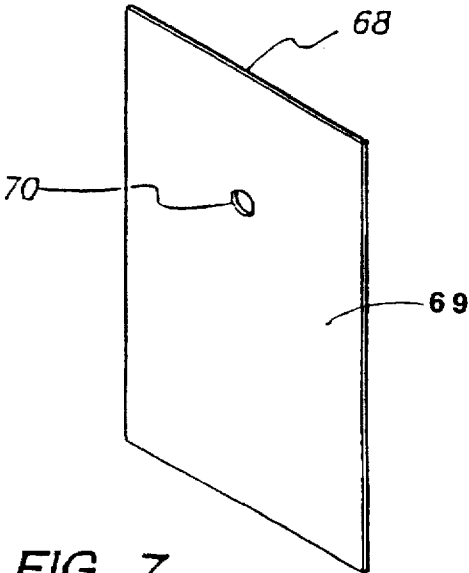


FIG. 7

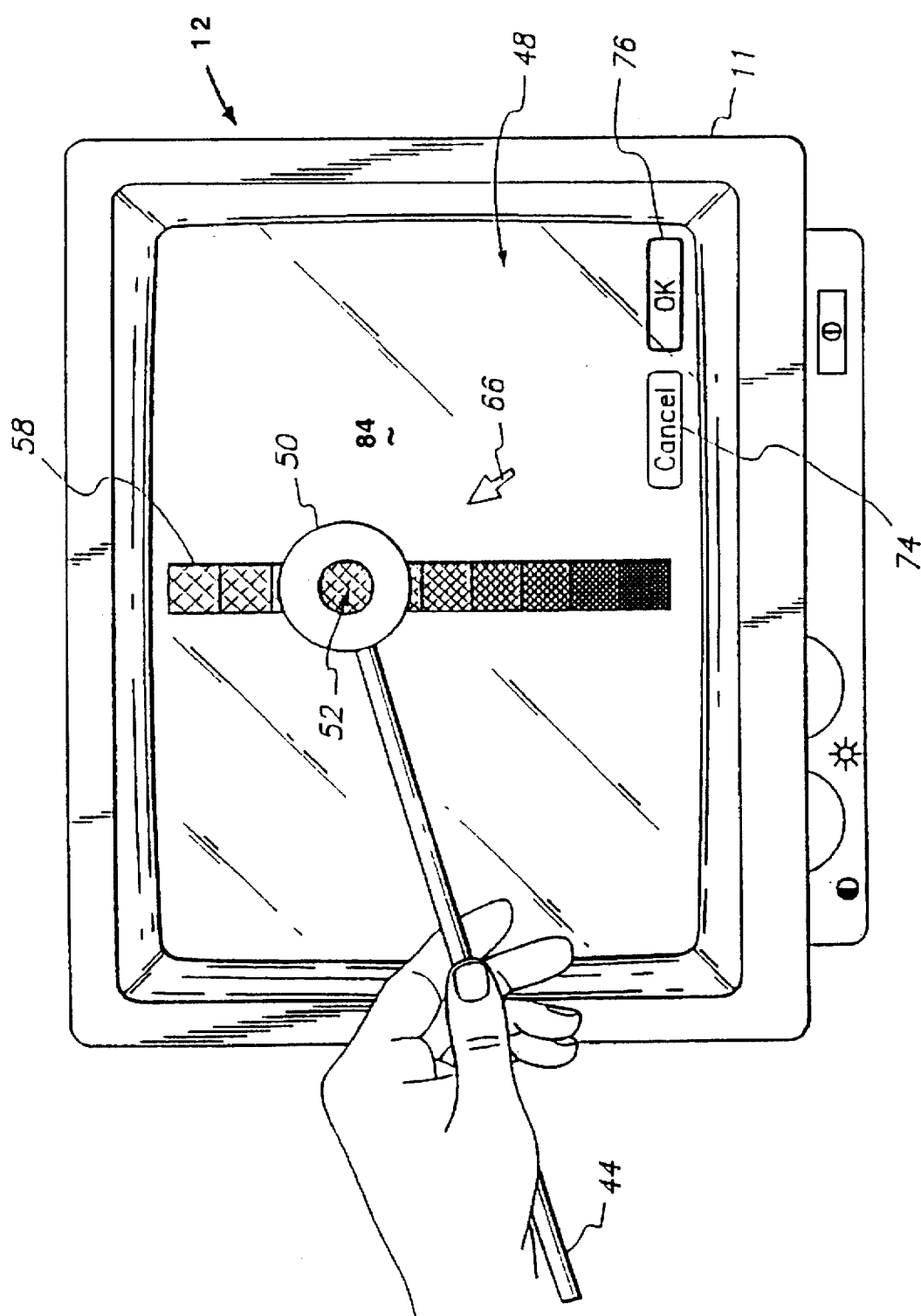


FIG. 8A

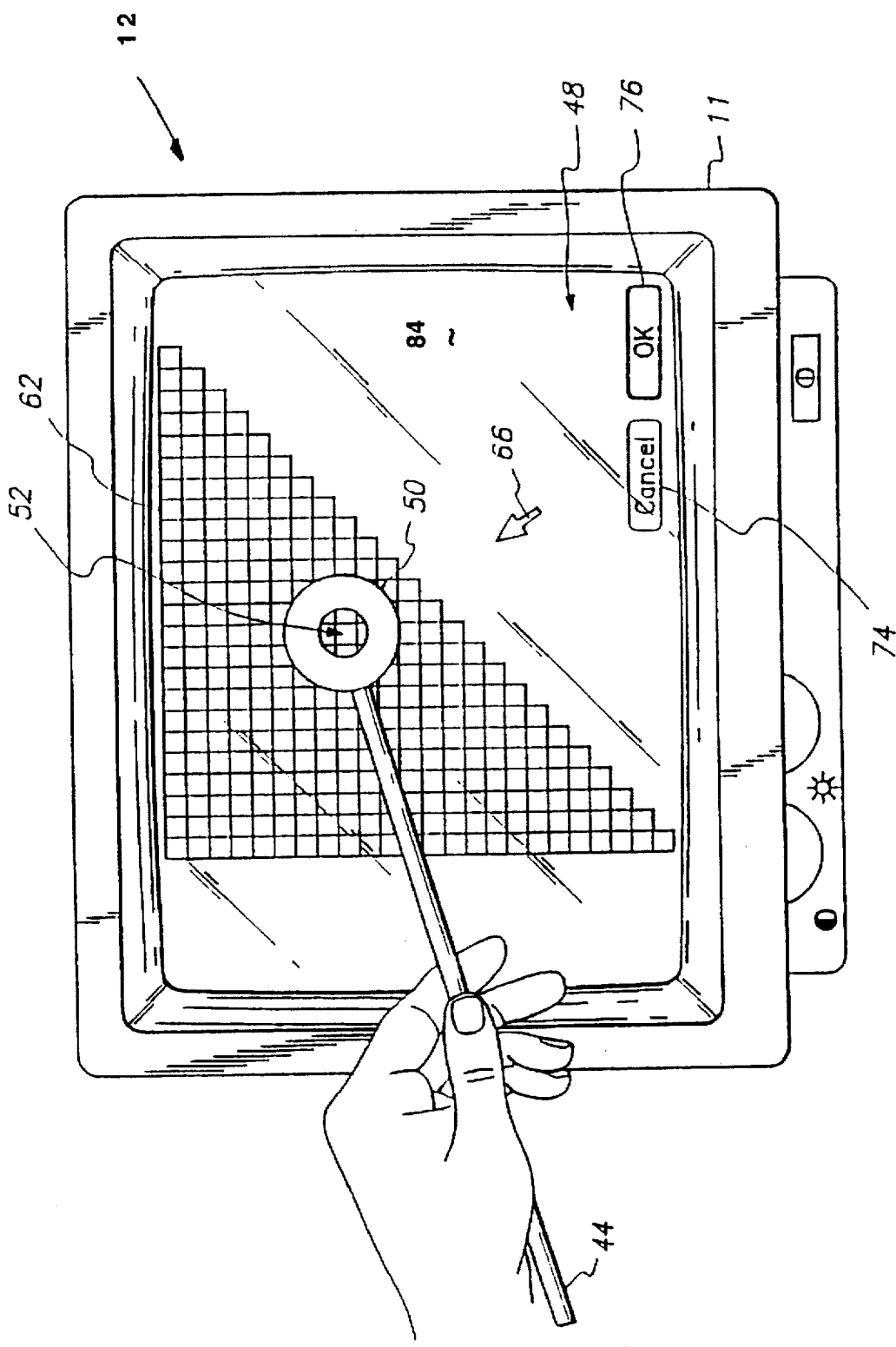


FIG. 8B

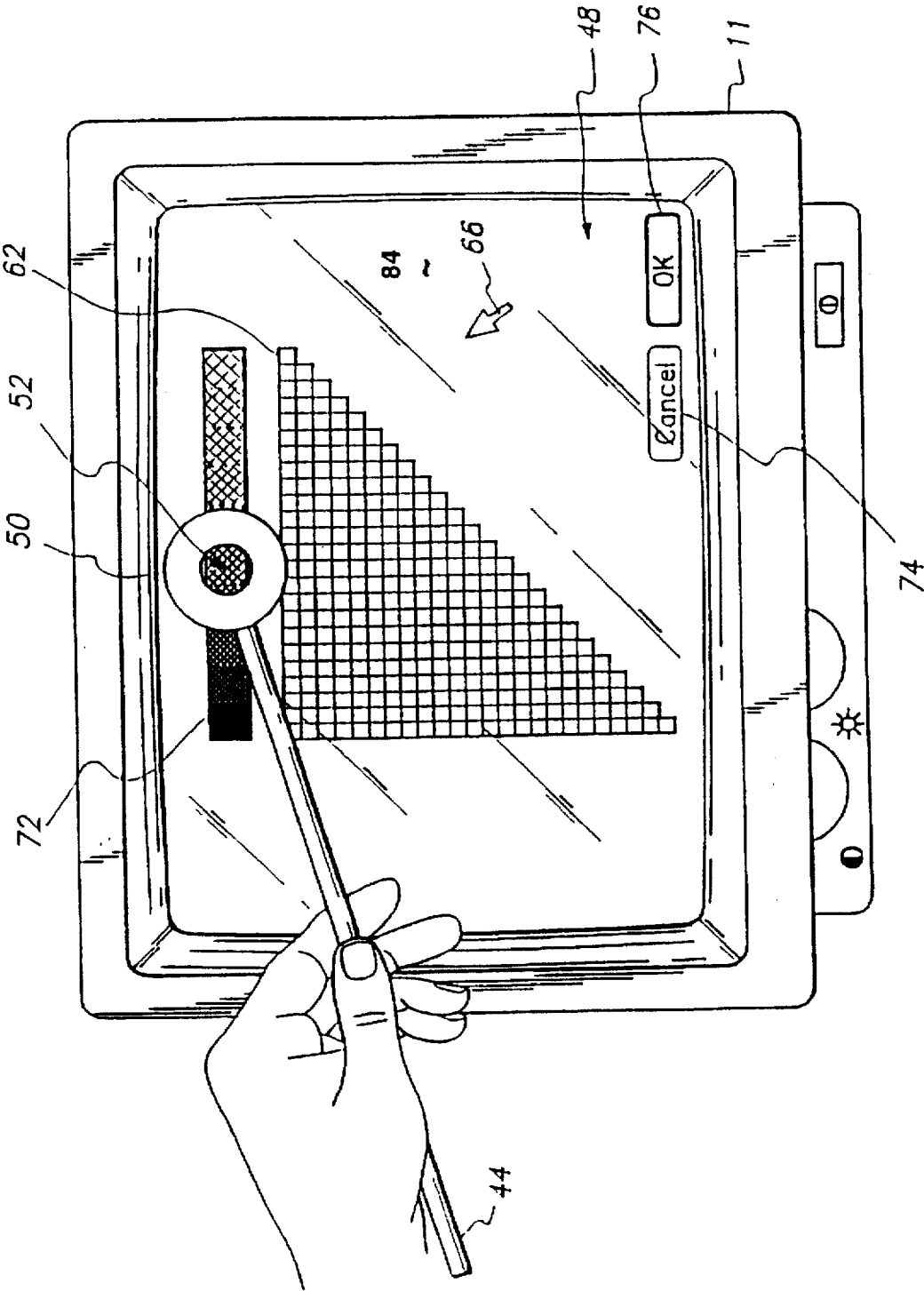


FIG. 9A

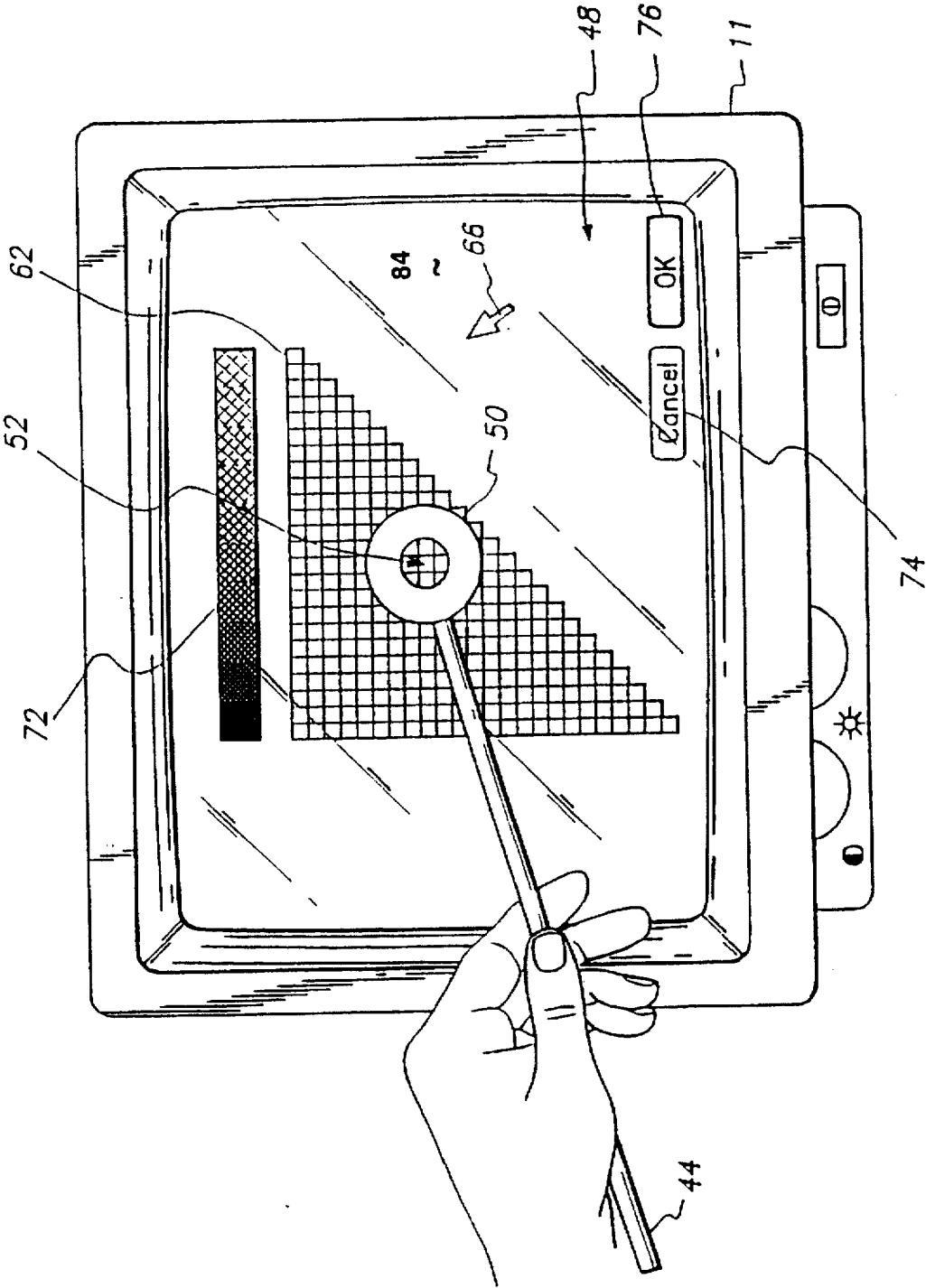


