

Frame File PostScript Code (FF_PS) with three 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 SS34LMFF.PS 20110801
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 colorm10f 1 colorm20f {/colormf exch def %colorm10f,colorm20f
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/SS34/SS34LMFF.PDF) showde
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 outer loop 10 to 34 is without and with a Linearization Method
colormf=0 or 1 without and with Frame File Linearization Method (FF_LM)

The middle 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