

ISO/IEC Vorlage nach ISO/IEC TR 24705	Original ²⁾ BAM-URL zum Download	Neue ²⁾ TUB-URL zum Download + FF_LM	1-Minus- Relation 1MR ¹⁾ + DH		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
3n (<i>000n</i>)	A ₁ : B/DG86	A ₁ : T/OG50	● ¹⁾	–	●	–	●	–
3w (<i>w</i>)	A ₁ : B/DG87	A ₁ : T/OG51	● ¹⁾	–	●MG15	–	●MG16	–
3c (<i>cmY0</i>)	A ₁ : B/DG88	A ₁ : T/OG52	● ¹⁾	–	●	–	●	–
3r (<i>rgb</i>)	A ₁ : B/DG89	A ₁ : T/OG53	● ¹⁾	–	●	–	●	–
3a (<i>all</i>)	A ₄ : –	A ₄ : T/OG54	● ¹⁾	–	●	–	●	–
2C (<i>cmY0</i>)	C ₁ : B/FG96	C ₁ : T/OG55	● ¹⁾	● ¹⁾	●	●	●	●
2C (<i>cmY0</i>)	C ₁ : B/FG98	C ₁ : T/OG56	● ¹⁾	● ¹⁾	●	●	●	●
4R (<i>rgb</i>)	C ₁ : B/FG97	C ₁ : T/OG57	● ¹⁾	● ¹⁾	●	●	●	●
4R (<i>rgb</i>)	C ₁ : B/FG99	C ₁ : T/OG58	● ¹⁾	● ¹⁾	●	●	●	●
4r (<i>rgb</i>)	C ₁ : –	C ₁ : T/OG59	● ¹⁾	–	●	–	●	–

Abkürzungen: 1MR = 1-Minus-Relation; DH = Device Hue; MG15/16: ISO 9241-306

cmY0/000n setcmYkcolor; *rgb* setrgbcolor; *w* setgray; DG = Device Gamma

VG = Vektorgrafik; PG = Pixelgrafik; ● = realisiert; ○ = möglich; – = keine PG

Remarks: 1) Realisiert: Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript

2) BAM/ = B/ = <http://www.ps.bam.de/>; TUB/ = T/ = <http://130.149.60.45/~farbmetrik/>

ISO/IEC Vorlage nach ISO/IEC TR 24705	Original ²⁾ BAM-URL zum Download	Neue ²⁾ TUB-URL zum Download + FF_LM	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
3n (000n)	A ₁ : B/DG86	A ₁ : T/OG60	● ¹⁾	–	●	–	●	–
3w (w)	A ₁ : B/DG87	A ₁ : T/OG61	● ¹⁾	–	●MG15	–	●MG16	–
3c (cmy0)	A ₁ : B/DG88	A ₁ : T/OG62	● ¹⁾	–	●	–	●	–
3r (rgb)	A ₁ : B/DG89	A ₁ : T/OG63	● ¹⁾	–	●	–	●	–
3a (all)	A ₄ : –	A ₄ : T/OG64	● ¹⁾	–	●	–	●	–
2C (cmy0)	C ₁ : B/FG96	C ₁ : T/OG65	● ¹⁾	● ¹⁾	●	●	●	●
2C (cmy0)	C ₁ : B/FG98	C ₁ : T/OG66	● ¹⁾	● ¹⁾	●	●	●	●
4R (rgb)	C ₁ : B/FG97	C ₁ : T/OG67	● ¹⁾	● ¹⁾	●	●	●	●
4R (rgb)	C ₁ : B/FG99	C ₁ : T/OG68	● ¹⁾	● ¹⁾	●	●	●	●
4r (rgb)	C ₁ : –	C ₁ : T/OG69	● ¹⁾	–	●	–	●	–

