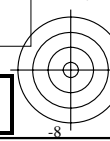
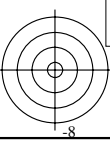
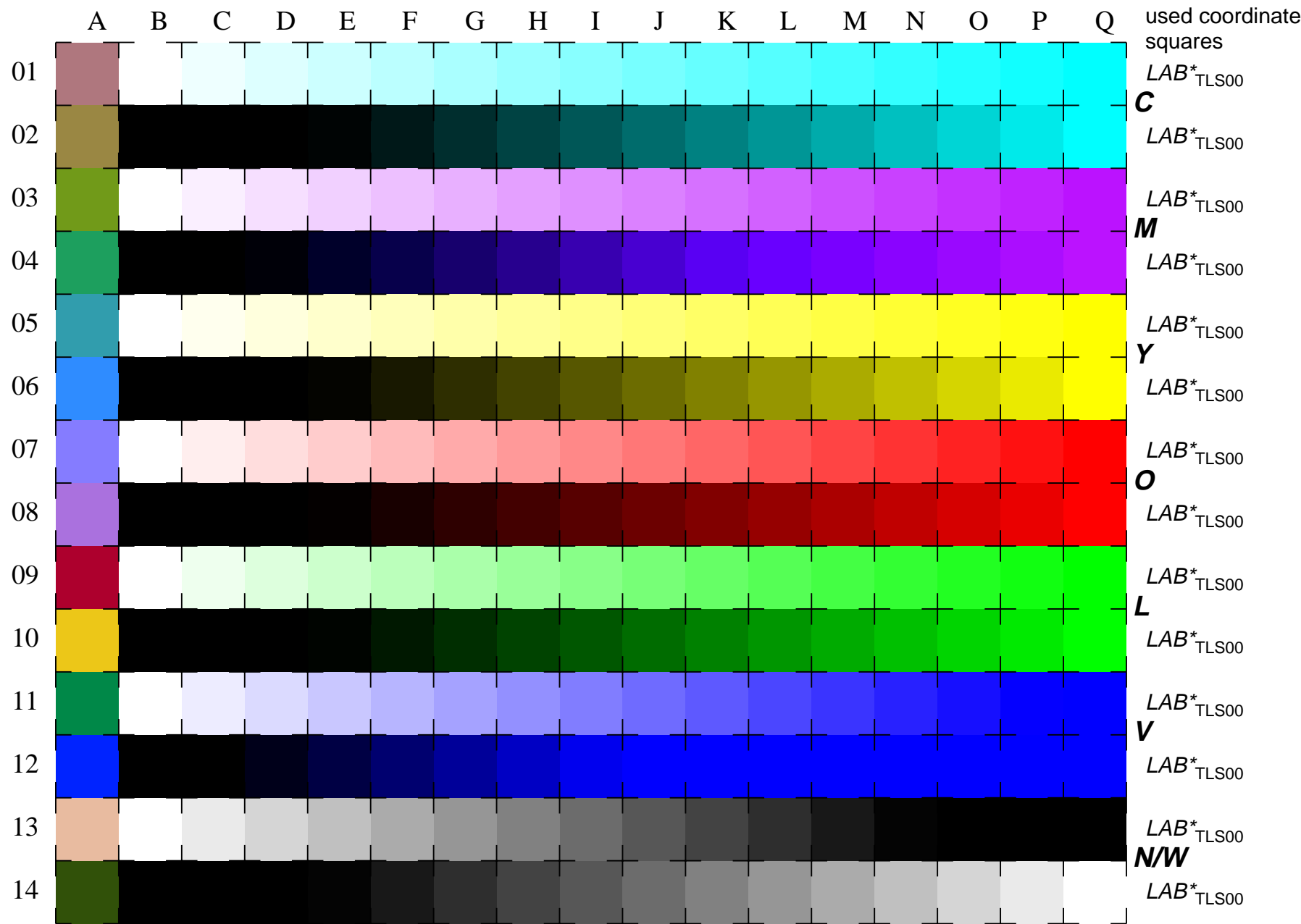


See for similar files: <http://www.ps.bam.de/LE32/LE32.HTM>  
Information and Order: <http://www.ps.bam.de> Version 2.0, io=5,3; iTLS; oTLS, CIELAB

BAM registration: 20030101-LE32/10L/L32E03FP.PS/.PDF BAM material: code=rha4ta  
application for measurement of monitor (Yr=2.5) and printer output

