



TUB-test chart BEAO; Elementary surface and optimal colour systems
 Spectrum for surface and optimal colours, Coordinates (A_1 , B_1) and (A_2 , B_2) for chromatic adaptation
 input: $rgb/cm^2/000/k/n$
 See similar files: <http://farbe.li.tu-berlin.de/BEAO/BEAO0L0N1.TXT/.PS>; only vector graphic VG; start output
 N: no 3D-linearization (OL) in file (F) or PS-startup (S), page 1/1
 technical information: <http://farbe.li.tu-berlin.de> or <http://color.li.tu-berlin.de>