FIG. 9B

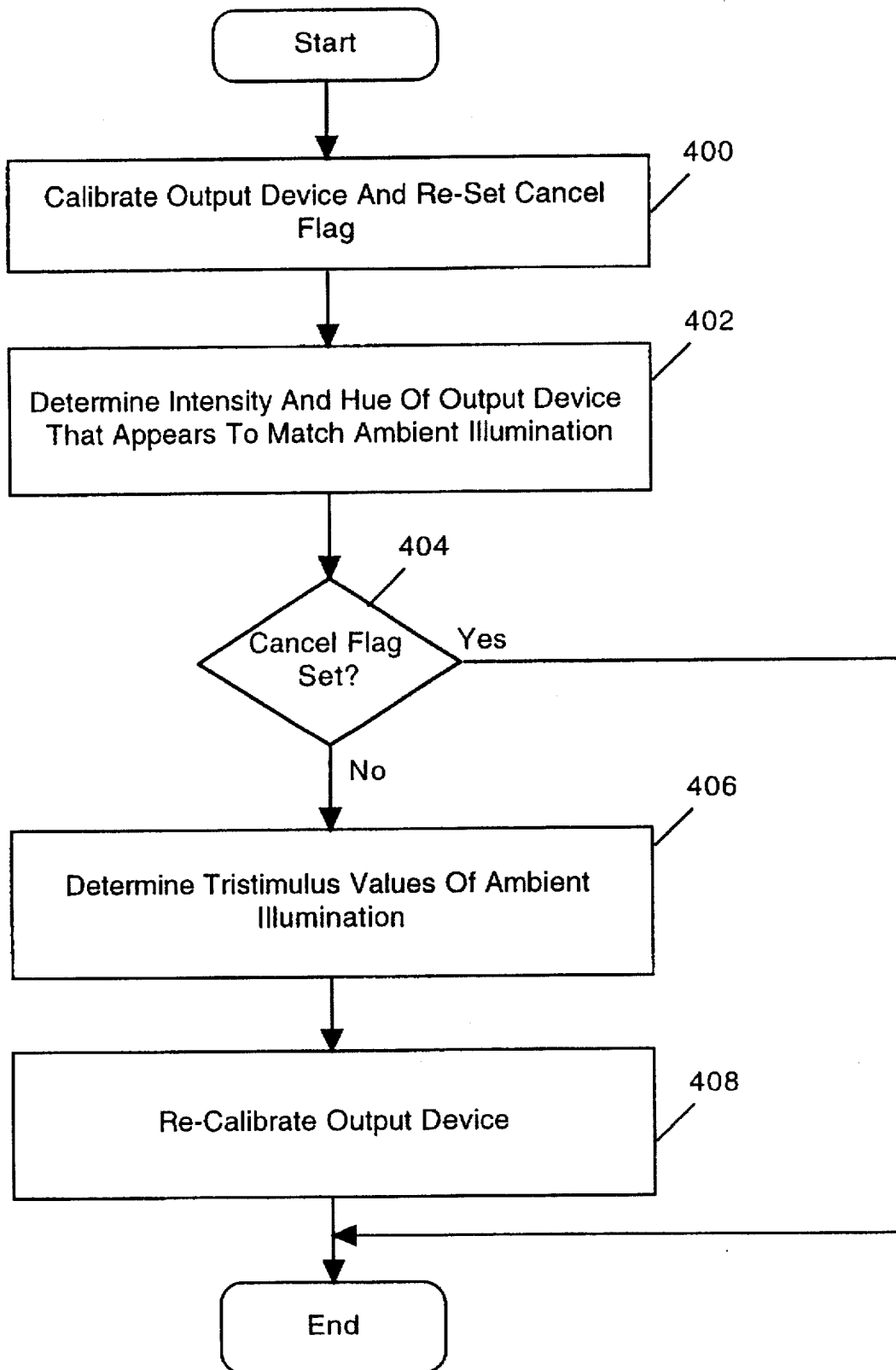


FIG. 10

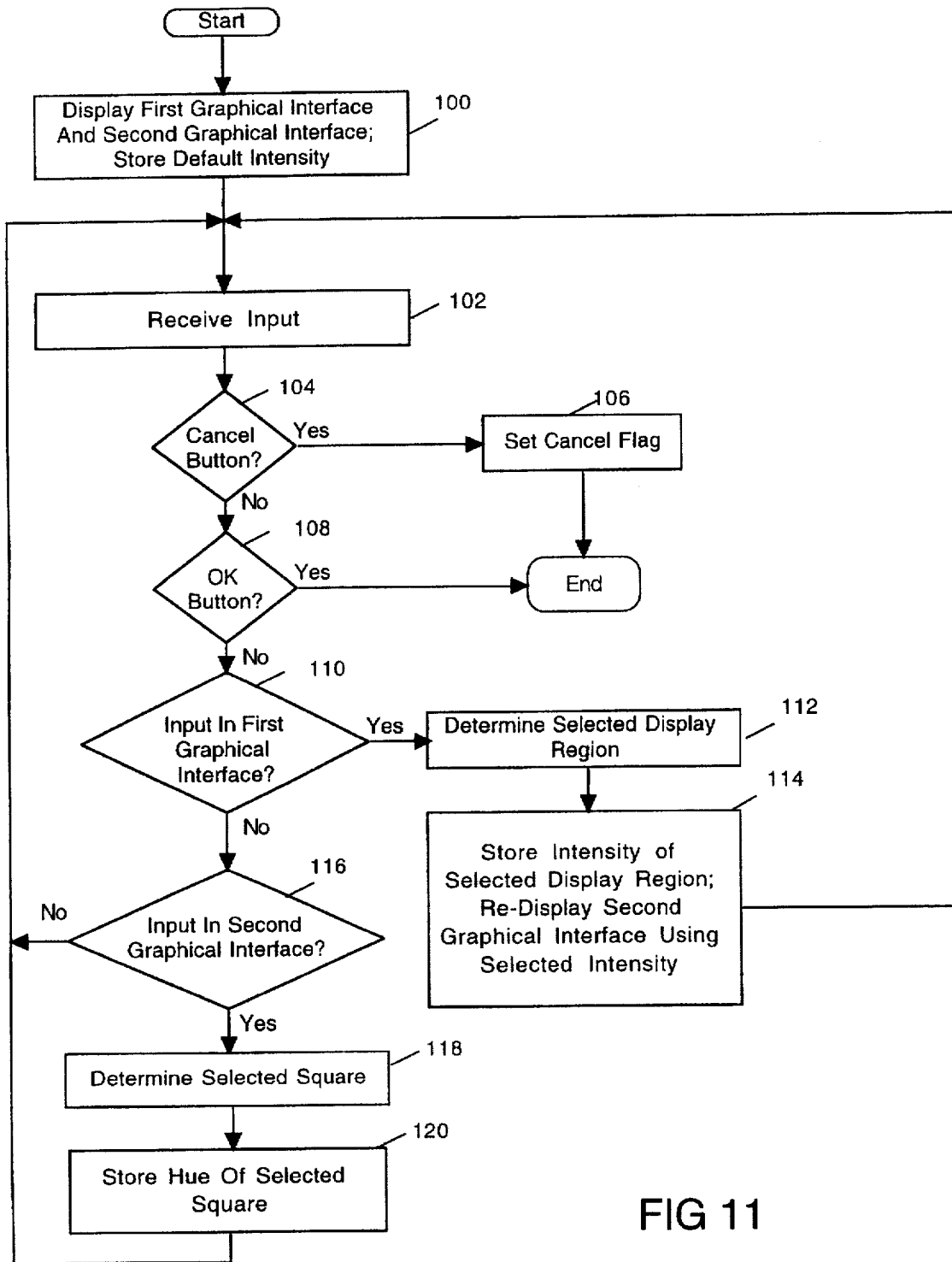


FIG 11



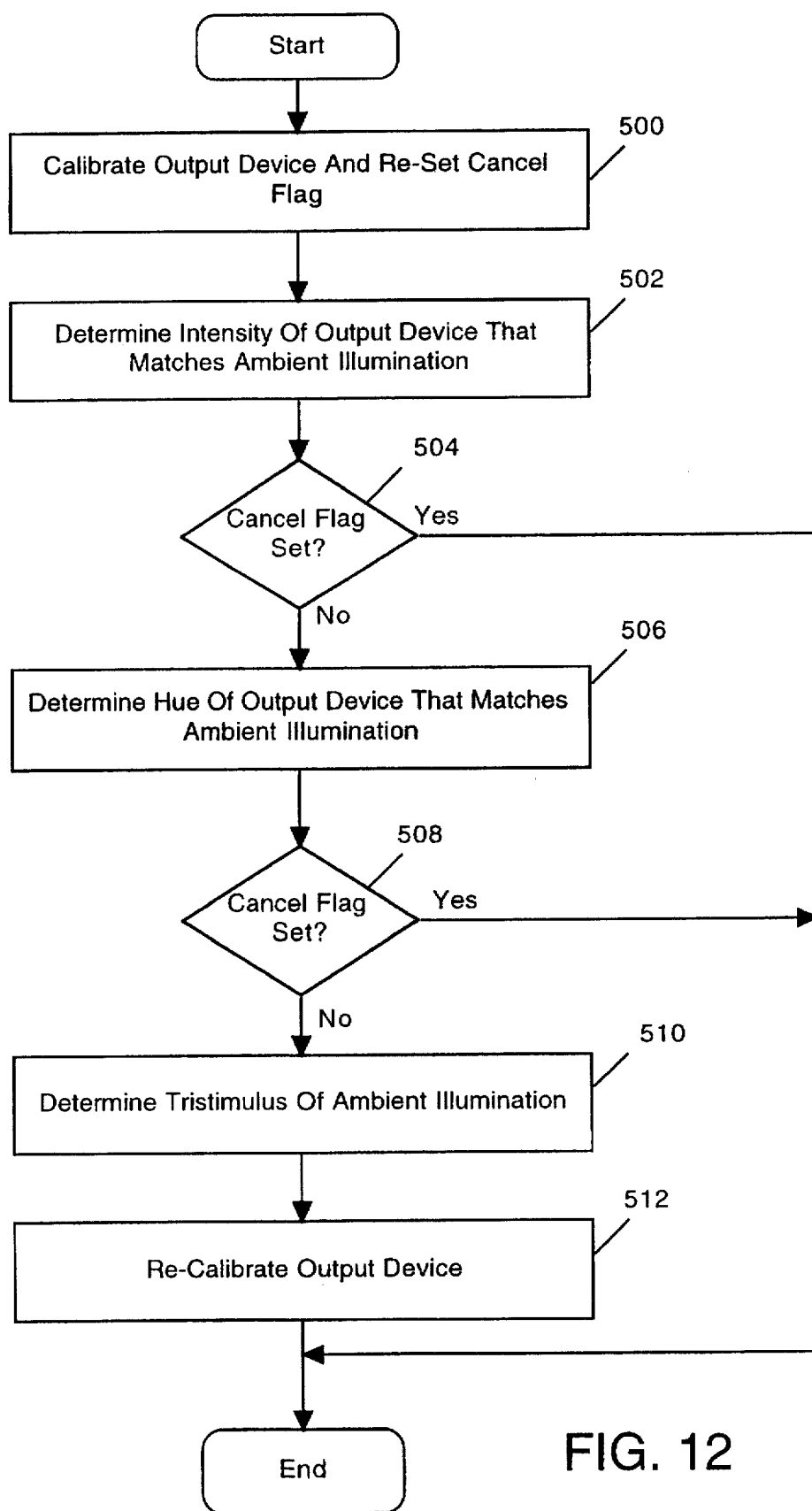


FIG. 12

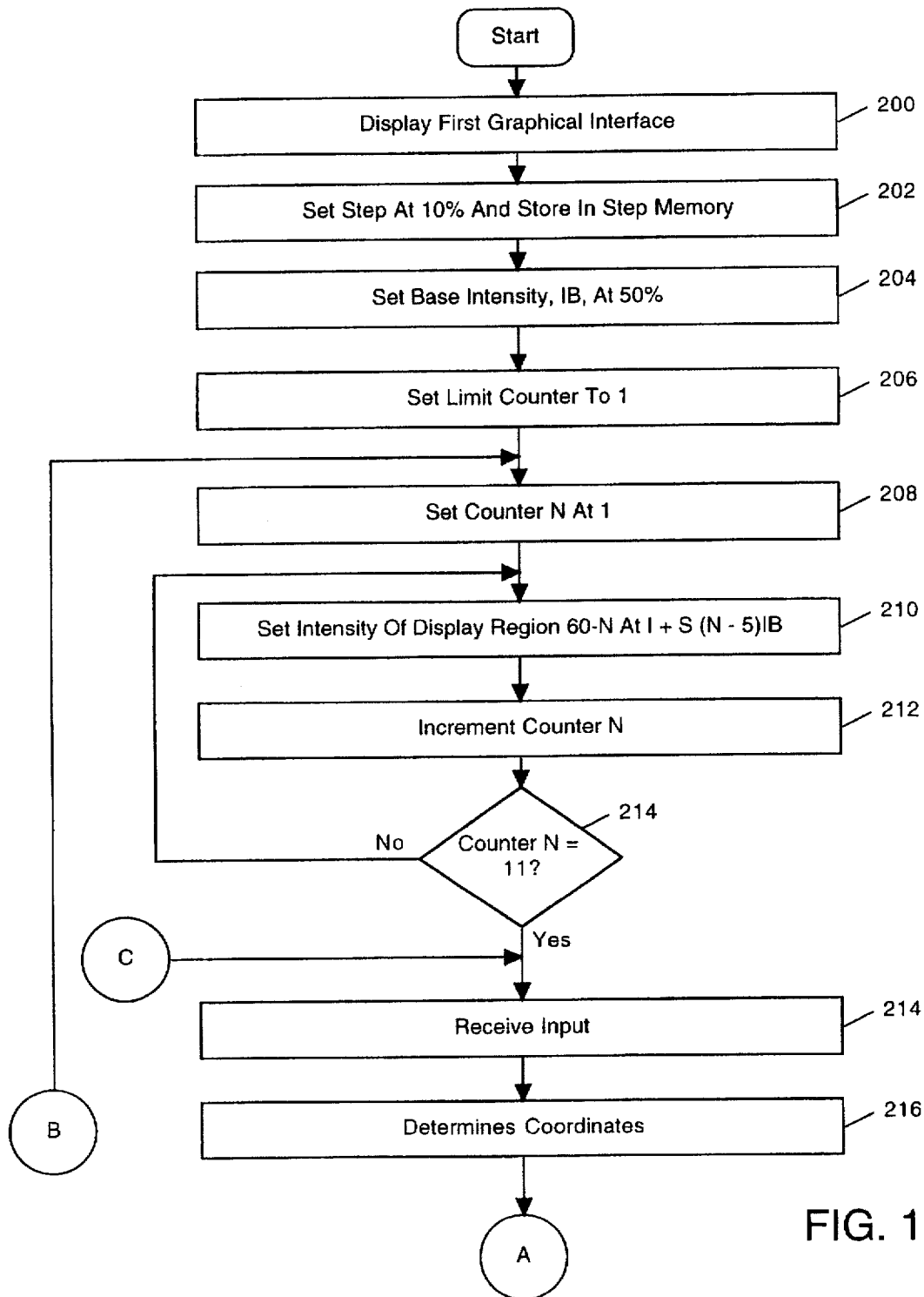


FIG. 13A