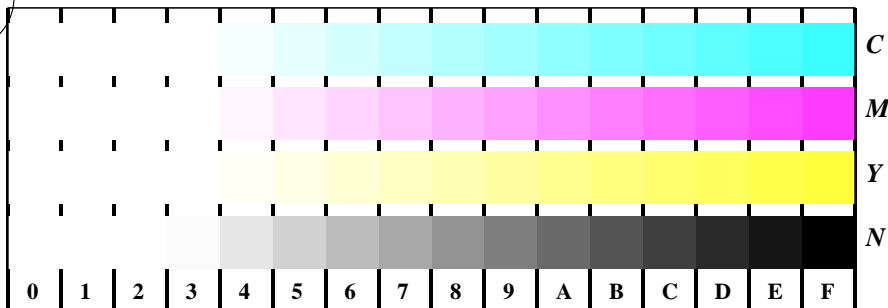


16 equidistant CIELAB steps: C-W, C-N, M-W, M-N, Y-W, Y-N, O-W, O-N, L-W, L-N, V-W, V-N, N-W, W-N and 14 CIE-test colours (left)

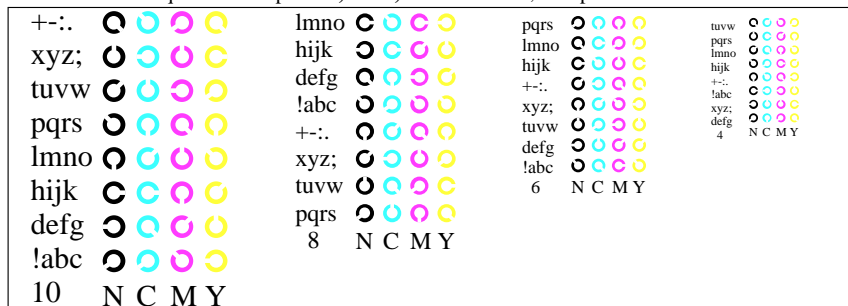
Test chart LE32: 16 CIELAB steps of ISO/IEC 15775  
Chromatic-White, Chromatic-Black, Black-White

input(TLS00): LAB\* setcolor  
output(TLS00): olv\* / www\* setrgbcolor

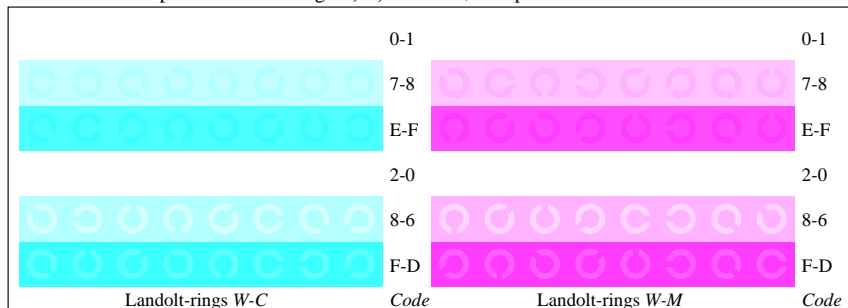




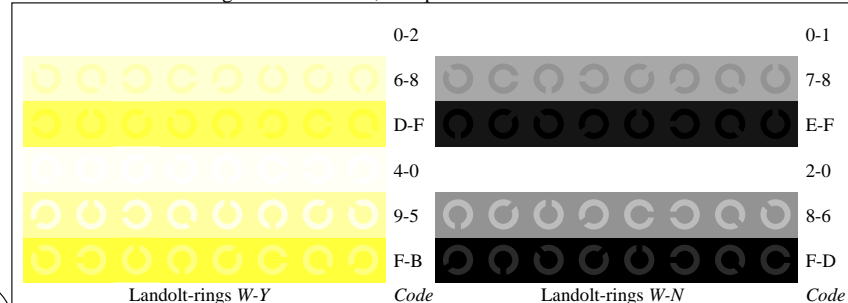
Picture D4w: 16 equidistant steps W-C, W-M, W-Y and W-N; PS operator LAB\* setcolor



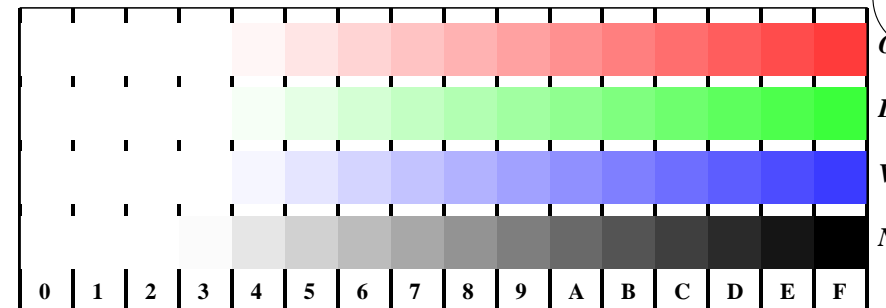
Picture B5w: Script and Landolt-rings N, C, M and Y; PS operator LAB\* setcolor



