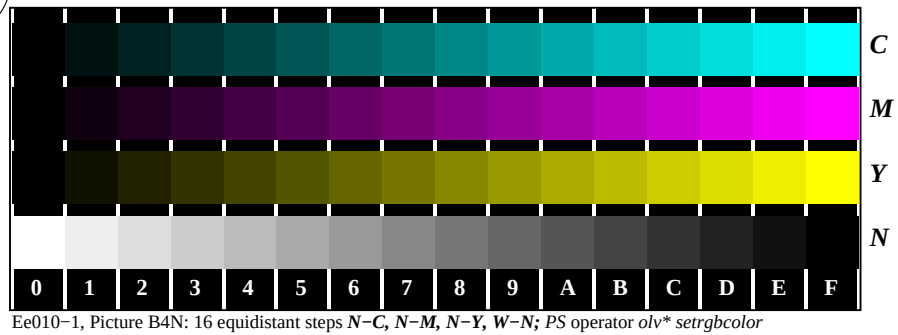
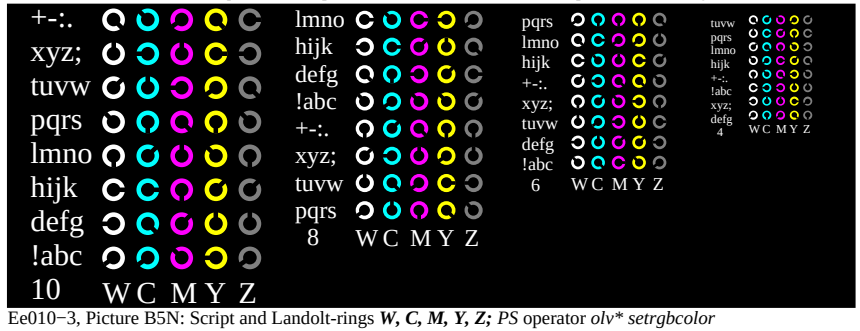
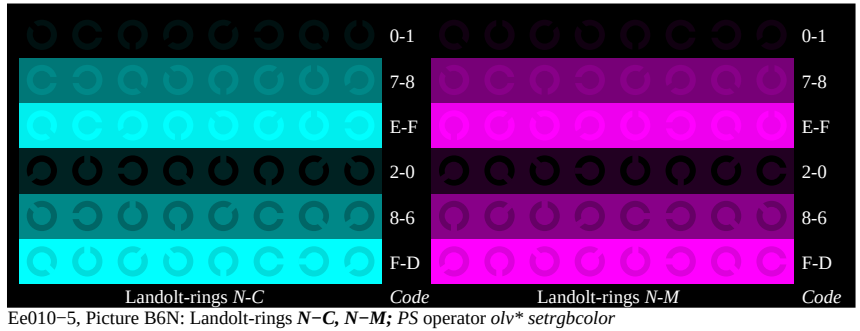


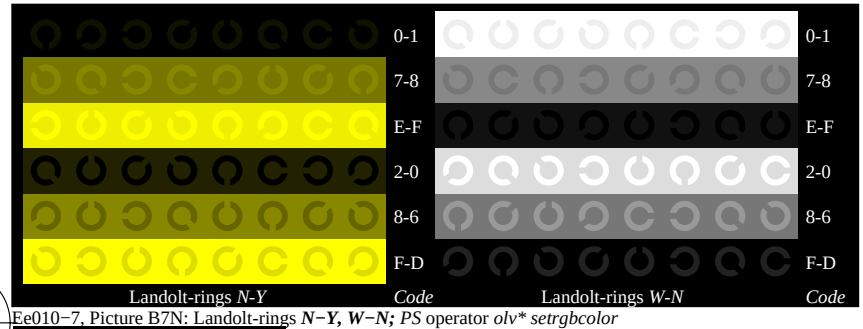

Ee010−1, Picture B4N: 16 equidistant steps ***N−C, N−M, N−Y, W−N;*** *PS* operator *olv* setrgbcolor*



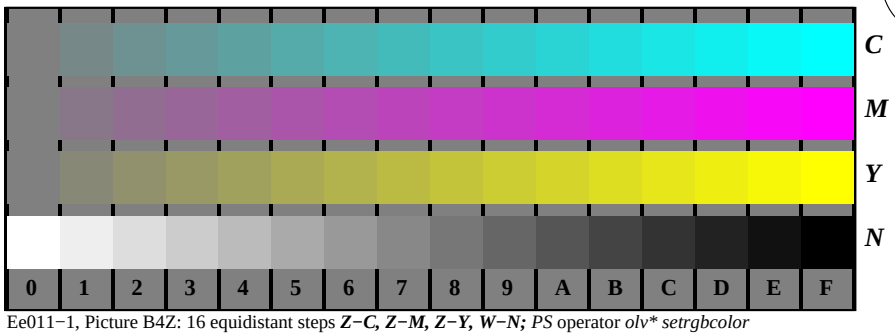

Ee010−3, Picture B5N: Script and Landolt-rings ***W, C, M, Y, Z;*** *PS* operator *olv* setrgbcolor*