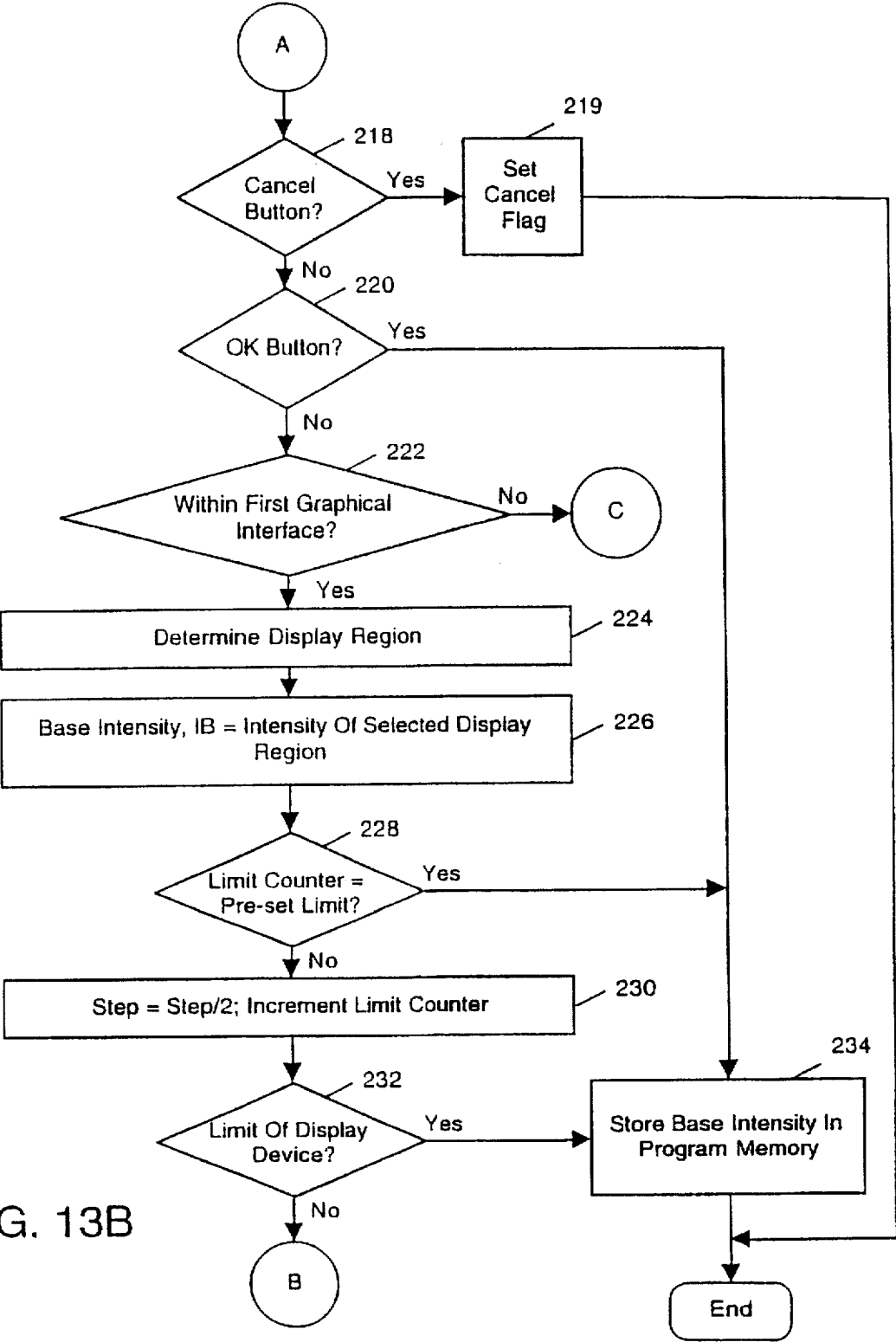
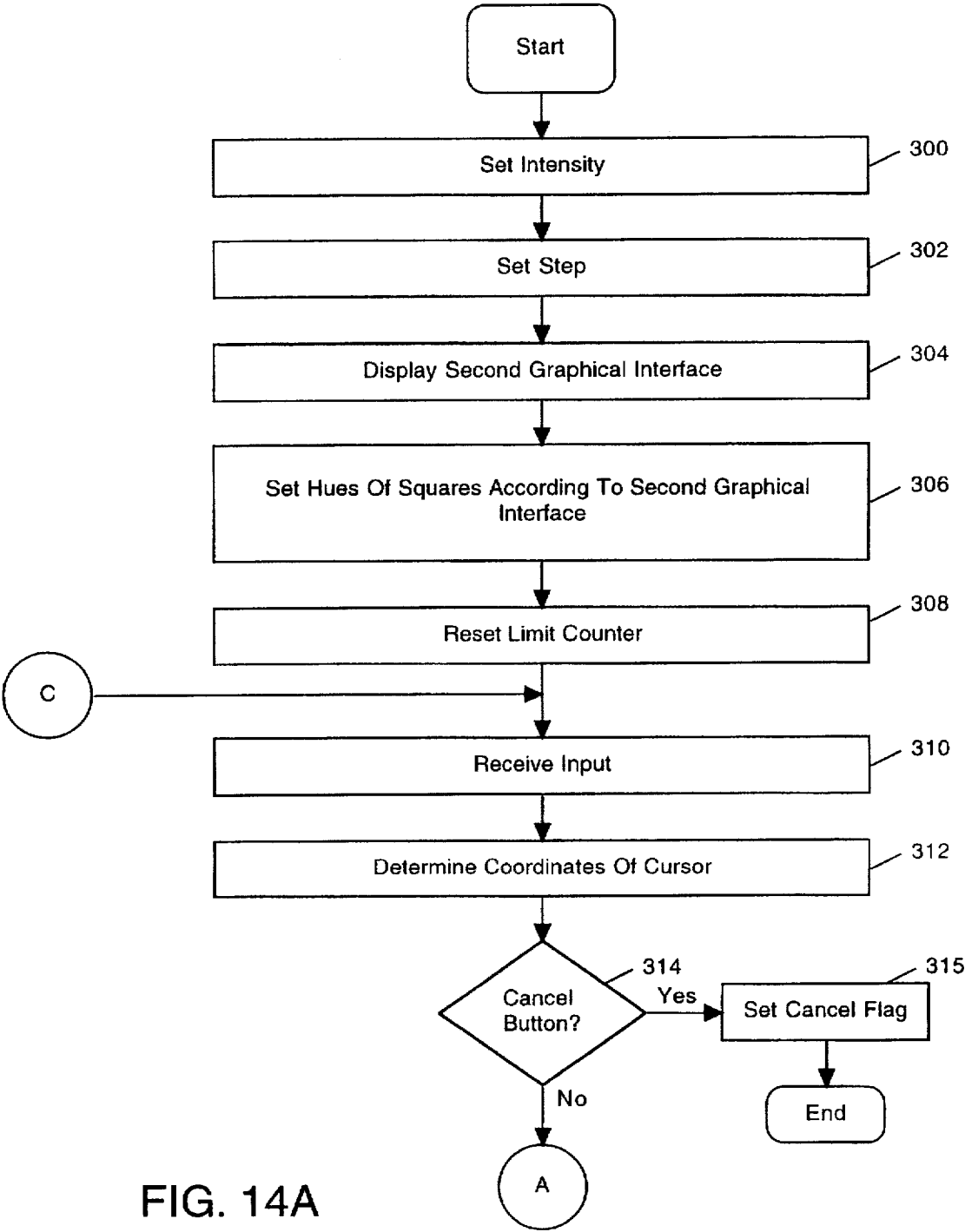


FIG. 13B



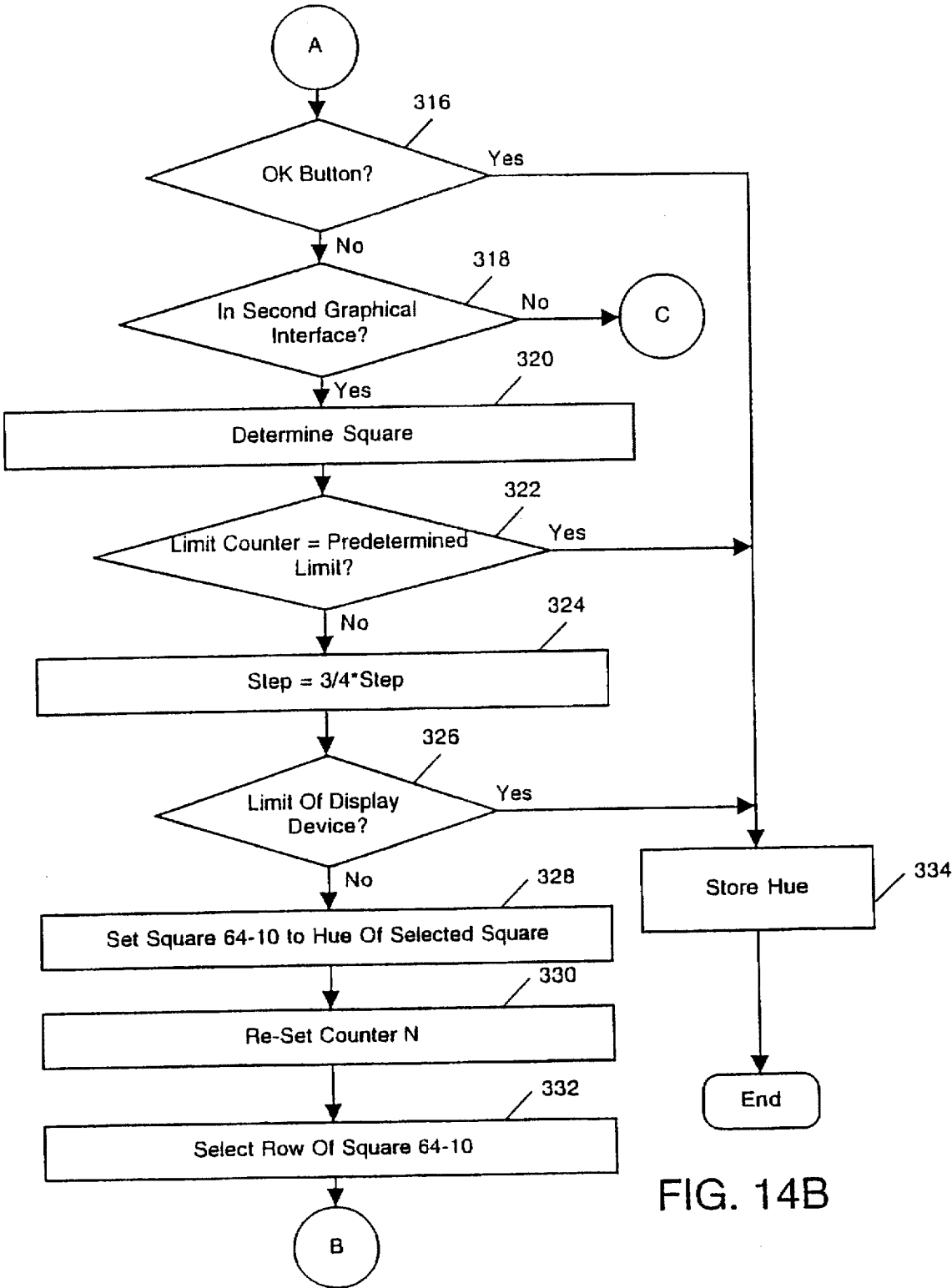


FIG. 14B

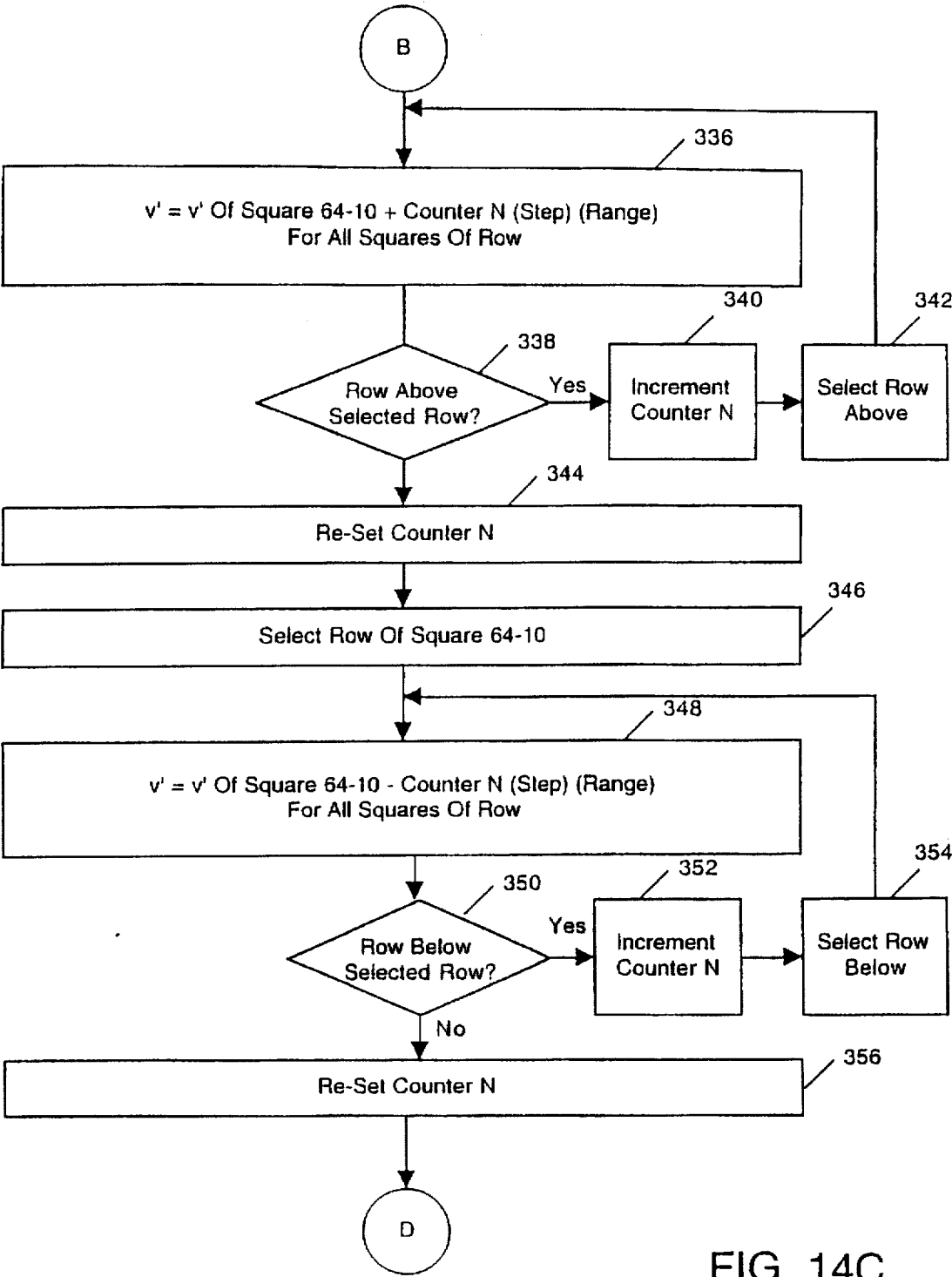
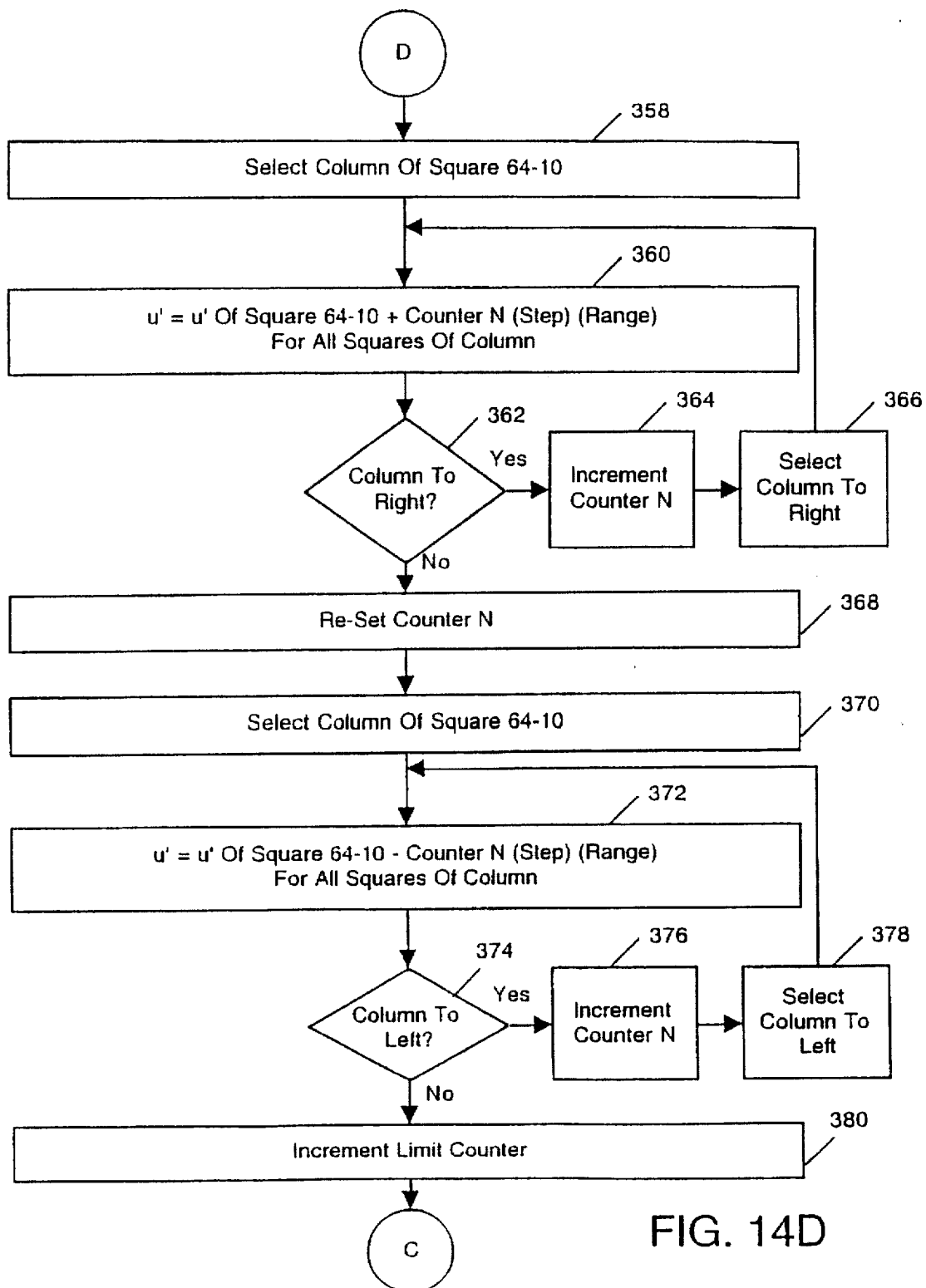