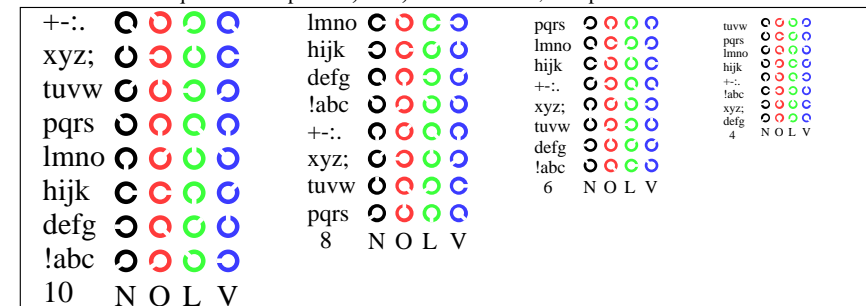
Picture B6w: Landolt-rings W-C and W-M; PS operator LAB\* setcolor



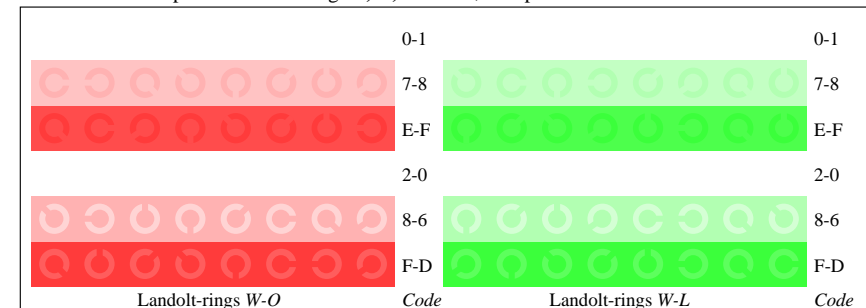
Picture B7w: Landolt-rings W-Y and W-N; PS operator LAB\* setcolor



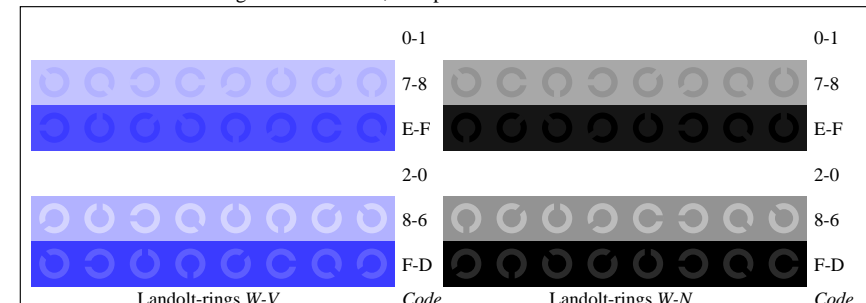
Picture D4w: 16 equidistant steps W-O, W-L, W-V and W-N; PS operator LAB\* setcolor



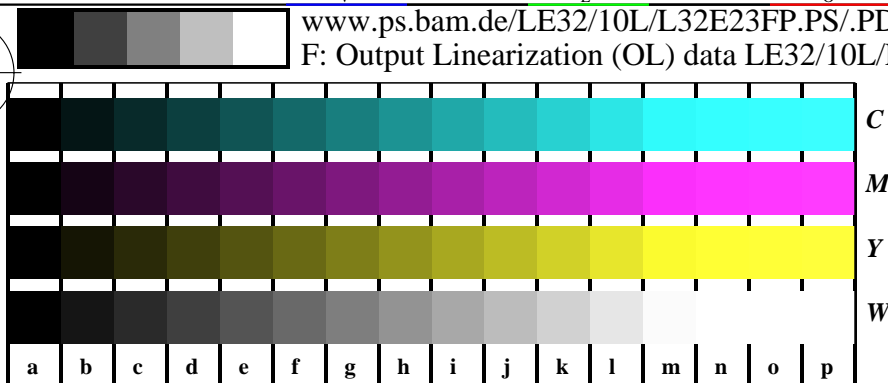
Picture D5w: Script and Landolt-rings N, O, L and V; PS operator LAB\* setcolor



Picture D6w: Landolt-rings W-O and W-L; PS operator LAB\* setcolor



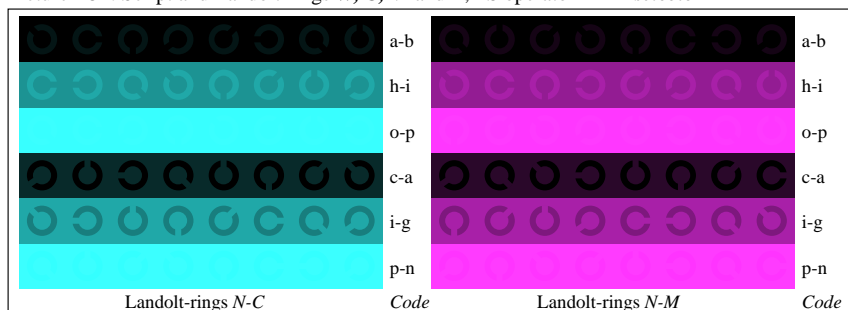
Picture D7w: Landolt-rings W-V and W-N; PS operator LAB\* setcolor



