

ISO/IEC (I) Testchart according ISO/IEC TR 24705	Original ²⁾ BAM URL for download	New ²⁾ TUB URL for download + FF_LM	1-minus- relation 1MR ¹⁾ + DH		Device File Output DFO, i/8 DG_PS		Whole De- vice Output WDO, i/8 DG_PR	
			VG	PG	VG	PG	VG	PG
I3n (000n)	A ₁ : B/DE86	A ₃ : T/OE50	● ¹⁾	–	●	–	●	–
I3w (w)	A ₁ : B/DE87	A ₃ : T/OE51	● ¹⁾	–	● ^{ME15}	–	● ^{ME16}	–
I3c (cmy0)	A ₁ : B/DE88	A ₃ : T/OE52	● ¹⁾	–	●	–	●	–
I3r (rgb)	A ₁ : B/DE89	A ₃ : T/OE53	● ¹⁾	–	●	–	●	–
I3a (all)	A ₄ : DE86-88	A ₁₂ : T/OE54	● ¹⁾	–	●	–	●	–
I2mr (rgb)	C ₁ : B/FE97	C ₃ : T/OE55	● ¹⁾	–	●	–	●	–
I4mr (rgb)	C ₁ : B/FE99	C ₃ : T/OE56	● ¹⁾	–	●	–	●	–
I2R (rgb)	C ₁ : B/FE97	C ₃ : T/OE57	● ¹⁾	● ¹⁾	●	●	●	●
I4R (rgb)	C ₁ : B/FE99	C ₃ : T/OE58	● ¹⁾	● ¹⁾	●	●	●	●
I4r (rgb)	C ₁ : B/FE99	C ₃ : T/OE59	● ¹⁾	–	●	–	●	–

Abbreviations: 1MR = 1-Minus-Relation; DH = Device Hue; ME15/16: ISO 9241-306; *cmy0/000n* setcmykcolor; *rgb* setrgbcolor; *w* setgray; DG = Device Gamma
VG/PG = Vector/Pixel Graphics; ● = realized; – = no PG; A/C_x = (a)chromatic, x pages
Remarks: 1) Realized: Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript
2) BAM/ = B/ = <http://www.ps.bam.de/>; TUB/ = T/ = <http://130.149.60.45/~farbmetrik/>

ISO/IEC (I) Testchart according ISO/IEC TR 24705	Original ²⁾ BAM URL for download	New ²⁾ TUB URL for download + FF_LM	1-minus- relation 1MR ¹⁾ + DEH _{SRGB}		Device File Output DFO _i i/8 DG_PS		Whole De- vice Output WDO _i i/8 DG_PR	
			VG	PG	VG	PG	VG	PG
I3n (000n)	A ₁ : B/DE86	A ₃ : T/OE60	● ¹⁾	–	●	–	●	–
I3w (w)	A ₁ : B/DE87	A ₃ : T/OE61	● ¹⁾	–	● ^{ME15}	–	● ^{ME16}	–
I3c (cmy0)	A ₁ : B/DE88	A ₃ : T/OE62	● ¹⁾	–	●	–	●	–
I3r (rgb)	A ₁ : B/DE89	A ₃ : T/OE63	● ¹⁾	–	●	–	●	–
I3a (all)	A ₄ : DE86-88	A ₁₂ : T/OE64	● ¹⁾	–	●	–	●	–
I2mr (rgb)	C ₁ : B/FE97	C ₃ : T/OE65	● ¹⁾	–	●	–	●	–
I4mr (rgb)	C ₁ : B/FE99	C ₃ : T/OE66	● ¹⁾	–	●	–	●	–
I2R (rgb)	C ₁ : B/FE97	C ₃ : T/OE67	● ¹⁾	● ¹⁾	●	●	●	●
I4R (rgb)	C ₁ : B/FE99	C ₃ : T/OE68	● ¹⁾	● ¹⁾	●	●	●	●
I4r (rgb)	C ₁ : B/FE99	C ₃ : T/OE69	● ¹⁾	–	●	–	●	–

