Introduction:

BBFig is a utility which computes the **BoundingBox** information from PostScript.   This information is required for **EPS** (Encapsulated PostScript) files as a comment of the form, for example:
%%BoundingBox: 10 10 300 500
The bounding box comment can be added easily to the PostScript file with the editor included with BBFig.
(For details about %%BoundingBox, see Apendices G and H of the PostScript Red Book: PostScript Language Reference Manual, 2-nd ed. Addison-Wesley, ISBN 0-201-18127-4.)
BBFig is also an improved **Yap** (Yet Another Previewer for PostScript) by Ali Ozer.   A number of bugs in Yap have been fixed.

Use BBFig **only for a single page** document (just in case you don't know that already).

Usage:

[1] Open PS files with the **Document > Open** menu option.   You can have mutiple PS files open at the same time.

[2] Press **Execute** to execute the contents of the selected window.   The rendered page is displayed in the output window, with the bounding box indicated by a dashed rectangle.   There's only one output window, whose PostScript rendering area can be resized through the **Preferences** panel.   If there are any PostScript errors, the first error is reported in the title bar of the output window.   If there are no errors in the execution of   the PS code, then the time needed for imaging the PS code will be reported instead.   The computed BoundingBox is stuffed into a field just below the scroll view containing the PS code.

[3] To insert %%BoundingBox comment, position the text cursor at the desired insertion point, and press **Insert** button next to the field containing the line. For convenience, The EPS version comment "%!PS-Adobe...." and the

bounding box comment may be inserted at the top of the document by pressing **Both** button.

[4] Save the PS file by **Document > Save** menu option.   If you wish to change the filename from ***.ps** to ***.eps**, use **Save As.**

If you change the font in a BBFig Document window, the same font will be used for BBFig windows used after that point. The font will also be written out to your defaults database to be used the next time you launch BBFig.

BBFig can paste PostScript from the pasteboard.   This can come in handy when debugging programs that write PostScript on the pasteboard. The **Paste** menu command will first check the pasteboard for PostScript data, then for text data.

Preferences Options:

Bounding Box Margin is used to expand the bounding box slightly larger than the limits of the actual drawing.   If no margin is given, importing applications may sometimes clip the graphics too closely.   The bounding box specification will be expanded by the number of points specified by this slider.   This setting will be saved in your default database.   All other settings below are temporary and apply only as long as you keep the BBFig running.
Compute Bounding Box toggle switch controls whether the bounding box information is computed.   BBFig will revert to Yap when you turn off the check mark.
Show Grid toggle switch turns on or off the point grid displayed in the PostScript output window.   The grid may be useful when BBFig fails to determine the bounding box correctly, or when you want to adjust it manually.

Bugs:

BBFig is a NeXTstep version of **bbfig** by Bernie Cosell.   The ability of BBFig to figure out the bounding box information is the same as that of the original bbfig.

With the current version, it may fail on many PS files.

Acknowledgements:

BBFig is just an extended version of **Yap** found in /NextDeveloper/Examples/Yap, which contains the source files for Yap. I have incorporated a PD utility **bbfig** by Bernie Cosell [cosell@bbn.com] into Yap via **pswrap**. As new improved versions of bbfig become available, they may be incorporated easily thanks to pswrap. BBFig.psw is the module which contains Bernie's code.

Send comments, bug reports to Izumi Ohzawa, izumi@pinoko.berkeley.edu