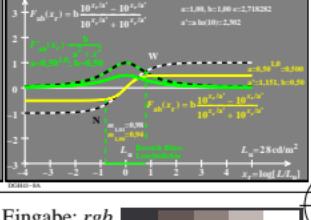
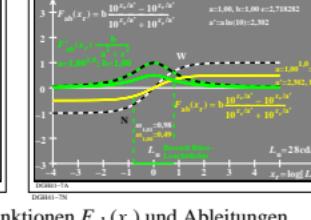
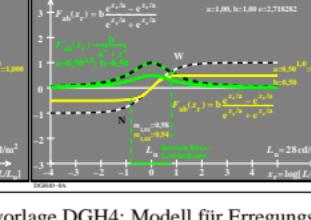
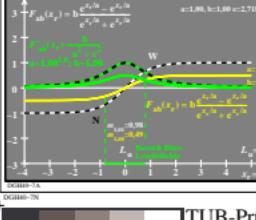
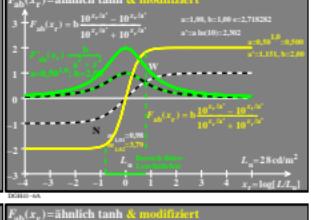
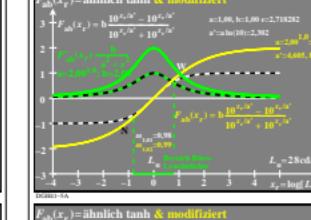
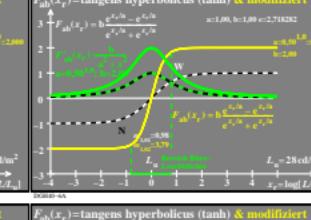
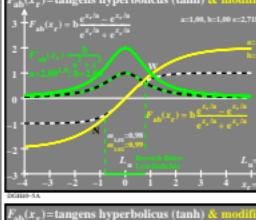
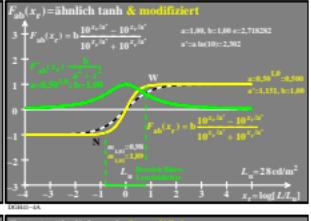
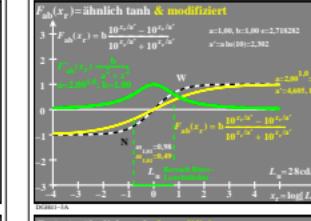
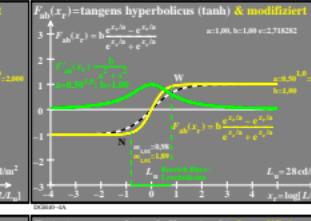
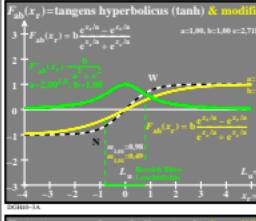
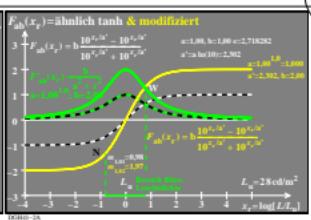
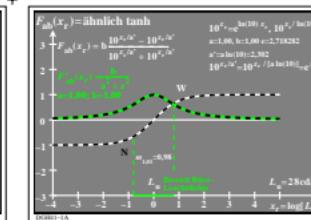
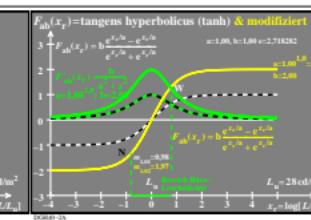
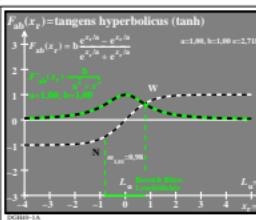


<http://farbe.li.tu-berlin.de/DGH4/DGH4L0N1.TXT/.PS>; nur Vektorgrafik VG; Start-Ausgabe

N: Keine 3D-Linearisierung (OL) in Datei (F) oder PS-Startup (S)

Siehe ähnliche Dateien: <http://farbe.li.tu-berlin.de/DGH4/DGH4L0N1.TXT/.PS>

Technische Information: <http://farbe.li.tu-berlin.de> oder <http://color.li.tu-berlin.de>



TUB-Prüfvorlage DGH4; Modell für Erregungsfunktionen $F_{ab}(x_r)$ und Ableitungen $\tanh(x_r)$ und Ableitungen mit $e^{x_r/a}$ und $10^{x_r/a}$; $a^n=a^{1,0}$

Eingabe: rgb
Ausgabe: rgb