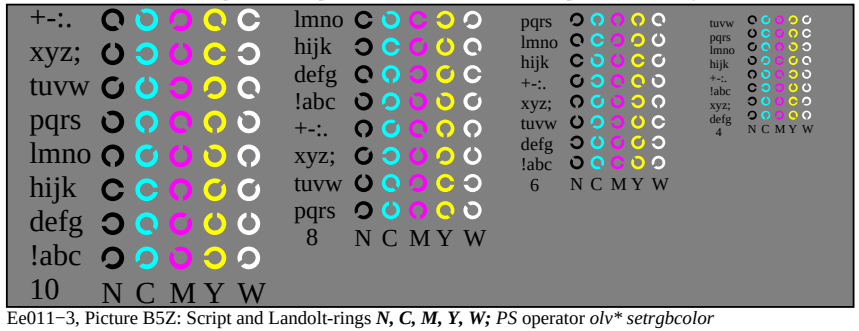

Ee010−5, Picture B6N: Landolt-rings ***N−C, N−M;*** *PS* operator *olv* setrgbcolor*



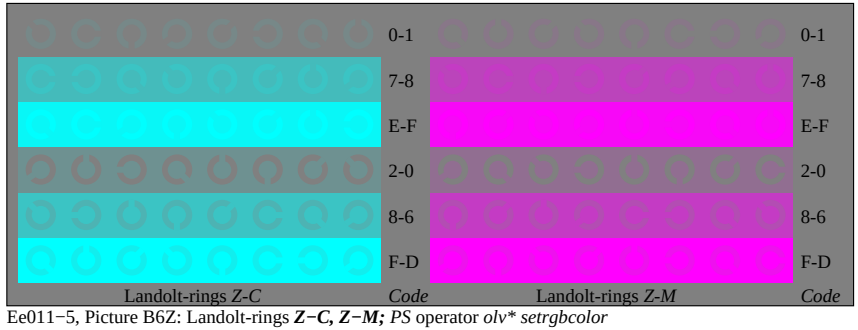

Ee010−7, Picture B7N: Landolt-rings ***N−Y, W−N;*** *PS* operator *olv* setrgbcolor*



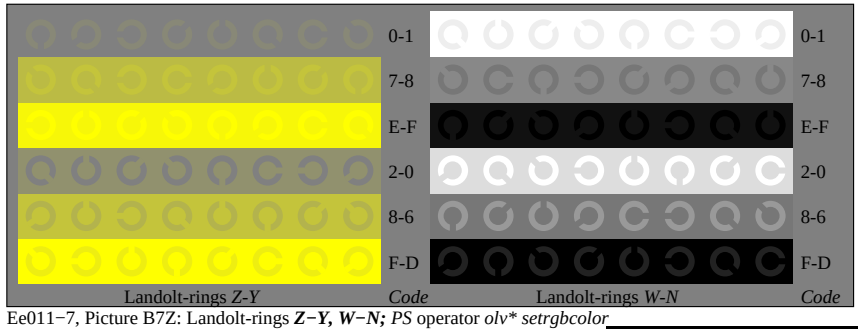

Ee011−1, Picture B4Z: 16 equidistant steps ***Z−C, Z−M, Z−Y, W−N;*** *PS* operator *olv* setrgbcolor*



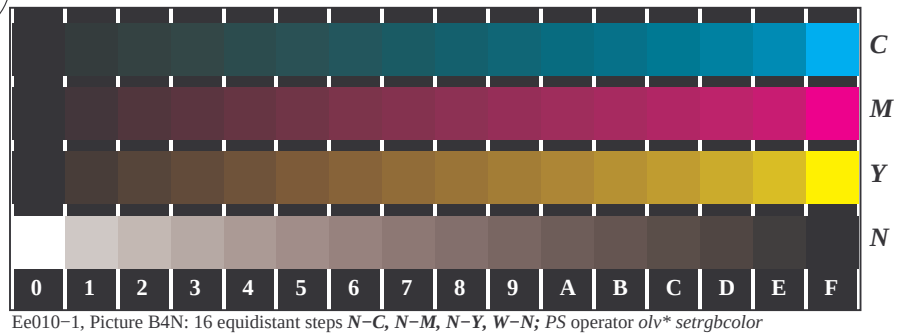

Ee011−3, Picture B5Z: Script and Landolt-rings ***N, C, M, Y, W;*** *PS* operator *olv* setrgbcolor*



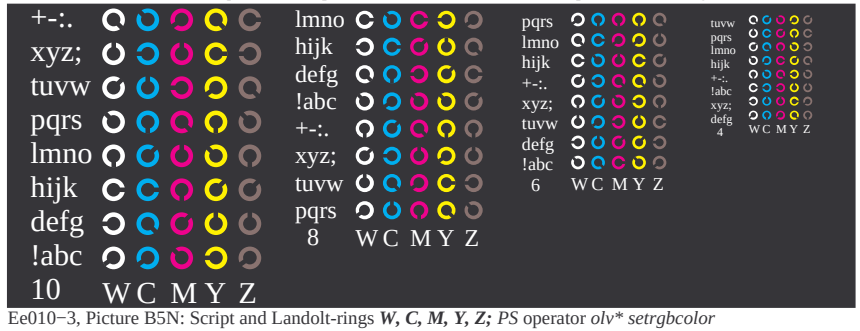

Ee011−5, Picture B6Z: Landolt-rings ***Z−C, Z−M;*** *PS* operator *olv* setrgbcolor*



