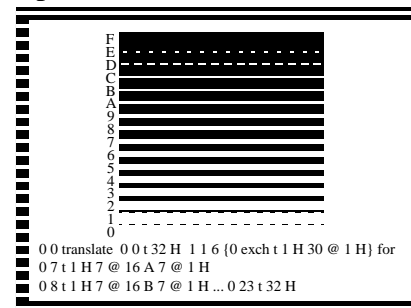


### PSL1-Programmcode: Horizontale Rechteck-Grafikelemente (16 Graustufen)

```
!PS-Adobe-3.0 B8260-7n.eps 20.10.94
%%BoundingBox: 72 90 226 206
% Definitionen /Mt /HQR /HQRr, vgl. PSL1-Code B8262-6n.eps
/HQR1 {HQR /x0 1 x0 add def} bind def %Rechteck & x0-Transl.
%horizontale (HO) Raster, horizontales moveto
/HOIn {%Basis-Rechteck (w=r 1); Innenfeld weiss (w=r 0<h<1)
/r exch def %Wiederholungsfaktor r
x0 y0 r 1 HQR %Schwarzes Rechteck (w=r h=1)
1.0 setgray
x0 y0 xyh add r h HQRr %Rechteck weiss (w=r 0<h<1)
0.0 setgray } bind def
/HORa {%Basis-Quadrat (w=r 1); Innenfeld weiss (w=r 0<h<1)
/r exch def %Wiederholungsfaktor r
x0 y0 r 1 HQR %Schwarzes Rechteck (w=r h=1)
1.0 setgray
x0 y0 xyh add r h HQR %Rechteck weiss (r 0<h<1)
r {x0 xyw add y0 w 1 HQR1} repeat %Quer-Rechteck
0.0 setgray } bind def
/HOMi {%Basis-Rechteck (w=r 1); Innenfeld weiss (0<w,h<1)
/r exch def %Wiederholungsfaktor r
x0 y0 r 1 HQR %Schwarzes Rechteck
1.0 setgray
r {x0 xyw add y0 xyh add w h HQR1} repeat %Quadrat
0.0 setgray } bind def
/xyw{1 w sub 0.5 mul}bind def /xyh{1 h sub 0.5 mul}bind def
/O {/r exch def x0 y0 r 1 HQRr} bind def %r-fach Quadrat
/N {/h 0.10 def /w 0.30 def HOMi} bind def
/M {/h 0.10 def /w 0.60 def HOMi} bind def
/L {/h 0.10 def HOIn} bind def
/K {/h 0.15 def HOIn} bind def
/J {/h 0.20 def HOIn} bind def
/I {/h 0.25 def HOIn} bind def
/H {/h 0.30 def HOIn} bind def
/G {/h 0.35 def HOIn} bind def
/F {/h 0.40 def HOIn} bind def
/E {/h 0.45 def HOIn} bind def
/D {/h 0.50 def HOIn} bind def
/C {/h 0.60 def HOIn} bind def
/B {/h 0.70 def HOIn} bind def
/A {/h 0.80 def /w 0.50 def HORa} bind def
/@ {/x0 exch x0 add def} bind def %reine x0-Translation
/t {/y0 exch def /x0 exch def} bind def %Start x0, y0
1 1 scale 72 90 translate 0.0 setlinewidth %kleinste Linie
72 300 div 20 mul dup scale
0 0 t 32 H
1 1 6 {0 exch t 1 H 30 @ 1 H} for
0 7 t 1 H 7 @ 16 A 7 @ 1 H
0 8 t 1 H 7 @ 16 B 7 @ 1 H
% .....
0 20 t 1 H 7 @ 16 N 7 @ 1 H
0 21 t 1 H 7 @ 16 O 7 @ 1 H
0 22 t 1 H 30 @ 1 H
0 23 t 32 H
showpage
```

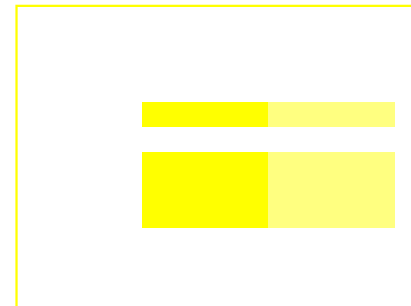
NG330-7, B8\_23



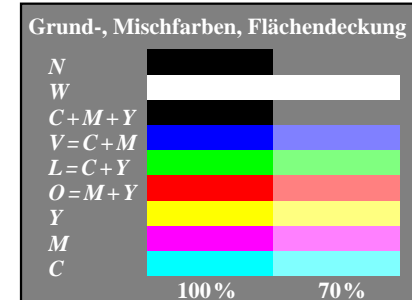
NG331-1, B8\_24



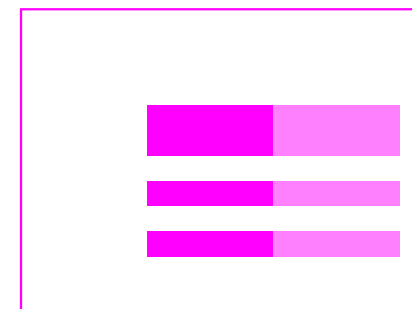
NG331-3, B8\_26\_1



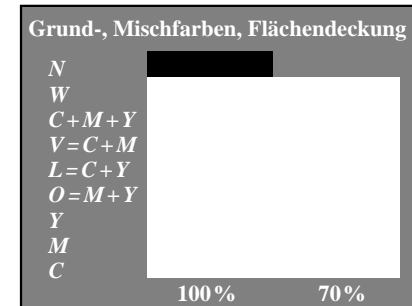
NG331-5, B8\_26\_3



NG331-2, B8\_25



NG331-4, B8\_26\_2



NG331-6, B8\_26\_4