

ISO/IEC (I) Vorlage nach ISO/IEC TR 24705	Original <sup>2)</sup> BAM-URL zum Download	Neue <sup>2)</sup> TUB-URL zum Download + FF LM	1-Minus- Relation IMR <sup>1)</sup> + DH VG PG	Device File Output DFO <sub>i/8</sub> DG <sub>PS</sub> VG PG	Whole De- vice Output WDO <sub>i/8DG</sub> PR VG PG
I3n (000n)	A <sub>1</sub> : B/DG86	A <sub>3</sub> : T/OG50	● <sup>1)</sup>	—	—
I3w (w)	A <sub>1</sub> : B/DG87	A <sub>3</sub> : T/OG51	● <sup>1)</sup>	● <sup>1)</sup> MG15	● <sup>1)</sup> MG16
I3c (cmy0)	A <sub>1</sub> : B/DG88	A <sub>3</sub> : T/OG52	● <sup>1)</sup>	—	—
I3r (rgb)	A <sub>1</sub> : B/DG89	A <sub>3</sub> : T/OG53	● <sup>1)</sup>	—	—
I3a (all)	A <sub>4</sub> : DG86-88	A <sub>12</sub> : T/OG54	● <sup>1)</sup>	—	—
I2mr (rgb)	C <sub>1</sub> : B/FG97	C <sub>3</sub> : T/OG55	● <sup>1)</sup>	—	—
I4mr (rgb)	C <sub>1</sub> : B/FG99	C <sub>3</sub> : T/OG56	● <sup>1)</sup>	—	—
I2R (rgb)	C <sub>1</sub> : B/FG97	C <sub>3</sub> : T/OG57	● <sup>1)</sup>	● <sup>1)</sup>	—
I4R (rgb)	C <sub>1</sub> : B/FG99	C <sub>3</sub> : T/OG58	● <sup>1)</sup>	● <sup>1)</sup>	—
I4r (rgb)	C <sub>1</sub> : B/FG99	C <sub>3</sub> : T/OG59	● <sup>1)</sup>	—	—

Abkürzungen: IMR = 1-Minus-Relation; DH = Device Hue; MG15/16: ISO 9241-306; cmy0/000n setcmycolor; rgb setrgbcolor; w setgray; DG = Device Gamma  
VG/PG=Vektor-/Pixelgrafik; ●=realisiert; —keine PG; A/C<sub>x</sub>=(a)chromatisch, x Seiten  
Remarks: 1) Realisiert: 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/~farbmtrik/

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I3n (000n)	A <sub>1</sub> : B/DG86	A <sub>3</sub> : T/OG60	● <sup>1)</sup>	—	—
I3w (w)	A <sub>1</sub> : B/DG87	A <sub>3</sub> : T/OG61	● <sup>1)</sup>	● <sup>1)</sup> MG15	● <sup>1)</sup> MG16
I3c (cmy0)	A <sub>1</sub> : B/DG88	A <sub>3</sub> : T/OG62	● <sup>1)</sup>	—	—
I3r (rgb)	A <sub>1</sub> : B/DG89	A <sub>3</sub> : T/OG63	● <sup>1)</sup>	—	—
I3a (all)	A <sub>4</sub> : DG86-88	A <sub>12</sub> : T/OG64	● <sup>1)</sup>	—	—
I2mr (rgb)	C <sub>1</sub> : B/FG97	C <sub>3</sub> : T/OG65	● <sup>1)</sup>	—	—
I4mr (rgb)	C <sub>1</sub> : B/FG99	C <sub>3</sub> : T/OG66	● <sup>1)</sup>	—	—
I2R (rgb)	C <sub>1</sub> : B/FG97	C <sub>3</sub> : T/OG67	● <sup>1)</sup>	● <sup>1)</sup>	—
I4R (rgb)	C <sub>1</sub> : B/FG99	C <sub>3</sub> : T/OG68	● <sup>1)</sup>	● <sup>1)</sup>	—
I4r (rgb)	C <sub>1</sub> : B/FG99	C <sub>3</sub> : T/OG69	● <sup>1)</sup>	—	—

Abkürzungen: IMR = 1-Minus-Relation; DG<sub>PS</sub>/PR = Device Gamma PS/Profile; cmy0/000n setcmycolor; rgb setrgbcolor; w setgray; DEH=Device to Elementary Hue;  
VG/PG=Vektor-/Pixelgrafik; ●=realisiert; —keine PG; A/C<sub>x</sub>=(a)chromatisch, x Seiten  
Remarks: 1) Realisiert: 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/~farbmtrik/

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TUB-Prüfvorlage OG48; Rahmendatei-Linearisierungs-Methode, Seite 1/1  
für Serien OG50 bis OG89 für ISO- und DIN-Prüfvorlagen