FIG. 14C



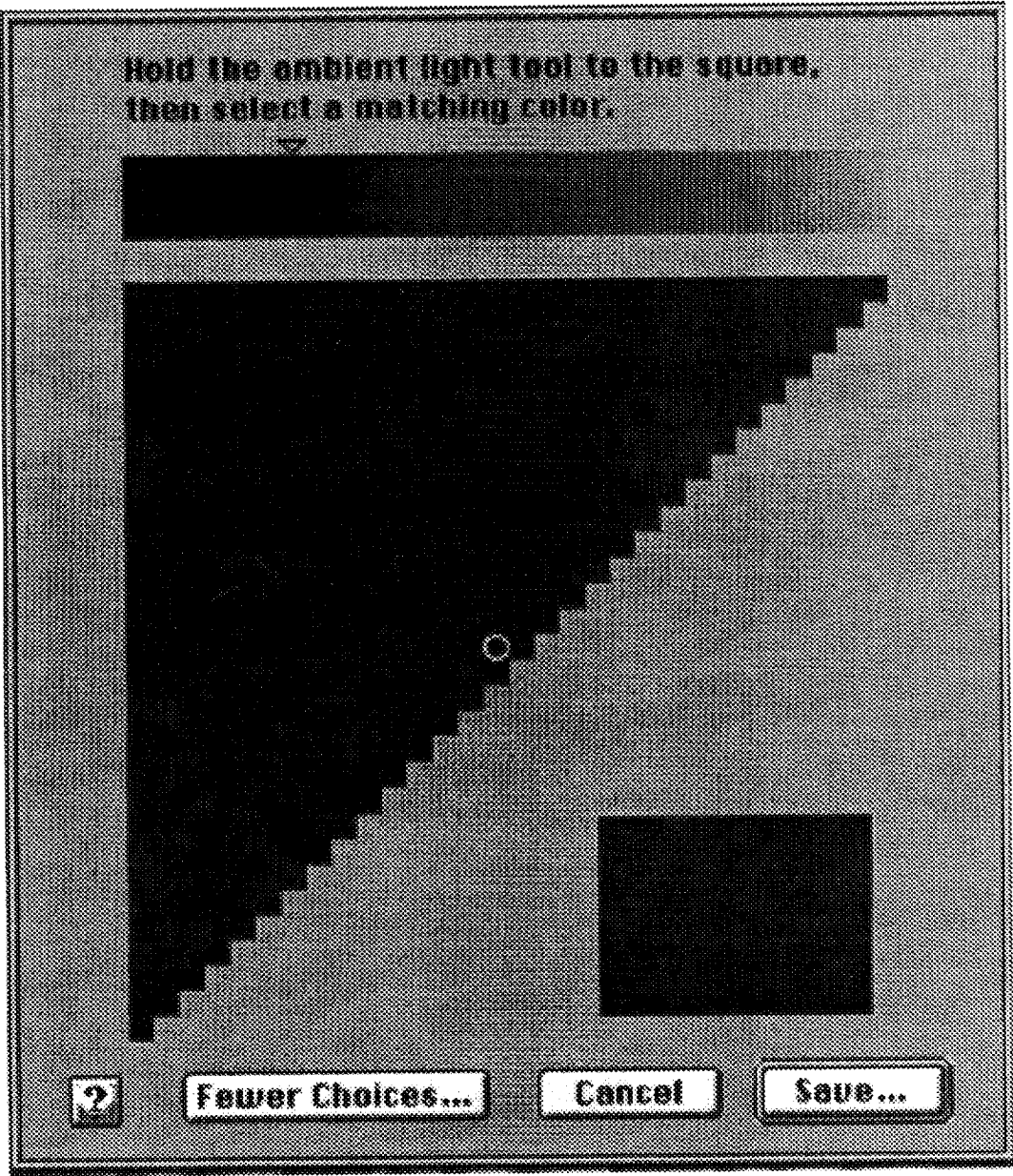


Fig 15a



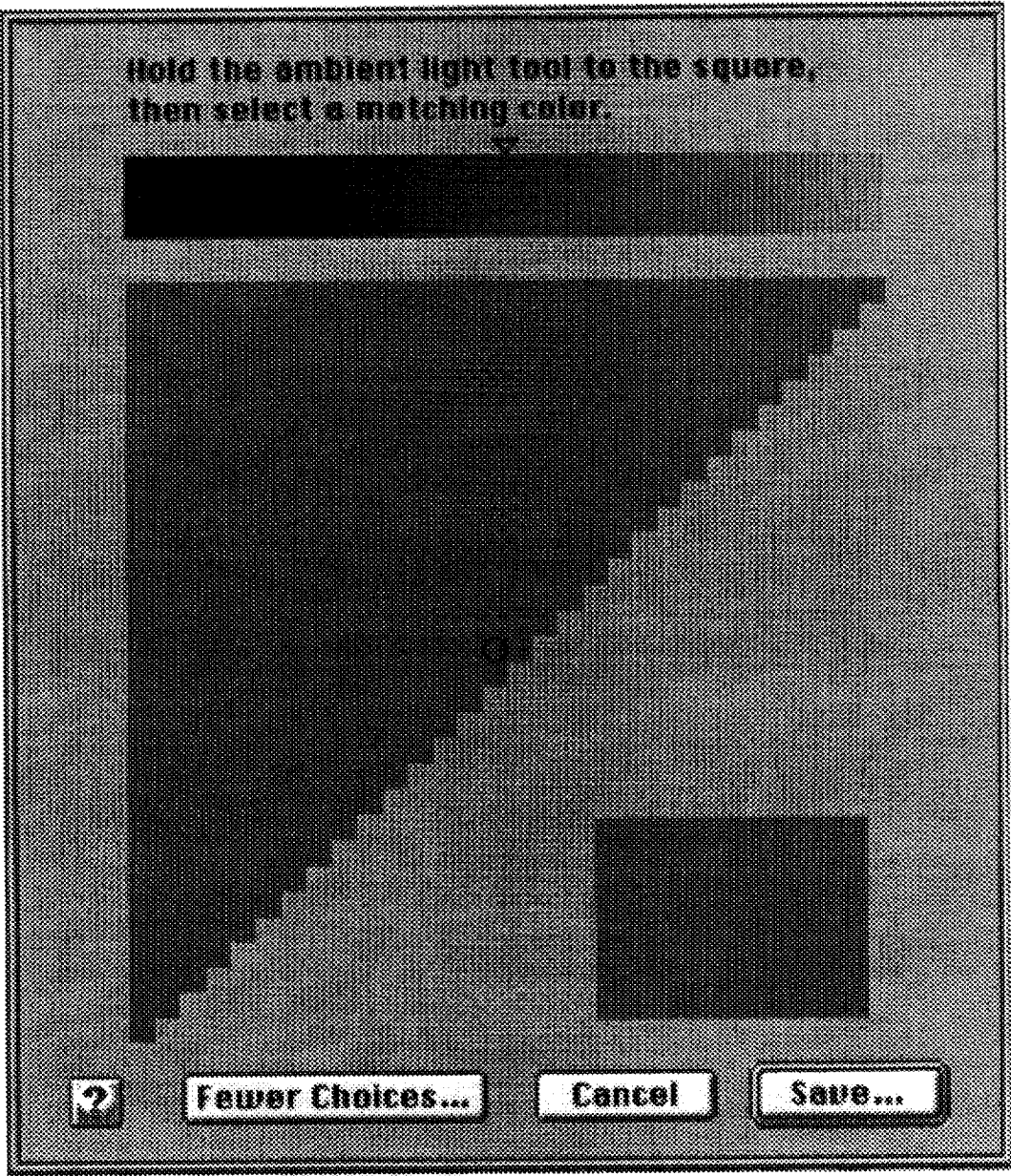


Fig 15b

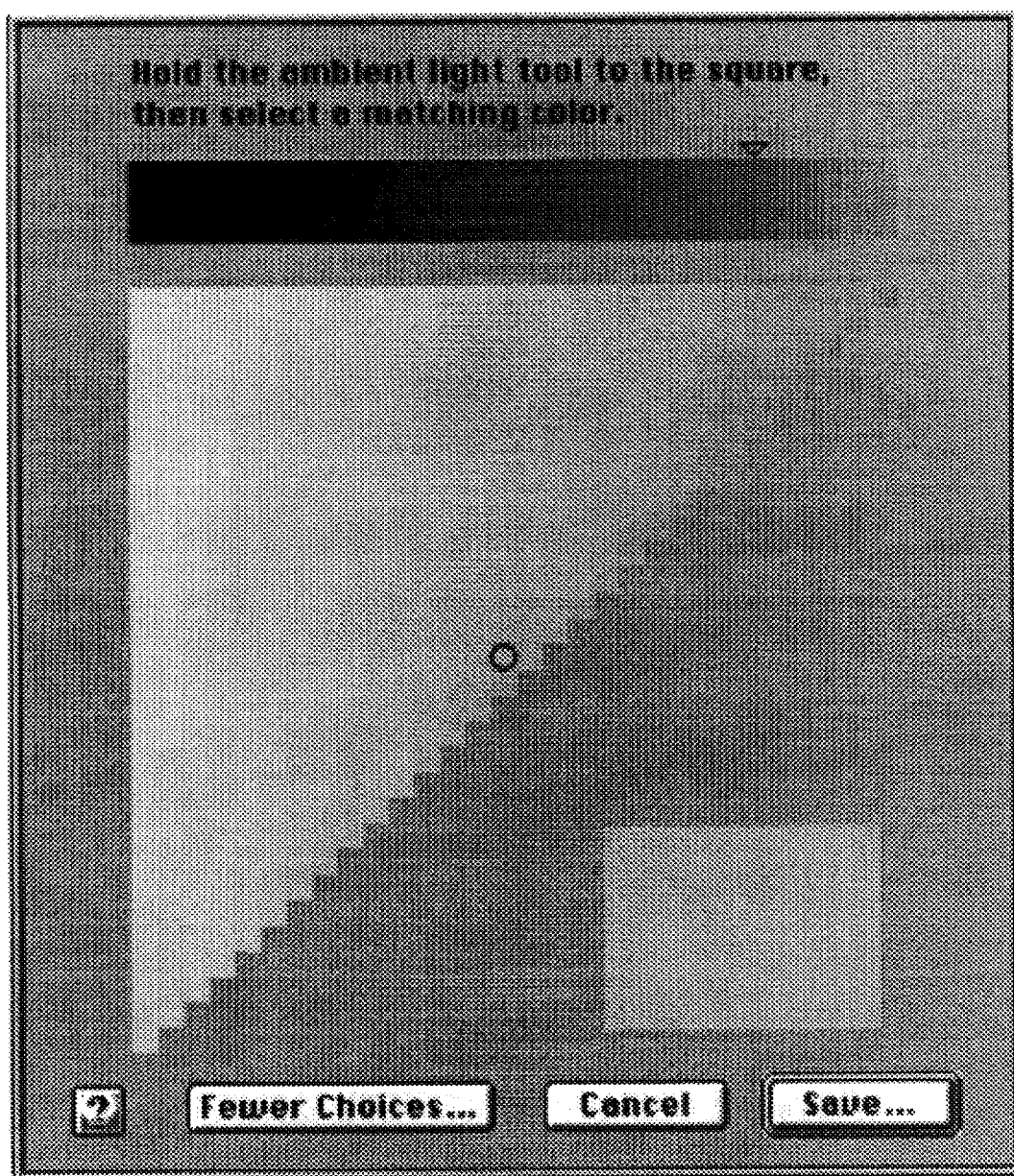


Fig 15c

# SYSTEM TO DETERMINE THE COLOR OF AMBIENT LIGHT FOR ADJUSTING THE ILLUMINATION CHARACTERISTICS OF A DISPLAY

## CROSS-REFERENCE TO RELATED APPLICATIONS

The present application is a continuation-in-part of pending U.S. patent application Ser. No. 08/309,165, filed Sep. 20, 1994, invented by Matthew Hernandez, Richard D. Cappels, Sr. and Jesse M. Devine, entitled "An Improved System and Method for Adjusting the Illumination Characteristics of an Output Device." The present invention also relates to pending U.S. patent application Ser. No. 08/240,002, filed May 9, 1994, invented by Richard D. Cappels, Sr. and Mathew Hernandez, entitled "A System And Method For Adjusting The Output Of An Output Device To Compensate For Ambient Illumination," and to pending U.S. patent application Ser. No. 08/036,349, filed Mar. 24, 1993, invented by Richard D. Cappels, Sr., entitled "Method And System Of Achieving Accurate White Point Setting Of A CRT Display," which are incorporated herein by reference.