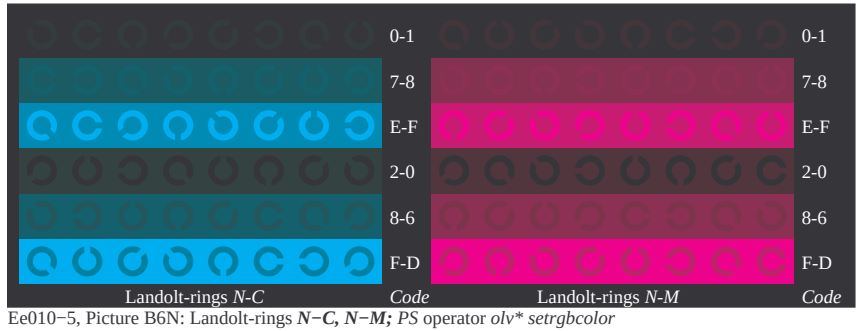

Ee011−7, Picture B7Z: Landolt-rings ***Z−Y, W−N;*** *PS* operator *olv* setrgbcolor*



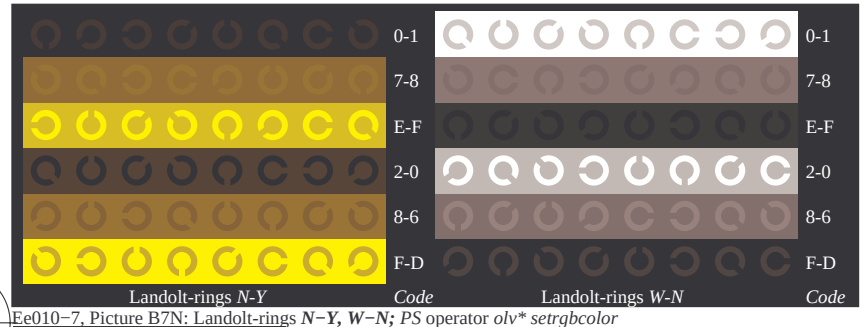

Ee010−1, Picture B4N: 16 equidistant steps ***N−C, N−M, N−Y, W−N;*** *PS* operator *olv* setrgbcolor*



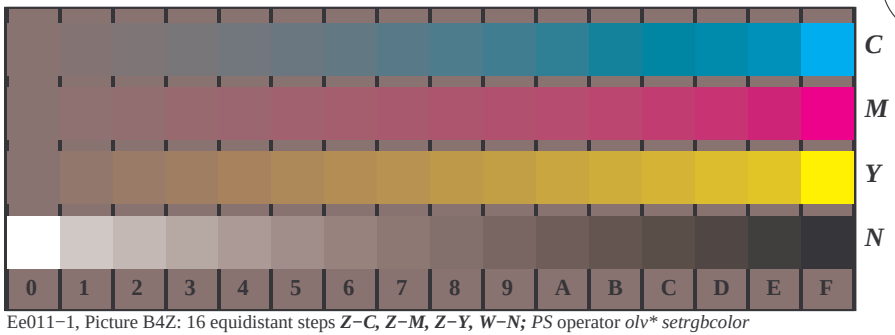

Ee010−3, Picture B5N: Script and Landolt-rings ***W, C, M, Y, Z;*** *PS* operator *olv* setrgbcolor*



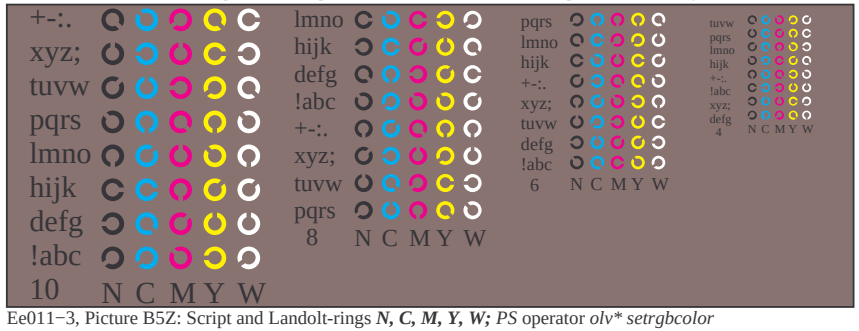

Ee010−5, Picture B6N: Landolt-rings ***N−C, N−M;*** *PS* operator *olv* setrgbcolor*



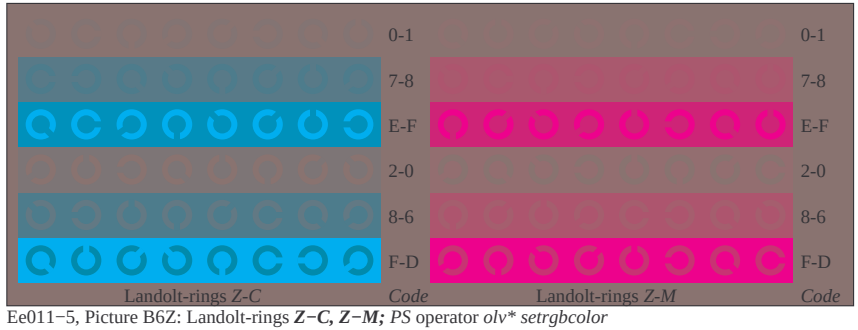

Ee010−7, Picture B7N: Landolt-rings ***N−Y, W−N;*** *PS* operator *olv* setrgbcolor*



