

NAME

ghostview – View PostScript documents using *ghostscript*

SYNOPSIS

ghostview [filename]

or

ghostview [-staticgray] [-grayscale] [-staticcolor] [-pseudocolor] [-truecolor] [-directcolor] [-[no]install] [-[no]private] [-[no]center] [-[no]title] [-[no]date] [-[no]locator] [-[no]labels] [-resolution *dpi*] [-dpi *dpi*] [-xdpi *dpi*] [-ydpi *dpi*] [-[no]quiet] [-preload *file*] [-magstep *n*] [-portrait] [-landscape] [-upsidedown] [-seascape] [-letter] [-tabloid] [-ledger] [-legal] [-statement] [-executive] [-a3] [-a4] [-a5] [-b4] [-b5] [-folio] [-quarto] [-10x14] [-force] [-forceorientation] [-forcemedia] [-[no]swap] [-[no]openwindows] [-[no]ncdwm] [-page *label*] [-toolkitoption ...] [filename]

DESCRIPTION

The *ghostview* program provides an X11 user interface for the *ghostscript* interpreter. *Ghostview* and *ghostscript* function as two cooperating programs. *Ghostview* creates the viewing window and *ghostscript* draws in it.

Don't be alarmed by the number of options. Generally, one invokes *ghostview* with just one parameter, the name of the file to be previewed. If the filename is "-", *ghostview* will read from "stdin". The options provide a way to set X resources from the command line for a single invocation of *ghostview*. For that reason, discussion of the options is delayed until after the X resources are discussed.

MAIN WINDOW

The main viewport is on the right side of the main window. If the page is larger than the viewport, there will be scroll bars along the bottom and right edges of the viewport. To the left of the viewport is the table of contents. If the PostScript file has document structuring convention (DSC) comments, the table of contents will display the page labels (i.e. usually page numbers). To the left of the table of contents is the menu box. Each push button brings up a popup menu. Over the menu box and table of contents there are three optional labels that contain the title, date, and locator. The title label contains the document title found in the DSC comments. If no title can be found, the filename is used in its place. The date label contains the document date found in the DSC comments. If no date can be found, the last modified date of the file is used in its place. Since the title and date labels may be clipped by the main viewport, the date and title labels are push buttons that bring up a popup window with the title or date. These popup windows also show the "document" icon when the displayed string comes from the DSC comments. The locator shows the location of the cursor in the viewport. The location is expressed in the default user coordinate system. The locator is useful for measuring bounding boxes.

Within the main viewport the mouse cursor is a "target" when *ghostscript* is doing work. The cursor is a "cross hair" when *ghostscript* is idle. When moving to another page in a document, it is generally best to wait for *ghostscript* to become idle. Otherwise, the current *ghostscript* process must be killed and the overhead of reading the prologue is incurred again.

Ghostview will check to see if the file has been modified just before it displays a page or when the application is deiconified. If the file has changed, it will reopen the file.

Clicking anywhere within the viewport will popup a zoom window. The window is centered about the location that was clicked. Clicking with the first mouse button pops up a low resolution zoom window. Clicking with the second mouse button pops up a medium resolution zoom window. Clicking with the third mouse button pops up a high resolution zoom window. The cursor in the zoom window will display a "target" or "cross hair" depending on the state of *ghostscript*. The locator reports the position of the cursor in the zoom windows as well as the main viewport.

In the table of contents, the first and third mouse button functions exactly as they do in a Text widget. That is the first mouse button selects text and the third mouse button extends selections. However, clicking on a page label with the second mouse button will cause that page to be shown. The page being displayed is marked with a '<' in the right margin of the table of contents.

POPUP WINDOWS

There are several additional windows that may appear. The *copyright* window will appear whenever copyright information is requested. The *information* window appears whenever the *ghostscript* process writes to “stdout” or “stderr”. Whenever there is an error in the PostScript program, the stack trace will appear in this window. When *ghostscript* is invoked without the quiet option, informational message regarding the state of *ghostscript* will appear in the *information* window. The *copyright* and *information* windows can be dismissed by pushing the “Dismiss” button.

The *Select File* dialog widget will appear when you wish to open or save a file. The *Select File* dialog widget allows an X11 user to select a file by typing the path or by browsing in directory listings and selecting entries with the mouse.

The space bar can be pressed to complete filenames, and tilde is used for home directories. All the usual key bindings can be used in the text widget, except for Return and Control-M, which are equivalent to pressing the OK button. The path can be scrolled using the large horizontal scroll bar, or by moving the insertion cursor in the text widget. The directory entries can be scrolled using the vertical scroll bars, or by holding a mouse button down and moving out of the listing. The scrolling speed varies with the distance from the listing.

The directory entries are terminated with special characters that show the type of entry, similar to the *-F* option of *ls(1)*.

