```c
static void psycho_3_spl(FLOAT * Lsb, FLOAT * power, FLOAT * scale)
{
    int i;
    FLOAT Xmax[SBLIMIT];

    for (i = 0; i < SBLIMIT; i++) {
        Xmax[i] = DBMIN;
    }
    /* Find the maximum SPL in the power spectrum */
    for (i = 1; i < HBLKSIZE; i++) {
        int index = (i - 1) >> 4;
        if (Xmax[index] < power[i])
            Xmax[index] = power[i];
    }

    /* Compare it to the sound pressure based upon the scale for this subband and pick the maximum
       one */
    for (i = 0; i < SBLIMIT; i++) {
        //FLOAT val = 20 * log10(scale[i] * 32768) - 10;
        int aux = (int)(scale[i] * 3276.8);
        if (aux > 1999) aux=1999;
        FLOAT val = tablog10_psycho_3_spl[aux];
        Lsb[i] = MAX(Xmax[i], val);
    }
}
```