DIN- (D) Vorlage nach DIN 33872-X	Original <sup>2)</sup> BAM-URL zum Download	Neue <sup>2)</sup> TUB-URL zum Download + FF LM	1-Minus- Relation IMR <sup>1)</sup> + DH VG PG	Device File Output DFO <sub>i/8</sub> DG <sub>PS</sub> VG PG	Whole De- vice Output WDO <sub>i/8DG</sub> PR VG PG
D1r (rgb)	A <sub>2</sub> : B/Dg11	A <sub>3</sub> : T/OG70	● <sup>1)</sup>	—	—
D1c (cmy0)	A <sub>2</sub> : B/Dg21	A <sub>3</sub> : T/OG71	● <sup>1)</sup>	—	—
D2r (rgb)	A <sub>11</sub> : B/Dg12	A <sub>12</sub> : T/OG72	● <sup>1)</sup>	—	—
D2c (cmy0)	A <sub>11</sub> : B/Dg22	A <sub>12</sub> : T/OG73	● <sup>1)</sup>	—	—
D3a (all)	C <sub>2</sub> : B/Dg13	C <sub>3</sub> : T/OG74	● <sup>1)</sup>	—	—
D4a (all)	C <sub>11</sub> : B/Dg14	C <sub>12</sub> : T/OG75	● <sup>1)</sup>	—	—
D5r (rgb)	C <sub>2</sub> : B/Dg15	C <sub>3</sub> : T/OG76	● <sup>1)</sup>	—	—
D5c (cmy0)	C <sub>2</sub> : B/Dg25	C <sub>3</sub> : T/OG77	● <sup>1)</sup>	—	—
D6r (rgb)	C <sub>2</sub> : B/Dg16	C <sub>3</sub> : T/OG78	● <sup>1)</sup>	—	—
D6c (cmy0)	C <sub>2</sub> : B/Dg26	C <sub>3</sub> : T/OG79	● <sup>1)</sup>	—	—

Abkürzungen: IMR = 1-Minus-Relation; DG<sub>PS</sub>/PR = Device Gamma PS/Profile; cmy0/000n setcmycolor; rgb setrgbcolor; w setgray; DH = Device Hue;  
VG/PG=Vektor-/Pixelgrafik; ●=realisiert; —keine PG; A/C<sub>x</sub>=(a)chromatisch, x Seiten  
Remarks: 1) Realisiert: Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript  
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DIN- (D) Vorlage nach DIN 33872-X	Original <sup>2)</sup> BAM-URL zum Download	Neue <sup>2)</sup> TUB-URL zum Download + FF LM	1-Minus- Relation IMR <sup>1)</sup> + DEH <sub>RGB</sub> VG PG	Device File Output DFO <sub>i/8</sub> DG <sub>PS</sub> VG PG	Whole De- vice Output WDO <sub>i/8DG</sub> PR VG PG
D1r (rgb)	A <sub>2</sub> : B/Dg11	A <sub>3</sub> : T/OG80	● <sup>1)</sup>	—	—
D1c (cmy0)	A <sub>2</sub> : B/Dg21	A <sub>3</sub> : T/OG81	● <sup>1)</sup>	—	—
D2r (rgb)	A <sub>11</sub> : B/Dg12	A <sub>12</sub> : T/OG82	● <sup>1)</sup>	—	—
D2c (cmy0)	A <sub>11</sub> : B/Dg22	A <sub>12</sub> : T/OG83	● <sup>1)</sup>	—	—
D3a (all)	C <sub>2</sub> : B/Dg13	C <sub>3</sub> : T/OG84	● <sup>1)</sup>	—	—
D4a (all)	C <sub>11</sub> : B/Dg14	C <sub>12</sub> : T/OG85	● <sup>1)</sup>	—	—
D5r (rgb)	C <sub>2</sub> : B/Dg15	C <sub>3</sub> : T/OG86	● <sup>1)</sup>	—	—
D5c (cmy0)	C <sub>2</sub> : B/Dg25	C <sub>3</sub> : T/OG87	● <sup>1)</sup>	—	—
D6r (rgb)	C <sub>2</sub> : B/Dg16	C <sub>3</sub> : T/OG88	● <sup>1)</sup>	—	—
D6c (cmy0)	C <sub>2</sub> : B/Dg26	C <sub>3</sub> : T/OG89	● <sup>1)</sup>	—	—

Abkürzungen: IMR = 1-Minus-Relation; DG<sub>PS</sub>/PR = Device Gamma PS/Profile; cmy0/000n setcmycolor; rgb setrgbcolor; w setgray; DEH=Device to Elementary Hue;  
VG/PG=Vektor-/Pixelgrafik; ●=realisiert; —keine PG; A/C<sub>x</sub>=(a)chromatisch, x Seiten  
Remarks: 1) Realisiert: Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript  
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Eingabe: rgb setrgbcolor  
Ausgabe: keine Änderung