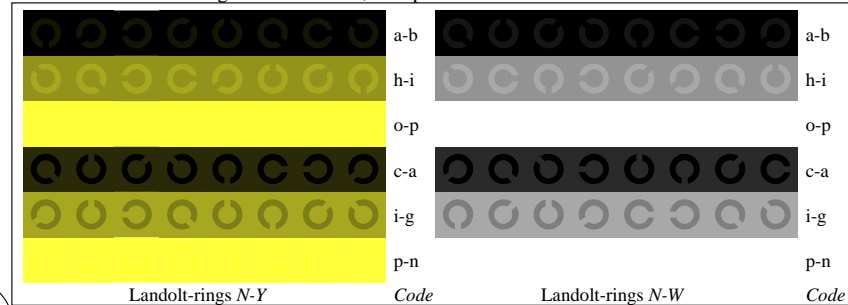
Picture B4n: 16 equidistant steps *W-C*, *W-M*, *W-Y* and *W-N*; PS operator *LAB\* setcolor*



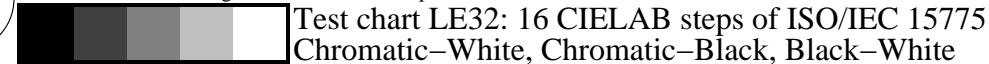
Picture D5n: Script and Landolt-rings *W*, *C*, *M* and *Y*; PS operator *LAB\* setcolor*



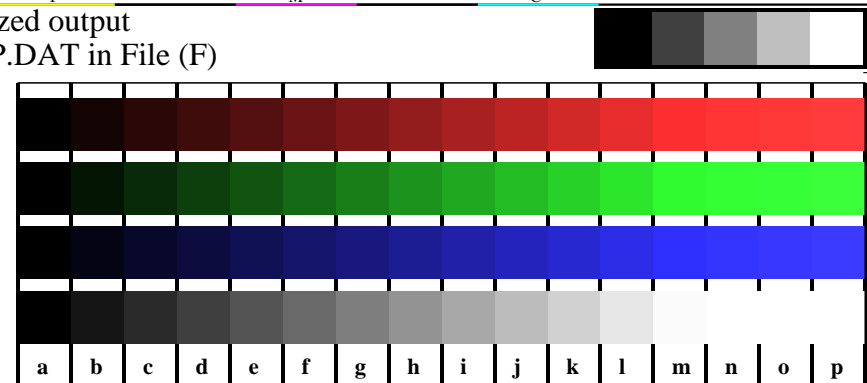
Picture B6n: Landolt-rings *N-C* and *N-M*; PS operator *LAB\* setcolor*



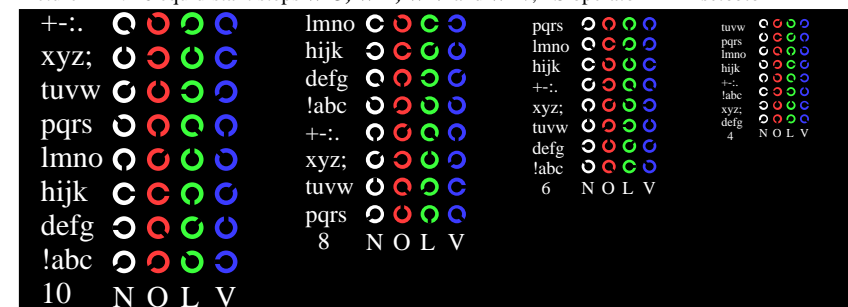
Picture B7n: Landolt-rings *W-Y* and *W-N*; PS operator *LAB\* setcolor*



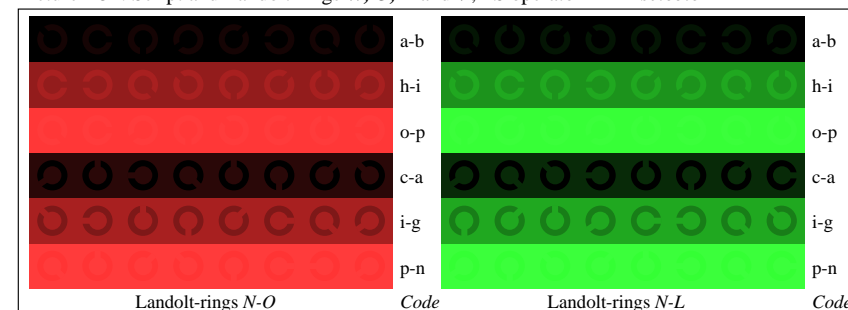
Test chart LE32: 16 CIELAB steps of ISO/IEC 15775  
Chromatic-White, Chromatic-Black, Black-White



