

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

**Abkürzungen:** IMR = 1-Minus-Relation; DG\_PS/PR = Device Gamma PS/Profile; all = cmy0/000n setcmkcolor, rgb setrgbcolor, w setgray; - = entweder DH/DEH; VG/PG = Vektor-/Pixelgrafik; ● = realisiert; - = keine PG; C<sub>x</sub> = chromatisch, x Seiten; DE/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

OG470-3N

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

**Abkürzungen:** IMR = 1-Minus-Relation; DG\_PS/PR = Device Gamma PS/Profile; all = cmy0/000n setcmkcolor, rgb setrgbcolor, w setgray; - = entweder DH/DEH; VG/PG = Vektor-/Pixelgrafik; ● = realisiert; - = keine PG; C<sub>x</sub> = chromatisch, x Seiten; DE/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

Part 1

OG470-7N

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

```

01 %!PS-Adobe-3.0 EPSF-3.0, IMR for change to setrgbcolor
02 /IMR-0000 (%BEG procedure IMR-0000
03 %IMR-Transform of setgray and setcmkcolor 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 /setcmkcolor {%BEG procedure setcmkcolor 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 setcmkcolor to setrgbcolor
14
15 } def %END procedure IMR-0000
16 %%Trailer %END 1-Minus-Relation (IMR) to setrgbcolor

```

Erklärungen:

Der FF\_PS-Code enthält: /FFM\_setrgbcolor {setrgbcolor} bind def  
Dann wird aus setgray und setcmkcolor das Norm-setrgbcolor

OG471-3N

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

```

01 %!PS-Adobe-3.0 EPSF-3.0, IMR for change to setcmkcolor
02 /IMR-0001 (%BEG procedure IMR-0001
03 %IMR-Transform of setgray and setrgbcolor to FFM_setcmkcolor
04
05 /setgray {%BEG procedure setgray to setcmkcolor
06   /FFM_w exch def 1 FFM_w sub dup dup 0 FFM_setcmkcolor
07   } def %END procedure setgray to setcmkcolor
08
09 /setrgbcolor {%BEG procedure setrgbcolor to setcmkcolor
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_setcmkcolor
13   } def %END procedure setrgbcolor to setcmkcolor
14
15 } def %END procedure IMR-0001
16 %%Trailer %END 1-Minus-Relation (IMR) to setcmkcolor

```

Erklärungen:

Der FF\_PS-Code enthält: /FFM\_setcmkcolor {setcmkcolor} bind def  
Dann wird aus setgray und setrgbcolor das Norm-setcmkcolor

Part 2

OG471-7N

TUB-Prüfvorlage OG47; 1080 Farben G; Serien OG90 bis OG99, Seite 1/1  
Rahmendatei-PostScript-Code (FF\_PS) für 1-Minus-Relation

Eingabe: rgb setrgbcolor  
Ausgabe: keine Änderung