

Vorlage Normgitter (G) und Ausgabe 1080 Farben	Alle TUB-URL zum Download + FF_LM	1-Minus- Relation 1MR ¹⁾ + DH VG PG		1-Minus- Relation 1MR ¹⁾ + DEH _{sRGB} VG PG		Device File Output DFO _i i/8 DG_PS VG PG		Whole De- vice Output WDO _i i/8 DG_PR VG PG	
G2g (<i>all</i>)	C ₃ : T/OG90	● ¹⁾	–	–	–	●	–	●	–
G2o (<i>all</i>)	C ₃ : T/OG91	● ¹⁾	–	–	–	●	–	●	–
G2e (<i>all</i>)	C ₃ : T/OG92	● ¹⁾	–	–	–	●	–	●	–
G2G (<i>all</i>)	C ₃ : T/OG93	● ¹⁾	● ¹⁾	–	–	●	●	●	●
G2E (<i>all</i>)	C ₃ : T/OG94	● ¹⁾	● ¹⁾	–	–	●	●	●	●
G2g (<i>all</i>)	C ₃ : T/OG95	–	–	● ¹⁾	–	●	–	●	–
G2o (<i>all</i>)	C ₃ : T/OG96	–	–	● ¹⁾	–	●	–	●	–
G2e (<i>all</i>)	C ₃ : T/OG97	–	–	● ¹⁾	–	●	–	●	–
G2G (<i>all</i>)	C ₃ : T/OG98	–	–	● ¹⁾	● ¹⁾	●	●	●	●
G2E (<i>all</i>)	C ₃ : T/OG99	–	–	● ¹⁾	● ¹⁾	●	●	●	●

Abkürzungen: 1MR = 1-Minus-Relation; DG_PS/PR = Device Gamma PS/Profile; *all* = *cmY0/000n setcmykcolor, rgb setrgbcolor, w setgray*; – = entweder DH/DEH; VG/PG=Vektor-/Pixelgrafik; ● = realisiert; – = keine PG; C_x = chromatisch, x Seiten; D(E)H = Device (to Elementary) Hue; TUB/ = T/ = <http://130.149.60.45/~farbmetrik/>

Remarks: 1) Realisiert: *Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript*

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G2g (<i>all</i>)	C ₃ : T/OG90	● ¹⁾	–	–	–	●	–	●	–
G2o (<i>all</i>)	C ₃ : T/OG91	● ¹⁾	–	–	–	●	–	●	–
G2e (<i>all</i>)	C ₃ : T/OG92	● ¹⁾	–	–	–	●	–	●	–
G2G (<i>all</i>)	C ₃ : T/OG93	● ¹⁾	● ¹⁾	–	–	●	●	●	●
G2E (<i>all</i>)	C ₃ : T/OG94	● ¹⁾	● ¹⁾	–	–	●	●	●	●
G2g (<i>all</i>)	C ₃ : T/OG95	–	–	● ¹⁾	–	●	–	●	–
G2o (<i>all</i>)	C ₃ : T/OG96	–	–	● ¹⁾	–	●	–	●	–
G2e (<i>all</i>)	C ₃ : T/OG97	–	–	● ¹⁾	–	●	–	●	–
G2G (<i>all</i>)	C ₃ : T/OG98	–	–	● ¹⁾	● ¹⁾	●	●	●	●
G2E (<i>all</i>)	C ₃ : T/OG99	–	–	● ¹⁾	● ¹⁾	●	●	●	●

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Frame File PostScript Code für 1-Minus-Relation (1MR) nach *setrgbcolor*
und Zeile 05 bis 07 zum Ändern von *setgray* nach *setrgbcolor*
und Zeile 09 bis 13 zum Ändern von *setcmykcolor* nach *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
```

Erläuterungen:

Der FF_PS-Code enthält: */FFM_setrgbcolor {setrgbcolor} bind def*
Dann wird aus setgray und setcmykcolor das Norm-setrgbcolor

Frame File PostScript Code für 1-Minus-Relation (1MR) nach *setcmykcolor*
und Zeile 05 bis 07 zum Ändern von *setgray* nach *setcmykcolor*
und Zeile 09 bis 13 zum Ändern von *setrgbcolor* nach *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_setcymkcolor
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
```

Erläuterungen:

Der FF_PS-Code enthält: */FFM_setcmykcolor {setcmykcolor} bind def*
Dann wird aus setgray und setrgbcolor das Norm-setcmykcolor