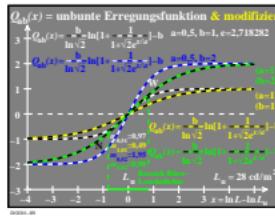
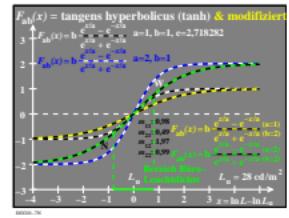
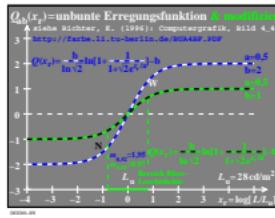
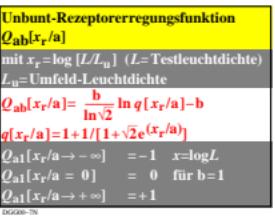
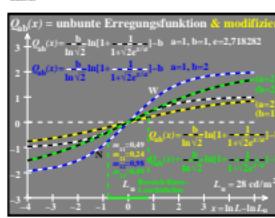
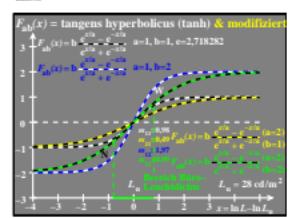
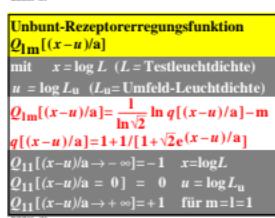
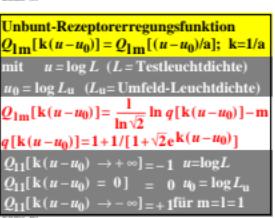
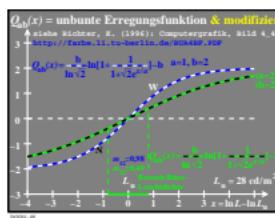
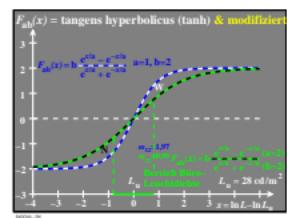
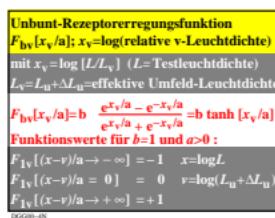
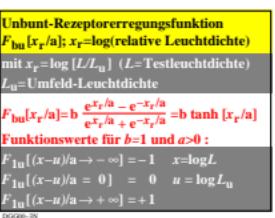
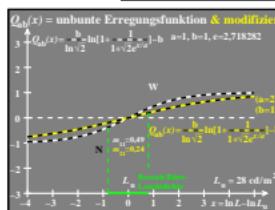
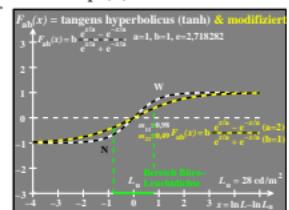
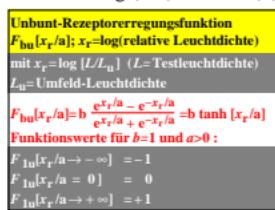
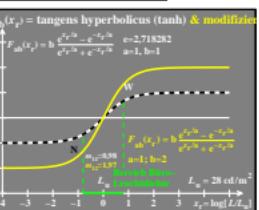


Anwendung für Beurteilung und Messung von Display- oder Druck-Ausgabe

http://farbe.li.tu-berlin.de/DGG0/DGG0L0N1.TXT/.PS; nur Vektorgrafik VG; Start-Ausgabe
N: Keine 3D-Linearisierung (OL) in Datei (F) oder PS-Startup (S)



TUB-Präfvorlage DGG0; Modell für 2 visuelle Erregungsfunktionen $F_{\text{ab}}(x_r)$ und $Q_{\text{ab}}(x_r)$ Eingabe: rgb
Ausgabe: rgb