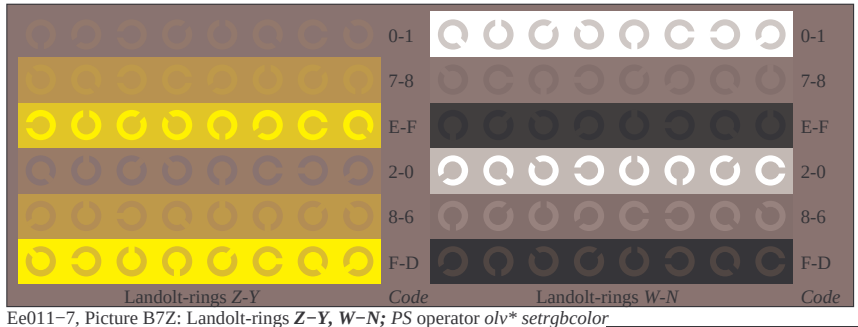

Ee011−1, Picture B4Z: 16 equidistant steps ***Z−C, Z−M, Z−Y, W−N;*** *PS* operator *olv* setrgbcolor*



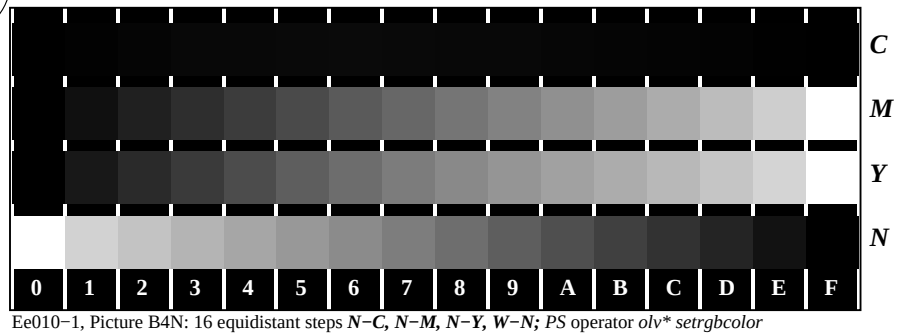

Ee011−3, Picture B5Z: Script and Landolt-rings ***N, C, M, Y, W;*** *PS* operator *olv* setrgbcolor*



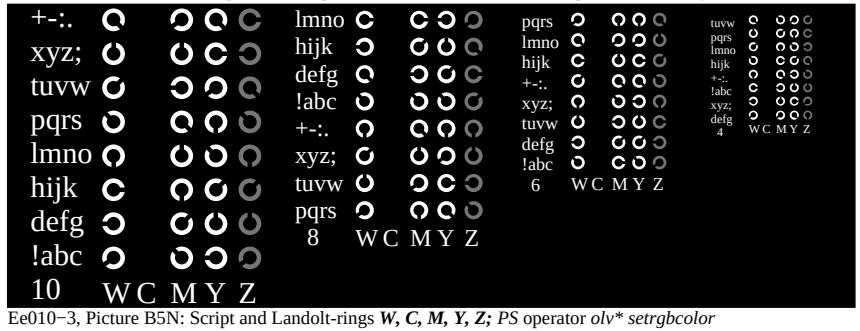

Ee011−5, Picture B6Z: Landolt-rings ***Z−C, Z−M;*** *PS* operator *olv* setrgbcolor*



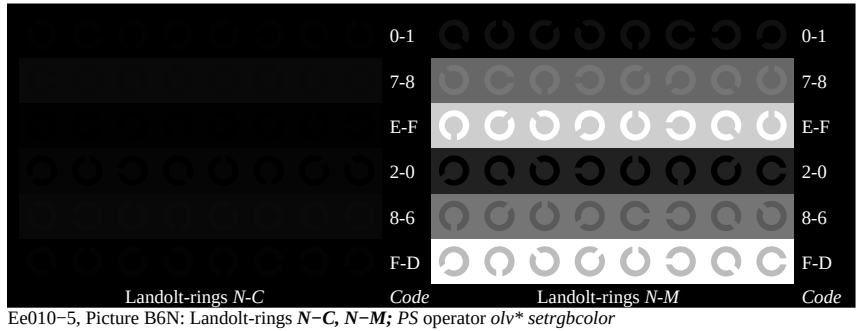

Ee011−7, Picture B7Z: Landolt-rings ***Z−Y, W−N;*** *PS* operator *olv* setrgbcolor*



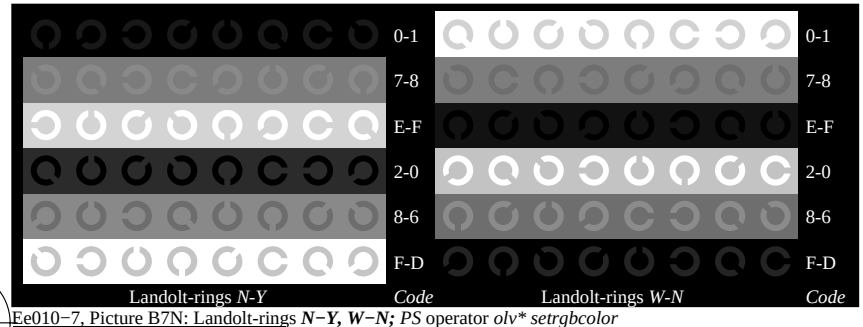

Ee010−1, Picture B4N: 16 equidistant steps ***N−C, N−M, N−Y, W−N;*** *PS* operator *olv* setrgbcolor*



