abs num >> |num|
add num1 num2 >> (num1+num2)
aload array >> elem1..elem2.. array
anchorsearch string seek >> found: spost smatch true
not found: string false
and a b >> aANDb (bitwise if a,b are integers)
arc x y r ang1 ang2 >> --
arcn x y r ang1 ang2 >> --
arcto x1 y1 x2 y2 r >> xt1 yt1 xt2 yt2
array int >> arry-of-size-int
ashow ax ay string >> --
astore elem1..elem2.. arry-size >> arry[elem1..elem2]
atan a b >> angle-whose-tang-is-(a/b)
awidthshow ax ay string >> --
begin dict >> --
bitshift int shift >> int-shifted (right: +, left: -)
bytesavailable file >> int (-1 if cannot be determ)
cachestatus -- >> bsize bmax msize mmax csize cmax maxbits
ceiling number >> least-integ-grtr-than-or-eq-to
charpath string strokepath-bool >> --
clear a..b..c.. >> ....
cleartomark mark a..b..c.. >> --
clip -- >> --
clippath -- >> --
closefile file >> --
closepath -- >> --
concat matrix >> --
concatmatrix mtrx1 mtrx2 mtrx3 >> mtrx3 (=mtrx1*mtrx2)
copy a..b..c.. int >> a..b..c.. a..b..c.. (top -int- elem)
copypage -- >> --
cos a >> cosine(a)
count a..b..c.. >> a..b..c..count
countdictstack -- >> count
countexecstack -- >> count
counttomark mark a..b..c.. >> mark a..b..c..count
currentdash -- >> array offset
currentdict -- >> dict
currentfile -- >> file
currentflat -- >> number
currentfont -- >> font-dict
currentgray -- >> number
currenthsbcolor -- >> hue satur bright
currentlinecap -- >> integer
currentlinejoin -- >> integer
currentlinewidth -- >> number
currentmatrix matrix >> CTM-matrix

curentmiterlimit -- >> number
currentpoint -- >> x y
currentrgbcolor -- >> red green blue
currentscreen -- >> freq rot spot-funct
currenttransfer -- >> gray-tansf-funct
curveto x0 y0 x1 y1 x2 y2 >> --
cvi num >> integ or strng >> int
cvlit a >> literal (not-exec)
cvn string >> name
cvr num >> real
cvrs num base string >> substring
cvs a string >> substring
cvx a >> executable
def key value >> --
defaultmatrix matrix >> def-matrix
definefont key dict >> font-dict
dict int >> dict (maximum-capacity: int)
dictstack array >> subarray
div num1 num2 >> (num1/num2)
dtransform xd yd >> xdt ydt
or xd yd matrix >> xdt ydt
dup a >> a a
echo bool >> --
end -- >> --
eoclip -- >> --
eofill -- >> --
eq a b >> bool (true if a=b
erasepage -- >> --
exch a b >> b a
exec a >> --
execstack array >> subarray
executeonly arry >> exec-only-arry (or string)
exit -- >> --
exp num1 num2 >> num1-to-the-num2-pwr
false -- >> false
file string1 string2 >> file (str2: r, w)
fill -- >> --
findfont key >> font-dict
flattenpath -- >> --
floor number >> greatest-int-less-than-or-eq-to
flush -- >> --
flushfile file >> --
for init incr limit proc >> --
forall array proc >> elem1..elem2.. (& executes proc)
framedevice mtrx wid height proc >> --
ge num1 num2 >> bool (true if num1>=num2)