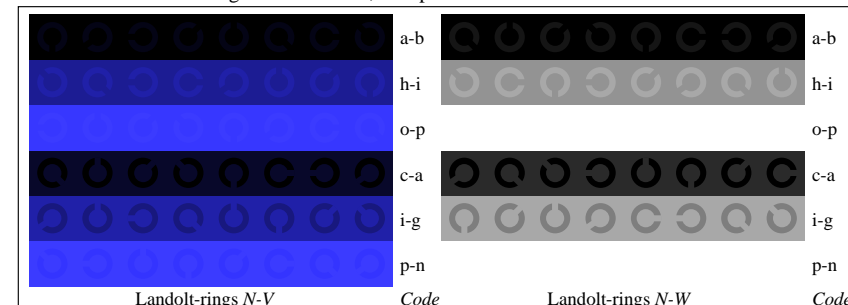
Picture D4n: 16 equidistant steps *W-O*, *W-L*, *W-V* and *W-N*; PS operator *LAB\* setcolor*



Picture D5n: Script and Landolt-rings *W*, *O*, *L* and *V*; PS operator *LAB\* setcolor*

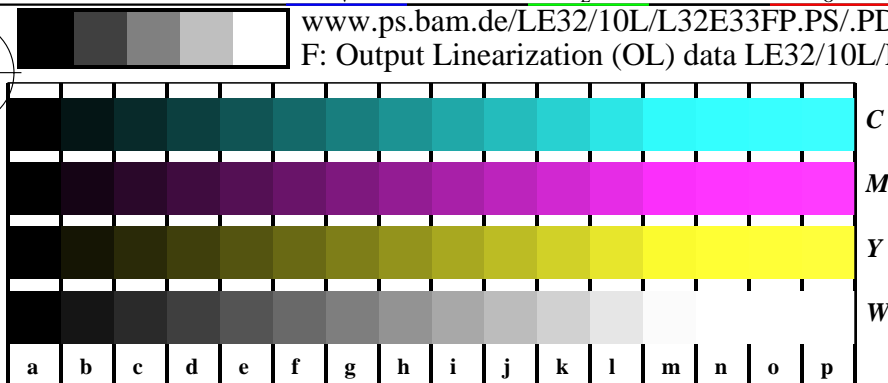


Picture D6n: Landolt-rings *N-O* and *N-L*; PS operator *LAB\* setcolor*

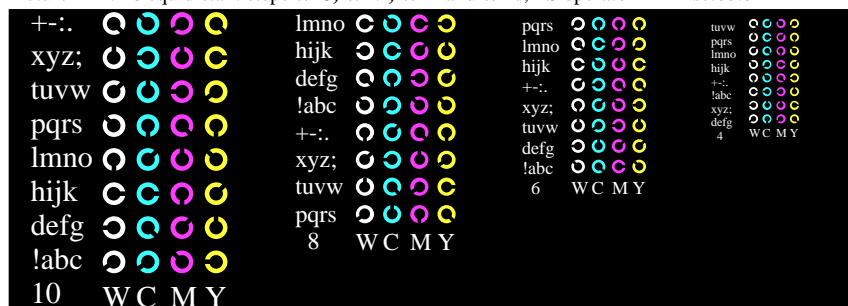


Picture D7n: Landolt-rings *N-V* and *N-N*; PS operator *LAB\* setcolor*

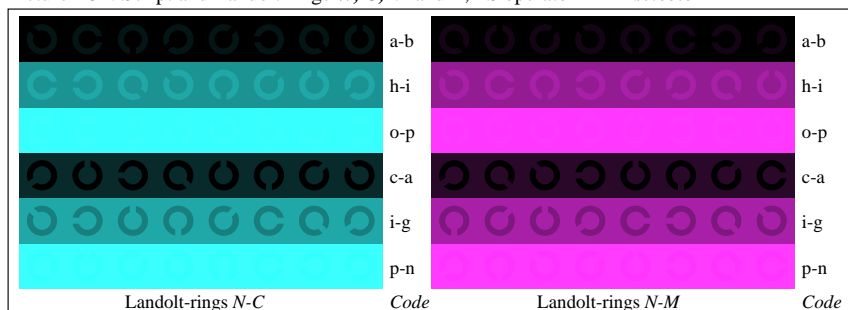
input(TLS00): *LAB\* setcolor*  
output(TLS00): *olv\* / www\* setrgbcolor*