## BACKGROUND OF THE INVENTION

### 1. Field of the Invention

This invention relates to computer displays and more particularly to an improved system and method for adjusting the output of a display device to compensate for ambient illumination.

### 2. Description of the Background Art

As computers have become cheaper and more versatile, people have applied them to an expanding array of applications and tasks. People now use computers in many areas where, until recently, the expense of computers was so great as to prohibit their use. Many of these new applications require the precise display of data on the output device associated with the computer. This need for precision in display includes the accuracy of the color and intensity of the output device. Graphic artists now frequently use computers to create designs. Graphic artists require that output devices precisely display color so that they may observe the final appearance of their creation. Electrical engineers also use computers to layout devices in designs of integrated circuits. In a layout, each circuit is assigned a shape and color and is shown on the output device of the computer. The overlap and interaction of circuits is shown by displaying the circuits in different shades and colors. Subtle shades and differences in color may be relevant to the ultimate validity of a design. Thus, it is imperative that the color and intensity of the output from the display device be accurate.

The ambient illumination in which an output device operates affects the observed output of the output device. The ambient illumination reflects off the glass and inside coatings of the front glass plate of the output device and alters the color and intensity of the output that the user observes. It is therefore necessary to compensate the output of the output device for ambient illumination reflected from the front glass plate.

While color and intensity must be accurately displayed, any means for achieving such accuracy must be inexpensive, and therefore practical. An expensive system that accurately compensates the output of a display device would be cost prohibitive.

Several low cost approaches have been taken to compensate accurately the color and intensity of the output of a

display device. One system uses differently colored cards depending upon the dominant ambient illumination. These systems use one card if the ambient illumination is primarily incandescent light and another card if the ambient illumination is primarily fluorescent light. There may be other cards for other types of ambient illumination. As the user holds the appropriate card up to the output device, the system generates outputs of different hues and intensities. The user views these outputs through more than one aperture in the card. The system asks the user questions regarding the outputs, comparisons of the outputs to the card, and the comparisons of the outputs to each other. From the responses that the system receives, the system determines the appropriate settings for the output device to compensate for reflected ambient illumination. These systems have several deficiencies. First, these systems use different cards for different types of ambient illumination. Each card is specifically made for a type of ambient illumination. Thus, these systems do not analyze appropriately ambient illumination from more than one type of source. Second, these systems require many inputs from the user. They are difficult to use and require significant time and effort. Finally, these systems determine proper adjustments for ambient illumination at the same time that they determine other settings for the display device. Thus, if the ambient illumination changes, the system must re-calibrate all characteristics of the display device not just the compensation for the ambient illumination.

Current systems that attempt to compensate output devices for ambient illumination are cumbersome and difficult to use. These systems, however, must be used frequently as the ambient illumination may change several times during a use period. A user will not use a system often enough if it is cumbersome and difficult to use.

Therefore, a system is needed that enables a user to provide data necessary to accomplish ambient light compensation easily, quickly, and efficiently.

## SUMMARY OF THE INVENTION

The present invention overcomes the limitations and deficiencies of the prior art with a system for accurately compensating a display device for ambient illumination. The present invention includes a means for the user to provide quickly and efficiently data needed to calibrate the output illumination characteristics of the display device. The system includes a reflection device to provide the data necessary to effectively compensate for ambient light. The system uses an input device, a processor, a memory, and a pre-recorded calibration memory. The pre-recorded calibration memory stores a first graphical interface and a second graphical interface.

The first graphical interface comprises a plurality of display regions. Each display region has a neutral hue and displays different intensities so that a range of intensities is presented. The user then compares the display regions to the ambient illumination reflected on the reflection device. The user selects the display region that appears to match most closely the ambient illumination reflected from the reflection device.

The second graphical interface is a representation of a portion of the CIE 1976 Uniform Color Space that the display device is capable of producing. The second graphical interface is divided into a plurality of squares; each square is assigned a coordinate point in the CIE 1976 Uniform Color Space Diagram and displays the hue of its coordinate point. As with the first graphical interface, the user compares the squares to the ambient illumination reflected from the

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reflection device. The user selects the square that most closely matches the ambient illumination reflected from the reflection device. The compensator controls the display of the first and second graphical interfaces, analyzes inputs, and calibrates the display device to compensate for ambient illumination reflected from the display device.

The reflection device comprises a flexible handle and a target having a target surface. The handle is designed to hold the target surface parallel and proximal to the front glass plate of the display device. The target defines an aperture. The user holds the reflection device parallel and proximal to the front glass plate and views the first or second graphical interfaces through the aperture. The user specifies the display region of the first graphical interface that appears to match most closely the ambient illumination reflected from the reflection device. From this input, the method determines the intensity of the output that appears to match the ambient illumination reflected from the reflection device. Once again, the user indicates the square of the second graphical interface that most closely matches the hue of the ambient illumination reflected from the reflection device. Thus, with one display the data needed to compensate the output device is received.

The system calibrates the display using the systems and methods described in the co-pending patent applications referenced above. More specifically, the processing unit uses the data to determine the tristimulus values of the display output illumination and the tristimulus values of the ambient illumination reflected from the front glass plate of the display device. The system finally re-calibrates the display device by removing from all outputs of the display device the tristimulus values of the reflected ambient illumination.

#### BRIEF DESCRIPTION OF THE DRAWINGS

The file of this patent contains at least one drawing executed in color. Copies of this patent with color drawing(s) will be provided by the Patent and Trademark Office upon request and payment of the necessary fee.

FIG. 1 is a block diagram showing a system for adjusting the output of a display device to compensate for ambient illumination;

FIG. 2 is a block diagram showing an embodiment of a pre-recorded calibration memory;

FIG. 3 is a block diagram showing an embodiment of the system memory;

FIG. 4 is a graphical representation of the CIE 1976 UCS Model of human perception of color used by the present invention;

FIG. 5A is perspective view of a preferred embodiment of a reflection device of the present invention;

FIG. 5B is an exploded view of a target and a handle having a support at a longitudinal end of the handle;

FIG. 5C is a cross-sectional side view of the reflection device of the present invention;

FIGS. 6A and 6B are graphical representations showing a first embodiment of the first graphical interface and a first embodiment of a second graphical interface, respectively;

FIG. 7 is a perspective view of a second embodiment of the reflection device of the present invention;

FIGS. 8A and 8B are front plan views of the reflection device being used with a display device showing the first embodiment of the first graphical interface and the first embodiment of the second graphical interface, respectively;

FIGS. 9A and 9B are front plan views of the reflection device being used with a display device showing a second

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embodiment of the first graphical interface and the second graphical interface;

FIG. 10 is a flow chart showing the preferred method for using the reflection device to compensate a display device for ambient illumination;

FIG. 11 is a flow chart showing the preferred method for adjusting the intensity and hue of an output of the display device to appear to match ambient illumination reflected from the reflection device;

FIG. 12 is a flow chart showing an alternate method for compensating a display device for ambient illumination;

FIGS. 13A and 13B are flow charts showing a method for determining the intensity of an output that appears to match the intensity of ambient illumination reflected from a reflection device;

FIGS. 14A, 14B, 14C, and 14D are flow charts showing method for determining the hue of an output that appears to match the hue of ambient illumination reflected from a reflection device; and

FIGS. 15A, 15B, and 15C are prints of the output of a display device showing the preferred embodiment of the first graphical interface and second graphical interface with, in order, a low intensity, mid intensity and high intensity.

#### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

Referring now to FIG. 1, a block diagram of a preferred embodiment of a system 10 for adjusting the illumination characteristics, color and intensity, to compensate for ambient illumination is shown. The system 10 comprises an output device 11, an input device 22, a processor 24, a system memory 26, a video card 28, and a reflection device 44 (not shown in FIG. 1, but shown in FIG. 5). The output device 11, input device 22, processor 24, memory 26, and video card 28 are coupled together by a bus 30 in a Von Neuman architecture. Those skilled in the art will realize that the output device 11, the input device 22, processor 24, system memory 26, and the video card 28 may be coupled together in other architectures without departing from the spirit and scope of the present invention. The system 10 measures the hue and intensity of the ambient illumination and adjusts the output of the output device 11 to compensate for the hue and intensity of the ambient illumination.

The input device 22, processor 24, system memory 26, and video card 28 are preferably a Macintosh Computer model Quadra 800 from Apple Computer, Inc. of Cupertino, Calif. Those skilled in the art will realize that other computer systems, such as an I.B.M. compatible personal computer, may be used to implement the system of the present invention.

The output device 11 comprises a display device 12, display circuitry 14, a display controller 16, a pre-recorded calibration memory 18, and a pre-recorded reflectivity memory 20. The display device 12 may be a conventional display device such as a cathode ray tube ("CRT"). While the invention is discussed with reference to cathode ray tube type display devices, the invention is fully applicable to all display device technologies including liquid crystal displays and gas discharge displays. Furthermore, the present invention may be used to compensate the output of color printers, color photograph developers, and other such devices to adjust for ambient illumination. The display device 12 includes a front glass plate 48 through which the display device 12 outputs visual data. The front glass plate 48 is typically coated on its inner surface with chemicals which

include phosphors. The output comprises a plurality of pixels of light. Each pixel is made up of a red light, a blue light, and a green light. Within a pixel, each color may vary individually in intensity.

The display circuitry 14 may be conventional electronic circuitry that drives the output of display device 12. The display circuitry 14 is a set of cathodes and other circuit elements that generate three electron beams. The output signal of the display circuitry 14 comprises three channels, one for each color output by the output device 11. In accordance with standard convention, the red color channel is referred to as the R channel; the green color channel is referred to as the G channel; and the blue color channel is referred to as the B channel. Each electron beam stimulates one of the channels of the colors on the output. The display circuitry 14 has inputs and outputs; the outputs of the display circuitry 14 are coupled to respective channel inputs of the display device 12.

The display controller 16 may be a conventional display controller for directing communications between the display circuitry 14 and the other devices. The display controller 16 has inputs and an output. The output of the display controller 16 is coupled to the inputs of the display circuitry 14.

The input device 22 may be a conventional keyboard and pointing device, such as a mouse type controller, for inputting data into computer systems. The processor 24 may be a conventional microprocessor such as the 680xx Series microprocessor manufactured and sold by Motorola, Inc. of Schaumburg, Ill. The video card 28 may be a conventional video card used for processing data signals from a compensator 42, as shown in FIG. 3, and from other devices. The video card 28 accepts an input of a digital data signal from the processor 24. The video card 28 formats the data for the size of the display device 12. The video card 28 then converts the input data signal from a digital signal to an analog signal and divides the data signal into the three (R, G, and B) channels. The video card 28 has inputs and outputs and is coupled to the bus 30 and to the display controller 16. The video card 28 outputs a video signal for the three channels to the display controller 16.

The pre-recorded reflectivity memory ("PRM") 20 is any non-volatile memory such as a read-only memory ("ROM"), a programmable read-only memory ("PROM") or an erasable programmable read-only memory ("EPROM"). The PRM 20 stores a reflectivity constant,  $K_2$ , for the glass and inside coatings of the front glass plate 48 of the display device 12. Reflectivity constant  $K_2$  is the percentage of the light reflected from the glass and inside coatings of the front glass plate 48 of the display device 12. Reflectivity constant  $K_2$  accounts for diffuse and back surface reflectance and transmission of incident ambient illumination from the glass and inside coatings of the front glass plate 48.  $K_2$  is preferably a single value that describes, regardless of wavelength, the reflectivity of all visible light incident upon the front glass plate 48. In an alternate embodiment,  $K_2$  may be three values  $K_{2X}$ ,  $K_{2Y}$ , and  $K_{2Z}$ , where  $K_{2X}$  describes the reflectivity of the X channel,  $K_{2Y}$  the reflectivity of the Y channel, and  $K_{2Z}$  the reflectivity of the Z channel, from the glass and inside coatings of the front glass plate 48. Those skilled in the art will recognize the X channel, the Y channel, and the Z channel as CIE 1931 tristimulus values. Typically,  $K_2$  equals 0.059 for high contrast CRTs. The PRM 20 is coupled through the display controller 16 and video card 28 to the processor 24.

The bus 30 may be a conventional bus for transmitting data, address, and command signals. While the bus 30 is

described as a single bus, those skilled in the art will realize that the bus 30 comprises a data bus, an address bus, and a control bus.

Referring now to FIG. 2, a block diagram of the pre-recorded calibration memory ("PCM") 18 is shown. The PCM 18 is any non-volatile memory such as a ROM, a PROM or an EPROM. The PCM 18 shown in FIG. 2 stores calibration data for a CRT. If another display technology is used, other calibration data analogous, but not identical to the calibration data for a CRT type display device would be stored in the PCM 18. The data stored in the PCM 18 is measured and recorded therein at the factory where the output device 11 is manufactured. A calibration memory similar to that described in the pending U.S. patent application Ser. No. 08/036,349, entitled "Method And System Of Achieving Accurate White Point Setting Of A CRT Display," referred to above, may be used for portions of the PCM 18. As shown in FIG. 2, the PCM 18 preferably comprises a tristimulus values memory 32, a gamma values memory 34, a beam current values memory 36, and a color display memory 37.

The tristimulus values memory 32 stores nine tristimulus values for the output device 11. The output of the output device 11 is given by the equations:

$$X_C = (I_R x_R) + (I_G x_G) + (I_B x_B) \quad (1)$$

$$Y_C = (I_R y_R) + (I_G y_G) + (I_B y_B) \quad (2)$$

$$Z_C = (I_R z_R) + (I_G z_G) + (I_B z_B) \quad (3)$$

Where  $X_C$ ,  $Y_C$ , and  $Z_C$  are the tristimulus values of the outputs of the output device 11;  $I_R$ ,  $I_G$ , and  $I_B$  are the magnitudes of electron beams generated by the display circuitry 14; and  $x_R$ ,  $x_G$ ,  $x_B$ ,  $y_R$ ,  $y_G$ ,  $y_B$ ,  $z_R$ ,  $z_G$ , and  $z_B$  are the nine tristimulus values of the output device 11. The tristimulus values are measured at the factory where the output device 11 is constructed.

The gamma values memory 34 stores three gamma value tables, one for each electron beam. A gamma value table maps the relationship between the voltage on a cathode of the display circuitry 14 and the electron beam generated by that cathode. The beam currents are often exponential with respect to the voltage on the cathode. The exponent that describes the relationship between the voltage on the cathode and the electron beam is the gamma value of the cathode. The gamma tables are measured at the factory where the output device 11 is manufactured and are stored in the gamma values memory 34.

The beam current values memory 36 stores reference values for each of the electron beams. The reference values are a baseline white point for the output device 11. The beam current values serve as the initial point, or bias, to which the output device 11 is calibrated.

