

Single-Operator Functions

Single-operator functions provide a C language interface to the individual operators of the PostScript language. The specification for a single-operator function is identical to that of the PostScript operator it represents. The *PostScript Language Reference Manual, Second Edition*, by Adobe Systems Incorporated, provides the specifications of all standard PostScript operators. Also refer to the *Display PostScript System, Client Library Reference Manual*, by Adobe Systems Incorporated. Listed below are single-operator functions that correspond to operators found in OpenStep but not in the standard implementation of the PostScript language.

These functions have either a ^aPS° or a ^aDPS° prefix. For every single-operator function with a ^aPS° prefix, there's a corresponding single-operator function with a ^aDPS° prefix. The PS and DPS functions are identical except that DPS functions take an additional (first) argument that represents the PostScript execution context.

Besides using standard C language types, some single-operator functions use **userobject** and an **int** that refers to the value returned by **DPSDefineUserObject()**.

In the function descriptions below, *x* and *y* refer to the origin of *source* rectangles, and *w* and *h* refer to the width and height of the source rectangles. *gstateNum* refers to the graphics state (gstate) of the source rectangle. *dx* and *dy* refer to the origin of the *destination* for the compositing or dissolving operation. *op* refers to the specific compositing operation. *a* or *alpha* refers to the coverage component used for compositing operations.

^aPS° Prefix Functions

```
void    PScomposite(float x, float y, float w, float h, int gstateNum, float dx, float dy, int op)
void    PScompositerect(float x, float y, float w, float h, int op)
void    PScurrentalpha(float *alpha)
void    PSdissolve(float x, float y, float w, float h, int gstateNum, float dx, float dy, float delta)
void    PSsetalpha(float a)
```

^aDPS° Prefix Functions

```
void    DPScomposite(DPSContext ctxt, float x, float y, float w, float h, int gstateNum, float dx,
                    float dy, int op)
void    DPScompositerect(DPSContext ctxt, float dx, float dy, float w, float h, int op)
void    DPScurrentalpha(DPSContext ctxt, float *pcoverage)
void    DPSdissolve(DPSContext ctxt, float x, float y, float w, float h, int gstateNum, float dx,
                    float dy, float delta)
void    DPSsetalpha(DPSContext ctxt, float a)
```