```
%************************************************************
%BEG special definitions of Linear Visual Global File (LVGF)
indexGi 00 def
/visevGi 9 array def %visual evaluation data are calculated
indexGi 0 eq {/gamma 1.0 def %indexGi=0
%         0     1     2     3     4     5     6     7     8
/visevGi [0.000 0.125 0.250 0.375 0.500 0.625 0.750 0.875 1.000] def} if %indexGi=0
indexGi 1 eq {/gamma 2.0 def %indexGi=1
/visevGi [0.000 0.015 0.062 0.140 0.250 0.390 0.562 0.765 1.000] def} if %indexGi=1
indexGi 2 eq {/gamma 0.5 def %indexGi=2
/visevGi [0.000 0.353 0.500 0.612 0.707 0.790 0.866 0.935 1.000] def} if %indexGi=2
indexGi 3 eq {/gamma 1.5 def %indexGi=3
/visevGi [0.000 0.044 0.125 0.229 0.353 0.494 0.649 0.818 1.000] def} if %indexGi=3

/xredj 9 array def /yredj 9 array def %re=real,   j=0,8
/xindj 9 array def /yindj 9 array def %in=invers, j=0,8

0 1 8 {/j exch def %j=0,8
       xredj j j 0.125 mul put
       yredj j xredj j get gamma exp put
      } for %j=0,8
%END special definitions of Linear Visual Global File (LVGF)

/1MR-0LVGF {%BEG procedure 1MR-0LVGF definitions of Linear Visual Global File (LVGF)
%BEG special definitions of FF_LM_LVGF
/FF_LM_xchartg_gammaG
      {%BEG for inverse data with linear interpolation
       /yred exch def
       yred 0 eq {/yred  0.0001 def} if
       yred 1 eq {/yred  0.9999 def} if
       0 1 7 {/i exch def %i=0,7
              yred visevGi i get ge {/im i def} if
             } for %i=0,7
       /yind yred           visevDi im get sub
       visevDi im 1 add get visevDi im get sub div def
       /xind im yind add 0.125 mul def
       xindj j yind j 7 le {yred add} if put %not required
       yindj j xind put                      %not required
       xind                                  %final inverse data
      } def %END for inverse data with linear interpolation
%END special definitions of FF_LM_LVGF

%BEG standard definitions of FF_LM_LVGF
/FF_LM_setgrayG0 {setgray} bind def
/FF_LM_setrgbcolorG0 {setrgbcolor} bind def
/FF_LM_setcmykcolorG0 {setcmykcolor} bind def
/FF_LM_transferG0 {settransfer} bind def
/FF_LM_colortransferG0 {setcolortransfer} bind def

/setgray {%BEG procedure setgrayG
          dup dup FF_LM_setrgbcolorG
         } def %END procedure setgrayG

/setcmykcolor {%BEG procedure setcmykcolorF
 /FF_LM_kG exch def /FF_LM_yG exch def
 /FF_LM_mG exch def /FF_LM_cG exch def
 FF_LM_kG 0 eq {1 FF_LM_cG sub 1 FF_LM_mG sub
                1 FF_LM_yG sub FF_LM_setrgbcolorG}
               {1 FF_LM_kG sub dup dup
                FF_LM_setrgbcolorG} ifelse
 } def %END procedure setcmykcolorG

/setrgbcolor {%BEG procedure setrgbcolorG
 /FF_LM_bG exch def /FF_LM_gG exch def
 /FF_LM_rG exch def
 FF_LM_rG FF_LM_gG FF_LM_bG
 FF_LM_setrgbcolorG
 } def %BEG procedure setrgbcolorG

/FF_LM_setrgbcolorG {%BEG FF_LM_setrgbcolorG
 /FF_LM_b0G exch def /FF_LM_g0G exch def
 /FF_LM_r0G exch def
 FF_LM_r0G 0 le {/FF_LM_r0G 0.0001 def} if
 FF_LM_g0G 0 le {/FF_LM_g0G 0.0001 def} if
 FF_LM_b0G 0 le {/FF_LM_b0G 0.0001 def} if
 /FF_LM_r1G FF_LM_r0G FF_LM_xchartg_gammaG def
 /FF_LM_g1G FF_LM_g0G FF_LM_xchartg_gammaG def
 /FF_LM_b1G FF_LM_b0G FF_LM_xchartg_gammaG def
 FF_LM_r1G FF_LM_g1G FF_LM_b1G
 FF_LM_setrgbcolorG0} def %END FF_LM_setrgbcolorG
%END standard definitions of FF_LM_LVGF

} def %END procedure definitions of Linear Visual Global File (LVGF)

/iproc1MR 1 def
%/1MR-0LVGF where {pop 1MR-0LVGF}{1MR-0LVLF} ifelse
iproc1MR 1 eq {1MR-0LVGF} if
%************************************************************************
```

Beispiel-EPS-Code für EPS-Bilder, vergleiche
http://farbe.li.tu-berlin.de/fgk9/fgk9f1p0.txt
http://farbe.li.tu-berlin.de/fgk9/fgk9f1p0.pdf
0 <= indexGi <= 3

Berechnung der Tabelle xyreh_0009

Anwendung der Tabelle xyreh_0009
für die Linearisierungsmethode
der inversen linearisierten Ausgabe.

Die folgenden Normdefinitionen der
Rahmendatei-Linearisierungsmethode (FF_LM)
dienen für Vektor- und Pixelgrafik.
Die Definitionen sind in vielen Dateien gleich.

Änderung setgray −> FF_LM_setrgbcolorG.

Änderung setcmycolor −> FF_LM_setrgbcolorG.

Änderung setrgbcolor −> FF_LM_setrgbcolorG.

Änderung FF_LM_setrgbcolorG −> FF_LM_setrgbcolorG0.

Aufruf der Globalen (G) Prozedur 1MR_0LVGF.