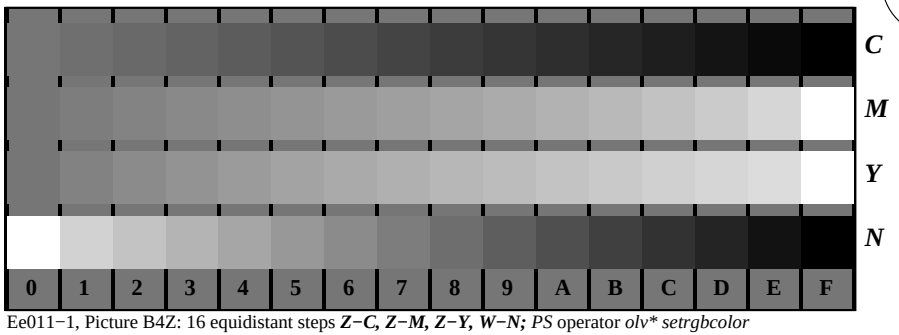

Ee010−3, Picture B5N: Script and Landolt-rings ***W, C, M, Y, Z;*** *PS* operator *olv* setrgbcolor*



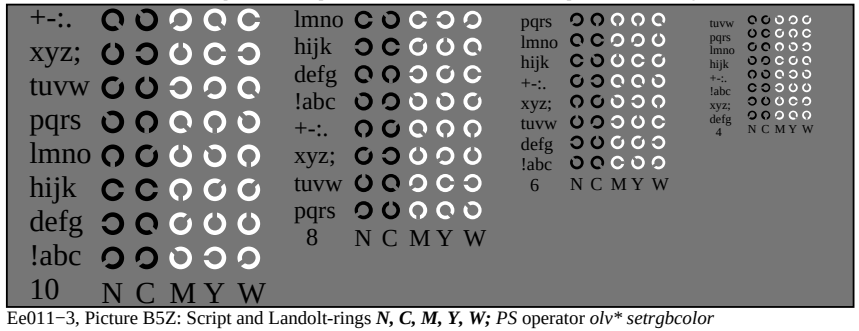

Ee010−5, Picture B6N: Landolt-rings ***N−C, N−M;*** *PS* operator *olv* setrgbcolor*



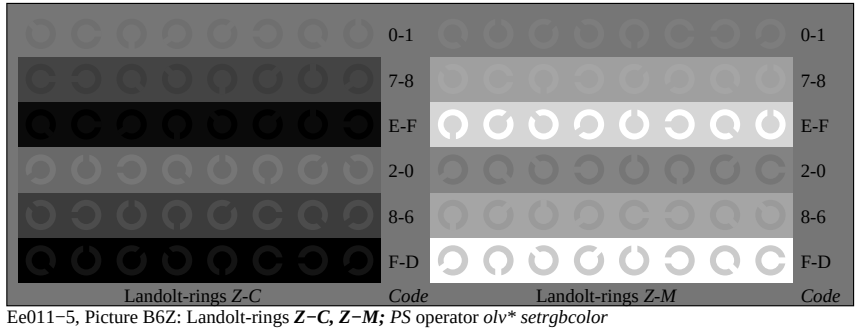

Ee010−7, Picture B7N: Landolt-rings ***N−Y, W−N;*** *PS* operator *olv* setrgbcolor*



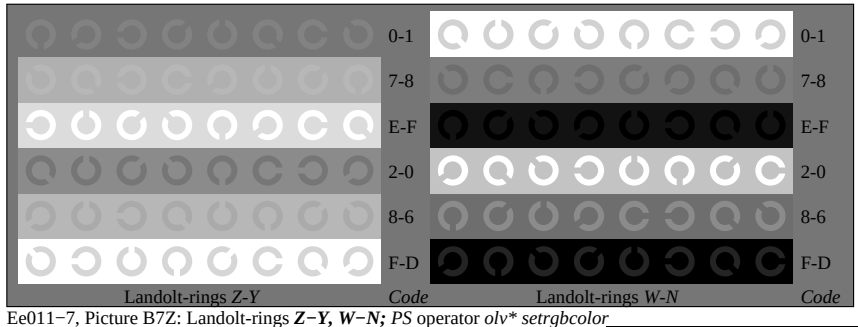

Ee011−1, Picture B4Z: 16 equidistant steps ***Z−C, Z−M, Z−Y, W−N;*** *PS* operator *olv* setrgbcolor*



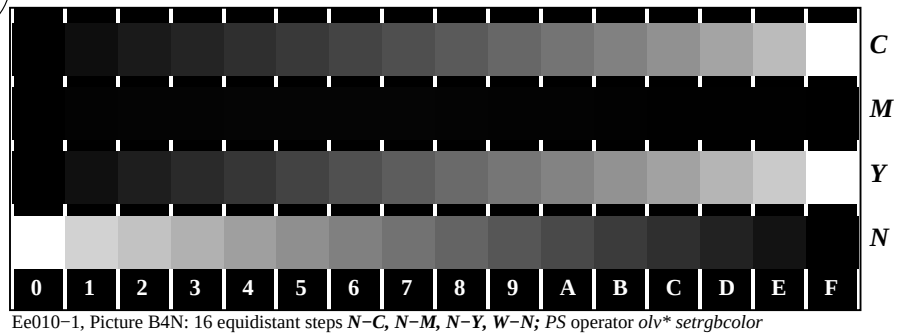

Ee011−3, Picture B5Z: Script and Landolt-rings ***N, C, M, Y, W;*** *PS* operator *olv* setrgbcolor*