Abkürzungen: 1MR = 1-Minus-Relation; DG_PS/PR = Device Gamma PS/Profile
cmy0/000n setcmykcolor; rgb setrgbcolor; w setgray; DEH=Device to Elementary Hue
 VG = Vektorgrafik; PG = Pixelgrafik; ● = realisiert; O = möglich; – = keine PG

Remarks: 1) Realisiert: *Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript*

2) BAM/ = B/ = <http://www.ps.bam.de/>; TUB/ = T/ = <http://130.149.60.45/~farbmetrik/>

DIN- Vorlage nach DIN 33872-X	Original ²⁾ BAM-URL zum Download	Neue ²⁾ TUB-URL zum Download + FF_LM	1-Minus- Relation 1MR ¹⁾ + DH VG PG		Device File Output DFO _i i/8 DG_PS VG PG		Whole De- vice Output WDO _i i/8 DG_PR VG PG	
1r (rgb)	A ₁ : B/Dg11	A ₁ : T/OG70	● ¹⁾	–	●	–	●	–
1c (cmy0)	A ₁ : B/Dg21	A ₁ : T/OG71	● ¹⁾	–	●	–	●	–
2r (rgb)	A ₁ : B/Dg12	A ₁ : T/OG72	● ¹⁾	–	●	–	●	–
2c (cmy0)	A ₁ : B/Dg21	A ₁ : T/OG73	● ¹⁾	–	●	–	●	–
3a (all)	C ₁ : B/Dg13	C ₁ : T/OG74	● ¹⁾	–	●	–	●	–
4a (all)	C ₁ : B/Dg14	C ₁ : T/OG75	● ¹⁾	–	●	–	●	–
5r (rgb)	C ₁ : B/Dg15	C ₁ : T/OG76	● ¹⁾	–	●	–	●	–
5c (cmy0)	C ₁ : B/Dg25	C ₁ : T/OG77	● ¹⁾	–	●	–	●	–
6r (rgb)	C ₁ : B/Dg16	C ₁ : T/OG78	● ¹⁾	–	●	–	●	–
6c (cmy0)	C ₁ : B/Dg26	C ₁ : T/OG79	● ¹⁾	–	●	–	●	–

Abkürzungen: 1MR = 1-Minus-Relation; DG_PS/PR = Device Gamma PS/Profile
cmy0/000n setcmykcolor; rgb setrgbcolor; w setgray; DH = Device Hue;
VG = Vektorgrafik; **PG** = Pixelgrafik; ● = realisiert; O = möglich; – = keine PG
Remarks: 1) Realisiert: *Mac OSX 10/10.1, Adobe FrameMaker 8, Unix, Ghostscript*
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1r (rgb)	A ₁ : B/Dg11	A ₁ : T/OG80	● ¹⁾	–	●	–	●	–
1c (cmy0)	A ₁ : B/Dg21	A ₁ : T/OG81	● ¹⁾	–	●	–	●	–
2r (rgb)	A ₁ : B/Dg12	A ₁ : T/OG82	● ¹⁾	–	●	–	●	–
2c (cmy0)	A ₁ : B/Dg21	A ₁ : T/OG83	● ¹⁾	–	●	–	●	–
3a (all)	C ₁ : B/Dg13	C ₁ : T/OG84	● ¹⁾	–	●	–	●	–
4a (all)	C ₁ : B/Dg14	C ₁ : T/OG85	● ¹⁾	–	●	–	●	–
5r (rgb)	C ₁ : B/Dg15	C ₁ : T/OG86	● ¹⁾	–	●	–	●	–
5c (cmy0)	C ₁ : B/Dg25	C ₁ : T/OG87	● ¹⁾	–	●	–	●	–
6r (rgb)	C ₁ : B/Dg16	C ₁ : T/OG88	● ¹⁾	–	●	–	●	–
6c (cmy0)	C ₁ : B/Dg26	C ₁ : T/OG89	● ¹⁾	–	●	–	●	–

Abkürzungen: 1MR = 1-Minus-Relation; DG_PS/PR = Device Gamma PS/Profile
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