

Copyright (C) 1990, 1992, 1993 Aladdin Enterprises. All rights reserved.

This file is part of Ghostscript.

Ghostscript is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY. No author or distributor accepts responsibility to anyone for the consequences of using it or for whether it serves any particular purpose or works at all, unless he says so in writing. Refer to the Ghostscript General Public License for full details.

Everyone is granted permission to copy, modify and redistribute Ghostscript, but only under the conditions described in the Ghostscript General Public License. A copy of this license is supposed to have been given to you along with Ghostscript so you can know your rights and responsibilities. It should be in a file named COPYING. Among other things, the copyright notice and this notice must be preserved on all copies.

This file, psfiles.doc, describes the .ps files distributed with Ghostscript, other than fonts.

For an overview of Ghostscript and a list of the documentation files, see README.

System files

gs_init.ps - Ghostscript reads this automatically when it starts up. It contains definitions of many standard procedures and initialization for a wide variety of things.

gs_fonts.ps - gs_init.ps reads this in. It initializes Ghostscript's font machinery and provides some utility procedures that work with fonts.

gs_statd.ps - gs_init.ps reads this in. It creates a dummy statusdict and some other environmental odds and ends for the benefit of PostScript files that really want to be printed on a LaserWriter.

gs_dps1.ps - gs_init.ps reads this in if the dps feature is included in the configuration. It provides support for various Display PostScript and Level 2 features.

gs_lev2.ps - gs_init.ps reads this in if the Ghostscript interpreter includes Level 2 PostScript functions. It contains definitions of procedures and miscellaneous initialization for the Level 2 functions.

gs_dbt_e.ps - the Dingbats encoding, loaded only if referenced.

gs_sym_e.ps - the Symbol encoding, loaded only if referenced.

gs_type0.ps - gs_init.ps reads this in if the Ghostscript interpreter includes composite (Type 0) font capability.

Art

chess.ps - A black-and-white chessboard.

golfer.ps - A gray-scale picture of a stylishly dressed woman swinging a golf club.

escher.ps - A colored version of a hexagonally symmetric Escher drawing of interlocking butterflies. Can be printed on monochrome devices, with somewhat less dramatic results.

cheq.ps - A chessboard "font" used by chess.ps (obtained from the Adobe file server).

snowflak.ps - A rectangular grid of intricate colored snowflakes. (Renders very slowly.)

colorcir.ps - A set of nested ellipses made up of colored bars.

tiger.ps - A dramatic colored picture of a tiger's head.

Utilities -----

For more information on these utility programs, see the comments at the beginning of the files. The ones marked with * have batch files or shell scripts of the same name (e.g., bdf tops, bdf tops.bat) to invoke them conveniently.

bench.ps - a file useful for running benchmarks.

* bdf tops.ps - a utility for converting BDF fonts to outline form: see fonts.doc for more information.

* gslp.ps - a utility for doing "line printing" of plain text files.

impath.ps - a utility for reconstructing outlines from bitmap images, used by bdf tops.

landscap.ps - a file that you can put in front of your own files to get them rendered in landscape mode.

level1.ps - a file that turns off any Level 2 features.

prfont.ps - a utility to print a font catalog.

ps2ascii.ps - a utility for extracting the ASCII text from PostScript source files. It redefines many operators. For more information, see the comments in the file.

ps2epsi.ps - a utility for converting an arbitrary PostScript file into EPSI form.

ps2image.ps - a utility for converting an arbitrary PostScript file into a .ps file consisting of just PostScript bitmaps, one per page.

* pstoppm.ps - a utility for rendering PostScript files onto PPM (bitmap) files.

quit.ps - a file containing just the word "quit".

showpage.ps - a file containing just the word "showpage".

waterfal.ps - a utility to print a "waterfall" of fonts at different sizes.

Development tools

decrypt.ps - a utility for decrypting the eexec section of a font.

markpath.ps - a utility for showing the points on a path.

mergeini.ps - a utility for merging all the initialization files into a single file.

pcharstr.ps - a utility for printing out the CharStrings and Subrs in a Type 1 font.

ppath.ps - a couple of utilities for printing out the current path, for debugging.

traceop.ps - a utility for tracing uses of any procedure or operator for debugging.

unprot.ps - a prologue to disable access checking.

winmaps.ps - a utility for creating mappings between the Adobe encodings and the Microsoft Windows character sets.

wrfont.ps - a utility for writing out an unprotected Type 1 font, such as the standard Ghostscript fonts.

Odds and ends

empty.ps - an empty file.

lines.ps - a test program for line joins and caps.

type1ops.ps - the Type 1 font format opcodes.