

# PSL1-Programmcode: Farbbild und -auszüge mit vier Grundfarben CMYN

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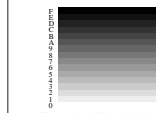
!PS-Adobe-3.0 d2:[rr.psf]B7251-7n.eps/B9481-8N.eps 12.2.96
%%BoundingBox: 72 90 226 204
/Times-Roman findfont dup length dict begin
{ 1 index /FID ne (def) { pop pop } ifelse forall
/Encoding ISOLatin1Encoding def currentdict end
/Times-ISOL1 exch definefont pop
/FS {findfont exch scalefont setfont} 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 %Farbauszug 0=C, 1=M, 2=Y, 3=N, 4=F
/recfi {/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 060 090 {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 recfi}
{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
(Grund-, Mischfarben, Flaechendeckung) 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
/colours1 %CMYN der Farbstreifen von unten nach oben
[ {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 1.0} ] bind def
/colours2
[ {0.0 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 0.5} ] bind def
0 1 8 {/i exch def colours1 i get exec
x01 i xyw mul y0 add xw xyw recfi} for
0 1 8 {/i exch def colours2 i get exec
x02 i xyw mul y0 add xw xyw recfi} for
ausz 3 ge {1.0 setgray 300 /Times1-ISOL1 FS
/NR (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 NR 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

ehowpage

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MG340-7, B8\_27



%%HalfToneType 3/Width 24/Height 24/Thresholds  
% in Mite 7 x 5 "10", 13 x 5 "20", 24 x 5 "30", etc.  
% >> sethalftone: ohne Rasterzellen-Schwellen-Daten mit "%

MG341-1, B8\_38,1

## PC-Betriebssysteme für Intel 486 Produkt-Name und Grafik-Software

Hersteller	NeXT	Microsoft	IBM
Produkt-Name	NeXTstep V.3.3	Windows NT V.3.1	OS/2 V.2.1
Umfang	300 MByte	100 MByte	40 MByte
Speicher	16 MByte	12 MByte	8 MByte
Grafik-Software	Display-PostScript	Graphic G.I.(GDI)	Presentat. M.(PM)

MG341-3, B8\_30,1

## Farbheit und -wert in CIEBasedABC

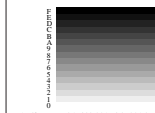
Farbheit ABC*	Farbwert ABC	Farbraum Bsp. Geräte-Koordinaten
Lab*	XYZ	CIE 1931 XYZ lineares Farbmeßgerät CIE Lab 1976 L*a*b* CIE Lab-Farbmeßgerät
OLV*	OLV	linearer Farbraum OLV
RGB*	RGB	linearer Scanner, Belichter Btx-Farbraum OLV* nichtlinearer Raum RGB* quadrat.logarithm. Scanner

MG341-5, B8\_31,1

## CIEBasedABC-Farbraum in PSL2 Farbwiedergabe XYZ<sub>soil</sub> - XYZ<sub>ist</sub>

PSL2-Program ware	Soft- ware	Aus- gabe	Meß- Gerät
X <sub>soil</sub>	L	→ L*	→ L
Y <sub>soil</sub>	→ M	→ M*	→ M
Z <sub>soil</sub>	N	→ N*	→ N
Matrix1 Decode1	Decode2	Matrix2	
3 x 3	[0.5 exp]	[2.0 exp]	3 x 3

MG341-7, B8\_32,1



%%HalfToneType 3/Width 24/Height 24/Thresholds  
% in Mite 7 x 5 "10", 13 x 5 "20", 24 x 5 "30", etc.  
% >> sethalftone: %, <<, >> siehe PSL2-Handbuch, Seite 361

MG341-2, B8\_38,2

## Hersteller, Hardware, Betriebs- system und Adobe-PostScript

Her- steller	Hardware	Betriebs- 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

MG341-4, B8\_38,3

## CIEBasedABC - geräte(un)abhängig

CIE Lab	Farbmonitor	Farbdrucker
PostScript Level 2	$\begin{pmatrix} R \\ G \\ B \end{pmatrix}$	$\begin{pmatrix} C \\ M \\ Y \end{pmatrix}$
$\begin{pmatrix} A^* \\ B^* \\ C^* \end{pmatrix} = \begin{pmatrix} L^* \\ a^* \\ b^* \end{pmatrix}$	$\begin{pmatrix} X \\ Y \\ Z \end{pmatrix}$	

MG341-6, B8\_31,2