

# Single-Operator Functions

---

**PSadjustcursor**(float *dx*, float *dy*)

**PSalphaimage**(void)

**PSbasetocurrent**(float *bx*, float *by*, float *\*cx*, float *\*cy*)

**PSbasetoscreen**(float *bx*, float *by*, float *\*sx*, float *\*sy*)

**PSbuttondown**(boolean *\*isdown*)

**PScleartrackingrect**(int *trectnum*, userobject *gstate*)

**PScomposite**(float *src<sub>x</sub>*, float *src<sub>y</sub>*, float *width*, float *height*, userobject *srcgstate*, float *dest<sub>x</sub>*, float *dest<sub>y</sub>*, int *op*)

The value passed as *op* should be one of the following:

NX\_CLEAR

NX\_SIN

NX\_SATOP

NX\_COPY

NX\_DIN

NX\_DATOP

NX\_SOVER

NX\_SOUT

NX\_PLUSD

NX\_DOVER

NX\_DOUT

NX\_PLUSL

NX\_XOR

**PScompositerect**(float *dest<sub>x</sub>*, float *dest<sub>y</sub>*, float *width*, float *height*, int *op*)

The value passed as *op* should be one of the constants listed under **PScomposite()**, plus NX\_HIGHLIGHT.

**PScountframebuffers**(int *\*count*)

**PScountscreenlist**(int *context*, int *\*count*)

**PScountwindowlist**(int *context*, int *\*count*)

**PScurrentactiveapp**(int *\*context*)

**Warning:** Don't use this function if you're using the Application Kit.

**PScurrentalpha**(float *\*coverage*)

**PScurrentdefaultdepthlimit**(int *\*depth*)

**Warning:** Don't use this function if you're using the Application Kit.

**PScurrentdeviceinfo**(userobject *window*, int *\*min*, int *\*max*, boolean *\*iscolor*)

**PScurrenteventmask**(userobject *window*, int *\*mask*)

**Warning:** Don't use this function if you're using the Application Kit.

**PScurrentframebuffertransfer**(void)

**PScurrentmouse**(userobject *window*, float \**x*, float \**y*)

**Warning:** Don't use this function if you're using the Application Kit.

**PScurrentowner**(userobject *window*, int \**context*)

**PScurrentshowpageprocedure**(void)

**PScurrentusage**(float \**ctime*, float \**utime*, float \**stime*, int \**msgsend*, int \**msgrcv*, int \**signals*, int \**nvcsw*, int \**nivcsw*)

**PScurrenttobase**(float *cx*, float *cy*, float \**bx*, float \**by*)

**PScurrenttoscreen**(float *cx*, float *cx*, float \**sx*, float \**sy*)

**PScurrentuser**(int \**uid*, int \**gid*)

**PScurrentwaitcursorenabled**(boolean \**isenabled*)

**PScurrentwindow**(userobject \**window*)

**PScurrentwindowalpha**(userobject *window*, int \**alpha*)

**PScurrentwindowbounds**(userobject *window*, float \**x*, float \**y*, float \**width*, float \**height*)

**Warning:** Don't use this function if you're using the Application Kit.

**PScurrentwindowdepth**(userobject *window*, int \**depth*)

**Warning:** Don't use this function if you're using the Application Kit.

**PScurrentwindowdepthlimit**(userobject *window*, int \**depth*)

**Warning:** Don't use this function if you're using the Application Kit.

**PScurrentwindowdict**(userobject *window*)

**Warning:** Don't use this function if you're using the Application Kit.

**PScurrentwindowlevel**(userobject *window*, int \**level*)

**PScurrentwriteblock**(bool \**doesblock*)

**PSdissolve**(float *src<sub>x</sub>*, float *src<sub>y</sub>*, float *sourceWidth*, float *width*, userobject *srcgstate*, float *dest<sub>x</sub>*, float *dest<sub>y</sub>*, float *delta*)

**PSdumpwindow**(int *dumplevel*, userobject *window*)

**Warning:** Don't use this function if you're using the Application Kit.

**PSdumpwindows**(int *dumplevel*, userobject *context*)

**Warning:** Don't use this function if you're using the Application Kit.

**PSfindwindow**(float *x*, float *y*, int *place*, userobject *otherwindow*, float \**x'*, float \**y'*,  
userobject \**window*, boolean \**found*)

*The value passed as place should be one of the following:*

NX\_ABOVE

NX\_BELOW

**PSflushgraphics**(void)

**Warning:** Don't use this function if you're using the Application Kit.

**PSframebuffer**(int *index*, int *stringlen*, char *string*[], int \**slot*, int \**unit*, int \**romid*, int \**x*, int \**y*,  
int \**width*, int \**height*, int \**maxdepth*)

