Operators specific to the Sun LaserWriter

unmarked operators deal with volatile parameters
† operators deal with persistent parameters
‡ operators must be executed outside normal server context

int	**checkpassword†** bool
—	**defaulttimeouts†** job manualfeed wait
—	**dostartpage†** bool
index	**eescratch†** value
—	**idlefonts†** mark font s_x s_y rot nchars …
—	**jobname** string
—	**jobstate** string
—	**jobsource** string
—	**jobtimeout** int
—	**manualfeed** bool
—	**manualfeedtimeout** int
—	**margins†** top left
—	**pagecount†** int
—	**pagestackorder†** bool
—	**pagetype†** int
—	**prefeed** bool *(v. 23.0)*
status tries	**printererror** —
string	**printername†** substring
—	**product** string
—	**revision** int
channel	**sccbatch†** baud parity
channel	**sccinteractive†** baud parity
job manualfeed wait	**setdefaulttimeouts‡** —
bool	**setdostartpage‡** —
index value	**seteescratch‡** —
mark font s_x s_y rot nchars …	**setidlefonts‡** —
int	**setjobtimeout** —
top left	**setmargins‡** —
int	**setpagetype‡** —
old new	**setpassword†** bool
string	**setprintername‡** —
channel baud parity	**setsccbatch‡** —
channel baud parity	**setsccinteractive‡** —
—	**waittimeout** int

Standard Fonts

Courier	**Courier-Bold**
Courier-Oblique	***Courier-BoldOblique***
Helvetica	**Helvetica-Bold**
Helvetica-Oblique	***Helvetica-BoldOblique***
Times-Roman	**Times-Bold**
Times-Italic	***Times-BoldItalic***
Symbol	

Line Joins and Caps

0 setlinecap

1 setlinecap

2 setlinecap

0 setlinejoin

1 setlinejoin

2 setlinejoin

Standard Encoding Vector

octal	0	1	2	3	4	5	6	7
\00x								
\01x								
\02x								
\03x								
\04x		!	"	#	$	%	&	’
\05x	(	)	*	+	,	-	.	/
\06x	0	1	2	3	4	5	6	7
\07x	8	9	:	;	<	=	>	?
\10x	@	A	B	C	D	E	F	G
\11x	H	I	J	K	L	M	N	O
\12x	P	Q	R	S	T	U	V	W
\13x	X	Y	Z	[	\	]	^	_
\14x	‘	a	b	c	d	e	f	g
\15x	h	i	j	k	l	m	n	o
\16x	p	q	r	s	t	u	v	w
\17x	x	y	z	{	|	}	~	
\20x								
\21x								
\22x								
\23x								
\24x		¡	¢	£	⁄	¥	ƒ	§
\25x	¤	'	“	«	‹	›	fi	fl
\26x		–	†	‡	·		¶	•
\27x	‚	„	”	»	…	‰		¿
\30x			`	ˆ	~	¯	˘	˙
\31x	¨		°	¸		˝	˛	ˇ
\32x	—							
\33x								
\34x		Æ		ª				
\35x	Ł	Ø	Œ	º				
\36x		æ				ı		
\37x	ł	ø	œ	ß				

Symbol Encoding Vector

octal	0	1	2	3	4	5	6	7
\00x								
\01x								
\02x								
\03x								
\04x		!	∀	#	∃	%	&	∍
\05x	(	)	*	+	,	−	.	/
\06x	0	1	2	3	4	5	6	7
\07x	8	9	:	;	<	=	>	?
\10x	≅	A	B	X	Δ	E	Φ	Γ
\11x	H	I	ϑ	K	Λ	M	N	O
\12x	Π	Θ	P	Σ	T	Y	ς	Ω
\13x	Ξ	Ψ	Z	[	∴	]	⊥	_
\14x		α	β	χ	δ	ε	ϕ	γ
\15x	η	ι	φ	κ	λ	μ	ν	ο
\16x	π	θ	ρ	σ	τ	υ	ϖ	ω
\17x	ξ	ψ	ζ	{	|	}	~	
\20x								
\21x								
\22x								
\23x								
\24x	€	ϒ	′	≤	⁄	∞	ƒ	♣
\25x	♦	♥	♠	↔	←	↑	→	↓
\26x	°	±	″	≥	×	∝	∂	•
\27x	÷	≠	≡	≈	…	—	—	↵
\30x	ℵ	ℑ	ℜ	℘	⊗	⊕	∅	∩
\31x	∪	⊃	⊇	⊄	⊂	⊆	∈	∉
\32x	∠	∇	®	©	™	∏	√	·
\33x	¬	∧	∨	⇔	⇐	⇑	⇒	⇓
\34x	◊	〈	®	©	™	∑	⎛	⎜
\35x	⎝	⎡	⎢	⎣	⎞	⎧	⎠	⎟
\36x		⎤	⎥	⎦	⎫	⎩	⎭	⎪
\37x	⎭	⎥	⎪	⎦	⎪	⎭	⎪	