The PCM 18 also includes a color display memory 37 which stores data arrays that define graphical interfaces. The processor 24, when executing the program instruction steps stored in compensator 42, uses the data arrays to display two graphical interfaces. A first graphical interface 72, shown in FIG. 6A, displays the range of intensities the display device 12 is capable of producing and is used for determining the intensity of the reflected ambient illumination. A second graphical interface 62, shown in FIG. 6B, represents a portion of the CIE 1976 UCS Diagram which describes the colors that the output device 11 is capable of producing. The second graphical interface 62 is used for determining the color of the reflected ambient illumination. Alternatively, the color display memory 37 may be a part of the system memory 26.



Referring now to FIG. 3, a block diagram of an embodiment of the system memory 26 is shown. The system memory 26 is a conventional, dynamic random access memory. While the components of the system memory 26 will now be discussed as separate memories, those skilled in the art will realize that the system memory 26 may be a single, dynamic random access memory with various addresses or portions of the memory storing the data or programs that form each component. The system memory 26 comprises an ambient illumination compensated beam current memory ("AIC") 38, a  $K_1$  memory 40, a compensator 42, an operating system 53, a step memory 55, a cancel flag 78, a limit counter 80, and a counter N 82. In an alternate embodiment, the system memory 26 may also include the color display memory 37. The AIC 38 stores data that is determined by the compensator 42. The compensator 42 determines the proper adjustment for the output device 11 to compensate for ambient illumination and stores the adjustment values in the AIC 38.

The  $K_1$  memory 40 stores the reflectivity constant,  $K_1$ , of a target surface 50 of the reflection device 44. A first embodiment of a reflection device 44 is shown in FIG. 5A, 5B and 5C, and a second embodiment of a reflection device 44 is shown in FIG. 7. The reflection device 44 serves as a standard to which the output of the output device 11 is compared when the system 10 is calculating the proper adjustment to compensate for ambient illumination. The compensator 42 determines the amount of ambient illumination reflected from the glass and inside coatings of the front glass plate 48 using the output of the display device 12, the reflectivity constant,  $K_2$ , of the glass and inside coatings of the front glass plate 48, and the reflectivity constant,  $K_1$ , of a reflection device 44. The reflectivity constant  $K_1$  is typically 0.42. In a preferred embodiment,  $K_1$  is constant for all wavelengths of visible light. Similar to  $K_2$ , in an alternate embodiment  $K_1$  may have three components,  $K_{1X}$ ,  $K_{1Y}$ , and  $K_{1Z}$ .

The compensator 42 receives data from the operating system 53, the  $K_1$  memory 40, the AIC 38, the PCM 18, and the PRM 20 and compensates the output of the output device 11 for reflected ambient illumination. The compensator 42 is preferably a set of program instruction steps that when executed by the processor 24, specify the calculations that are made, the graphical interfaces that are used to communicate with the user, and the flow of data in the system 10. When the compensator 42 is said to take an action, in actuality the processor 24 executes program instruction steps of the compensator 42 to perform the required action. The compensator 42 also temporarily stores data, such as the brightness of the ambient illumination, while compensating the output device 11. The compensator 42 preferably first determines the intensity and then the hue of an output that when viewed by the user appears to match the ambient illumination reflected from the reflection device 44. While the compensator 42 is calculating hue, the compensator 42 temporarily stores the intensity values.

The system memory 26 also includes a limit counter 80 and a counter N 82. The limit counter 80 and counter N 82 may be conventional counters used by the compensator 42 to record the number of times an action is executed. In an alternate embodiment, the limit counter 80 and counter N 82 are data registers which the compensator 42 increments to record a count. The system memory 26 also includes a cancel flag 78 which may be a conventional flag that is used to indicate that a user has instructed the system 10 to cease the process of adjusting the output of the output device 11 to compensate for ambient illumination. Those skilled in the art

will realize that the cancel flag 78 may be a register or memory location.

The operating system 53 controls inputs and outputs of data to the system 10 through the input device 22 and the output device 11. The operating system is preferably the System 7.1 operating system from Apple Computer, Inc. of Cupertino, Calif. The operating system includes a means to coordinate and interpret input data points from the pointing device of the input device 22. Thus, a user may select data or commands, displayed on the output device 11, by manipulating the pointing device to move a displayed cursor on a screen of the display device 12. Once the user has positioned the cursor, the user "clicks" the pointing device to generate an input. The operating system 53 identifies the selected data or command by comparing the coordinates input from the mouse to a record, contained within the memory 24, of the current display on the display device 12. Alternately, the operating system 53 may supply, to the compensator 42, only the coordinates of the location of the cursor on the display device 12 when the user "clicked" the pointing device. The compensator 42 then compares the coordinates from the operating system 53 to the graphical interface the compensator 42 is currently displaying on the display device 12. From the results of this comparison, the compensator 42 determines the command or data selected. The operating system may alternately be MS-DOS® and Windows® from Microsoft Corporation or any processor based operating system.

The step memory 55 stores a data value that indicates the difference in either intensity or hue of different parts of the first graphical interface 58 or the second graphical interface 62, respectively. The data that the step memory 55 stores will be explained in greater detail with reference to FIG. 13. In the preferred embodiment, the system memory 26 includes the AIC 38,  $K_1$  memory 40, compensator 42, and operating system 53, and does not include the step memory 55, cancel flag 78, limit counter 80, or counter N 82.

Referring now to FIG. 4, a graphical representation of the CIE 1976 Uniform Color Space (hereinafter the "CIE Space") is shown. According to the CIE 1976 UCS model, all colors of light, which are perceptible to the human eye, may be made by combining within a pixel points of red, green, and blue light of different intensities. Each pixel is made up of a point of red light, a point of green light, and a point of blue light. The R, G, and B channels describe the red, green, and blue outputs, respectively. The ratios of the R, G, and B channels to each other are the color value of the pixel. When a region of the display device 12 is set to display a white point, the channels of all the pixels of that region are set in the ratios, to each other, for white light. In addition to the color value, each pixel has a brightness level. The brightness is a baseline value of the intensity of the pixel, and in turn of the channels. To modify the brightness of a pixel, the three channels are modified by a constant so that the ratios among the three channels are unmodified. That is, all three channels are multiplied by a constant. The color value together with the brightness level is the tristimulus values of the output. R, G, B channel values are used for describing the output of the display circuitry 14. X, Y, Z are used for describing coordinates within color spaces and are converted to R, G, B values by the video card 28. In the CIE 1976 Color Space, coordinates of  $u'$ ,  $v'$  are used to describe points within the space. Coordinates  $u'$ ,  $v'$  are fully convertible into X, Y, Z coordinates. Those skilled in the art will recognize  $u'$ ,  $v'$  and will recognize the equivalence between X, Y, Z coordinates and  $u'$ ,  $v'$  coordinates.

The CIE Space shown in FIG. 4 represents the boundary of color perceptible to the human eye. Near the point labeled

red, the color is red. Near the point labeled green, the color is green. Near the point labeled blue, the color is blue. At a white point near the middle of the CIE Space, the combination of red, green, and blue is observed as white light. This white point is shown in FIG. 4 by a dot 54; hereinafter the dot 54 is referred to as the white point 54. The present invention adjusts the output of the output device 11 to output accurate color. The compensator 42 determines the amount of red, green, and blue light that describes the ambient illumination that is reflected from the glass and inside coatings of the front face plate 48. The compensator 42 then removes these amounts from the output device 11 in order to compensate the output for the reflected ambient illumination.

Current output devices may not be able to generate all colors within the CIE 1976 UCS Model of human color perception. The present invention can, however, analyze all colors within the CIE 1976 UCS Model of human color perception. Thus, the present invention may be utilized with conventional output devices and with all advances in output device technology.

FIG. 4 includes a triangle 56 that defines a region of the CIE Space. The triangle 56 defines the possible useful outputs of an exemplary output device 11, such as an Apple 13" RGB with 24 bit video display card from Apple Computer, Inc. The exemplary output device 11 is capable of producing color outputs contained within the triangle 56. The output device 11 is capable of producing outputs outside the triangle 56; however, generating such outputs would limit the range of other outputs that the output device 11 could generate. Thus, the triangle 56 includes the greatest continuous range of outputs that the output device 11 can generate. When adjusting the output device 11, the system preferably displays a range of possible color outputs, that the output device 11 is capable of producing, to a user at the same time. The user may then select the point that matches the ambient illumination reflected from the reflection device 44. Thus, the exemplary output device 11 will display the colors of the region defined by the triangle 56 in a graphical interface on the screen of the display device 12. For every output device 11 there is a corresponding polygon which bounds the region of the CIE Space which that output device 11 is capable of usefully outputting.

FIG. 5A shows a perspective view of a preferred embodiment of the reflection device 44, which comprises a target surface 50 and a handle 46.

The characteristics of the target surface 50 are significant for the effectiveness of the present invention. The target surface 50 must be flat and relatively thin so that it can be held parallel and proximal to the front glass plate 48 of display device 12, and the surface area must be large enough to enable users to distinguish its color from that of reflected ambient light. In the preferred embodiment, target surface 50 is flat and circular. The target surface 50 dimensions are expressed herein in degrees of a user's field of view when the user is sitting at a normal distance of about fifty (50) cm from the plate 48 of display device 12. The target surface 50 diameter is between two (2) and six (6) degrees, and is preferably around four (4) degrees which corresponds to approximately 2.7 cm.

The target surface 50 is preferably achromatic and spectrally flat, with known and controlled spectral reflection characteristics. In the preferred embodiment, the color of the target surface 50 is neutral gray. The achromatic target surface 50 preferably reflects about 47% of light incident upon its surface. The ability to accurately predict reflection characteristics of target surface 50 provides crucial infor-

mation to effectively compensate for the ambient light color effects on the display device 12. First, studies have shown that achromatic and spectrally flat target surfaces have relatively simple, more reliable, and more predictable reflection characteristics. Second, the human eye can better distinguish the color of ambient light reflected off a target surface 50 which is both achromatic and spectrally flat. Third, the same type of target surface 50 can be used regardless of the source of ambient light.

The target surface 50 includes a central aperture 52 through which a user can view light emitted from pixels in a sample area on the screen of the display device 12. Aperture 52 must be small enough to limit the amount of ambient light incident on the sample area of the display device 12. On the other hand, aperture 52 must be large enough for the sample area to include sufficient pixel triads or RGB stripes for their color to be discerned by the eye. A user can then compare the color of ambient light reflected from the target surface 50 with the color of the sample area. The diameter of aperture 52 is around two (2) degrees or less, and is preferably about one (1) degree which corresponds to approximately 0.4 centimeters to a user sitting at a normal distance of about fifty (50) cm from the display device plate 48.

The handle 46 characteristics, including its shape and color, contribute to the effectiveness of the system. Handle 46 should be long enough to distance a user's hand from the target 45 so that oil or dirt from the user's hand will not be deposited on and possibly alter the reflective properties of the target surface 50 and hence distort measurement results. Further, spacing the user's hand from the target avoids color averaging the target surface 50 together with the user's hand. Color averaging is a light reflection phenomenon which blends adjacent colors. When a user's hand is proximal to a target surface 50, the color of light reflected from the user's hand can subsequently be reflected off, and thereby discolor, the target surface 50.

Handle 46 is preferably flexible so that it can be held at angles approaching ninety (90) degrees to the front glass plate 48 while the target surface 50 is maintained parallel and proximal to the plate 48.

Handle 46 is preferably clear or neutral gray so that it does not interfere with observation of the output illumination of the display device 12. A clear or neutral gray colored handle will not reflect a color of its own onto the display device 12 and therefore will not cause color averaging. The handle 46 in the preferred embodiment is clear so that it also does not obstruct the user's view of the screen. This allows a user to see and manipulate a cursor under the reflection device 44.

FIG. 5B is an exploded view of the reflection device 44, showing handle 46 having at a longitudinal end a support 57 (or "handle reveal"). The target surface 50 attachment to the support 57 must not block light passing through aperture 52 and must allow the target surface 50 to be held parallel and proximal to the glass plate 48.

Referring to FIG. 5C, support 57 in this embodiment is a circular disk with an outer diameter equal to that of target surface 50, and is preferably annular with a center hole 51 aligned with aperture 52 in the assembled device 44. Hole 51 is preferably larger than aperture 52 so that any light entering the underside of annular support 57, or ambient light entering the circumferential edge 47 cannot be refracted out the aperture 52.

Preferably, support 57 is relatively thin to enable target surface 50 to be held parallel and proximal to the front plate 48 of display device 12 without the target 45 actually touching the screen. Maintaining the target surface 50 at

least a minimum distance from the display device 12 prevents display output illumination from penetrating target surface 50 and thereby altering the color of target surface 50. Since the preferred support 57 adds thickness at the edge of the reflection device 44, as shown in FIG. 5C, ambient light approaching the sample area from angles greater than about fifty (50) degrees from the normal to target surface 50 will not reflect on the sample area of the display device 12. Further, a user's body blocks ambient light approaching the sample area at angles less than about twenty (20) degrees, only a minimal amount of ambient light will strike the sample area. Of this minimal amount of ambient light that enters the sample area, some light will reflect into the support itself and become trapped within the interior of the support 57, as explained above. Thus, the thickness of preferred support 57 helps limit the amount of ambient light reflected from the sample area of display device 12 through the aperture 52 in the target surface 50 to the user.

The support 57 color is preferably clear or neutral gray so that it does not interfere with observation of output illumination from the display device 12. Target 45 is attached to the support 57 preferably using clear or neutral gray adhesive which does not interfere with observation of the output illumination from the display device 12.

While the preferred support 57 is described in relative detail, those skilled in the art will recognize that other means may be suitable to attach the target surface 50 to the handle 46, including clamps, adhesive, retainers and the like.

FIG. 7 illustrates a perspective view of a second embodiment of a reflection device 68. Reflection device 68 is a card. The card 68 has a target surface 69 with reflective characteristics and an aperture 70 with dimensions as described above. The card 68 is preferably flexible and bends without damage. The user holds the card 68 so that the portion of the card 68 with the aperture 70 is parallel and proximal to the front glass plate 48. The user then views the sample area through the aperture 70.

FIG. 6A shows a graphical representation of a first embodiment of a first graphical interface 58. The present invention assists a user to supply quickly and easily the information needed by the system 10 to compensate the output device 11 for ambient illumination. The present invention uses the graphical interfaces stored in the color display memory 37 to provide the user with a means to select quickly, efficiently, and accurately the illumination that appears to match the ambient illumination reflected from the reflection device 44.

The first graphical interface 58 is displayed by the compensator 42 when adjusting the intensity of the output of the output device 11 and is stored in the color display memory 37. This exemplary embodiment of the first graphical interface 58 comprises ten (10) display regions 60-1 to 60-10. Each display region 60-1 to 60-10 has dimensions of about 2 degrees square at a viewing distance of fifty (50) cm. Thus, each display region 60-1 to 60-10 measures approximately 1.75 cm by 1.75 cm. Each display region 60-1 to 60-10 displays a different intensity. The intensity of the display regions 60-1 to 60-10 initially are separated by 10% of the range of intensities available from the display device 12. Display region 60-1 is the most intense, having an intensity of 100% of the full-intensity of the display device 12, and display region 60-10 is the least intense having an intensity of 10% of the full range of intensity of the display device 12. Furthermore, as each display region 60-1 to 60-10 is initially separated by a step of 10% of the full range of intensity, display region 60-2 displays 20% of the full intensity, display region 60-3 displays 30% of the full range of intensity, and so forth.

