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