The *Select File* dialog widget is in total control until it pops down. No other controls in *ghostview* will be active during this time.

MENUS

There are five buttons in the menu box. They are the **File**, **Page**, **Magstep**, **Orientation**, and **Media** buttons. There are keyboard accelerators for most of the popup menus. Be sure to read the keyboard accelerator section.

File	This popup menu controls file access:
Open...	Pops up the Select File window in preparation to open a file. The Select File widget is in total control until it pops down. Opens the file for viewing.
Reopen	Reopens the current file.
Print...	Pops up a dialog widget to ask for the printer name. Sends the whole document to the printer.
Print marked pages...	Pops up a dialog widget to ask for the printer name. Sends the marked pages to the printer. If no pages have been marked, the mark procedure is called before printing and then the unmark procedure is called after printing.
Save marked pages...	Pops up the Select File window in preparation to save a file. The Select File widget is in total control until it pops down. Saves the marked pages in the selected file. If no pages have been marked, the mark procedure is called before saving and then the unmark procedure is called after saving.
Copyright...	Pops up the <i>copyright</i> window.
Quit	Causes <i>ghostview</i> to exit.
Page	This popup menu controls page access:
Next	Display the next page.

	Redisplay	Display the current page.
	Previous	Display the previous page.
	Center	Center the page in the viewport.
	Mark	Mark the pages that have been selected in the table of contents. If no pages have been selected, mark the current page.
	Unmark	Unmark the pages that have been selected in the table of contents. If no pages have been selected, unmark the current page.
Magstep		The Magstep menu controls the magnification at which the document is viewed. The default magstep of 0 implies no magnification (i.e. the size on the screen should match the size on paper). <i>Ghostview</i> borrows the notion of magstep from TeX. The magnification is defined to be 1.2^{**}magstep . At magstep 1, the document is magnified by 1.2. At magstep -1, the document is reduced by 1.2. The Magstep menu lists values from -5 to 5.
Orientation		The Orientation menu controls the display orientation. A “dot” appears in front of the current orientation. The first mouse button sets the default orientation. The DSC comments may specify an orientation of Portrait or Landscape that overrides the default. In this case, a "document" appears in front of the current orientation. The second mouse button can be used to “force” the orientation on a document to override the DSC comments. If an orientation is being forced, then a “tie fighter” will appear in front of the current orientation.
	Portrait	Set the orientation to Portrait. This implies no rotation. A portrait orientation indicates that the longest edge of the paper is parallel to the vertical (y) axis.
	Landscape	Set the orientation to Landscape. This implies a clockwise rotation of the paper by 90 degrees. A landscape orientation indicates that the longest edge of the paper is parallel to the horizontal (x) axis.
	Upside-down	Set the orientation to Upside-Down.
	Seascape	Set the orientation to Seascape. This implies a counterclockwise rotation of the paper by 90 degrees.
	Swap Landscape	Swap the meaning of Landscape and Seascape. Most of the Landscape documents that I have encountered require a 90 clockwise rotation of the paper to view. However, there is no standard and some documents need to be rotated the other way. The swap landscape button allows <i>ghostview</i> to automatically rotate the document the right way in response to the %%Orientation comment in the PostScript file.
Media		The entries on the Media menu set the page media. Media defined in the document appear at the beginning of the menu separated by a line from the standard media. A “dot” appears in front of the current media. The first mouse button sets the default media. The DSC comments may specify the page media that overrides the default. In this case, a "document" appears in front of the current media. The second mouse button can be used to “force” the media on a document to override the DSC comments. Forcing the media on an EPSF figure will override the Bounding Box. This makes is easy to view a figure with an incorrect %%BoundingBox comment. If a media is being forced, then a “tie fighter” will appear in front of the current media.
		Here are the standard media names and their sizes. The size is given as the width and height in PostScript points.
	Letter	612 x 792 (8.5 x 11 in.)

Tabloid	792 x 1224	(11 x 17 in.)
Ledger	1224 x 792	(17 x 11 in.)
Legal	612 x 1008	(8.5 x 14 in.)
Statement	396 x 612	(5.5 x 8.5 in.)
Executive	540 x 720	(7.5 x 10 in.)
A3	842 x 1190	
A4	595 x 842	
A5	420 x 595	
B4	729 x 1032	
B5	516 x 729	
Folio	612 x 936	(8.5 x 13 in.)
Quarto	610 x 780	
10x14	720 x 1008	(10 x 14 in.)