Referring now to FIG. 6B, a graphical representation of a second graphical interface 62 is shown. This second graphical interface 62 is for the exemplary, 13" RGB with 24-bit card output device 11 and represents that portion of the CIE space included within the triangle 56 as shown in FIG. 4. The data, which the compensator 42 uses to generate the second graphical interface 62, is stored in the color display memory 37. This exemplary, second graphical interface 62 comprises 300 squares. The user holds the reflection device 44 in the plane tangent to the front glass plate 48 and views the second graphical interface through an aperture 52 in the reflection device 44. The aperture 52 must be small enough, or conversely each square must be large enough, so that a single square substantially fills the aperture 52. Each square preferably has dimensions of 10 pixels by 10 pixels or less. The physical dimensions of a square depend on the size of the display device 12. Each square is preferably larger than the aperture 52 of the reflection device 44. In the preferred embodiment, the second graphical interface is based on a square 30 by 30 squares that is bisected diagonally and comprises approximately 450 squares.

Each square of the second graphical interface 62 is assigned a coordinate point in the CIE Space and displays the hue of that coordinate point. There is preferably a step of a fixed percentage between adjacent squares. Generally the fixed percentage is 100 divided by the number of squares in the longest row. Thus, there is a change in the v' coordinate of the same fixed percentage, of the entire distance from square 64-1 to square 64-3, between squares 64-1 and 64-2. Similarly, there is a fixed percentage, of the entire distance between square 64-1 and square 64-4, change in the u' coordinate between square 64-1 and square 64-5. In another embodiment, such as the preferred embodiment, of the second graphical interface there is a 3.3% step between the assigned coordinates of adjacent squares. Initially, square 64-1 has u', v' coordinates of 0.183, 0.540, square 64-3 has u', v' coordinates of 0.183 and 0.427, and square 64-4 has u', v' coordinates of 0.310 and 0.540. Note that these values are initial values, and in the preferred embodiment are constant. The white point has u', v' coordinates of 0.188, 0.446.

Referring now to FIG. 8A, a front plan view of the output device 11, when the compensator 42 is adjusting the intensity of the output of the display device 12, using the first graphical interface 58, is shown. FIG. 8A also shows the reflection device 44 being held in a position that is in a plane that is tangent to the front glass plate 48. The compensator 42 displays the ten display regions 60-1 to 60-10 of the first graphical interface 58 described above with reference to Figure 6A. The user compares the ten display regions 60-1 to 60-10 to the reflection device 44 and selects the display region 60-1 to 60-10 that is closest to the brightness of the reflection device 44. While adjusting the intensity of the output, the compensator 42 holds the background field 84, displayed behind the first graphical interface 58 on the display device 12, at a neutral, gray color and a low-level intensity.

The user compares the display regions 60-1 to 60-10 to the ambient illumination reflected from the reflection device 44 by viewing the display regions 60-1 to 60-10 through the aperture 52 defined by the target surface 50. Similarly, the user may view the display regions 60-1 to 60-10 through the aperture 70 of the card 68. The user then selects the display region 60-1 to 60-10 that most closely matches the ambient illumination reflected from the target surface 50 of the reflection device 44. The user selects a display region 60-1 to 60-10 by positioning a cursor 66 on the selected display region 60-1 to 60-10 using the pointing device of the input



device 22. The user then indicates the selection by "clicking" the pointing device. The operating system 53 determines the coordinates of the cursor 66 and supplies the coordinates to the compensator 42. The compensator 42 then determines the display region 60-1 to 60-10 selected. The compensator 42 reduces the step between display regions 60-1 to 60-10, reduces the range of intensity displayed by a pre-determined percentage, assigns the selected intensity to display region 60-5, assigns intensities to each of the remaining display regions 60-1 to 60-10, and allows the user to select again the display regions 60-1 to 60-10 that most closely matches the reflection device 44. In this way, the user may refine the selection of the matching intensity.

FIG. 8A shows a cancel button 74 and an OK button 76. The cancel button 74 and the OK button 76 are graphical interfaces generated by the operating system 53. The user can end the process of adjusting by selecting either the cancel button 74 or the OK button 76. The user selects the cancel button 74 or the OK button 76 by positioning the cursor on the desired button and "clicking" the pointing device. If the user selects the cancel button 74, the process of adjusting the output device 11 for ambient illumination ends with no adjustment taking place. Should the user select the OK button 76, the compensator 42 re-calibrates output device 11 using the current output to calculate the ambient illumination. The user may select the cancel button 74 or the OK button 76 at any time.

Referring now to FIG. 8B, a front plan view of the output device 11, when the compensator 42 is displaying the second graphical interface 62 on the display device 12, is shown. FIG. 8B also shows the reflection device 44 being held in the plane that is tangent to the front glass plate 48 of the display device 12.

In a manner similar to that used for the intensity, a user compares the hue of the ambient illumination reflected from the target surface 50 of the reflection device 44 to the output of the output device 11. The user makes the comparison by viewing the output through the aperture 52. The user positions the reflection device 44 so that the aperture 52 appears to disappear. (i.e., the hue of the square appearing through the aperture 52 matches the hue of the ambient illumination reflected from the target surface 50 so that there does not appear to be an aperture 52 in the reflection device 44.) Similarly, the user may position the card 68 so that the aperture 70 appears to disappear. The user then selects the square, which most closely matches the reflection device 44, by positioning the cursor 66 so that it may be seen through the aperture 52. The user positions the cursor by means of the pointing device of the input device 22. The user then "clicks" the pointing device to select the square. The operating system 53 receives an input from the input device 22 and determines the coordinates of where on the second graphical interface 62 the user selected a square. The operating system 53 provides these coordinates to the compensator 42, and the compensator 42 then determines the identity of the selected square.

Once a square is selected, the compensator 42 assigns the u', v' coordinates in the CIE Space of the selected square to a center square 64-10 and reduces the step between the squares by one quarter. Thus, approximately one quarter of the color range is eliminated, and the user can refine the selection. Each square is then assigned a hue based upon the reduced step, its distance from the square 64-10, and the direction in which it lies from the square 64-10. In this way, the compensator 42 reduces the region of the CIE Space that is displayed. The compensator 42, however, has not reduced the total area of the second graphical interface 62. Thus, the

compensator 42 increases the resolution between squares and allows the user to refine the selection of the hue that appears to match most closely the ambient illumination reflected from the reflection device 44.

Referring now to FIG. 9A, a front plan view of the output device 11, when the compensator 42 is simultaneously displaying the second graphical interface 62 and a second embodiment of a first graphical interface 72 is shown. The compensator 42 preferably displays both the first graphical interface 72 and the second graphical interface 62 at the same time on the display device 11 when adjusting the output of the display device 11. In this way the system 10 aids the user to provide the data necessary to compensate the output device 11 for ambient illumination. By displaying both the first graphical interface 72 and the second graphical interface 62, the compensator 42 provides to the user examples of the outputs that the output device 11 is capable of producing. The first graphical interface 72 and second graphical interface 62 provide an environment so that the system 10 can quickly and easily receive data from the user and provide a more efficient means for the user to compensate the output device 12. This aids the user in efficiently producing accurate work with a computer system.

The compensator 42 preferably displays the first graphical interface 72 horizontally across the display device 11. The first graphical interface 72, when displayed on the exemplary output device 11, the Apple 13" RGB with 24 bit video display card, comprises 256 display regions. The first graphical interface 72 preferably comprises the maximum number of display regions that the output device 11 is capable of generating. The exemplary output device 11 with 24 bit video display card uses 8 bits for intensity and thus is capable of producing 256, or  $2^8$ , display regions. Other output devices may produce a different number of display regions in the first graphical interface 72. For example, a second exemplary output device 11 with 4 bit card, which uses 4 bits for intensity, would produce a first graphical interface 72 having 16, or  $2^4$ , display regions.

Each display region preferably has a height of 25-30 pixels and has a minimum height of 10 pixels. The first graphical interface 72 is preferably 300 pixels wide. Thus, each display region is preferably 1 or 2 pixels wide. The compensator 42 arranges the display regions side by side through the first graphical interface 72. The compensator 42 assigns intensities to each of the display regions in a linear manner. A first display region, on the far left of the first graphical interface 72, has the lowest intensity that the output device 11 is capable of producing. A second display region, on the far right of the first graphical interface 72, has the greatest intensity that the output device 11 is capable of producing. The compensator 42 assigns intensities to each of the display regions between the first display region and the second display region so that the distribution of intensities appears to be linear. Thus, there appears to be a continuous range of intensities that the output device 11 is capable of producing between adjacent display regions. Because the display regions are not very wide, the first graphical interface 72 may appear as a gradient from the lowest intensity to the greatest intensity that the display device 12 is able to produce.

FIG. 9A also shows the reflection device 44 being held in the plane tangent to the front glass plate 48. The reflection device 44 is being held so that the user may view the first graphical interface 72 through the aperture 52.

Referring now to FIG. 9B, a front plan view of the output device 11 displaying the first graphical interface 72 and the second graphical interface 62 is shown. FIG. 9B also shows

the reflection device 44 being held in the plane tangent to the front glass plate 48. The reflection device 44 is being held so that the user can view the second graphical interface 62 through the aperture 52.

Referring now to FIG. 10, a flow chart of a preferred method for compensating an output device 11 for reflected ambient illumination is shown. The method begins in step 400 where the compensator 42 calibrates the output device 11 and then re-sets the cancel flag 78. The compensator 42 preferably uses the method and system described in pending U.S. patent application Ser. No. 08/036,349 to calibrate the output device 11. The system 10 then determines, in step 402, an output intensity and a hue that appear to match the intensity and hue of the ambient illumination reflected from the reflection device 44. The method by which the compensator 42 determines the intensity and hue will be described below with reference to FIG. 11.

After the compensator 42 has determined the intensity and hue of an output that appears to match ambient illumination reflected from a reflection device, the compensator 42 determines, in step 404, if the cancel flag 78 is set. The cancel flag 78 may be set while the compensator 42 is determining an intensity and hue that appear to match ambient illumination reflected from a reflection device. If the cancel flag 78 is set, the method ends without adjusting output device 11. If the cancel flag 78 is not set, the method continues in step 406, where the compensator 42 determines the tristimulus values of the ambient illumination reflected from the front glass plate 48 of the display device 12. Finally, in step 408, the compensator 42 re-calibrates the output device 11 to compensate for ambient illumination reflected from the front glass plate 48. Steps 406 and 408 are preferably performed using the methods and systems described in pending U.S. patent application Ser. No. 08/036,349 and in pending U.S. patent application Ser. No. 08/240,002.

Referring now to FIG. 11, a flow chart of a preferred method for determining the intensity and hue of an output of the display device 12 that appears to match ambient illumination reflected from a reflection device is shown. The preferred method begins in step 100 where the compensator 42 displays on the display device 12 the first graphical interface 72 and the second graphical interface 62, and the compensator 42 stores the current intensity setting. The system 10 receives an input from the input device 22 in step 102. The operating system 53 determines the coordinates on the display device 12 of the input and signals these coordinates. In step 104, the compensator 42 determines if the coordinates of the input are within the cancel button 74. If the coordinates are within the cancel button 74, the compensator 42 sets the cancel flag 78 in step 106, and the method ends. If the coordinates are not within the cancel button 74, the method proceeds to step 108 where the compensator 42 determines if the coordinates are within the OK button 76. If the coordinates are within the OK button 76, the method ends. In this case the compensator 42 will use the stored intensity and hue to adjust the output device 11. If the user selects the OK button 76 before selecting a display region or square, the compensator 42 will adjust the output device 11 using the default intensity and hue settings that it stored in step 100. If the coordinates are not within the OK button 76, the compensator 42 determines if the coordinates are within the first graphical interface 72 in step 110. If the coordinates are within the first graphical interface 72, the compensator 42, in step 112, determines the display region that contains the coordinates. The compensator 42 then, in step 114, stores the intensity of the selected display

region and re-displays the second graphical interface 62 using the selected intensity. The intensity of the output greatly affects the appearance of the hue. See FIGS. 15A, 15B, and 15C. The system 10 preferably first receives the matching intensity, and then, after re-displaying the second graphical interface 62 using the matching intensity, receives the matching hue. After re-displaying the second graphical interface 62, the method returns to step 102.

If in step 110 the coordinates are not within the first graphical interface 72, the compensator 42 determines if the coordinates are within the second graphical interface 62 in step 116. If the coordinates are not within the second graphical interface 62, a valid input has not been entered, and the method returns to step 102 to receive another input. If the coordinates are within the second graphical interface 62, the compensator 42 determines the selected square in step 118. Then, in step 120, the compensator 42 stores the u', v' coordinates assigned to the selected square and returns to step 102.

Referring now to FIG. 12, a flow chart of a second, alternate method for compensating the output device 11 for reflected ambient illumination is shown. The method is substantially similar to that shown in FIG. 10 except that the intensity and hue of outputs that appear to match the ambient illumination reflected from a reflection device are determined in sequence; first by displaying only the first graphical interface 58 and then displaying only the second graphical interface 62.

The method begins in step 500 where the compensator 42 calibrates the output device 11, and the compensator 42 resets the cancel flag 78. Once again, the compensator 42 preferably uses the method and system described in pending U.S. patent application Ser. No. 08/036,349 to calibrate the output device 11. In step 502, the compensator 42 determines an intensity that when generated by the display device 12 appears to match the ambient illumination reflected from the reflection device 44. Next, in step 504, the compensator 42 determines if the cancel flag 78 is set. If the cancel flag 78 is set, the method ends. Otherwise, the compensator 42, in step 506, determines a hue that when generated by the display device 12 appears to match the ambient illumination reflected from a reflection device. The methods by which the compensator 42 determines the intensity and hue will be described with reference to FIGS. 13A and 13B and FIGS. 14A, 14B, 14C, and 14D, respectively.

In step 508, the compensator 42 determines if the cancel flag 78 is set. If the cancel flag 78 is set, the method ends. Once the compensator 42 has determined an output intensity and hue that appear to match the ambient illumination reflected from a reflection device, the compensator 42 determines the tristimulus values of the ambient illumination. The compensator 42 uses the system described in pending U.S. patent application Ser. No. 08/240,002 to determine the tristimulus values of the ambient illumination. Finally, the compensator 42, in step 512, re-calibrates the output device 11 to compensate it for ambient illumination reflected from the front glass plate 48. The method then ends.

Referring now to FIGS. 13A and 13B, a flow chart of a second, alternate method for determining an output intensity that appears to match ambient illumination reflected from a reflection device is shown. The method is used for step 502 of FIG. 12 and is used with the first embodiment of the first graphical interface 58. The method shown in FIGS. 13A and 13B provides a user with an opportunity to refine the selection of an output intensity that appears to match ambient illumination reflected from a reflection device.

The method begins in step 200 where the compensator 42 signals the output device 11 to display the first graphical

interface 58 on the display device 12. The compensator 42 assigns the full range of intensities to the first graphical interface 58 with a 10% step between the display regions 60-1 to 60-10. The first graphical interface 58 is preferably displayed alone as is shown in FIG. 8A. Next in step 202, the compensator 42 sets a step to 10% and stores the step in the step memory 55 shown in FIG. 3. When the compensator 42 is displaying the first graphical interface 58, the step memory 55 stores the percentage difference, in terms of the full range of intensities that the output device 11 is capable of producing, between adjacent display regions of the first graphical interface 58. For example, if the step memory 55 stores 5%, then there is a difference of 5%, of the full range of intensities that the output device 11 is capable of producing, between adjacent display regions. When the compensator 42 is displaying the second graphical interface 62, the step memory 55 stores the percentage difference of the full range of a color that the output device 11 is capable of producing. In a manner similar to the first graphical interface 58, if the step memory 55 stores 5%, then there is a 5% step of the full range of color that the output device 11 is capable of producing, between adjacent squares of the record graphical interface 62.

In step 204, the compensator 42 sets the base intensity at 50% of the full range of intensities that the output device 11 is capable of producing. The base intensity is the intensity that will appear in display region 60-5. In step 206, the compensator 42 re-sets the limit counter 80 and in step 208, the compensator 42 sets the counter N 80 shown in FIG. 3 at 1.

