Client Library Functions

The Display PostScript Client Library is composed of system-dependent and a system-independent parts. The *Display PostScript System, Client Library Reference Manual*, by Adobe Systems, Incorporated., provides the specification for the system-independent portion of this library.

Functions that are part of OpenStep's system-dependent part of the Display PostScript Client Library are listed here.

PostScript Execution Context Functions

Convert a DPSContext to an NSDPSContext Object

NSDPSContext   ***DPSContextObject(**DPSContext *ctxt***)**

Communication with the Display PostScript Server

Send a PostScript User Path to the Display PostScript Server

These functions are used to send a user path, plus one other *action*, to the Display PostScript Server. In the **¼WithMatrix** forms of these operators, the *matrix* operand is the optional matrix argument used by the **ustroke**, **inustroke**, and **ustrokepath** operators. The *matrix* argument may be NULL, in which case it is ignored.

void   **PSDoUserPath(**   const void *coords*,   int *numCoords*, DPSNumberFormat *numType*,   const DPSUserPathOp *ops,   int *numOps*,   const void *bbox,   DPSUserPathAction *action*)

void   **PSDoUserPathWithMatrix(**void *coords, int *numCoords*, DPSNumberFormat *numType*, unsigned char *ops, int *numOps*, void *bbox, DPSUserPathAction *action*, float *matrix*[6]**)**

void   **DPSDoUserPath(**DPSContext *context*,   const void *coords,   const DPSUserPathOp *ops,   int *numOps*,   const v DPSUserPathAction *action*)

void   **DPSDoUserPathWithMatrix(**DPSContext *context***,** void *coords, int *numCoords*, DPSNumberFormat *numType*, unsigned char *ops, int *numOps*, void *bbox, DPSUserPathAction *action*, float *matrix*[6]**)**

Send PostScript Code to the Display PostScript Server

void   **PSFlush(**void**)**
void   **PSWait(**void**)**