

Operand stack manipulation operators

any **pop** -
any₁ any₂ **exch** any₂ any₁
any **dup** any any
any₁ .. any_n n **copy** any₁ .. any_n any₁ .. any_n
any_n .. any₀ n **index** any_n .. any₀ any_n
any_{n-1} .. any₀ n j **roll** any_{(j-1) mod n} .. any₀ any_{n-1} .. any_{j mod n}
any₁ .. any_n **clear** #
any₁ .. any_n **count** # any₁ .. any_n n
- **mark** mark
mark any₁ .. any_n **cleartomark** -
mark obj₁ .. obj_n **counttomark** mark obj₁ .. obj_n n

Arithmetic and math operators

num₁ num₂ **add** num₃
num₁ num₂ **div** num₃
int₁ int₂ **idiv** int₃
int₁ int₂ **mod** remainder
num₁ num₂ **mul** num₃
num₁ num₂ **sub** num₃
num₁ **abs** num₂
num₁ **neg** num₂
num₁ **ceiling** num₂
num₁ **floor** num₂
num₁ **round** num₂
num₁ **truncate** num₂
num₁ **sqrt** num₂
num den **atan** angle
angle **cos** real
angle **sin** real
base exponent **exp** real
num **ln** real
num **log** real
- **rand** int
int **srand** -
- **rrand** int

Array operators

int **array** array
- **[** mark
mark obj₀ .. obj_{n-1} **]** array
array **length** int
array index **get** any
array index any **put** -
array index count **getinterval** subarray
array₁ index array₂ **putinterval** -
array **aload** array₀ .. array_{n-1} array
any₀ .. any_{n-1} array **astore** array
array₁ array₂ **copy** subarray₂
array proc **forall** -

Dictionary operators

int **dict** dict
dict **length** int
dict **maxlength** int
dict **begin** -
- **end** -
key value **def** -
key **load** value
key value **store** -
dict key **get** any
dict key any **put** -
dict key **known** bool
key **where** *If found: dict true*
If not found: false
dict₁ dict₂ **copy** dict₂
dict proc **forall** -
- **errordict** dict
- **systemdict** dict
- **userdict** dict
- **currentdict** dict
- **countdictstack** int
array **dictstack** subarray

String operators

int **string** string
string **length** int
string index **get** int
string index int **put** -
string index count **getinterval** substring
string₁ index string₂ **putinterval** -
string₁ string₂ **copy** substring₂
string proc **forall** -
string seek **anchorsearch** *If found: post match true*
If not found: string false
string seek **search** *If found: post match pre true*
If not found: string false
string **token** *If found: post any true*
If not found: false

Relational, boolean, and bitwise operators

any₁ any₂ **eq** bool
any₁ any₂ **ne** bool
num₁|string₁ num₂|string₂ **ge** bool
num₁|string₁ num₂|string₂ **gt** bool
num₁|string₁ num₂|string₂ **le** bool
num₁|string₁ num₂|string₂ **lt** bool
bool₁|int₁ bool₂|int₂ **and** bool₃|int₃
bool₁|int₁ **not** bool₂|int₂
bool₁|int₁ bool₂|int₂ **or** bool₃|int₃
bool₁|int₁ bool₂|int₂ **xor** bool₃|int₃
- **true** true
- **false** false
int₁ shift **bitshift** int₂

Control operators

any **exec** -
bool proc **if** -
bool proc₁ proc₂ **ifelse** -
init incr limit proc **for** -
count proc **repeat** -
proc **loop** -
- **exit** -
- **stop** -
any **stopped** bool
- **countexecstack** int
array **execstack** subarray
- **quit** -
- **start** -

Type, attribute, and conversion operators

any **type** name
any **cvlit** any
any **cvx** any
any **xcheck** bool
array|file|string **executeonly** array|file|string
array|dict|file|string **noaccess** array|dict|file|string
array|dict|file|string **readonly** array|dict|file|string
array|dict|file|string **rcheck** bool
array|dict|file|string **wcheck** bool
num **cvi** int
string **cvn** name
num|string **cvr** real
any string **cvs** substring
num radix string **cvrs** substring

