Main content of the two coded VG-PS files AEB31−(1/3)N

Reference: *Adobe Systems: PostScript Language Reference Manual, see http://www.adobe.com/jp/print/postscript/pdfs/PLRM.pdf*

```
01 %!PS-Adobe-3.0 EPSF-3.0 AEB31-1N
02 %%BoundingBox: 70 85 238 206
03 ...
04 /FFM_setrgbcolor {setrgbcolor} bind def
05 /1MR-0000 {%BEG procedure 1MR-0000
06 %Transfer setgray and setcymkcolor to FFM_setrgbcolor
07 ...
08 } def %END procedure 1MR-0000
09
10 /iproc1MR 0 def %31-1N: 0 def, 31-3N: 1 def
11 %/1MR-0000G where {pop 1MR-0000G}{1MR-0000F} ifelse
12 iproc1MR 1 eq {1MR-0000} if
13 ...
14 73 86.5 moveto (AEB31-1N, ) show
15 iproc1MR 0 eq {(No 1MR) show}{(1MR) show} ifelse
16 72 90 translate
17 0.00237 MM dup scale
18 ...
19 0 setgray
20 0 0  moveto 24600 0 rlineto 0 16900 rlineto
21             -24600 0 rlineto closepath stroke
22 ...
23 /xa 600 def /ya 600 def
24 /xd 600 def /xd2 300 def /xd4 150 def
25 r g b setrgbcolor
26 xa ya xd dup rec fill
27 1 r sub 1 g sub 1 b sub 0 setcmykcolor
28 xa xd4 add ya xd4 add xd2 dup rec fill
29 ...
30 showpage
31 %%EOF
```

Remarks:
line 02: Definition of the original **%%BoundingBox 70 85 238 206.**
line 04 to 08: Definition of the procedure 1MR, compare AEB30−1N.
line 10 to 12: Use of 1MR for **/iproc1MR 1 def.**
line 16: The original shift of the cero point is **72 90 translate.**
line 14 to 15: The text output is below the cero point of the rectangle.
line 20 to 21: Draw of the rectangle in mm reduced by a factor 0,237.
line 23 mto 26: Fill of large squares with colours by **rgb setrgbcolor.**
line 27 to 28: Fill small squares with colours by **cmyk setcmykcolor.**