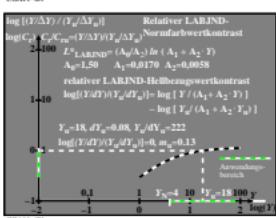
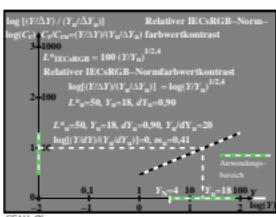
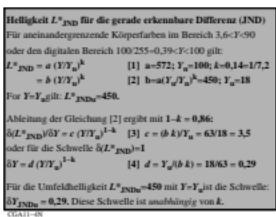
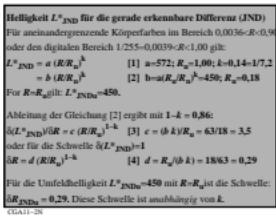
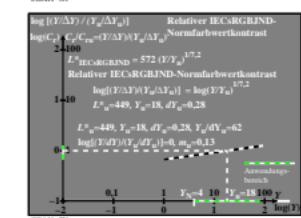
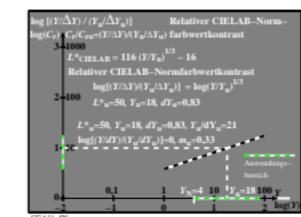
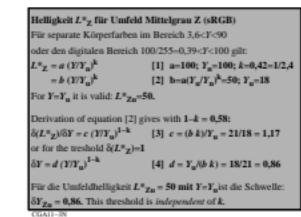
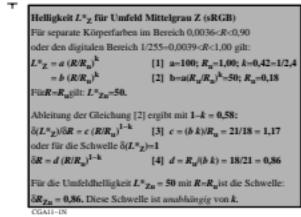
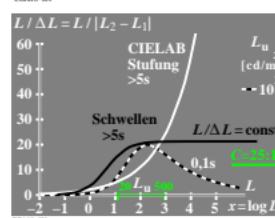
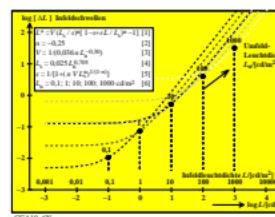
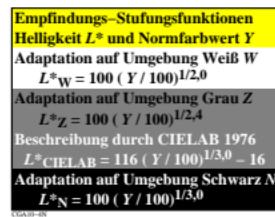
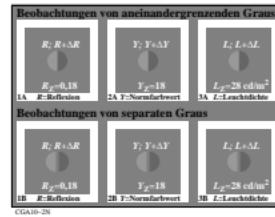
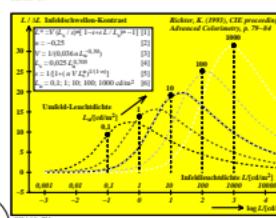
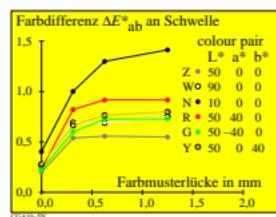
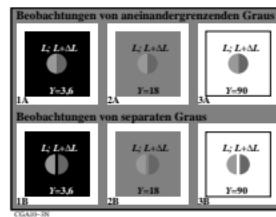
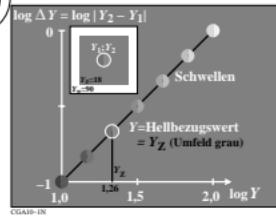


<http://farbe.li.tu-berlin.de/CGA1/CGA1L0N1.TXT/.PS>; nur Vektorgrafik VG; Start-Ausgabe  
N: Keine 3D-Linearisierung (OL) in Datei (F) oder PS-Startup (S)



TUB-Prüfvorlage CGA1; Farbschwellen und Farbräume  
Vergleich der Skalierungs-, Schwellen- und Kontrastfunktionen für verschiedene Anwendungen

Eingabe:  $rgb/cm/y/0000/k/n$