Operand stack manipulation operators

any **pop** -
any_1 any_2 **exch** any_2 any_1
any **dup** any any
any_1 .. any_n n **copy** any_1 .. any_n any_1 .. any_n
any_n .. any_0 n **index** any_n .. any_0 any_n
any_{n-1} .. any_0 n j **roll** $any_{(j-1) \bmod n}$ .. any_0 any_{n-1} .. $any_{j \bmod n}$
any_1 .. any_n **clear**
any_1 .. any_n **count** # any_1 .. any_n n
- **mark** mark
mark any_1 .. any_n **cleartomark** -
mark obj_1 .. obj_n **counttomark** mark obj_1 .. obj_n n

Arithmetic and math operators

num_1 num_2 **add** num_3
num_1 num_2 **div** num_3
int_1 int_2 **idiv** int_3
int_1 int_2 **mod** reminder
num_1 num_2 **mul** num_3
num_1 num_2 **sub** num_3
num_1 **abs** num_2
num_1 **neg** num_2
num_1 **ceiling** num_2
num_1 **floor** num_2
num_1 **round** num_2
num_1 **truncate** num_2
num_1 **sqrt** num_2
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** arry
- **[** mark
mark obj_0 .. obj_{n-1} **]** array
array **length** int
array index **get** any
array index any **put** -
array index count **getinterval** subarry
$arry_1$ index $arry_2$ **putinterval** -
array **aload** $array_0$ .. $array_{n-1}$ array
any_0 .. any_{n-1} array **astore** arry
$array_1$ $array_2$ **copy** $subarray_2$
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
$dict_1$ $dict_2$ **copy** $dict_2$
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
$string_1$ index $string_2$ **putinterval** -
$string_1$ $string_2$ **copy** $substring_2$
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

any_1 any_2 **eq** bool
any_1 any_2 **ne** bool
num_1|$string_1$ num_2|$string_2$ **ge** bool
num_1|$string_1$ num_2|$string_2$ **gt** bool
num_1|$string_1$ num_2|$string_2$ **le** bool
num_1|$string_1$ num_2|$string_2$ **lt** bool
$bool_1$|int_1 $bool_2$|int_2 **and** $bool_3$|int_3
$bool_1$|int_1 **not** $bool_2$|int_2
$bool_1$|int_1 $bool_2$|int_2 **or** $bool_3$|int_3
$bool_1$|int_1 $bool_2$|int_2 **xor** $bool_3$|int_3
- **true** true
- **false** false
int_1 shift **bitshift** int_2

Control operators

any **exec** -
bool proc **if** -
bool $proc_1$ $proc_2$ **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

$string_1$ $string_2$ **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 **writehexstring** -
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	**=**	-
# any$_1$ .. any$_n$	**stack**	# any$_1$ .. any$_n$
any	**==**	-
# any$_1$ any$_n$	**pstack**	# any$_1$ 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**	-
-	**curentmiterlimit**	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**	-
matrix$_1$ matrix$_2$ matrix$_3$	**concatmatrix**	matrix$_3$
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
matrix$_1$ matrix$_2$	**invertmatrix**	matrix$_2$

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 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
x_1 y_1 x_2 y_2 x_3 y_3	**curveto**	-
dx_1 dy_1 dx_2 dy_2 dx_3 dy_3	**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