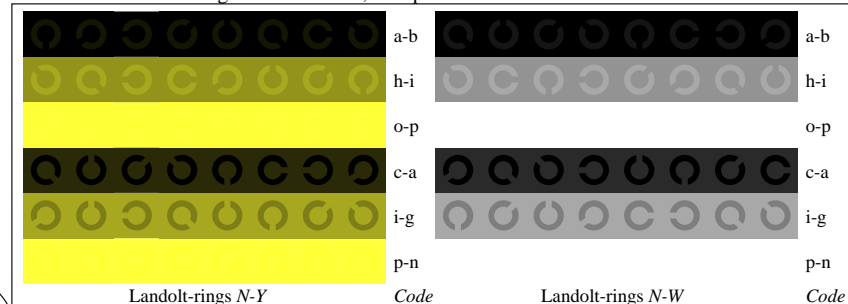
Picture B4n: 16 equidistant steps *W-C*, *W-M*, *W-Y* and *W-N*; PS operator *LAB\* setcolor*



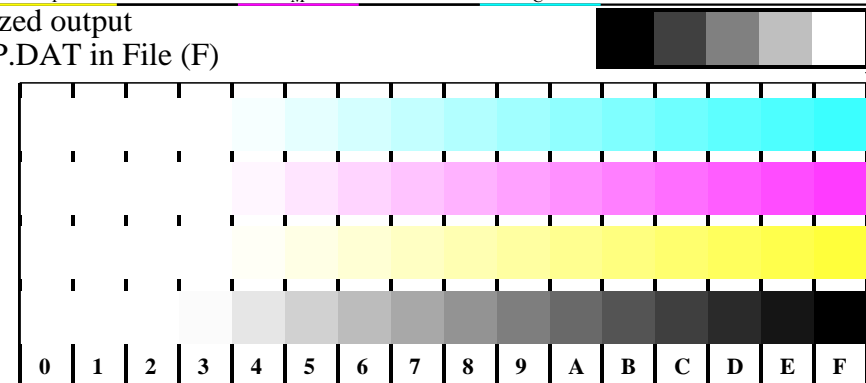
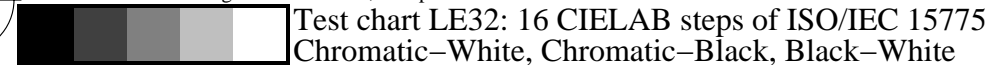
Picture D5n: Script and Landolt-rings *W*, *C*, *M* and *Y*; PS operator *LAB\* setcolor*



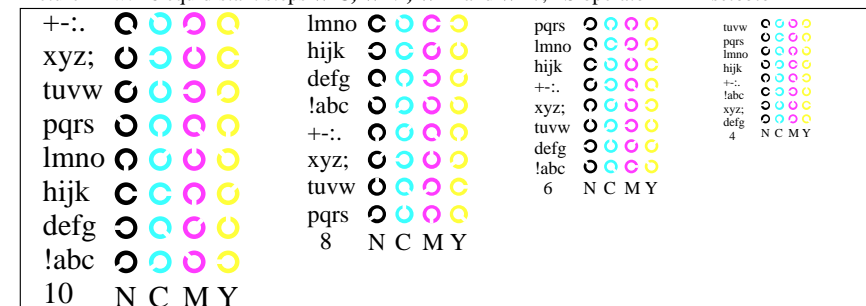
Picture B6n: Landolt-rings *N-C* and *N-M*; PS operator *LAB\* setcolor*



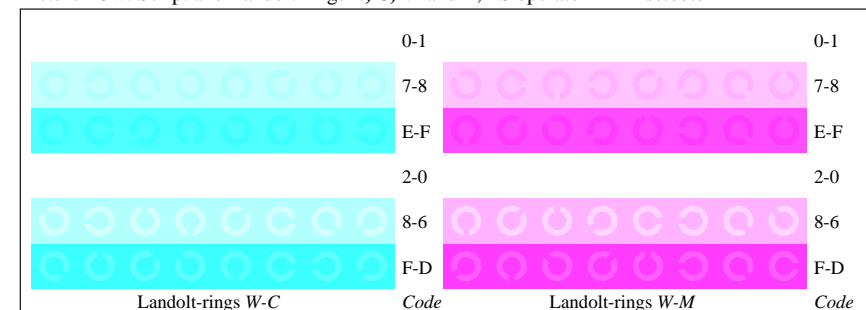
Picture B7n: Landolt-rings *W-Y* and *W-N*; PS operator *LAB\* setcolor*



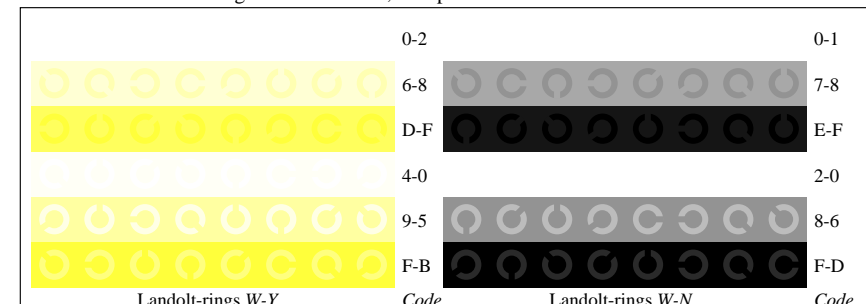
Picture D4w: 16 equidistant steps *W-C*, *W-M*, *W-Y* and *W-N*; PS operator *LAB\* setcolor*



