

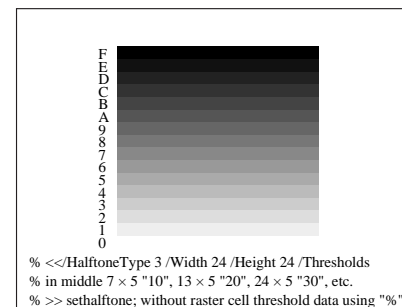
PSL1-program code: color image and separations with 4 basic colors CMYN

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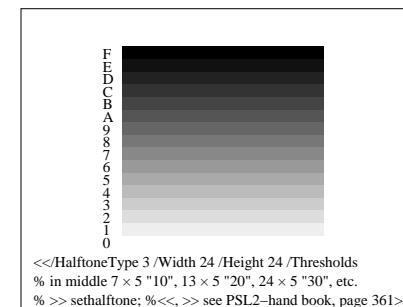
%!PS-Adobe-3.0 d2:[rr.p9f]B7251-7n.eps/B9481-8N.eps 12.2.96
%%BoundingBox: 72 90 226 204
/Times-Roman findfont dup length dict begin
{1 index /FID ne {def} {pop pop} ifelse }forall
/Encoding ISOLatin1Encoding def currentdict end
/Times-ISOL1 exch definefont pop
/FS {findfont exch scalefont setfont} bind def
/MM {72 25.4 div mul} def /str {8 string} bind def
%%EndProlog

72 90 translate 0.01 MM 0.01 MM scale
/ausz 4 def %color separation 0=C, 1=M, 2=Y, 3=N, 4=F
/recfci {/height exch def /width exch def /ys exch def /xs exch def
xs ys moveto width 0 rlineto
0 height rlineto width neg 0 rlineto closepath
ausz 0 eq { pop pop pop 1 exch sub setgray %C
060 135 {pop} setscreen fill } if
ausz 1 eq { pop pop 1 exch sub setgray pop %M
060 090 {pop} setscreen fill } if
ausz 2 eq { pop 1 exch sub setgray pop pop %Y
060 000 {pop} setscreen fill } if
ausz 3 eq { 1 exch sub setgray pop pop pop %N
060 045 {pop} setscreen fill } if
ausz 4 eq { setcmykcolor
060 135 {pop} 060 090 {pop} 060 000 {pop} %F
060 045 {pop} setcolorscreen fill } if bind def
ausz 3 ge {0.0 0.0 0.0 0.5 0 0 5400 4000 recfci}
{0.0 setgray 0 0 moveto 5400 0 rlineto 0 4000
rlineto -5400 0 rlineto closepath stroke} ifelse
ausz 3 ge {1.0 setgray 300 /Times-ISOL1 FS 100 3600 moveto
(basic colors, mixed colors, area coverage) show } if
/xyw {4000 12 div} bind def /xw {5 xyw mul} bind def
/x01 {5 xyw mul} bind def /y0 {1.2 xyw mul} bind def
/x02 {10 xyw mul} bind def
/colors1 %CMYN color rows from bottom to top
[[{1.0 0.0 0.0 0.0} {0.0 1.0 0.0 0.0} {0.0 0.0 1.0 0.0}
{0.0 1.0 1.0 0.0} {1.0 0.0 1.0 0.0} {1.0 1.0 0.0 0.0}
{1.0 1.0 1.0 0.0} {0.0 0.0 0.0 0.0} {0.0 0.0 0.0 1.0}] bind def
/colors2
[[{0.5 0.0 0.0 0.0} {0.0 0.5 0.0 0.0} {0.0 0.0 0.5 0.0}
{0.0 0.5 0.5 0.0} {0.5 0.0 0.5 0.0} {0.5 0.5 0.0 0.0}
{0.5 0.5 0.5 0.0} {0.0 0.0 0.0 0.0} {0.0 0.0 0.0 0.5}] bind def
0 1 8 {/i exch def colors1 i get exec
x01 i xyw mul y0 add xw xyw recfci} for
0 1 8 {/i exch def colors2 i get exec
x02 i xyw mul y0 add xw xyw recfci} for
ausz 3 ge {1.0 setgray 300 /TimesI-ISOL1 FS
/N8 (C M Y O=M+Y L=C+Y V=C+M C+M+Y W N ) def
0 1 8 {/nr exch def nr xyw mul y0 add x01 1300 sub exch
moveto 40 0 N8 nr 6 mul 6 getinterval ashow}for 300 /Times-Roman FS
x01 400 add y0 300 sub moveto (100) show 30 0 rmoveto (%) show
x02 600 add y0 300 sub moveto (70) show 30 0 rmoveto (%) show} if
showpage
    