File operators

string₁ string₂ **file** file
file **closefile** -
file **read** *If end-of-file: byte true*
If not end-of-file: false
file int **write** -
file string **readhexstring** substring bool
file string **writhexstring** -
file string **readstring** substring bool
file string **writestring** -

file string **readline** substring bool
 file **token** *If found: any true*
 If not found: false
 file **bytesavailable** int
 - **flush** -
 file **flushfile** -
 file **resetfile** -
 file **status** bool
 string **run** -
 - **currentfile** file
 string **print** -
 any **=** -
 # any₁ .. any_n **stack** # any₁ .. any_n
 any **==** -
 # any₁ any_n **pstack** # any₁ any_n
 - **prompt** -
 bool **echo** -

Virtual memory operators

- **save** save
 save **restore** -
 - **vmstatus** level used maximum

Miscellaneous operators

proc **bind** proc
 - **null** null
 - **usertime** int
 - **version** string

Graphics state operators

- **gsave** -
 - **grestore** -
 - **grestoreall** -
 - **initgraphics** -
 num **setlinewidth** -
 - **currentlinewidth** num
 int **setlinecap** -
 - **currentlinecap** int
 int **setlinejoin** -
 - **currentlinejoin** int
 num **setmiterlimit** -
 - **currentmiterlimit** num
 array offset **setdash** -
 - **currentdash** array offset
 num **setflat** -
 - **currentflat** num
 num **setgray** -
 - **currentgray** num
 hue satur bright **sethsbcolor** -
 - **currenthsbcolor** hue satur bright
 red green blue **setrgbcolor** -
 - **currentrgbcolor** red green blue
 frequency rotation proc **setscreen** -
 - **currentscreen** frequency rotation proc
 proc **settransfer** -
 - **currenttransfer** proc

Coordinate system and matrix operators

- **matrix** matrix
 - **initmatrix** -
 matrix **identmatrix** matrix
 matrix **defaultmatrix** matrix
 matrix **currentmatrix** matrix
 matrix **setmatrix** -
 t_x t_y **translate** -
 t_x t_y matrix **translate** matrix
 s_x s_y **scale** -
 s_x s_y matrix **scale** matrix
 angle **rotate** -
 angle matrix **rotate** matrix
 matrix **concat** -
 matrix₁ matrix₂ matrix₃ **concatmatrix** matrix₃
 x y **transform** x' y'
 x y matrix **transform** x' y'

xd yd **dtransform** xd' yd'
 xd yd matrix **dtransform** xd' yd'
 x' y' **itransform** x y
 x' y' matrix **itransform** x y
 xd' yd' **idtransform** xd yd
 xd' yd' matrix **idtransform** xd yd
 matrix₁ matrix₂ **invertmatrix** matrix₂

Path construction operators

- **newpath** -
 - **currentpoint** x y
 x y **moveto** -
 d_x d_y **rmoveto** -
 x y **lineto** -
 d_x d_y **rlineto** -
 x y r ang₁ ang₂ **arc** -
 x y r ang₁ ang₂ **arcn** -
 x₁ y₁ x₂ y₂ r **arcto** x_{t1} y_{t1} x_{t2} y_{t2}
 x₁ y₁ x₂ y₂ x₃ y₃ **curveto** -
 dx₁ dy₁ dx₂ dy₂ dx₃ dy₃ **rcurveto** -
 - **closepath** -
 - **flattenpath** -
 - **reversepath** -
 - **strokepath** -
 string bool **charpath** -
 - **clippath** -
 - **pathbbox** ll_x ll_y ur_x ur_y
 move line curve close **pathforall** -
 - **initclip** -
 - **clip** -
 - **eoclip** -

Painting operators

- **erasepage** -
 - **fill** -
 - **eofill** -
 - **stroke** -
 width height bits/sample matrix proc **image** -
 width height invert matrix proc **imagemask** -

Device setup and output operators

- **showpage** -
 - **copypage** -
 matrix width height proc **banddevice** -
 matrix width height proc **framedevice** -
 - **nulldevice** -
 proc **renderbands** -

Character and font operators

key font **definefont** font
 key **findfont** font
 font num **scalefont** font'
 font matrix **makefont** font'
 font **setfont** -
 - **currentfont** font
 string **show** -
 a_x a_y string **ashow** -
 c_x c_y char a_x a_y string **widthshow** -
 c_x c_y char a_x a_y string **awidthshow** -
 proc string **kshow** -
 string **stringwidth** w_x w_y
 - **FontDirectory** dict
 - **StandardEncoding** array

Font cache operators

- **cachestatus** bsz bmx msz mmx csz cmx maxbits
 w_x w_y ll_x ll_y ur_x ur_y **setcachedevice** -
 w_x w_y **setcharwidth** -
 num **setcachelimit** -

PostScript