Surround relative luminances of greater than or approximately equal to 20% of the scene white are considered `Average`. Less than 20% are considered `Dim`, and approximately 0% are considered `Dark`.

Render Intent
The `Render Intent` cycle gadget controls the method used by ICS for gamut mapping. The gamut mapping routine is mainly responsibel for changing colors scanned but not displayable by your monitor into a displayable color. It is also responsibel for preserving the graybalance and mapping of the scanned media white and black point. Following settings are available:

Absolute Colorimetric: Within the destination device gamut: hue, lightness and saturation are maintained. Outside the gamut: hue and lightness are maintained, saturation is sacrificed. White and black point of the source is unchanged.

This setting is intended for spot colors (Pantone, TruMatch, logo colors, ...) requiring exact reproduction of the same colors. Currently this setting is of rather no use on the Amiga as I don't know any software wich can make use of the data generated on the Amiga.

The setting is mainly available for future reasons (when ICC profiles for printers are supported by ICS).

Relative Colorimetric: Within and outside gamut: same as `Absolute Colorimetric`. The white and black point is changed in order to result in neutral grays.

Saturated: For colors not displayable, hue and saturation are maintained with lightness sacrificed to maintain saturation. White and black point are changed to result in neutral grays. Intended for business graphics (colorful charts, graphs, overheads, ...)

`This setting is not yet supported by the current ICS library and is automaticly altered to Relative Colorimetric`

Perceptual: For colors not displayable, hue is maintained, lightness and saturation is sacrificed to maintain the perceived color. The white and black point is changed in order to result in neutral grays.

Use this setting for images. It is the default setting for ICS.

`This setting is not yet supported by the current ICS library and is automaticly altered to Relative Colorimetric`

6.1   The ICSPrefs Menu

I don't think the menu of ICSPrefs needs any further documentation. It is similar to those offered by Workbench preferences programs.

ICSPrefs can create icons for your setting file created using the `Save As...` menu item. ICSPrefs does check if there is a default user defined icon stored in `ENV:sys` or `ENVARC:sys` named `ICS_def_project.info`. If not, it will use the default internal icon wich can also be user defined.

6.2   The Display Preferences Window

The `Display` window appears after a mouse click on the `Select` gadget in the `Display Device` box of the main `ICSPrefs` window. Here you can define the monitor characterstics you want to correct colors for.

In the middle of the window you can select the monitors color and white point. All you need is the RGB CIE x,y coordinates of your source color chromaticities, and the CIE x,y white point.   These values are usually available from your monitor distributor or manufacturer. ICS already incorporates values for many monitors. Please note that often monitor manufacturers or manuals refer to the white point as color temperature measured in degree Kelvin[1].

Instead of selecting your monitor, you might select the values for a certain standard. For instance, you can color correct scans for the popular sRGB created by MicroSoft and Hewlett Packard.

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[1] Most monitors offer 6500 and 9300 degree Kelvin.