

Copyright (C) 1989 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, lib.doc, describes the Ghostscript library, a collection of C procedures that implement the primitive graphic operations of the Ghostscript language.

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

\*\*\*\*\*  
\*\*\*\*\* The Ghostscript library \*\*\*\*\*  
\*\*\*\*\*

Ghostscript is actually two programs: a language interpreter, and a graphics library. The library provides, in the form of C procedures, all the graphics functions of the language, i.e., approximately those facilities listed in section 6.2 of the PostScript manual starting with the graphics state operators. In addition, the library provides some lower-level graphics facilities that offer higher performance in exchange for less generality.

To be specific, the highest level of the library implements all the operators in the "graphics state", "coordinate system and matrix", "path construction", "painting", "character and font", and "font cache" sections of the PostScript manual, with the following deliberate exceptions:

- settransfer, currenttransfer
- definefont, findfont
- FontDirectory, StandardEncoding

The following "device" operators are implemented:

- showpage (synchronizes the display)
- nulldevice

There are slight differences in the operators that return multiple values, since C's provisions for this are awkward. Also, the control structure for the operators involving (an) auxiliary procedure(s) (setscreen, pathforall, image, imagemask) is partly inverted: the client calls a procedure to set up an enumerator object, and then calls another procedure for each iteration. The ...show operators, charpath, and stringwidth also use an inverted control structure.

Files named gs\*.c implement the higher level of the graphics library.

To use the facilities of `gs?.c`, a client program should include `gs?.h`. As might be expected, all procedures, variables, and structures available at this level begin with `gs_`. Structures that appear in these interfaces, but whose definitions may be hidden from clients, also have names beginning with `gs_`, i.e., the prefix reflects at what level the abstraction is made available, not the implementation.

Files named `gx*.c` implement the lower level of the graphics library. To use the facilities of `gx?.c`, a client program should include `gx?.h`. The interfaces at the `gx` level are less stable, and expose more of the implementation detail, than those at the `gs` level: in particular, the `gx` interfaces generally use device coordinates in an internal fixed-point representation, as opposed to the `gs` interfaces that use floating point user coordinates. Named entities at this level begin with `gx_`.

Files named `gz*.c` and `gz*.h` are internal to the Ghostscript implementation, and not designed to be called by clients.