**PSfrontwindow**(int \**window*)

**Warning:** Don't use this function if you're using the Application Kit.

**PShidecursor**(void)

**PShideinstance**(float *x*, float *y*, float *width*, float *height*)

**PSmachportdevice**(int *width*, int *height*, const int *bbox*[], int *bboxSize*, const float *matrix*[], const  
char \**hostname*, const char \**portname*, const char \**pixelencoding*)

**PSmovewindow**(float *x*, float *y*, userobject *window*)

**Warning:** Don't use this function if you're using the Application Kit.

**PSnewinstance**(void)

**PSnextrelease**(int *size*, char *string*[])

**PSobscurecursor**(void)

**PSorderwindow**(int *place*, userobject *otherwindow*, int *window*)

**Warning:** Don't use this function if you're using the Application Kit.

*The value passed as place should be one of the following:*

NX\_ABOVE

NX\_BELOW

NX\_OUT

**PSosname**(int *size*, char *string*[])

**PSostype**(int \**type*)

**PSplacewindow**(float *x*, float *y*, float *width*, float *height*, userobject *window*)<sup>†</sup>

**Warning:** Don't use this function if you're using the Application Kit.

**PSplaysound**(const char \**soundname*, int *priority*)

**PSposteventbycontext**(int *type*, float *x*, float *y*, int *time*, int *flags*, int *window*, int *subtype*, int *misc0*, int *misc1*, int *context*, boolean \**success* )

**PSreadimage**(void)

**PSrevealcursor**(void)

**PSrightbuttondown**(int \**isdown*)

**PSrightstilldown**(int *eventnum*, boolean \**stilldown*)

**PSscreenlist**(int *context*, int *count*, int *array*[])

**PSscreentobase**(float *sx*, float *sy*, float \**bx*, float \**by*)

**PSscreentocurrent**(float *sx*, float *sy*, float \**cx*, float \**cy*)

**PSsetactiveapp**(int *context*)

**Warning:** Don't use this function if you're using the Application Kit.

**PSsetalpha**(float *coverage*)

**PSsetautofill**(boolean *flag*, userobject *window*)

**PSsetcursor**(float *x*, float *y*, float *mx*, float *my*)

**PSsetdefaultdepthlimit**(int *depth*)

**Warning:** Don't use this function if you're using the Application Kit.

**PSseteventmask**(int *mask*, userobject *window*)

**Warning:** Don't use this function if you're using the Application Kit.

See the constants listed under “Event Type Masks” in the section “Types and Constants” for a list of *mask* values.

**PSsetexposurecolor**(void)

**PSsetflushexposures**(boolean *flag*)

**Warning:** Don't use this function if you're using the Application Kit.

**PSsetframebuffertransfer**(void)

**PSsetinstance**(boolean *flag*)

**PSsetmouse**(float *x*, float *y*)

**PSsetowner**(userobject *context*, userobject *window*)

**PSsetsendexposed**(boolean *flag*, userobject *window*)<sup>†</sup>

**Warning:** Don't use this function if you're using the Application Kit.

**PSsetshowpageprocedure**(int *window*)

**Warning:** Don't use this function if you're using the Application Kit.

**PSsettrackingrect**(float *x*, float *y*, float *width*, float *height*, boolean *leftbool*, boolean *rightbool*, boolean *insidebool*, int *userdata*, int *trectnum*, userobject *gstate*)

**Note:** Only the Form 1 version of the **settrackingrect** operator is offered as a C function.

**PSsetwaitcursorenabled**(boolean *flag*)

**PSsetwindowdepthlimit**(int *depth*, userobject *window*)

**Warning:** Don't use this function if you're using the Application Kit.

**PSsetwindowdict**(userobject *window*)

**Warning:** Don't use this function if you're using the Application Kit.

**PSsetwindowlevel**(int *level*, userobject *window*)

**PSsetwindowtype**(int *type*, userobject *window*)

**Warning:** Don't use this function if you're using the Application Kit.

**PSsetwriteblock**(int *flag*)

**PSshow**(const char \**string*)

**PSshowcursor**(void)

**PSsizeimage**(float *x*, float *y*, float *width*, float *height*, int \**pixelswide*, int \**pixelshigh*, int \**bits/sample*, float *matrix*[], boolean \**multiproc*, int \**ncolors*)

**PSstilldown**(int *eventnum*, boolean \**stilldown*)

**PStermwindow**(userobject *window*)

**Warning:** Don't use this function if you're using the Application Kit.

**PSwindow**(float *x*, float *y*, float *width*, float *height*, int *type*, int \**window*)

**Warning:** Don't use this function if you're using the Application Kit.

**PSwindowdevice**(userobject *window*)

**PSwindowdeviceround**(userobject *window*)

**PSwindowlist**(int *context*, int *count*, int *subarray*[])

