```
  int tableSize = 253
  int repeatCode = 254
  int jumpCode = 255


  float table[tableSize]


  float s = 0.1


  int i
  float r = (float)range - 1
  for i in range(0, deltaTableSize):
    float f = float(i)
    float g = f / r
    float h = (g * 2.0) - 1.0
    float m = h * h * h * h * s
    if h < 0.0:
      m = -m
    table[i] = m



  const int deltaTableSize = 253; // odd

  #define UNUSED_CODE 253
  #define REPEAT_CODE 254
  #define JUMP_CODE 255

  static float deltaTable[deltaTableSize];

          float spread = 0.1; // determined from histogram

          int i;
          int range = deltaTableSize;
          for (i = 0; i < range; i++) {
                  float unitRange = (float)i / (float)(range - 1);
                  float val = (2.0 * unitRange) - 1.0;
                  float sgn = (val < 0.0) ? -1.0 : 1.0;

                  val = sgn * val * val * val * val * spread;

                  deltaTable[i] = val;
                  deltaTableHistogram[i] = 0;
          } // for
```