
**Ophthalmic optics — Contact lenses
and contact lens care products —
Labelling**

AMENDMENT 1

*Optique ophtalmique — Lentilles de contact et produits d'entretien
des lentilles de contact — Étiquetage*
AMENDEMENT 1

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This document was prepared by Technical Committee ISO/TC 172, *Optics and photonics*, Subcommittee SC 7, *Ophthalmic optics and instruments*.

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4.1, third paragraph

Replace the third paragraph with the following:

"All written information and symbols intended for the user shall be designed to have a minimum height of 0,7 mm for black text or black symbol on a white background. All other colour combinations shall be designed with a minimum height of 0,7 mm and a contrast of at least 3:1 between the colour of the text or symbol and the colour of the background as computed using the colours' red, green, and blue (RGB) values.

Convert cyan, magenta, yellow and black (CMYK) printed colour values to RGB values using a conversion tool.

NOTE See [Annex A](#) for information on and examples for the calculation of contrast between text or symbol and background. Online calculators exist to compute contrast based on RGB values."

[Annex A](#)

Add a new [Annex A](#) as follows:

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Annex A (informative)

Calculation of contrast between text or symbol and background

A.1 General

This annex provides guidance on calculating contrast between text or symbol and background based on the colour of both the text or symbol and the background.

A.2 Principle

A.2.1 RGB colour space model

The RGB colour space basis is the three colours red, green, and blue. The colour space model utilizes intensity values for each colour to describe a gamut of colours. The gamut is created by adding varying amounts of red, green, and blue. The amounts vary from 0, black, to a set value for the maximum intensity and fully saturated colour. A common scheme is to use 8 bits, the integer values from 0 to 255, to specify the amount of red, green, and blue.

A.2.2 sRGB colour space model

The standard RGB (sRGB) colour space is a device-independent model. The model uses the same colourimetric RGB definitions as the RGB colour space, but further specifies display and reference conditions.

A.3 Computing contrast

A.3.1 General

In the sRGB colour space model with 8-bit values for each colour ranging from 0 to 255, the transformation from RGB 8-bit to sRGB is nonlinear:

$$\begin{aligned} R'_{\text{sRGB}} &= R_{\text{8bit}} / 255 \\ G'_{\text{sRGB}} &= G_{\text{8bit}} / 255 \\ B'_{\text{sRGB}} &= B_{\text{8bit}} / 255 \end{aligned} \tag{A.1}$$

$$\begin{aligned} \text{If } R'_{\text{sRGB}} \leq 0,040\,45 \text{ then } R_{\text{sRGB}} &= R'_{\text{sRGB}} / 12,92 \\ \text{else } R_{\text{sRGB}} &= [(R'_{\text{sRGB}} + 0,055) / 1,055]^{2,4} \\ \text{If } G'_{\text{sRGB}} \leq 0,040\,45 \text{ then } G_{\text{sRGB}} &= G'_{\text{sRGB}} / 12,92 \\ \text{else } G_{\text{sRGB}} &= [(G'_{\text{sRGB}} + 0,055) / 1,055]^{2,4} \\ \text{If } B'_{\text{sRGB}} \leq 0,040\,45 \text{ then } B_{\text{sRGB}} &= B'_{\text{sRGB}} / 12,92 \\ \text{else } B_{\text{sRGB}} &= [(B'_{\text{sRGB}} + 0,055) / 1,055]^{2,4} \end{aligned} \tag{A.2}$$