get array index >> element
getinterval arry beg len >> subarry
grestore -- >> --
grestoreall -- >> --
gsave -- tab --
gt num1 num2 >> bool (true if num1>num2)
identmatrix matrix >> id-transf-mtrx
idiv int1 int2 >> int-part-of(int1/int2)
idtransform xdt ydt >> xd yd (xdt ydt mtrx >> xd yd)
if bool proc >> --
ifelse bool proc1 proc2 >> --
image scan-len scan-lns bits/pixl mtrx proc >> --
imagemask scan-len scan-lns invrt mtrx proc >> --
index a1..a2..a3...ak t >> a1..a2..a3..ak a(k-t)
initclip -- >> --
initgraphics -- >> --
initmatrix -- >> --
invertmatrix mtrx1 mtrx >> mtrx (contents-of-mtrx1-inverted)
itransform xt yt >> x y (xt yt mtrx >> x y)
known dict key >> bool
kshow proc strinng >> --
le num1 num2 >> bool (true if num1<=num2)
length array >> length-of-arry
lineto x y >> --
ln num >> natural-logar-of-num
load key >> value
log num >> common-logar-of-num
loop proc >> --
lt num1 num2 >> bool (true if num1<num2)
makefont font-dict matrix >> transformed-font-dict
mark -- >> mark
matrix -- >> matrix
maxlength dict >> int
mod int1 int2 >> int1MODint2
moveto x y >> --
mul num1 num2 >> num1*num2
ne num1 num2 >> bool (false if num1=num2)
neg num >> -num
newpath -- >> --
not a >> NOTa (bitwise if a is integer)
null -- >> null
nulldevice -- >> --
or a b >> aORb (bitwise if a,b are integers)
pathbbox -- >> lo-left-x lo-le-y upr-rgt-x upr-rgt-y
pathforall mveto-proc lneto-proc crveto-proc clsepth-proc >> --
pop a >> --

print	string >> --
prompt	-- >> --
pstack	a..b..c.. >> --
put	array index value >> --
putinterval	arry1 beg arry2 >> arry1
quit	-- >> --
rand	-- >> int
rcheck	array >> bool (true if readable)
rcurveto	dx0 dy0 dx1 dy1 dx2 dy2 >> --
read	file >> byte bool (false if EOF)
readhexstring	file string >> substring bool
readline	file string >> substring bool
readonly	array >> ReadOnly-array
readstring	file string >> substr bool (false if EOF)
repeat	count proc >> --
restore	save-objct >> --
reversepath	-- >> --
rlineto	dx dy >> --
rmoveto	dx dy >> --
roll	a..b..c.. N R >> a..b..c.. (top N elems rolled by R)
rotate	angle >> -- (or, angle mtrx >> mtrx)
round	num >> num-rounded
rrand	-- >> current-random-nr-seed-state
run	string >> --
save	-- >> save-object
scale	sx sy >> -- or sx sy mtrx >> mtrx
scalefont	font-dict number >> transformed-font-dict
search	string
setcachedevice	wx wy llx lly urx ury >> --
setcachelimit	maxbytes >> --
setcharwidth	wx wy >> --
setdash	array offset >> --
setflat	num >> --
setfont	font-dict >> --
setgray	num >> --
sethsbcolor	hue satur bright >> --
setlinecap	integer >> --
setlinejoin	integer >> --
setlinewidth	num >> --
setmatrix	matrix >> --
setmiterlimit	num >> --
setrgbcolor	red green blue >> --
setscreen	freq rotation spot-function >> --
settransfer	gray-transfer-funct >> --
show	string >> --
showpage	-- >> --

sin	num >> sine(num)
sqrt	num >> square-root-of-num
srand	int >> --
stack	a..b..c.. >> a..b..c..
start	-- >> --
status	file >> bool (true if open)
stop	-- >> --
stopped	a >> bool (false if a was terminated normaly)
store	key value >> --
string	int >> string
stringwidth	string >> wx wy
stroke	-- >> --
strokepath	-- >> --
sub	num1 num2 >> num1-num2
systemdict	-- >> system-dict
token	file >> bool (true if found)
token	string >> if found: s-post token true not found: false
transform	x y >> xt xy or x y mtrx >> xt yt
translate	tx ty >> -- or tx ty mtrx >> mtrx
true	-- >> true
truncate	num >> num-truncated
type	a >> type-name-of-a
userdict	-- >> user-dict
usertime	-- >> time-in-msecs
version	-- >> soft-&-hard-version-string
vmstatus	-- >> level-of-save bytes-used total-bytes-avail
wcheck	array >> bool (if writeable: true)
where	key >> if found: dict true not found: false
widthshow	dx dy char-code string >> --
write	file byte >> --
writehexstring	file strig >> --
writestring	file string >> --
xcheck	a >> bool (true if a is executable)
xor	a b >> aXORb (bitwise if a,b are integers)
=	a..b..c.. >> --
==	a..b..c.. >> --

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