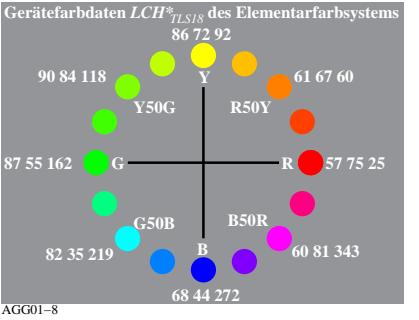
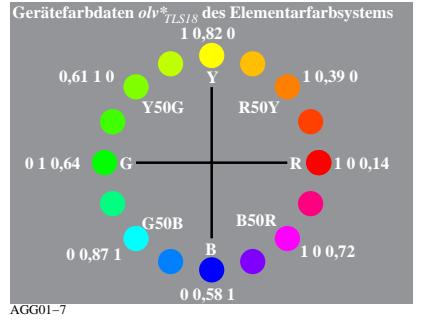
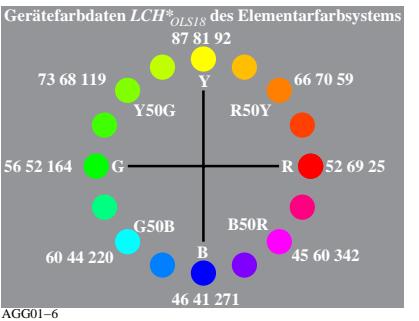
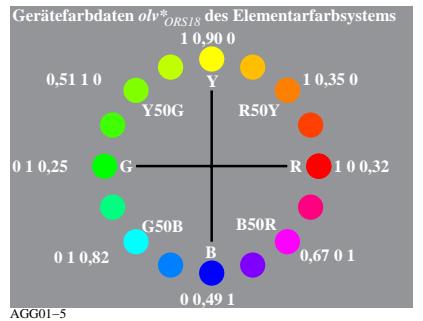
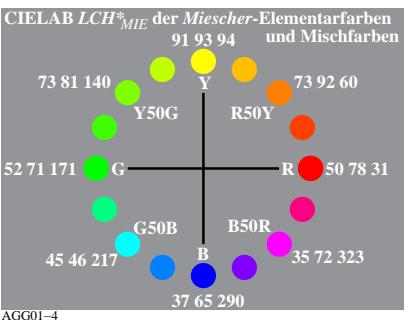
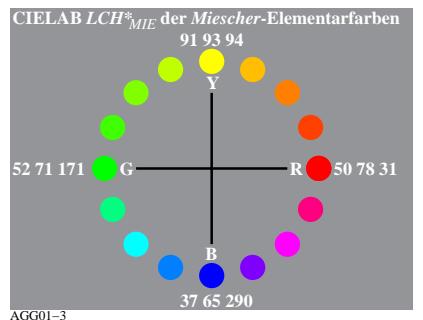
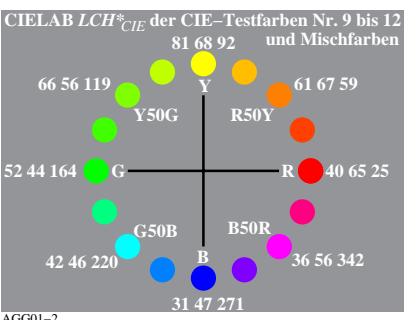
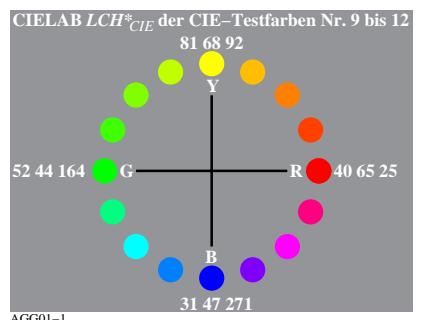
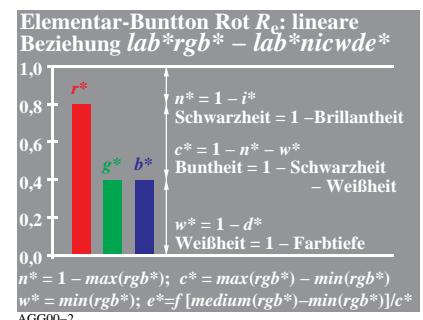
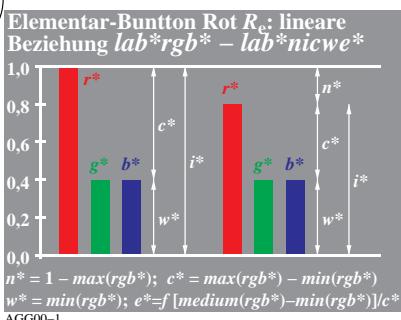
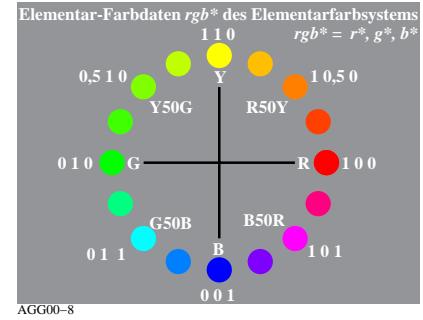
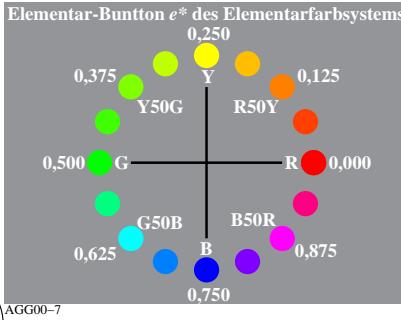
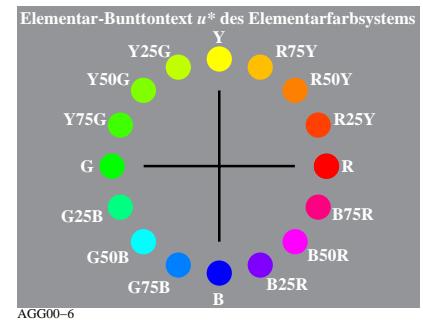
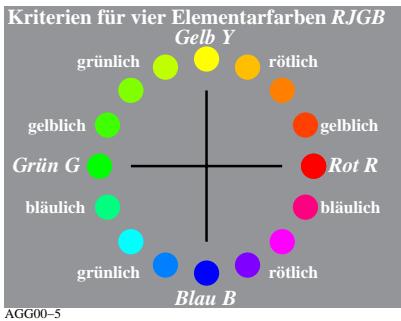
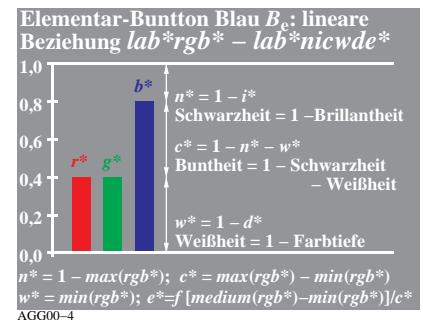