```

ME340-7, B8_27



<< /HalfToneType 3 /Width 24 /Height 24 /Thresholds
 % in middle 7 x 5 "10", 13 x 5 "20", 24 x 5 "30", etc.
 % >> sethalftone; without raster cell threshold data using "%"
 ME341-1, B8_28_1



<< /HalfToneType 3 /Width 24 /Height 24 /Thresholds
 % in middle 7 x 5 "10", 13 x 5 "20", 24 x 5 "30", etc.
 % >> sethalftone; %<<, >> see PSL2-hand book, page 361>> sethalftone %<<, >> see PSL2-hand book, page 361>> sethalftone
 ME341-2, B8_28_2

PC-operating systems for Intel 486 product name and graphic software

manufact.	NeXT	Microsoft	IBM
product name	NeXT-step V.3.3	Windows NT V.3.1	OS/2 V.2.1
scope	300 MByte	100 MByte	40 MByte
storages	16 MByte	12 MByte	8 MByte
graphic software	Display-PostScript	Graphic G.I.(GDI)	Presentat. M.(PM)

ME341-3, B8_30_1

manufacturer, hardware, operating system and Adobe-PostScript

manu- facturer	Hardware	operating system	Post- Script
Digital	VAX,AXP	OSF/1	Level 2
IBM	RISC 6000	AIX	Level 2
Sun	SPARC	Solaris	Level 2
Adobe	SPARC	X-Window	Level 2
NeXT	Intel, Motorola	Mach	Level 2

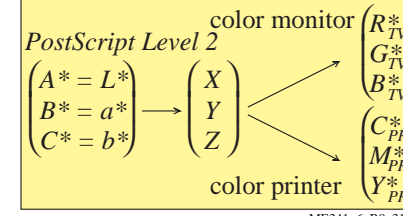
ME341-4, B8_30_2

colorness and value in CIEBasedABC

-color ABC	value ABC	color space eg. device coordinates
Lab*	XYZ	CIE 1931 XYZ linear color measure CIELAB 1976 L*a*b* CIELAB measurement
OLV*	OLV	linear color space OLV
RGB*	RGB	linear scanner, image setter Btx-color space OLV* nonlinear space RGB* quadrat./logarithm. scanner

ME341-5, B8_31_1

CIEBasedABC-device independent CIELAB -> PostScript -> devices-coordinates internal coordinates



ME341-6, B8_31_2

CIEBasedABC-color space in PSL2 color rendering XYZ_{aim} - XYZ_{real}

PSL2- program	Soft- ware	out- put	mea- sure
X _{aim}	L	-> L*	-> L X _{real}
Y _{aim}	M	-> M*	-> M Y _{real}
Z _{aim}	N	-> N*	-> N Z _{real}
matrix1 decode1 decode2 matrix2 3 x 3 {0.5 exp} {2.0 exp} 3 x 3			

ME341-7, B8_32_1

See original or copy: http://web.me.com/klaus.richter/ME34/ME34LONP.PDF /.PS
 Technical information: http://www.ps.bam.de or http://130.149.60.45/~farbmetrik

TUB registration: 20101101-ME34/ME34LONP.PDF /.PS
 application for measurement of printer or monitor systems

TUB material: code=rh4ta