KEYBOARD ACCELERATORS

Most of the popup menu commands have an equivalent action that can be invoked from the keyboard. The popup menu entry must be sensitive (i.e. not grayed out) for the action to have effect. Here is the default keyboard binding:

Q	Bound to GhostviewQuit() which is equivalent to pushing the Quit menu button on the Ghostview menu.
O	Bound to GhostviewOpen() which is equivalent to pushing the Open... menu button on the File menu.
R	Bound to GhostviewReopen() which is equivalent to pushing the Reopen menu button on the File menu.
S	Bound to GhostviewSave() which is equivalent to pushing the Save marked pages... menu button on the File menu.
P	Bound to GhostviewPrintMarked() which is equivalent to pushing the Print marked pages... menu button on the File menu.
Shift-P	Bound to GhostviewPrintWhole() which is equivalent to pushing the Print... menu button on the File menu.
BackSpace, Delete, Prior, B	Bound to GhostviewPrevious() which is equivalent to pushing the Previous menu button on the Page menu.
space, Return, Next, F	Bound to GhostviewNext() which is equivalent to pushing the Next menu button on the Page menu.
period, Ctrl-L	Bound to GhostviewShow() which is equivalent to pushing the Redisplay menu button on the Page menu.
M	Bound to GhostviewMark() which is equivalent to pushing the Mark menu button on the Page menu.
N	Bound to GhostviewUnMark() which is equivalent to pushing the Unmark menu button on the Page menu.
0	Bound to GhostviewMagstep(0) which is equivalent to pushing the 0 menu button on the Magstep menu.
1	Bound to GhostviewMagstep(1) which is equivalent to pushing the 1 menu button on the Magstep menu.
2	Bound to GhostviewMagstep(2) which is equivalent to pushing the 2 menu button on the Magstep menu.

3	Bound to GhostviewMagstep(3) which is equivalent to pushing the 3 menu button on the Magstep menu.
4	Bound to GhostviewMagstep(4) which is equivalent to pushing the 4 menu button on the Magstep menu.
5	Bound to GhostviewMagstep(5) which is equivalent to pushing the 5 menu button on the Magstep menu.
+	Bound to GhostviewIncreaseMagstep() which increases the magstep by 1.
-	Bound to GhostviewDecreaseMagstep() which decreases the magstep by 1.
U	Bound to GhostviewUp() which scrolls the main viewport up.
D	Bound to GhostviewDown() which scrolls the main viewport down.
H	Bound to GhostviewLeft() which scrolls the main viewport left.
J	Bound to GhostviewDown() which scrolls the main viewport down.
K	Bound to GhostviewUp() which scrolls the main viewport up.
L	Bound to GhostviewRight() which scrolls the main viewport right.
Up (arrow)	Bound to GhostviewDefault() GhostviewSetOrientation(portrait) which is equivalent to pushing Portrait with the first mouse button on the Orientation menu.
Right (arrow)	Bound to GhostviewDefault() GhostviewSetOrientation(landscape) which is equivalent to pushing Landscape with the first mouse button on the Orientation menu.
Down (arrow)	Bound to GhostviewDefault() GhostviewSetOrientation(upside-down) which is equivalent to pushing Upside-down with the first mouse button on the Orientation menu.
Left (arrow)	Bound to GhostviewDefault() GhostviewSetOrientation(seascape) which is equivalent to pushing Seascape with the first mouse button on the Orientation menu.
Shift-Up (arrow)	Bound to GhostviewForce() GhostviewSetOrientation(portrait) which is equivalent to pushing Portrait with the second mouse button on the Orientation menu.
Shift-Right (arrow)	Bound to GhostviewForce() GhostviewSetOrientation(landscape) which is equivalent to pushing Landscape with the second mouse button on the Orientation menu.
Shift-Down (arrow)	Bound to GhostviewForce() GhostviewSetOrientation(upside-down) which is equivalent to pushing Upside-down with the second mouse button on the Orientation menu.
Shift-Left (arrow)	Bound to GhostviewForce() GhostviewSetOrientation(seascape) which is equivalent to pushing Seascape with the second mouse button on the Orientation menu.

ACTIONS

Most of the popup menu commands have an equivalent action that can be used in a translation. The popup menu entry must be sensitive (i.e. not grayed out) for the action to have effect. Here is the list of actions:

GhostviewCopyright()

Equivalent to pushing the **Copyright...** menu button on the **Ghostview** menu.

GhostviewQuit()

Equivalent to pushing the **Quit** menu button on the **Ghostview** menu.

GhostviewOpen()

Equivalent to pushing the **Open...** menu button on the **File** menu.

