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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
                                              Beispiel-EPS-Code ist benutzt in
                                              http://farbe.li.tu-berlin.de/ggs8/ggs81-3n.txt
                                              http://farbe.li.tu-berlin.de/ggs8/ggs81-3n.pdf

/xdd 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 xreh_yred_256 for relation between data in hex and digital) shownen Haupttabellentext
(Tabelle xreh_yred_256, Zusammenhang Daten in hex und digital) showde

/xrehj 257 array def /yrehj 257 array def    %real data hex (h)
/xredj 257 array def /yredj 257 array def    %real data decimal (d)

/gamma 1.000 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 xreh_yred_256, real data in hex (h, 0:255), ) shownen Teiltabellentext
(decimal (d, 0:1,000), ) shownen
(Tabelle xreh_yred_256, reale Daten hex (h, 0:255), ) showde
(dezimal (d, 0:1,000), ) showde
1 0 0 setrgbcolor (gamma=) show gamma cvsshow3g 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 cvishow ( ) show yredj j get cvsshow3g  %output Ausgabe xrehj, yredj
        } for %j=0,255

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

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