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%*****
%BEG Frame File Linearization Method FF_LM, real (re) hex (h) and decimal (d)
0 setgray
0 0 moveto 6000 0 rlineto 0 4000 rlineto %relative square
-6000 0 rlineto closepath stroke %60mm x 40 mm
/xdx 050 def /ydd 138 def %x-position and line difference
TBL 0 setgray %font, size and black color
xdd 3820 moveto %top position and table text
(Table xyreh_256 in hex (h 0:255) calculated with xrehj=j and gamma) show
/xrehj 256 array def /yrehj 256 array def %real data hex (h)
/xredj 256 array def /yredj 256 array def %real data decimal (d)
/xinhj 256 array def /yinhj 256 array def %invers data hex (h)
/xindj 256 array def /yindj 256 array def %invers data decimal (d)

/gamma 2.000 def %possible gamma changes: 1,0 -> 2,0, 0,5, 1,5, 0,667
%calculation of the table xyreh256 (h=hex) of 256 values (h 0:255) with gamma
0 1 255 {/j exch def %j=0,255
xrehj j j put %BEG h 0:255
xredj j j 255 div put %decimal (d 0:1,000)
yredj j j 255 div gamma exp put %decimal (d 0:1,000)
yrehj j yredj j get 255 mul cvi put %END h 0:255
} for %j=0,255

TBV /yw0 3650 def xdd yw0 moveto %font, size, position
(Table xyreh_256, basic real data in hex (h, 0:255) between x and y, ) show
1 0 0 setrgbcolor (gamma=) show gamma cvsshows3g 0 setgray %gamma value in red

TW /yw1 yw0 1.1 ydd mul sub def %font, size, position
0 1 255 {/j exch def %j=0,255
/j0 j 10 idiv def
/jd j j0 10 mul sub def
xdd jd 600 mul add yw1 j0 ydd mul sub moveto
xrehj j get cvshow ( ) show yredj j get cvsshows3g %output
} for %j=0,255

%END Frame File Linearization Method FF_LM, real (re) hex (h) and decimal (d)
%*****

```

This example EPS code is used in
<http://color.li.tu-berlin.de/ges9/ges91-3n.txt>
<http://color.li.tu-berlin.de/ges9/ges91-3n.pdf>

Main Table text

Subtable text

Output xrehj, yredj