

Test chart standard grid (G) and output 1080 colours	All TUB URL for download + FF_LM	1-minus- relation 1MR <sup>1)</sup> + DH		1-minus- relation 1MR <sup>1)</sup> + DEH <sub>sRGB</sub>		Device File Output DFO <sub>i</sub> i/8 DG_PS		Whole De- vice Output WDO <sub>i</sub> i/8DG_PR	
		VG	PG	VG	PG	VG	PG	VG	PG
G2g (all)	C <sub>3</sub> : T/OE90	● <sup>1)</sup>	—	—	—	●	—	●	—
G2o (all)	C <sub>3</sub> : T/OE91	● <sup>1)</sup>	—	—	—	●	—	●	—
G2e (all)	C <sub>3</sub> : T/OE92	● <sup>1)</sup>	—	—	—	●	—	●	—
G2G (all)	C <sub>3</sub> : T/OE93	● <sup>1)</sup>	● <sup>1)</sup>	—	—	●	●	●	●
G2E (all)	C <sub>3</sub> : T/OE94	● <sup>1)</sup>	● <sup>1)</sup>	—	—	●	●	●	●
G2g (all)	C <sub>3</sub> : T/OE95	—	—	● <sup>1)</sup>	—	●	—	●	—
G2o (all)	C <sub>3</sub> : T/OE96	—	—	● <sup>1)</sup>	—	●	—	●	—
G2e (all)	C <sub>3</sub> : T/OE97	—	—	● <sup>1)</sup>	—	●	—	●	—
G2G (all)	C <sub>3</sub> : T/OE98	—	—	● <sup>1)</sup>	● <sup>1)</sup>	●	●	●	●
G2E (all)	C <sub>3</sub> : T/OE99	—	—	● <sup>1)</sup>	● <sup>1)</sup>	●	●	●	●

Abbreviations: 1MR = 1-Minus-Relation; DG\_PS/PR = Device Gamma PS/Profile;  
all = cmy0/000n setcmykcolor, rgb setrgbcolor, w setgray; — = either DH or DEH;  
VG/PG = Vector/Pixel Graphics; ● = realized; — = no PG; C<sub>x</sub> = chromatic, x pages;  
D(E)H = Device (to Elementary) Hue; TUB/ = T/ = http://130.149.60.45/~farbmetrik/  
Remarks: 1) Realized: Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript  
OE470-3N

Test chart standard grid (G) and output 1080 colours	All TUB URL for download + FF_LM	1-minus- relation 1MR <sup>1)</sup> + DH		1-minus- relation 1MR <sup>1)</sup> + DEH <sub>sRGB</sub>		Device File Output DFO <sub>i</sub> i/8 DG_PS		Whole De- vice Output WDO <sub>i</sub> i/8DG_PR	
		VG	PG	VG	PG	VG	PG	VG	PG
G2g (all)	C <sub>3</sub> : T/OE90	● <sup>1)</sup>	—	—	—	●	—	●	—
G2o (all)	C <sub>3</sub> : T/OE91	● <sup>1)</sup>	—	—	—	●	—	●	—
G2e (all)	C <sub>3</sub> : T/OE92	● <sup>1)</sup>	—	—	—	●	—	●	—
G2G (all)	C <sub>3</sub> : T/OE93	● <sup>1)</sup>	● <sup>1)</sup>	—	—	●	●	●	●
G2E (all)	C <sub>3</sub> : T/OE94	● <sup>1)</sup>	● <sup>1)</sup>	—	—	●	●	●	●
G2g (all)	C <sub>3</sub> : T/OE95	—	—	● <sup>1)</sup>	—	●	—	●	—
G2o (all)	C <sub>3</sub> : T/OE96	—	—	● <sup>1)</sup>	—	●	—	●	—
G2e (all)	C <sub>3</sub> : T/OE97	—	—	● <sup>1)</sup>	—	●	—	●	—
G2G (all)	C <sub>3</sub> : T/OE98	—	—	● <sup>1)</sup>	● <sup>1)</sup>	●	●	●	●
G2E (all)	C <sub>3</sub> : T/OE99	—	—	● <sup>1)</sup>	● <sup>1)</sup>	●	●	●	●

Abbreviations: 1MR = 1-Minus-Relation; DG\_PS/PR = Device Gamma PS/Profile;  
all = cmy0/000n setcmykcolor, rgb setrgbcolor, w setgray; — = either DH or DEH;  
VG/PG = Vector/Pixel Graphics; ● = realized; — = no PG; C<sub>x</sub> = chromatic, x pages;  
D(E)H = Device (to Elementary) Hue; TUB/ = T/ = http://130.149.60.45/~farbmetrik/  
Remarks: 1) Realized: Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript  
Part 1  
OE470-7N

TUB-test chart OE47; 1080 colours G; series OE90 to OE99, Page 1/1  
Frame File PostScript Code (FF\_PS) for 1-Minus-Relation (1MR)

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

OE471-3N

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_setcmykcolor
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

Part 2

OE471-7N

input: rgb setrgbcolor  
output: no change