—	**[** mark
mark obj_0 … obj_{n-1}	**]** array
any	**=** —
any	**==** —
num_1	**abs** num_2
num_1 num_2	**add** sum
array	**aload** a_0 … a_{n-1} array
string seek	**anchorsearch** post match true *(if found)*
	string false *(if not found)*
$bool_1 \mid int_1$ $bool_2 \mid int_2$	**and** $bool_3 \mid int_3$
x y r ang_1 ang_2	**arc** —
x y r ang_1 ang_2	**arcn** —
x_1 y_1 x_2 y_2 r	**arcto** xt_1 yt_1 xt_2 yt_2
int	**array** array
a_x a_y string	**ashow** —
any_0 … any_{n-1} array	**astore** array
num den	**atan** angle
c_x c_y char a_x a_y string	**awidthshow** —
matrix width height proc	**banddevice** —
dict	**begin** —
proc	**bind** proc
int_1 leftshift	**bitshift** int_2
file	**bytesavailable** int
—	**cachestatus** b_{size} b_{max} m_{size} m_{max} c_{size} c_{max} b_{limit}
num_1	**ceiling** num_2
string bool	**charpath** —
⊢ any_1 … any_n	**clear** ⊢
mark obj_1 … obj_n	**cleartomark** —
—	**clip** —
—	**clippath** —
file	**closefile** —
—	**closepath** —
matrix	**concat** —
$matrix_1$ $matrix_2$ $matrix_3$	**concatmatrix** $matrix_3$
any_1 … any_n n	**copy** any_1 … any_n any_1 … any_n
$ar_1 \mid dic_1 \mid st_1$ $ar_2 \mid dic_2 \mid st_2$	**copy** $subarray_2 \mid dict_2 \mid substring_2$
—	**copypage** —
angle	**cos** real
⊢ any_1 … any_n	**count** ⊢ any_1 … any_n n
—	**countdictstack** int
—	**countexecstack** int
mark obj_1 … obj_n	**counttomark** mark obj_1 … obj_n n
—	**currentcacheparams** mark lower upper *(v. 38.0)*
—	**currentdash** array offset
—	**currentdict** dict
—	**currentfile** file
—	**currentflat** number
—	**currentfont** font-dict
—	**currentgray** number
—	**currenthsbcolor** hue sat bright
—	**currentlinecap** integer
—	**currentlinejoin** integer
—	**currentlinewidth** number
matrix	**currentmatrix** matrix
—	**currentmiterlimit** number
—	**currentpacking** bool *(v. 38.0)*
—	**currentpoint** x y
—	**currentrgbcolor** red green blue
—	**currentscreen** freq angle proc
—	**currenttransfer** proc
x_1 y_1 x_2 y_2 x_3 y_3	**curveto** —
num | string	**cvi** int
any	**cvlit** any
string	**cvn** name
num | string	**cvr** real
num radix string	**cvrs** substring

POSTSCRIPT REFERENCE CARD 2

any string **cvs** substring
any **cvx** any
key value **def** —
matrix **defaultmatrix** matrix
key font **definefont** font
int **dict** dict
array **dictstack** subarray
num_1 num_2 **div** quotient
dx dy **dtransform** dx′ dy′
dx dy matrix **dtransform** dx′ dy′
any **dup** any any
bool **echo** —
— **end** —
— **eoclip** —
— **eofill** —
any_1 any_2 **eq** bool
— **erasepage** —
— **errordict** dict
any_1 any_2 **exch** any_2 any_1
any **exec** —
array **execstack** subarray
array | file | string **executeonly** array | file | string
— **exit** —
base exponent **exp** real
— **false** false
name access-mode **file** file
— **fill** —
key **findfont** font
— **flattenpath** —
num_1 **floor** num_2
— **flush** —
file **flushfile** —
— **FontDirectory** dict
init incr limit proc **for** —
array | dict | string proc **forall** —
matrix width height proc **framedevice** —
num_1 | str_1 num_2 | str_2 **ge** bool
array index **get** any
dict key **get** any
string index **get** int
array | string index count **getinterval** subarray | substring
— **grestore** —
— **grestoreall** —
— **gsave** —
num_1 | str_1 num_2 | str_2 **gt** bool
matrix **identmatrix** matrix
int_1 int_2 **idiv** quotient
dx′ dy′ **idtransform** dx dy
dx′ dy′ matrix **idtransform** dx dy
bool proc **if** —
bool $proc_1$ $proc_2$ **ifelse** —
w h b/s matrix proc **image** —
w h invert matrix proc **imagemask** —
any_n … any_0 n **index** any_n … any_0 any_n
— **initclip** —
— **initgraphics** —
— **initmatrix** —
$matrix_1$ $matrix_2$ **invertmatrix** $matrix_2$
x′ y′ **itransform** x y
x′ y′ matrix **itransform** x y
dict key **known** bool
proc string **kshow** —
num_1 | str_1 num_2 | str_2 **le** bool
array | dict | string **length** int
x y **lineto** —
num **ln** real

