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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

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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

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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

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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

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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

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empty.ps - an empty file.

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

type1ops.ps - the Type 1 font format opcodes.