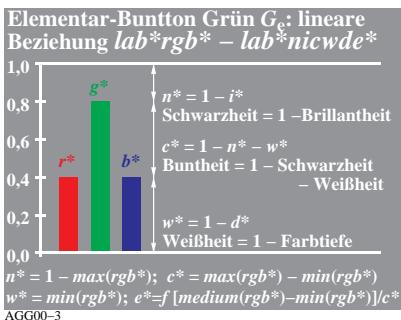


<http://farbe.li.tu-berlin.de/AGG0/AGG0L0NA.TXT /PS>; nur Vektorgrafik VG; Start-Ausgabe
N: Keine 3D-Linearisierung (OL) in Datei (F) oder PS-Startup (S), Seite 1/1



Siehe ähnliche Dateien: <http://farbe.li.tu-berlin.de/AGG0/AGG0L0NA.TXT> oder <http://farbe.li.tu-berlin.de/AGG0/AGG0L0NA.HTML>

Technische Information: <http://farbe.li.tu-berlin.de/AGG0/AGG0.HTML> oder <http://farbe.li.tu-berlin.de/AGG0/AGG0.PS>



TUB-Prüfvorlage AGG0; Transfer von Farbkoordinaten
rgb*-Koordinaten nach nicwde*-Koordinaten und von Buntonkreisen

Eingabe: $rgb/cmy0$ (No IMR)
Ausgabe: keine Änderung