POSTSCRIPT REFERENCE CARD 3

key **load** value
num **log** real
proc **loop** —
num_1 | str_1 num_2 | str_2 **lt** bool
font matrix **makefont** font′
— **mark** mark
— **matrix** matrix
dict **maxlength** int
int_1 int_2 **mod** remainder
x y **moveto** —
num_1 num_2 **mul** product
any_1 any_2 **ne** bool
num_1 **neg** num_2
— **newpath** —
array | dict | file | string **noaccess** array | dict | file | string
$bool_1$ | int_1 **not** $bool_2$ | int_2
— **null** null
— **nulldevice** —
$bool_1$ | int_1 $bool_2$ | int_2 **or** $bool_3$ | int_3
any_0 … any_{n-1} n **packedarray** packedarray *(v. 38.0)*
— **pathbbox** ll_x ll_y ur_x ur_y
move line curve close **pathforall** —
any **pop** —
string **print** —
— **prompt** —
├ any_1 … any_n **pstack** ├ any_1 … any_n
array index any **put** —
dict key value **put** —
string index int **put** —
ar_1 | str_1 index ar_2 | str_2 **putinterval** —
— **quit** —
— **rand** int
array | dict | file | string **rcheck** bool
dx_1 dy_1 dx_2 dy_2 dx_3 dy_3 **rcurveto** —
file **read** byte true *(if not eof)*
false *(if eof)*
file string **readhexstring** substring bool
file string **readline** substring bool
array | dict | file | string **readonly** array | dict | file | string
file string **readstring** substring bool
proc **renderbands** —
int proc **repeat** —
file **resetfile** —
save **restore** —
— **reversepath** —
dx dy **rlineto** —
dx dy **rmoveto** —
any_{n-1} … any_0 n j **roll** $any_{(j-1) \bmod n}$ … any_0 any_{n-1} … $any_{j \bmod n}$
angle **rotate** —
angle matrix **rotate** matrix
num_1 **round** num_2
— **rrand** int
string **run** —
— **save** save
s_x s_y **scale** —
s_x s_y matrix **scale** matrix
font scale **scalefont** font′
string seek **search** post match pre true *(if found)*
string false *(if not found)*
w_x w_y ll_x ll_y ur_x ur_y **setcachedevice** —
num **setcachelimit** —
mark lower upper **setcacheparams** — *(v. 38.0)*
w_x w_y **setcharwidth** —
array offset **setdash** —
num **setflat** —
font **setfont** —

POSTSCRIPT REFERENCE CARD 4

num **setgray** —
hue sat bright **sethsbcolor** —
int **setlinecap** —
int **setlinejoin** —
num **setlinewidth** —
matrix **setmatrix** —
num **setmiterlimit** —
bool **setpacking** — *(v. 38.0)*
red green blue **setrgbcolor** —
freq angle proc **setscreen** —
proc **settransfer** —
string **show** —
— **showpage** —
angle **sin** real
num **sqrt** real
int **srand** —
├ any_1 … any_n **stack** ├ any_1 … any_n
— **StandardEncoding** array
— **start** —
file **status** bool
— **stop** —
any **stopped** bool
key value **store** —
int **string** string
string **stringwidth** w_x w_y
— **stroke** —
— **strokepath** —
num_1 num_2 **sub** difference
— **systemdict** dict
file **token** any true *(if found)*
false *(if not found)*
string **token** post any true *(if found)*
false *(if not found)*
x y **transform** x′ y′
x y matrix **transform** x′ y′
t_x t_y **translate** —
t_x t_y matrix **translate** matrix
— **true** true
num_1 **truncate** num_2
any **type** name
— **userdict** dict
— **usertime** int
— **version** string
— **vmstatus** savelevel used maximum
array | dict | file | string **wcheck** bool
key **where** dict true *(if found)*
false *(if not found)*
c_x c_y char string **widthshow** —
file byte **write** —
file string **writehexstring** —
file string **writestring** —
any **xcheck** bool
$bool_1$ | int_1 $bool_2$ | int_2 **xor** $bool_3$ | int_3

Errors

dictfull
dictstackoverflow
dictstackunderflow
execstackoverflow
handleerror
interrupt
invalidaccess
invalidexit
invalidfileaccess
invalidfont
invalidrestore
ioerror
limitcheck
nocurrentpoint
rangecheck
stackoverflow
stackunderflow
syntaxerror
timeout
typecheck
undefined
undefinedfilename
undefinedresult
unmatchedmark
unregistered
VMerror