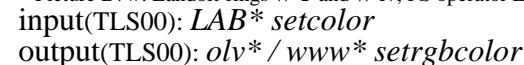
Picture B5w: Script and Landolt-rings *N*, *C*, *M* and *Y*; PS operator *LAB\* setcolor*

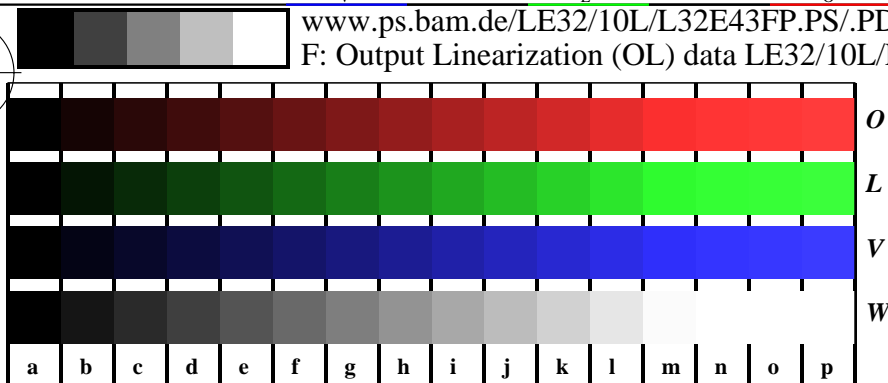


Picture B6w: Landolt-rings *W-C* and *W-M*; PS operator *LAB\* setcolor*

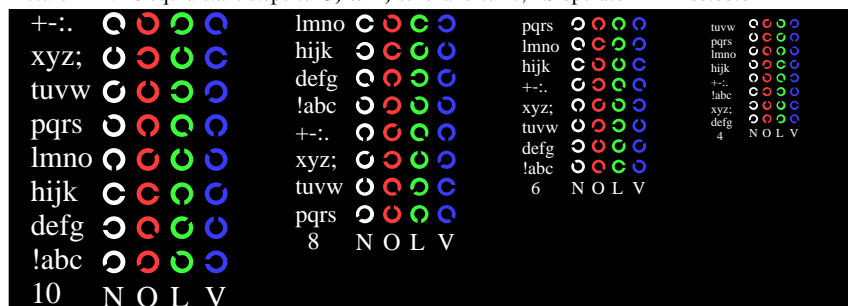


Picture B7w: Landolt-rings *W-Y* and *W-N*; PS operator *LAB\* setcolor*

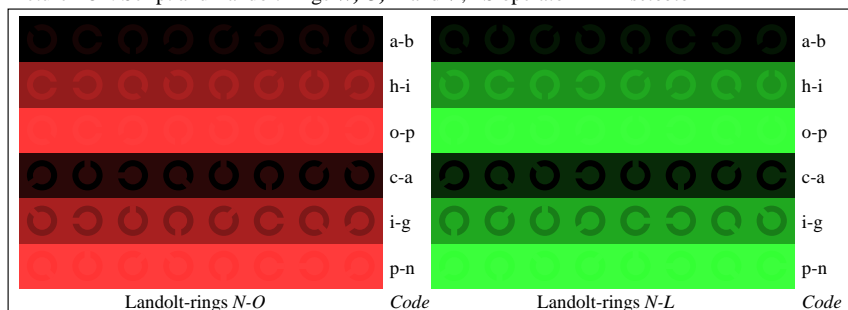




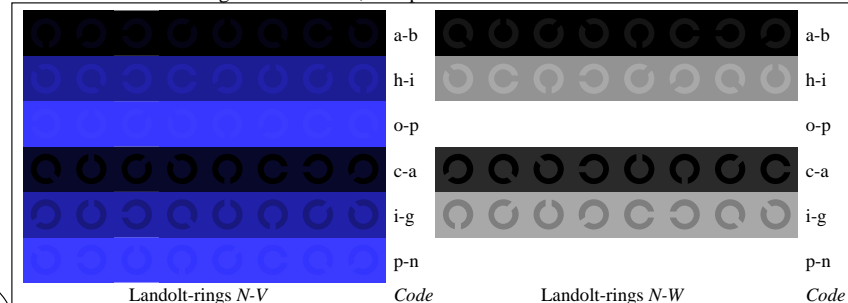
Picture D4n: 16 equidistant steps *W-O, W-L, W-V* and *W-N*; PS operator *LAB\* setcolor*