Abbreviations: 1MR = 1-Minus-Relation; DG_PS/PR = Device Gamma PS/Profile
cmy0/000n setcmykcolor; *rgb* setrgbcolor; *w* setgray; DEH=Device to Elementary Hue;
 VG/PG = Vector/Pixel Graphics; ● = realized; – = no PG; A/C_x = (a)chromatic, x pages
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DIN (D) Testchart according DIN 33872-X	Original ²⁾ BAM URL for download	New ²⁾ TUB URL for download + FF_LM	1-minus- relation 1MR ¹⁾ + DH		Device File Output DFO, i/8 DG_PS		Whole De- vice Output WDO, i/8 DG_PR	
			VG	PG	VG	PG	VG	PG
D1r (rgb)	A ₂ : B/De11	A ₃ : T/OE70	● ¹⁾	–	●	–	●	–
D1c (cmy0)	A ₂ : B/De21	A ₃ : T/OE71	● ¹⁾	–	●	–	●	–
D2r (rgb)	A ₁₁ : B/De12	A ₁₂ : T/OE72	● ¹⁾	–	●	–	●	–
D2c (cmy0)	A ₁₁ : B/De22	A ₁₂ : T/OE73	● ¹⁾	–	●	–	●	–
D3a (all)	C ₂ : B/De13	C ₃ : T/OE74	● ¹⁾	–	●	–	●	–
D4a (all)	C ₁₁ : B/De14	C ₁₂ : T/OE75	● ¹⁾	–	●	–	●	–
D5r (rgb)	C ₂ : B/De15	C ₃ : T/OE76	● ¹⁾	–	●	–	●	–
D5c (cmy0)	C ₂ : B/De25	C ₃ : T/OE77	● ¹⁾	–	●	–	●	–
D6r (rgb)	C ₂ : B/De16	C ₃ : T/OE78	● ¹⁾	–	●	–	●	–
D6c (cmy0)	C ₂ : B/De26	C ₃ : T/OE79	● ¹⁾	–	●	–	●	–

Abbreviations: 1MR = 1-Minus-Relation; DG_PS/PR = Device Gamma PS/Profile; *cmy0/000n* setcmykcolor; *rgb* setrgbcolor; *w* setgray; DH = Device Hue; VG/PG = Vector/Pixel Graphics; ● = realized; – = no PG; A/C_x = (a)chromatic, x pages

Remarks: 1) Realized: Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript
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			VG	PG	VG	PG	VG	PG
D1r (<i>rgb</i>)	A ₂ : B/De11	A ₃ : T/OE80	● ¹⁾	–	●	–	●	–
D1c (<i>cmy0</i>)	A ₂ : B/De21	A ₃ : T/OE81	● ¹⁾	–	●	–	●	–
D2r (<i>rgb</i>)	A ₁₁ : B/De12	A ₁₂ : T/OE82	● ¹⁾	–	●	–	●	–
D2c (<i>cmy0</i>)	A ₁₁ : B/De22	A ₁₂ : T/OE83	● ¹⁾	–	●	–	●	–
D3a (<i>all</i>)	C ₂ : B/De13	C ₃ : T/OE84	● ¹⁾	–	●	–	●	–
D4a (<i>all</i>)	C ₁₁ : B/De14	C ₁₂ : T/OE85	● ¹⁾	–	●	–	●	–
D5r (<i>rgb</i>)	C ₂ : B/De15	C ₃ : T/OE86	● ¹⁾	–	●	–	●	–
D5c (<i>cmy0</i>)	C ₂ : B/De25	C ₃ : T/OE87	● ¹⁾	–	●	–	●	–
D6r (<i>rgb</i>)	C ₂ : B/De16	C ₃ : T/OE88	● ¹⁾	–	●	–	●	–
D6c (<i>cmy0</i>)	C ₂ : B/De26	C ₃ : T/OE89	● ¹⁾	–	●	–	●	–

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