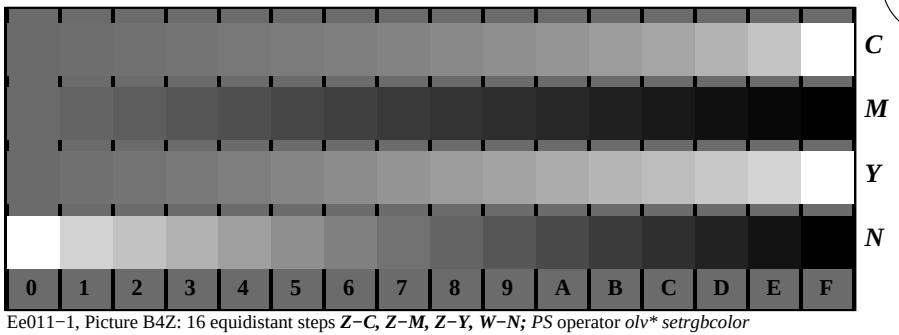

Ee011−5, Picture B6Z: Landolt-rings ***Z−C, Z−M;*** *PS* operator *olv* setrgbcolor*



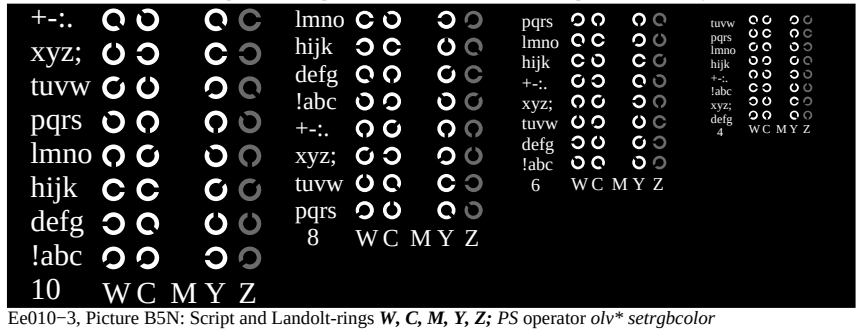

Ee011−7, Picture B7Z: Landolt-rings ***Z−Y, W−N;*** *PS* operator *olv* setrgbcolor*



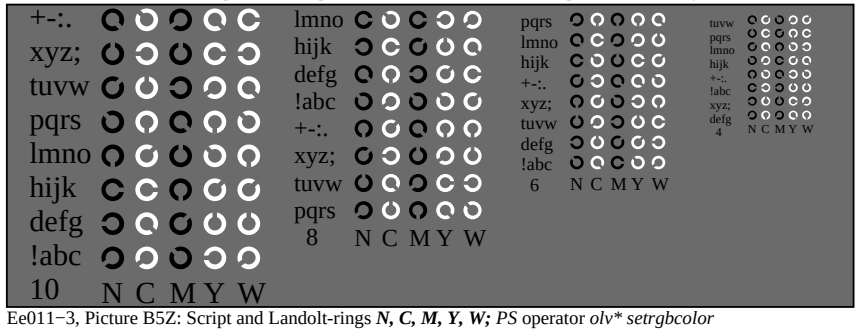

Ee010−1, Picture B4N: 16 equidistant steps ***N−C, N−M, N−Y, W−N;*** *PS* operator *olv* setrgbcolor*



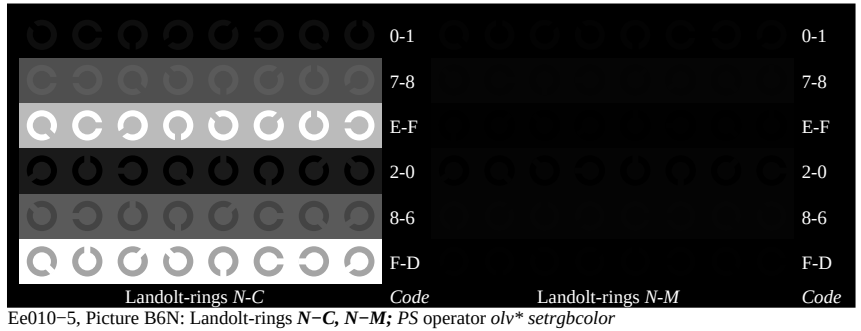

Ee011−1, Picture B4Z: 16 equidistant steps ***Z−C, Z−M, Z−Y, W−N;*** *PS* operator *olv* setrgbcolor*



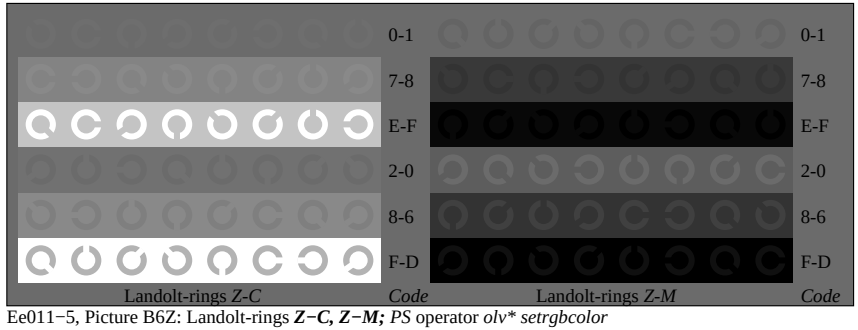

Ee010−3, Picture B5N: Script and Landolt-rings ***W, C, M, Y, Z;*** *PS* operator *olv* setrgbcolor*



