

Frame File PostScript Code (FF_PS) with three loops (important parts)
and line 05 (%line 139) to include different transfer PS codes
and line 20 (%line 239) to include the PS code of an ISO or DIN test file

```
01 %!PS-Adobe-3.0 EPSF-3.0 AS97LMFF.PS 20110801
02 %%BoundingBox: 0 0 842 595
03
04 %line169 %BEG INCLUDE TRANSFER PS CODES
05
06 %END INCLUDE TRANSFERS PS CODES
07 %%EndProlog
08 gsave
09
10 colorm10f 1 colorm20f {/colormf exch def %colorm10f,colorm20f
11 gsave
12
13 xcolor10f 1 xcolor20f {/xcolorf exch def %xcolor10f,xcolor20f
14 gsave
15
16 xchart10f 1 xchart20f {/xchartf exch def %xchart10f,xchart20f
17 gsave
18
19 %line 239 %BEG INCLUDE TEST FILE PS CODE
20
21 %END INCLUDE TEST FILE PS CODE
22
23 68 MM 1.5 MM moveto
24 (http://130.149.60.45/~farbmetrik/AS97/AS97LMFF.PDF) showde
25
26 showpage
27 grestore
28
29 } for %end for xchartf=xchart10f,xchart20f
30 grestore
31 } for %end for xcolorf=xcolor10f,xcolor20f
32 grestore
34 } for %end for colormf=colorm10f,colorm20f
35 %%Trailer
```

Remarks:

The outer loop 10 to 34 is without and with a Linearization Method
colormf=0 or 1 without and with Frame File Linearization Method (FF_LM)

The middle loop 13 to 31 is for the amount of Room Reflections
xcolorf=0 to 7 for 8 display luminance reflections

The inner loop 16 to 29 is for the amount of ISO test pages
xchartf=0 to 11 for 1 to 12 ISO and DIN test file pages

Inclusion of TRANSFER PS CODE, for example 1MR, DEH, at line 05
Inclusion of TEST FILE PS CODE, for example ME16 of ISO 9241-306

AS970-7N

TUB-test graphique AS97; Frame File PS code (FF_PS)
FF_PS with loops and 1-Minus-Relation

Frame File PostScript Code for 1-Minus-Relation (1MR) to *setrgbcolor*
and line 05 to 07 for change of *setgray* to *setrgbcolor*
and line 09 to 13 for change of *setcmykcolor* to *setrgbcolor*

```
01 %!PS-Adobe-3.0 EPSF-3.0, 1MR for change to setrgbcolor
02 /1MR-0000 {%BEG procedure 1MR-0000
03 %1MR-Transform of setgray and setcmykcolor to FFM_setrgbcolor
04
05 /setgray {%BEG procedure setgray to setrgbcolor
06   dup dup FFM_setrgbcolor
07   } def %END procedure setgray to setrgbcolor
08
09 /setcmykcolor {%BEG procedure setcmykcolor to setrgbcolor
10 /FFM_k exch def /FFM_y exch def /FFM_m exch def /FFM_c exch def
11 FFM_k 0 eq {1 FFM_c sub 1 FFM_m sub 1 FFM_y sub FFM_setrgbcolor}
12   {1 FFM_k sub dup dup FFM_setrgbcolor} ifelse
13   } def %END procedure setcmykcolor to setrgbcolor
14
15 } def %END procedure 1MR-0000
16 %%Trailer %END 1-Minus-Relation (1MR) to setrgbcolor
```

Remarks:

The FF_PS code includes: /FFM_setrgbcolor {setrgbcolor} bind def
Then setgray and setcmykcolor is changed to standard setrgbcolor

AS971-3N

Frame File PostScript Code for 1-Minus-Relation (1MR) to *setcmykcolor*
and line 05 to 07 for change of *setgray* to *setcmykcolor*
and line 09 to 13 for change of *setrgbcolor* to *setcmykcolor*

```
01 %!PS-Adobe-3.0 EPSF-3.0, 1MR for change to setcmykcolor
02 /1MR-0001 {%BEG procedure 1MR-0001
03 %1MR-Transform of setgray and setrgbcolor to FFM_setcymkcolor
04
05 /setgray {%BEG procedure setgray to setcmykcolor
06   /FFM_w exch def 1 FFM_w sub dup dup 0 FFM_setcmykcolor
07   } def %END procedure setgray to setcmykcolor
08
09 /setrgbcolor {%BEG procedure setrgbcolor to setcmykcolor
10   /FFM_b exch def /FFM_g exch def /FFM_r exch def
11   1 FFM_r sub 1 FFM_g sub 1 FFM_b sub 0
12   FFM_setcmykcolor
13   } def %END procedure setrgbcolor to setcmykcolor
14
15 } def %END procedure 1MR-0001
16 %%Trailer %END 1-Minus-Relation (1MR) to setcmykcolor
```

Remarks:

The FF_PS code includes: /FFM_setcmykcolor {setcmykcolor} bind def
Then setgray and setrgbcolor is changed to standard setcmykcolor

AS971-7N

entrée: w/rgb/cmyk -> w/rgb/cmyk-
sortie: aucun changement