

Input: Colorimetric Reflective System NCS11

for hue $h^* = lab^*h = 24/360 = 0.066$

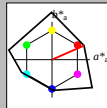
lab^*ch and lab^*nch

D65: hue R

LCH*Ma: 47 92 24

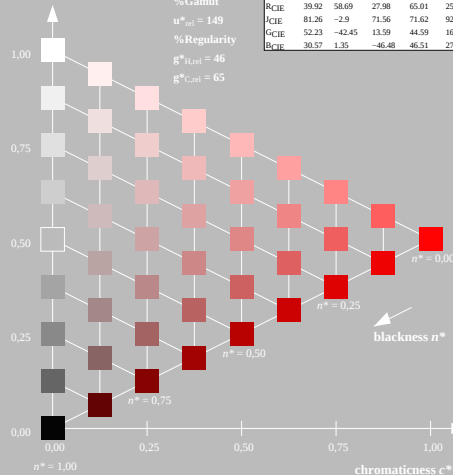
rgb*Ma: 1.0 0.0 0.0

triangle lightness t^*



NCS11; adapted (a) CIELAB data					
$L^*=L^*_a$	a^*_a	b^*_a	$C^*_{ab,a}$	$h^*_{ab,a}$	
R _{Ma}	47.15	84.64	37.25	92.48	24
J _{Ma}	91.37	-1.27	125.03	125.03	91
G _{Ma}	63.07	-114.28	25.35	117.06	167
G50B _{Ma}	59.47	-80.6	-33.45	87.28	203
B _{Ma}	49.01	3.65	-81.19	81.28	273
B50R _{Ma}	44.06	106.09	-73.93	129.32	325
N _{Ma}	10.99	0.0	0.0	0.0	0
W _{Ma}	95.41	0.0	0.0	0.0	0
R _{CIE}	39.92	58.69	27.98	65.01	25
J _{CIE}	81.26	-2.9	71.56	71.62	92
G _{CIE}	52.23	-42.45	13.99	44.59	162
B _{CIE}	30.57	1.35	-46.48	46.51	272

%Gamut
 $u^*_{rel} = 149$
%Regularity
 $g^*_{H,rel} = 46$
 $g^*_{C,rel} = 65$



UE78-7, 9 step scales for constant CIELAB hue 24/360 = 0.066 (left)

BAM-test chart UE78: Colorimetric systems NCS11a & MRS18 input: `cmv0* setcmkcolor`
D65: 9 and 16 step colour scales for 10 hues

Output: Colorimetric Reflective System MRS18

for hue $h^* = lab^*h = 30/360 = 0.083$

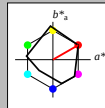
lab^*ch and lab^*nch

D65: hue R

LCH*Ma: 50 77 30

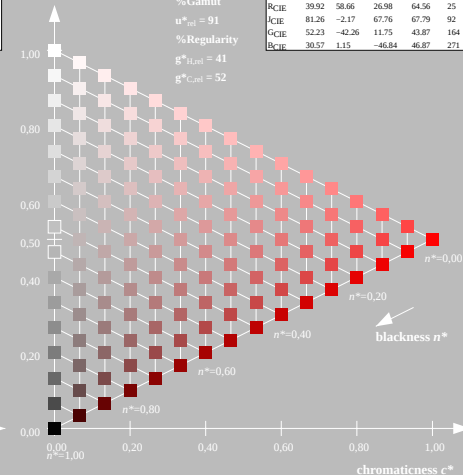
rgb*Ma: 1.0 0.0 0.0

triangle lightness t^*



MRS18; adapted (a) CIELAB data					
$L^*=L^*_a$	a^*_a	b^*_a	$C^*_{ab,a}$	$h^*_{ab,a}$	
R _{Ma}	49.63	66.96	38.37	77.18	30
J _{Ma}	90.7	-6.36	88.75	88.98	94
G _{Ma}	52.11	-69.73	9.44	70.37	172
G50B _{Ma}	45.03	-36.57	-28.47	46.36	218
B _{Ma}	36.65	23.19	-63.05	67.18	290
B50R _{Ma}	34.94	57.17	-44.26	72.31	322
N _{Ma}	18.01	0.0	0.0	0.0	0
W _{Ma}	95.41	0.0	0.0	0.0	0
R _{CIE}	39.92	58.66	26.98	64.56	25
J _{CIE}	81.26	-2.17	67.76	67.79	92
G _{CIE}	52.23	-42.26	11.75	43.87	164
B _{CIE}	30.57	1.15	-46.84	46.87	271

%Gamut
 $u^*_{rel} = 91$
%Regularity
 $g^*_{H,rel} = 41$
 $g^*_{C,rel} = 52$



16 step scales for constant CIELAB hue 30/360 = 0.083 (right)

BAM material: code=tha4a
application for evaluation and measurement of printer or monitor systems, Y=2.5, XYZ
output: `olv* setrgbcolor / w* setgray`