

Testchart measurement and output; 1080 colours	All TUB URL for download + FF_LM	1-minus- relation 1MR ¹⁾ + DH		1-minus- relation 1MR ¹⁾ + DEH		Device File Output DFO _i i/8 DG_PS		Whole De- vice Output WDO _i i/8 DG_PR	
		VG	PG	VG	PG	VG	PG	VG	PG
2g (<i>all</i>)	A ₁ : T/OE90	● ¹⁾	–	–	–	●	–	●	–
2o (<i>all</i>)	A ₁ : T/OE91	● ¹⁾	–	–	–	●	–	●	–
2e (<i>all</i>)	A ₁ : T/OE92	● ¹⁾	–	–	–	●	–	●	–
2G (<i>all</i>)	A ₁ : T/OE93	● ¹⁾	● ¹⁾	–	–	●	●	●	●
2E (<i>all</i>)	A ₄ : T/OE94	● ¹⁾	● ¹⁾	–	–	●	●	●	●
2g (<i>all</i>)	C ₁ : T/OE95	–	–	● ¹⁾	–	●	–	●	–
2o (<i>all</i>)	C ₁ : T/OE96	–	–	● ¹⁾	–	●	–	●	–
2e (<i>all</i>)	C ₁ : T/OE97	–	–	● ¹⁾	–	●	–	●	–
2G (<i>all</i>)	C ₁ : T/OE98	–	–	● ¹⁾	● ¹⁾	●	●	●	●
2E (<i>all</i>)	C ₁ : T/OE99	–	–	● ¹⁾	● ¹⁾	●	●	●	●

Abbreviations: 1MR = 1-Minus-Relation; DG_PS/PR = Device Gamma PS/Profile
all = *cmy0/000n setcmykcolor, rgb setrgbcolor, w setgray*; – = either DH or DEH
 VG = Vector Graphics; PG = Pixel Graphics; ● = realized; ○ = possible; – = no PG
 D(E)H = Device (to Elementary) Hue; TUB/ = T/ = <http://130.149.60.45/~farbmetrik/>
Remarks: 1) Realized: *Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript*

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2g (<i>all</i>)	A ₁ : T/OE90	● ¹⁾	–	–	–	●	–	●	–
2o (<i>all</i>)	A ₁ : T/OE91	● ¹⁾	–	–	–	●	–	●	–
2e (<i>all</i>)	A ₁ : T/OE92	● ¹⁾	–	–	–	●	–	●	–
2G (<i>all</i>)	A ₁ : T/OE93	● ¹⁾	● ¹⁾	–	–	●	●	●	●
2E (<i>all</i>)	A ₄ : T/OE94	● ¹⁾	● ¹⁾	–	–	●	●	●	●
2g (<i>all</i>)	C ₁ : T/OE95	–	–	● ¹⁾	–	●	–	●	–
2o (<i>all</i>)	C ₁ : T/OE96	–	–	● ¹⁾	–	●	–	●	–
2e (<i>all</i>)	C ₁ : T/OE97	–	–	● ¹⁾	–	●	–	●	–
2G (<i>all</i>)	C ₁ : T/OE98	–	–	● ¹⁾	● ¹⁾	●	●	●	●
2E (<i>all</i>)	C ₁ : T/OE99	–	–	● ¹⁾	● ¹⁾	●	●	●	●

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Remarks: 1) Realized: *Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript*
 OE470–7N

Frame File PostScript Code for 1-Minus-Relation (1MR)

and line 05 to change setgray to setrgbcolor

and line 09 to change setcmykcolor to setrgbcolor

```
01 %!PS-Adobe-3.0 EPSF-3.0 YK00L2FF.PS 20110301
02 /1MR-0000 {%BEG procedure 1MR-0000
03 %1MR-Transform of setgray and setcmykcolor to FFM_setrgbcolor
04
05 /setgray {%BEG procedure setgray to setrgbcolor
06         dup dup FFM_setrgbcolor
07         } def %END procedure setgray to setrgbcolor
08
09 /setcmykcolor {%BEG procedure setcmykcolor to setrgbcolor
10 /FFM_k exch def /FFM_y exch def /FFM_m exch def /FFM_c exch def
11 FFM_k 0 eq {1 FFM_c sub 1 FFM_m sub 1 FFM_y sub FFM_setrgbcolor}
12         {1 FFM_k sub dup dup FFM_setrgbcolor} ifelse
13         } def %END procedure setcmykcolor to setrgbcolor
14
15 } def %END procedure 1MR-0000
```

Remarks:

The FF_PS code includes: /FFM_setrgbcolor {setrgbcolor} bind def
Then setgray and setcmykcolor is changed to standard setrgbcolor

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and line 05 to change setgray to setrgbcolor

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```
01 %!PS-Adobe-3.0 EPSF-3.0 YK00L2FF.PS 20110301
02 /1MR-0000 {%BEG procedure 1MR-0000
03 %1MR-Transform of setgray and setcmykcolor to FFM_setrgbcolor
04
05 /setgray {%BEG procedure setgray to setrgbcolor
06         dup dup FFM_setrgbcolor
07         } def %END procedure setgray to setrgbcolor
08
09 /setcmykcolor {%BEG procedure setcmykcolor to setrgbcolor
10 /FFM_k exch def /FFM_y exch def /FFM_m exch def /FFM_c exch def
11 FFM_k 0 eq {1 FFM_c sub 1 FFM_m sub 1 FFM_y sub FFM_setrgbcolor}
12         {1 FFM_k sub dup dup FFM_setrgbcolor} ifelse
13         } def %END procedure setcmykcolor to setrgbcolor
14
15 } def %END procedure 1MR-0000
```

Remarks:

The FF_PS code includes: /FFM_setrgbcolor {setrgbcolor} bind def
Then setgray and setcmykcolor is changed to standard setrgbcolor