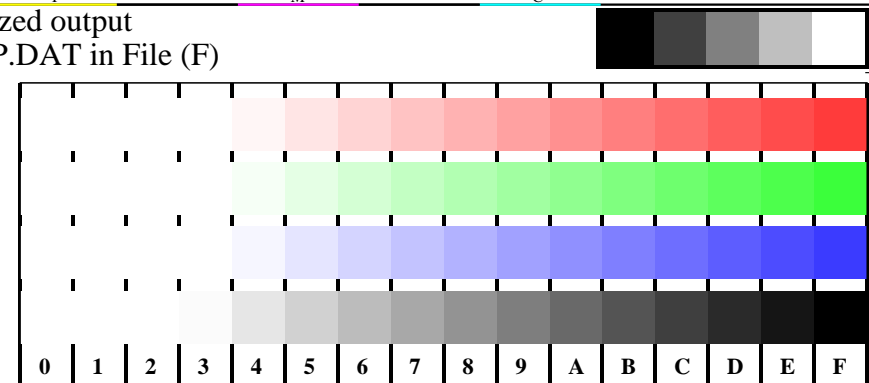
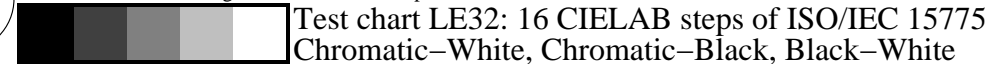
Picture D5n: Script and Landolt-rings *W, O, L* and *V*; PS operator *LAB\* setcolor*



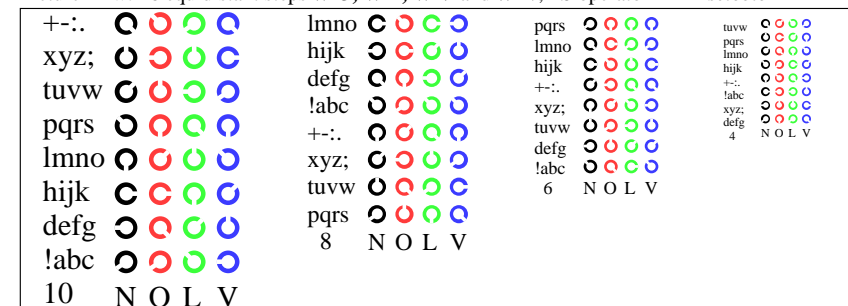
Picture D6n: Landolt-rings *N-O* and *N-L*; PS operator *LAB\* setcolor*



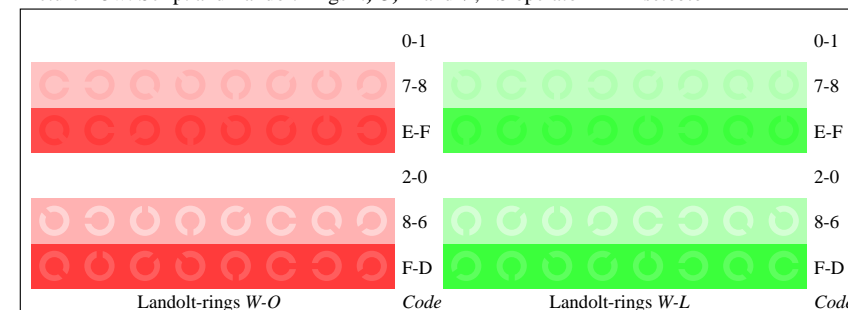
Picture D7n: Landolt-rings *N-V* and *N-N*; PS operator *LAB\* setcolor*



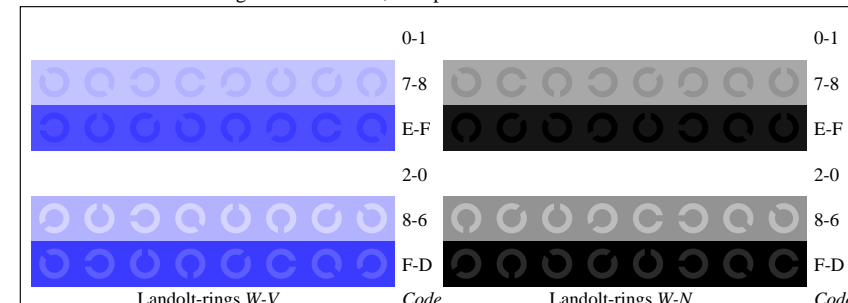
Picture D4w: 16 equidistant steps *W-O, W-L, W-V* and *W-N*; PS operator *LAB\* setcolor*



Picture D5w: Script and Landolt-rings *N, O, L* and *V*; PS operator *LAB\* setcolor*



Picture D6w: Landolt-rings *W-O* and *W-L*; PS operator *LAB\* setcolor*



Picture D7w: Landolt-rings *W-V* and *W-N*; PS operator *LAB\* setcolor*

