

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

**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<sub>x</sub> = chromatisch, x Seiten;  
**D(E)H** = Device (to Elementary) Hue; **TUB** = *T/ = http://130.149.60.45/~farbmtrik/*  
**Remarks:** 1) Realisiert: *Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript*