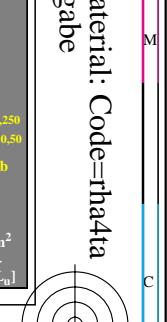
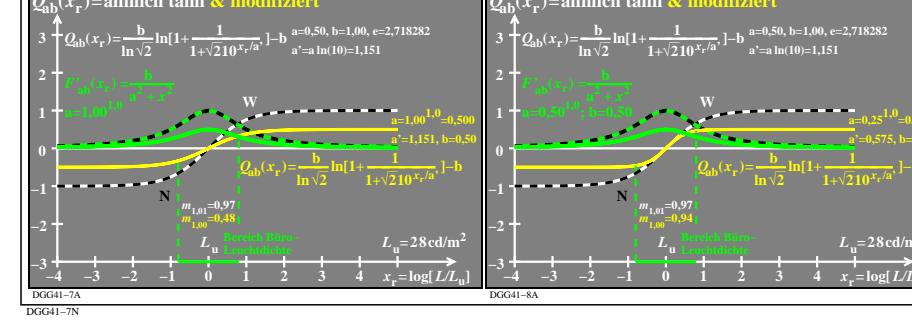
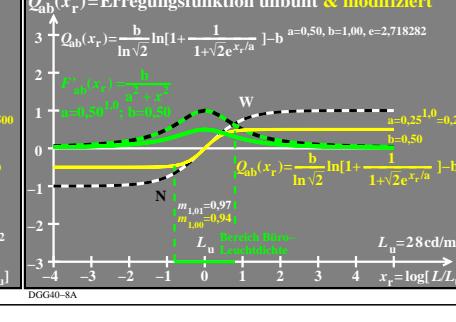
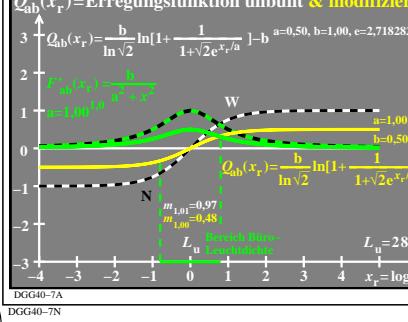
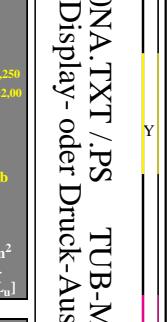
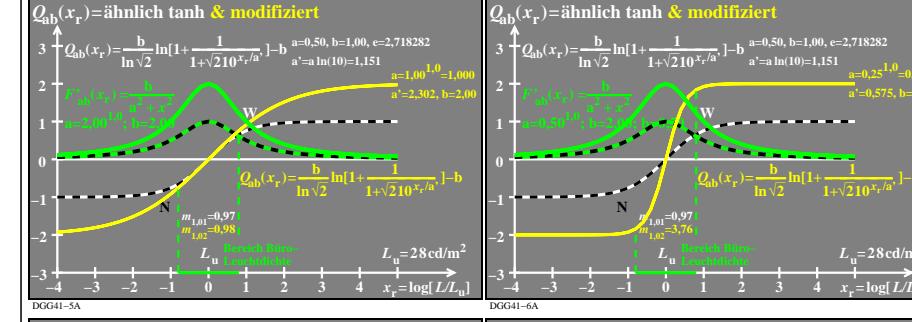
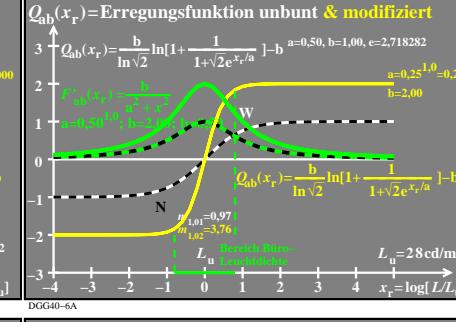
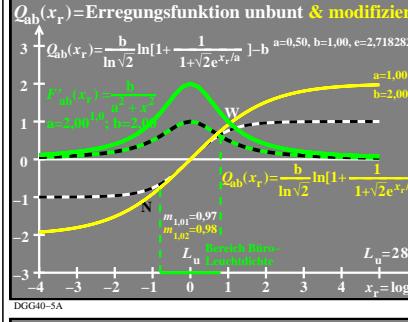
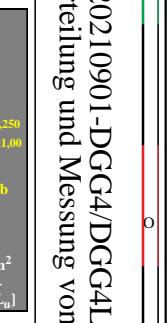
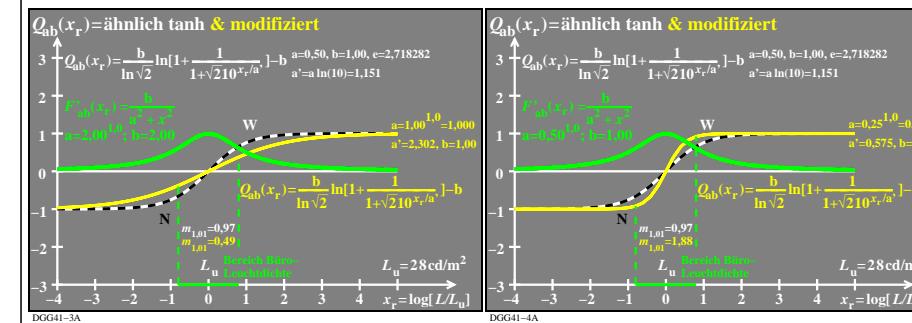
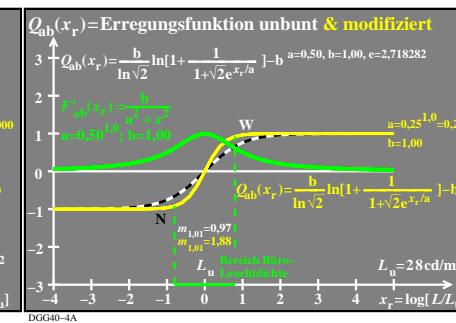
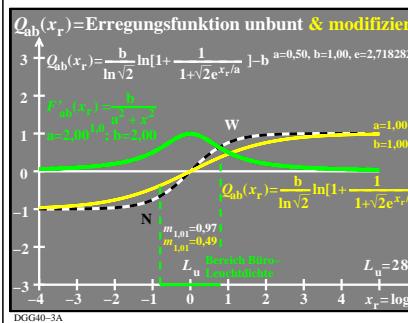
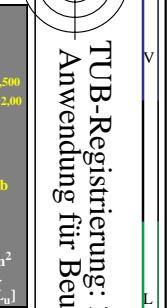
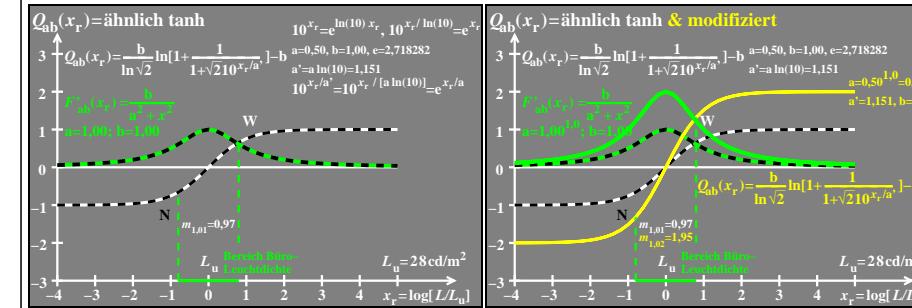
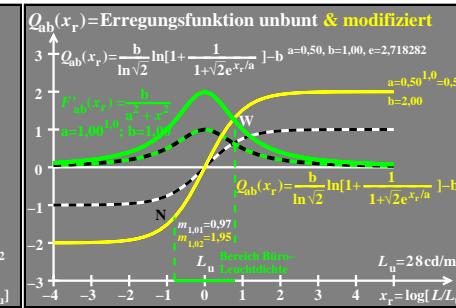
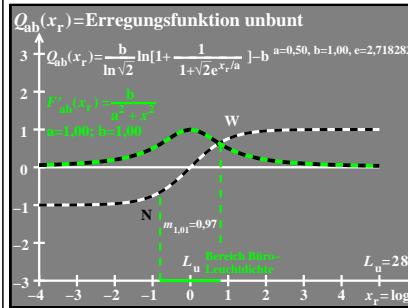
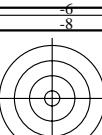
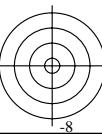


TUB-Registrierung: 20210901-DGG4/DGG4L0NA.TXT /PS
Anwendung für Beurteilung und Messung von Display- oder Druck-Ausgabe
TUB-Material: Code=rha4ta

http://farbe.li.tu-berlin.de/DGG4/DGG4L0NA.TXT /PS; nur Vektorgrafik VG; Start-Ausgabe
N: Keine 3D-Linearisierung (OL) in Datei (F) oder PS-Startup (S)

Siehe ähnliche Dateien: http://farbe.li.tu-berlin.de/DGG4/DGG4L0NA.TXT /PS
Technische Information: http://farbe.li.tu-berlin.de oder http://color.li.tu-berlin.de



TUB-Prüfvorlage DGG4; Modell für Erregungsfunktionen $Q_{ab}(x_r)$ und Ableitungen
logarithmische Erregungsfunktionen $Q_{ab}(x_r)$ und Ableitungen mit $e^{x_r/a}$ und $10^{x_r/a}$; $a^n=a^1$ Ausgabe: rgb

Eingabe: rgb

