

Vorlage Normgitter (G) und Ausgabe 1080 Farben	Alle TUB-URL zum Download + FF_LM	1-Minus- Relation 1MR ¹⁾ + DH		1-Minus- Relation 1MR ¹⁾ + DEH _{sRGB}		Device File Output DFO _i i/8 DG_PS		Whole De- vice Output WDO _i i/8DG_PR	
		VG	PG	VG	PG	VG	PG	VG	PG
G2g (all)	C ₃ : T/OG90	● ¹⁾	–	–	–	●	–	●	–
G2o (all)	C ₃ : T/OG91	● ¹⁾	–	–	–	●	–	●	–
G2e (all)	C ₃ : T/OG92	● ¹⁾	–	–	–	●	–	●	–
G2G (all)	C ₃ : T/OG93	● ¹⁾	● ¹⁾	–	–	●	●	●	●
G2E (all)	C ₃ : T/OG94	● ¹⁾	● ¹⁾	–	–	●	●	●	●
G2g (all)	C ₃ : T/OG95	–	–	● ¹⁾	–	●	–	●	–
G2o (all)	C ₃ : T/OG96	–	–	● ¹⁾	–	●	–	●	–
G2e (all)	C ₃ : T/OG97	–	–	● ¹⁾	–	●	–	●	–
G2G (all)	C ₃ : T/OG98	–	–	● ¹⁾	● ¹⁾	●	●	●	●
G2E (all)	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
OG470–3N

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

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all = cmy0/000n setcmykcolor, rgb setrgbcolor, w setgray; – = entweder DH/DEH;
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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 (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

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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_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
```

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

Part 2

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