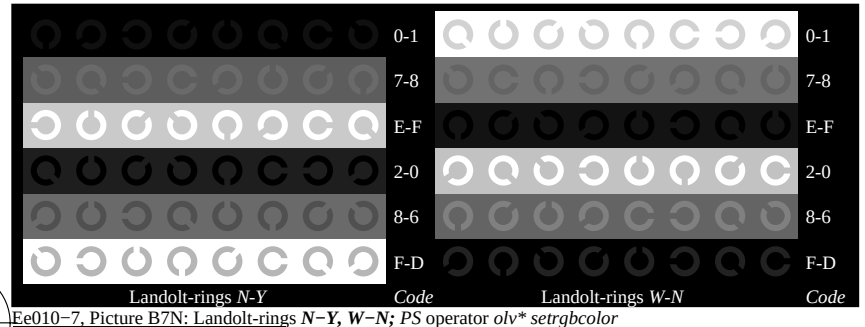

Ee011−3, Picture B5Z: Script and Landolt-rings ***N, C, M, Y, W;*** *PS* operator *olv* setrgbcolor*



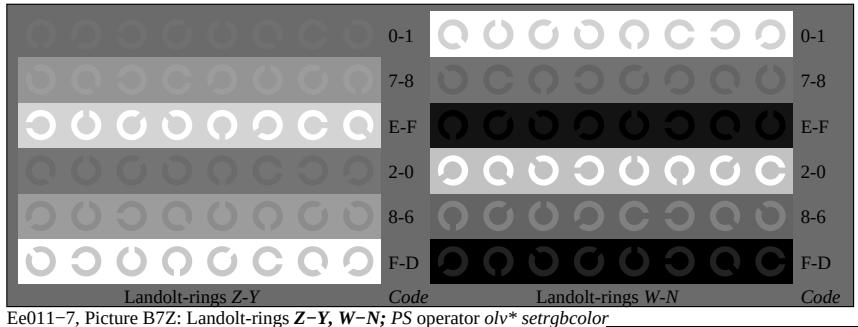

Ee010−5, Picture B6N: Landolt-rings ***N−C, N−M;*** *PS* operator *olv* setrgbcolor*



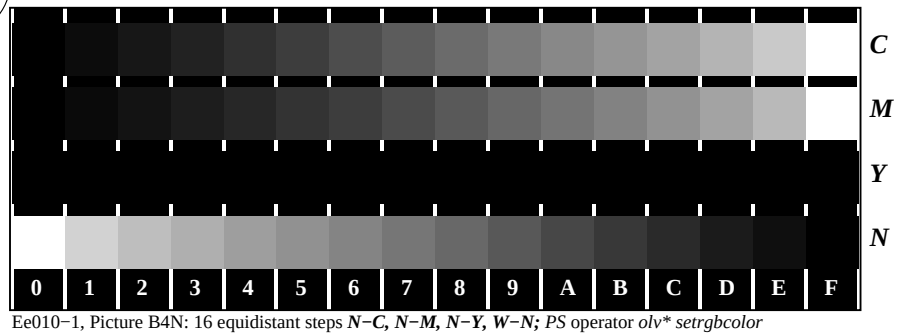

Ee011−5, Picture B6Z: Landolt-rings ***Z−C, Z−M;*** *PS* operator *olv* setrgbcolor*



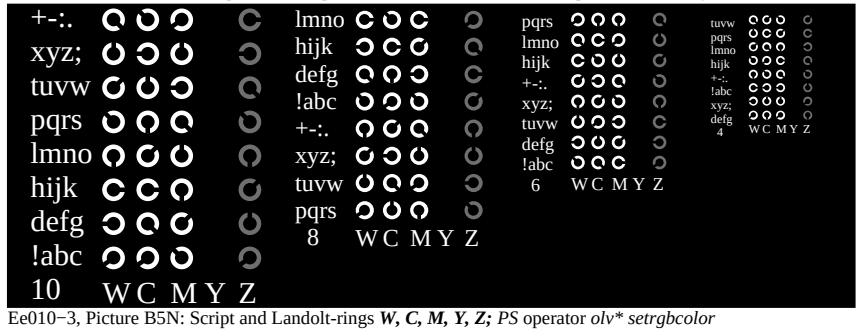

Ee010−7, Picture B7N: Landolt-rings ***N−Y, W−N;*** *PS* operator *olv* setrgbcolor*



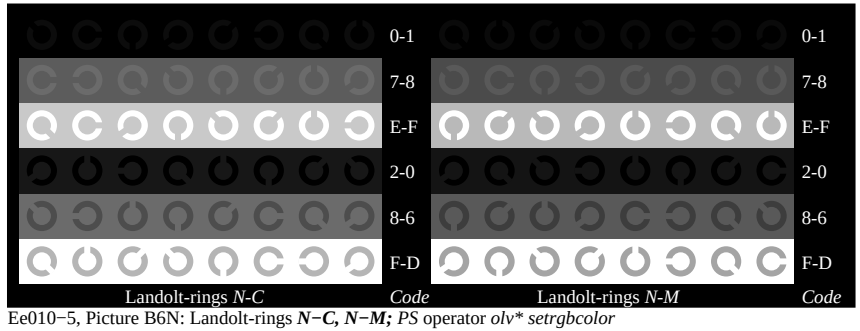

Ee011−7, Picture B7Z: Landolt-rings ***Z−Y, W−N;*** *PS* operator *olv* setrgbcolor*



