```
17 gsave
18
19 %line 239 %BEG INCLUDE TEST FILE PS CODE
20
21 %END INCLUDE TEST FILE PS CODE
22
```

Frame File PostScript Code (FF_PS) with two loops (important parts)
and line 05 (%line 139) to include different transfer PS codes
and line 20 (%line 239) to include the PS code of an ISO or DIN test file

```
01 %!PS-Adobe-3.0 EPSF-3.0 OE49LMFF.PS 20110301
02 %%BoundingBox: 0 0 842 595
03
04 %line169 %BEG INCLUDE TRANSFER PS CODES
05
06 %END INCLUDE TRANSFERS PS CODES
07 %%EndProlog
08 gsave
09
10 /colormf 1 def %colormf = 1 with output Linearization method
11 gsave
12
13 xcolor10f 1 xcolor20f {/xcolorf exch def %xcolor10f,xcolor20f
14 gsave
15
16 xchart10f 1 xchart20f {/xchartf exch def %xchart10f,xchart20f
17 gsave
18
19 %line 239 %BEG INCLUDE TEST FILE PS CODE
20
21 %END INCLUDE TEST FILE PS CODE
22
23 68 MM 1.5 MM  moveto
24 (http://130.149.60.45/~farbmetrik/OE49/OE49LMFF.PDF) show
25
26 showpage
27 grestore
28
29 } for %end for xchartf=xchart10f,xchart20f
30 grestore
31 } for %end for xcolorf=xcolor10f,xcolor20f
32 grestore
34 %} for %end for colormf=colorm10f,colorm20f
35 %%Trailer
```

Remarks:
The lines 10 to 34 define the application of a Linearization Method
colormf=1 with a Frame File Linearization Method (FF_LM)

The outer loop 13 to 31 is for the amount of Room Reflections
xcolorf=0 to 7 for 8 display luminance reflections

The inner loop 16 to 29 is for the amount of ISO test pages
xchartf=0 to 11 for 1 to 12 ISO and DIN test file pages

Inclusion of TRANSFER PS CODE, for example 1MR, DEH, at line 05
Inclusion of TEST FILE PS CODE, for example ME16 of ISO 9241−306

OE491−7N

Colour Linearization Method	**1-minus-relation 1MR**[1]		**Device to Elementary Hue DEH**		**Room light Reflection RLR_i *i*=8 steps**		**Whole Device Output WDO_i *i*=8 steps**		**Example Test File ETF_i *i*=8 steps**
	VG	**PG**	**VG**	**PG**	**VG**	**PG**	**VG**	**PG**	
DFO_LM	X[1)]	X[1)]	O	O	O	O	O	O	A_1: O
DL_PR[2)]	X[1)]	X[1)]	O	O	O	O	O	O	C_1: O
DFO_LM	X[1)]	X[1)]	X	X	●	●	●	●	A_1: L16E00
DG_PR	X[1)]	X[1)]	X	X	●	●	●	●	C_1: LE5000
FO_LM[3)]	O[1)]	O[1)]	O	O	O	O	X[3)]	X[3)]	A_8: O
DL_PS	O[1)]	O[1)]	O	O	O	O	X[3)]	X[3)]	C_8: O
FO_LM[3)]	●[1)]	O[1)]	●	O	●	●	X[3)]	X[3)]	A_8: L15E00
DG_PS	●[1)]	O[1)]	●	O	●	●	X[3)]	X[3)]	C_8: LE50L0

Abbreviations: DFO = Device File Output; **FO** = File Output; **DL** = Device Link
DG = Device Gamma; **LM** = Linearization Method; **PR** = Profile; ***PS*** = *PostScript* code
VG = Vector Graphics; **PG** = Pixel Graphics; ● = realized; O = possible; X = impossible

Remarks: 1) Realized: *Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript*
2) ICC expert needed who writes a DL_PR with rgb_{di} −> rgb_{di}'* (i=0..256^3−1)
3) FO_LM changes the file output and not the whole display output

OE491−3N

Colour Linearization Method	**1-minus-relation 1MR**[1]		**Device to Elementary Hue DEH**		**Room light Reflection RLR_i *i*=8 steps**		**Whole Device Output WDO_i *i*=8 steps**		**Example Test File ETF_i *i*=8 steps**
	VG	**PG**	**VG**	**PG**	**VG**	**PG**	**VG**	**PG**	
FF_LM[3)]	O[1)]	O[1)]	O	O	O	O	X[3)]	X[3)]	A_2: O
DL_PS	O[1)]	O[1)]	O	O	O	O	X[3)]	X[3)]	C_2: O
+	+	+	+	+					
DFO_LM	O[1)]	O[1)]	O	O	O	O	O	O	A_{16}: O
DL_PR[2)]	O[1)]	O[1)]	O	O	O	O	O	O	C_{16}: O
FF_LM[3)]	●[1)]	O[1)]	O	O	O	O	X[3)]	X[3)]	A_2:OE00L2
DG_PS	●[1)]	O[1)]	●	O	O	O	X[3)]	X[3)]	C_2:OE02L2
+	+	+	+	+					
DFO_LM	●[1)]	O[1)]	●	O	●	●	●	●	A_{16}: O
DG_PR	●[1)]	O[1)]	●	O	●	●	●	●	C_{16}: O

Abbreviations: DFO = Device File Output; **FF** = Frame File; **DL** = Device Link
DG = Device Gamma; **LM** = Linearization Method; **PR** = Profile; ***PS*** = *PostScript* code
VG = Vector Graphics; **PG** = Pixel Graphics; ● = realized; O = possible; X = impossible

Remarks: 1) Realized: *Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript*
2) ICC expert needed who writes a DL_PR with rgb_{di} −> rgb_{di}'* (i=0..256^3−1)
3) FF_LM changes the file output and not whole display output

OE491−7N