In step 210, the compensator 42 sets the intensity of display region 60-N at the base intensity plus the base intensity multiplied by the step and multiplied by the difference between the counter N 80 and 5 and updates display region 60-N to output the just determined intensity. N is the value of the counter N 80. For example, if the base intensity is 50%, the counter N 80 is 1, and the step is 10%, then the compensator 42 assigns 10% of the full intensity that the output device 11 is capable of producing to display region 60-4. The compensator 42 then increments the counter N 80 in step 212. In step 214, the compensator 42 determines if the counter N 80 is equal to 11. If the counter N is not equal to 11, the method returns to step 210 to assign an intensity to the next display region 60-1 to 60-10. If the counter N 80 is equal to 11, then the compensator 42 has assigned intensities to each display region 60-1 to 60-n, and the method continues in step 214.

The system 10 then receives an input in step 214. The user positions the cursor 66 on the display device 12 by manipulating the pointing device of the input device 22 and "clicks" the pointing device to generate an input. The operating system 53 determines, in step 216, the coordinates of the cursor 66 when the user "clicked" the pointing device. In step 218, the compensator 42 determines if the coordinates are within the cancel button 74. If the coordinates are within the cancel button 74, the compensator 42 sets the cancel flag 78, in step 219, and the method ends.

If in step 218 the coordinates are not within the cancel button 74, the compensator 42 determines, in step 220, if the coordinates are within the OK button 76. If the coordinates are within the OK button 76, the method proceeds to step 234 where the compensator 42 stores the current base intensity, and the method ends. Thus, if the OK button 76 is selected before an intensity is selected, the compensator 42 will re-calibrate the output device 11 using the mid-range intensity first assigned to the base intensity. If the coordinates are not within the OK button 76, the method proceeds

to step 222, where the compensator 42 determines if the coordinates are within the first graphical interface 58. If the coordinates are not within the first graphical interface 58, the user has not entered a valid input. The method returns to step 214 where the system 10 receives another input.

If in step 222 the coordinates are within the first graphical interface 58, the compensator 42 determines, in step 224, in which display region 60-1 to 60-10 the coordinates lie. The display region 60-1 to 60-10 in which the coordinates lie is the selected display region 60-1 to 60-10. The compensator 42 then assigns the intensity of the selected display region 60-1 to 60-10 to the base intensity in step 226. The system 10 allows the user to select repeatedly the display region 60-1 to 60-10 that appears to match best the ambient illumination reflected from a reflection device. As the compensator 42 repeatedly displays the intensities, the compensator 42 decreases the step between the intensities of the display regions 60-1 to 60-10. This process allows the user to refine the selection of a matching intensity. The compensator 42 determines if limit counter 80 is equal to a pre-determined limit in step 228. The system 10 may have a pre-determined limit on the number of times the user may refine the selection. The pre-determined limit is stored in the compensator 42. If the limit counter 80 is equal to the pre-determined limit, the method proceeds to step 234. If the limit counter 80 is not equal to the pre-determined limit, the compensator 42 reduces the step by one-half of its current value, stores the new step in the step memory 55, and increments the limit counter 80 in step 230. The compensator 42 then, in step 232, determines if the step is below the limits of the output device 11 to differentiate intensities. Each output device 11 has a limit on its ability to differentiate intensities; reducing the step below this limit will not yield achievable differences between display regions 60-1 to 60-10. If the step is below the limits of the output device 11, the method proceeds to step 234. Otherwise, the method returns to step 208. When the method returns to step 208, the method, through the steps described above, assigns the base intensity to display region 60-5 and assigns intensities, using the reduced step, to the other display regions 60-1 to 60-10. Thus, the method allows a user to refine the intensity that appears to match best the ambient illumination reflected from a reflection device quickly and efficiently.

Referring now to FIGS. 14A, 14B, 14C, and 14D, a flow chart of an alternate method for determining an output hue that appears to match the ambient illumination reflected from a reflection device is shown. FIGS. 14A, 14B, 14C, and 14D show the method of step 506 of FIG. 12. The method begins in step 300 where the compensator 42 signals the output device 11 to set the intensity of all outputs at the level determined in step 502 of FIG. 12. The compensator 42 then, in step 302, sets the step at a fixed percentage and stores the step in the step memory 55. The user defines the percentage depending upon the user's need for precision. When using the preferred second graphical interface base on a 30 square by 30 square square, the initial value of the step is 3.3%. In step 304, the compensator 42 signals the output device 11 to display the second graphical interface 62 as is shown in FIG. 8B. The compensator 42 then, in step 306, sets the squares of the second graphical interface 62 to the hues of their initially assigned coordinates within the CIE Space and updates the second graphical interface 62. In step 308, the compensator 42 re-sets the limit counter 80.

In step 310, the system 10 receives an input through the input device 22. The operating system 53 determines the coordinates of the input in step 312 and supplies the coordinates to the compensator 42. The compensator 42 then

determines if the coordinates are within the cancel button 74 in step 314. If the coordinates are within the cancel button 74, the compensator 42 sets the cancel flag 78 in step 315, and the method ends. If the coordinates are not within the cancel button 74, the compensator 42 determines if the coordinates are within the OK button 76 in step 316. If the coordinates are within the OK button 76, the method proceeds to step 334 where the compensator 42 stores the currently selected hue. The first time the compensator 42 determines if the OK button 76 was selected there will be no currently selected hue. If the OK button 76 was selected in this situation, the compensator 42 will store the hue, which it last used to determine the tristimulus values of the ambient illumination to re-calibrate the output device 11. If the OK button 76 is not selected, the compensator 42, in step 318, determines if the coordinates are within the second graphical interface 62. If the coordinates are not within the second graphical interface 62, the method returns to step 310 where the system 10 waits for an input.

If the coordinates are within the second graphical interface 62, the compensator 42 compares, in step 320, the input coordinates to the coordinates of the squares that comprise the second graphical interface 62 and determines the square within which the coordinates of the input lie. The hue of this square is the selected hue. In step 322, the compensator 42 compares the limit counter 80 to a pre-determined limit. As with the method for determining the intensity described above with reference to FIGS. 13A and 13B, the system 10 may limit a user in the number of refinements allowed. The pre-determined limit indicates the maximum number of refinements allowed and is stored in the compensator 42. If the limit counter 80 is equal to the pre-determined limit, the method proceeds to step 334. If the limit counter 80 is not equal to the pre-determined limit, the compensator 42 reduces the step by  $\frac{1}{4}$  and stores the result in the step memory 53 in step 324. In step 326, the compensator 42 determines if the step is below the limits of the output device 11 to differentiate hues. If the step is below this limit, the method proceeds to step 334 where compensator 42 stores the selected hue and the method ends.

If the step is not below the limits of the output device 11, the method modifies the hues displayed by the second graphical interface 62 and allows the user to refine the selection of the hue that best matches the ambient illumination reflected from a reflection device. In step 328, the compensator 42 assigns the  $u'$ ,  $v'$  coordinates of the selected square to square 64-10, and in step 330, the compensator 42 re-sets the counter N 82. In step 332, the compensator 42 selects the row that contains square 64-10. Next, in step 336, the compensator 42 assigns values for the  $v'$  coordinate to each square of the selected row. The compensator 42 assigns a value that is the  $v'$  value assigned to square 64-10 plus the product of the counter N 80, the step, and the full range of values that  $v'$  may have in the second graphical interface 62. Once the coordinates are assigned, the compensator 42 updates the second graphical interface 62 to display the hue of the coordinates. When using the preferred second graphical interface, the exemplary output device 11, the Apple 13" RGB with 24 bit video display card, the range of  $v'$  is 0.113. If a row would be outside the boundaries of  $v'$ , that is greater than 0.548 or less than 0.427, the compensator 42 assigns no hue to that row. This situation may happen when the selected hue is originally in a far corner of the second graphical interface 62. In step 338, the compensator 42 determines if there is a row above the currently selected row. A row may comprise a single square, thus, if there are any squares above the current row, there is a row above the currently selected row.

If in step 338 there is a row above the selected row, the compensator 42 increments the counter N 80 in step 340 and selects the row above in step 342. The method then returns to step 336 to set the  $v'$  coordinate of the selected row. If in step 338 there is not a row above the selected row, the compensator 42 has set the  $v'$  coordinate of the row that contains square 64-10 and all rows above that row. The method next proceeds to step 344 where the compensator 42 re-sets the counter N 80. The compensator 42 then selects the row of square 64-10 in step 346. The compensator 42, in step 348 assigns a value for the  $u'$  coordinate to all squares of the selected row a value of the  $v'$  coordinate of square 64-10 less the product of the count, the step, and the full range of the  $v'$ . The compensator 42 then updates the second graphical interface to display the hue of the assigned coordinates. Next, in step 350, the compensator 42 determines if there is a row below the currently selected row. If there is such a row, the compensator 42 increments the counter N 80 in step 352 and, in step 354, selects the row below the currently selected row. The method then returns to step 348 to set the  $v'$  coordinate for all squares of the selected row.

If in step 350 there is not a row below the selected row, the compensator 42 has assigned values for the  $v'$  coordinate for all the squares of the second graphical interface 62. In step 356, the compensator 42 re-sets the counter N 80. In step 358, the compensator 42 selects the column of the second graphical interface 62 that contains square 64-10. The compensator 42 then sets the  $u'$  coordinate assigned to each square of the selected column to the value of the  $u'$  coordinate of square 64-10 plus the product of the counter N 80, the step, and the full range of the  $u'$ . Once the  $u'$  coordinates are assigned, the compensator 42 updates the display of the second graphical interface 62. With the preferred second graphical interface and exemplary output device 11, the range of  $u'$  is 0.127. As with  $v'$ , if the square is to receive a  $u'$  coordinate outside the range of  $u'$ , that is greater than 0.310 or less than 0.183, the square receives no hue. The compensator 42 then determines if there is a column to the right of the currently selected column. Any square to the right of a square of the currently selected column constitutes a column to the right of the currently selected column. If there is such a column, the compensator 42 increments the counter N 80 in step 364 and selects the column immediately to the right of the currently selected column in step 366. The method then returns to step 360 to set the  $u'$  coordinate of the squares of this column.

If in step 362 there is no column to the right of the currently selected column, the compensator 42 re-sets the counter N 80 in step 368 and selects the column that contains square 64-10 in step 370. The compensator 42 then, in step 372, sets the  $u'$  coordinate of all squares of the selected column to the value of the  $u'$  coordinate of square 64-10 less the product of the counter N 80, the step, and the full range of the  $u'$  coordinate, and the compensator 42 updates the display of the second graphical interface 62. Next, in step 374, the compensator 42 determines if there is a column to the left of the currently selected column. Once again, any square to the left of a square of the currently selected column constitutes a column to the left of the currently selected column. If there is such a column, the compensator 42 increments the counter N 80 in step 376 and selects the next column to the left of the currently selected column in step 378. The method then returns to step 372 to set the  $u'$  coordinate of the squares of the currently selected column. If in step 374 there is no column to the left of the currently selected column, the compensator 42 has assigned  $u'$ ,  $v'$  coordinates to all squares of the second graphical interface

62. The compensator 42 increments the limit counter 80 in step 380, and the method returns to step 310 so that the user may select a square the most closely matches the ambient illumination reflected from a reflection device.

Referring now to FIGS. 15A, 15B, and 15C, snap shots of the output of the display device 12 are shown. FIG. 15A shows an output of a display device 12, set at a low intensity, displaying a first graphical interface and a second graphical interface. FIG. 15B again shows a first and second graphical interfaces with the intensity set at a mid-level. Finally, FIG. 15C shows a first and second interface with the intensity set at a high level.

While the present invention has been described with reference to certain preferred and alternate embodiments, those skilled in the art will recognize that other alternate embodiments exist. Another alternate embodiment would comprise a look up table. The look up table comprises entries for every square of the second graphical interface 62. Each entry includes values for each of the R, G, and B channels for every value that the step can take. An alternate method for use with this alternate embodiment includes the steps of:

- 1) receiving an input signal indicating the square that appears to match ambient illumination reflected from a reflection device;
- 2) preparing a coordinate shift to place the selected square at square 64-10;
- 3) reducing the step; and
- 4) setting the hues according to the value for each square as indicated by the step.

These and other variations upon and modifications to the preferred and alternate embodiments are provided for by the present invention, which is limited only by the following claims.

What is claimed is:

1. A reflection device for adjusting display device output illumination characteristics relative to the color of ambient light, comprising: a target surface having achromatic and flat reflectivity to ambient light, and defining an aperture through which light output from the display device can be seen by a user and visually compared to the color of ambient light reflected from the target surface.
2. A device as in claim 1 wherein the aperture has a diameter of less than 1/2 inch.
3. A device as in claim 2 wherein aperture diameter is about 0.5 centimeters.
4. A device as in claim 1 wherein the target surface is circular.
5. A device as in claim 4 wherein the target surface has a diameter of between 2 and 4 centimeters.
6. A device as in claim 1 further comprising a handle extending radially from the target surface periphery.
7. A device as in claim 6 wherein the handle comprises a support for attachment to the target surface.
8. A device as in claim 7 wherein the support has a center hole.
9. A device as in claim 8 wherein the center hole is larger than the aperture.
10. A device as in claim 1 wherein display device output illumination is a pre-determined color palette.
11. A reflection device for calibrating display device output illumination characteristics relative to the color of ambient light, comprising:
  - a target having

an achromatic reflective target surface and an aperture; and

a handle extending from the target for holding the target parallel and proximal to the display device, whereby the color of display device output light passing through the aperture can be compared with the adjacent color of ambient light reflected by the target surface surrounding the aperture.

12. A device as in claim 11 wherein the handle is clear.

13. A device as in claim 11 wherein the aperture has a diameter less than 1/2 inch.

14. A device as in claim 13 wherein the aperture has a diameter of about 0.5 centimeters.

15. A device as in claim 11 wherein the target is a circular disk.

16. A device as in claim 15 wherein the target surface has a diameter of between 2 and 4 centimeters.

17. A device as in claim 11 wherein the handle comprises a support for attachment to the target.

18. A device as in claim 17 wherein the support has a center hole.

19. A device as in claim 18 wherein the center hole is larger than the aperture.

20. A device as in claim 11 wherein display device output illumination is a pre-determined color palette.

21. A device as in claim 11 wherein the target surface has spectrally flat reflectivity.

22. A method of making a reflection device for comparing the characteristics of illumination output from a display device with the characteristics of ambient light, comprising the steps of:

providing a target having a target surface with predetermined reflectivity characteristics;

forming an aperture through the target;

providing a handle for holding the target surface parallel and proximal to the display device; and

attaching the target to the handle.

23. A method of making a reflection device as recited in claim 22 wherein the step of providing a handle comprises providing a handle including an annular support which defines a center hole, and the step of attaching the target comprises aligning the center hole with the aperture.

24. A method of making a reflection device as recited in claim 22 wherein the target surface is achromatic and spectrally flat.

25. A method of making a reflection device as recited in claim 22 wherein the aperture has a diameter of less than 1/2 inch.

26. A method of making a reflection device as recited in claim 25 wherein the aperture has a diameter of about 0.5 centimeters.

27. A method of making a reflection device as recited in claim 22 wherein the target is a circular disk.

28. A method of making a reflection device as recited in claim 27 wherein the target has a diameter of between 2 and 4 centimeters.

29. A method of making a reflection device as recited in claim 23 wherein the center hole has a larger diameter than the aperture.

30. A method of making a reflection device as recited in claim 22 wherein display device output illumination includes a pre-determined color palette.

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