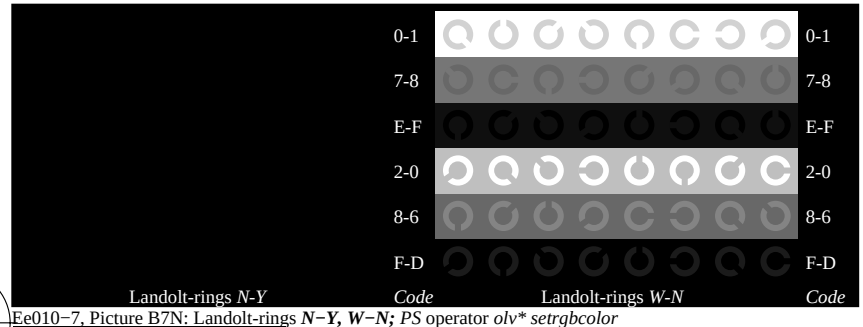

Ee010−1, Picture B4N: 16 equidistant steps ***N−C, N−M, N−Y, W−N;*** *PS* operator *olv* setrgbcolor*



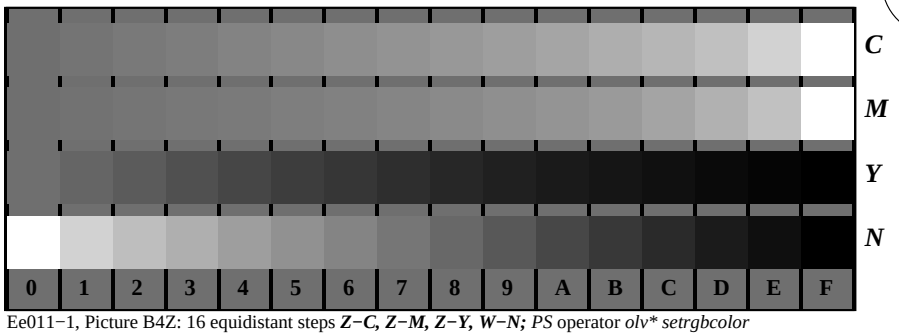

Ee010−3, Picture B5N: Script and Landolt-rings ***W, C, M, Y, Z;*** *PS* operator *olv* setrgbcolor*



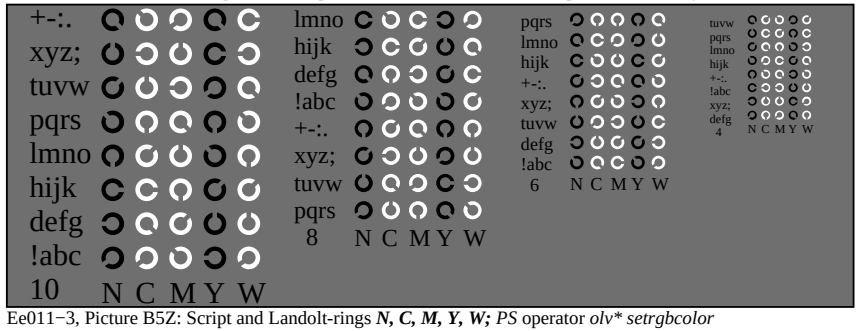

Ee010−5, Picture B6N: Landolt-rings ***N−C, N−M;*** *PS* operator *olv* setrgbcolor*



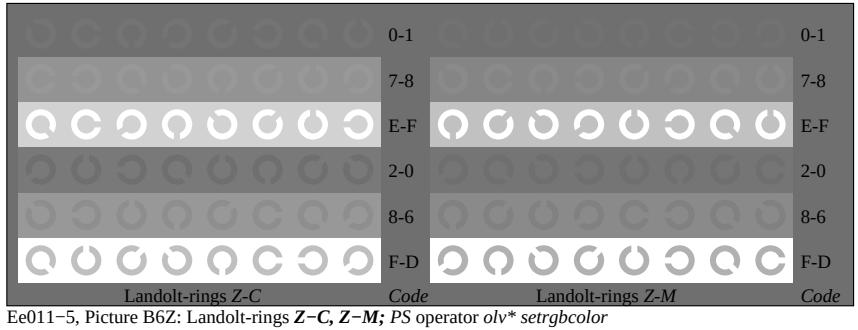

Ee010−7, Picture B7N: Landolt-rings ***N−Y, W−N;*** *PS* operator *olv* setrgbcolor*



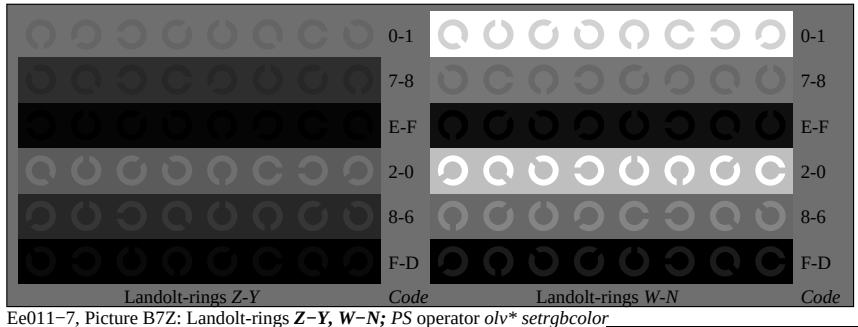

Ee011−1, Picture B4Z: 16 equidistant steps ***Z−C, Z−M, Z−Y, W−N;*** *PS* operator *olv* setrgbcolor*




Ee011−3, Picture B5Z: Script and Landolt-rings ***N, C, M, Y, W;*** *PS* operator *olv* setrgbcolor*




Ee011−5, Picture B6Z: Landolt-rings ***Z−C, Z−M;*** *PS* operator *olv* setrgbcolor*




Ee011−7, Picture B7Z: Landolt-rings ***Z−Y, W−N;*** *PS* operator *olv* setrgbcolor*