- GhostviewReopen()**
Equivalent to pushing the **Reopen** menu button on the **File** menu.
- GhostviewSave()**
Equivalent to pushing the **Save marked pages...** menu button on the **File** menu.
- GhostviewPrintWhole()**
Equivalent to pushing the **Print...** menu button on the **File** menu.
- GhostviewPrintMarked()**
Equivalent to pushing the **Print marked pages...** menu button on the **File** menu.
- GhostviewPrevious()**
Equivalent to pushing the **Previous** menu button on the **Page** menu.
- GhostviewShow()**
Equivalent to pushing the **Redisplay** menu button on the **Page** menu.
- GhostviewNext()**
Equivalent to pushing the **Next** menu button on the **Page** menu.
- GhostviewCenter()**
Equivalent to pushing the **Center** menu button on the **Page** menu.
- GhostviewMark()**
Equivalent to pushing the **Mark** menu button on the **Page** menu.
- GhostviewUnmark()**
Equivalent to pushing the **Unmark** menu button on the **Page** menu.
- GhostviewSetMagstep(magstep)**
Sets the magstep. The parameter must be an integer.
- GhostviewIncreaseMagstep()**
Increases magstep by one.
- GhostviewDecreaseMagstep()**
Decreases magstep by one.
- GhostviewSetOrientation(orientation)**
Set the orientation to the passed parameter. The parameter must be **portrait**, **landscape**, **upside-down**, or **seascape**.
- GhostviewSwapLandscape()**
Equivalent to pushing the **Swap Landscape** menu button on the **Orientation** menu.
- GhostviewSetPageMedia(media-name)**
Sets the media. The parameter should be either a media defined in the document or a standard media.
- GhostviewDefault()**
The orientation or media being set is not forced on the document. This action is called before the action that sets the orientation or media.
- GhostviewForce()**
The orientation or media being set is forced on the document. This action is called before the action that sets the orientation or media.
- GhostviewDeleteWindow()**
Destroy the current window. This provides a way to implement the Delete Window protocol for window managers.
- GhostviewDismiss()**
Pop down the current window. This provides a way to implement the Delete Window protocol for window managers.

GhostviewScrollUp()

Scroll the main viewport up.

GhostviewScrollDown()

Scroll the main viewport down.

GhostviewScrollLeft()

Scroll the main viewport left.

GhostviewScrollRight()

Scroll the main viewport right.

GhostviewEraseLocator()

Used to erase the locator when leaving a Ghostview widget.

GhostviewCheckFile()

Checks to see if the file changed and refreshes the screen if necessary.

APPLICATION RESOURCES

The following application resources may be set to control the default behavior of *ghostview*.

showTitle (class **Labels**)

Tells whether to display the **%%Title** comment. The default is “true”.

showDate (class **Labels**)

Tells whether to display the **%%Data** comment. The default is “true”.

showLocator (class **Labels**)

Tells whether to display the locator. The default is “true”.

installStdCmap (class **InstallStdCmap**)

Tells whether to attempt to install a standard colormap. The default is “false”.

privateCmap (class **PrivateCmap**)

Tells whether to use a standard colormap that is not the default colormap. The default is “false”.

autoCenter (class **AutoCenter**)

Tells whether to center the page within the viewport whenever the page size changes. The default is “true”.

horizontalMargin (class **Margin**)

Tells how many pixels ghostview should reserve for window decorations in the horizontal direction. The default value is “20”.

verticalMargin (class **Margin**)

Tells how many pixels ghostview should reserve for window decorations in the vertical direction. The default value is “44”.

minimumMagstep (class **Magstep**)

Tells the smallest magstep to display. The default is “-5”.

maximumMagstep (class **Magstep**)

Tells the largest magstep to display. The default is “5”.

magstep (class **Magstep**)

Sets the default magstep. The default is “0”.

orientation (class **Orientation**)

Sets the default orientation. The default is “Portrait”.

page (class **Page**)

Gives the initial page to display. This resource only affects the display of the file listed on the command line. The default is NULL.

pageMedia (class **PageMedia**)

Sets the default page media. The default is “Letter”.

forceOrientation (class **Force**)

Tells whether to force the orientation on the document. The default is “false”.

forcePageMedia (class **Force**)

Tells whether to force the page media on the document. The default is “false”.

swapLandscape (class **SwapLandscape**)

Tells whether to swap the meaning of Landscape and Seascape. The default is “false”.

printCommand (class **PrintCommand**)

Sets the command used for printing. The printer environment variable is set to the desired printer and then this command is executed using `popen`. This command should read from “stdin” and send the file to the appropriate printer. The default value is “lpr” for BSD and “lp” for System V.

printerVariable (class **PrinterVariable**)

Gives the name of the printer environment variable. The default value is “PRINTER” for BSD and “LPDEST” for System V.

defaultPrinter (class **DefaultPrinter**)

Gives the printer name to use when the printer environment variable is not set. The default value is NULL.

printPrompt (class **PrintPrompt**)

Sets the prompt used to ask for the printer name. The default value is “Printer Name: ”.

printFail (class **printFail**)

Sets the string used to inform the user that the printer command failed. The default is ““lpr” command failed.”.

openPrompt (class **OpenPrompt**)

Sets the prompt used to ask for a file name to open. The default value is “Open File: ”.

openFail (class **OpenFail**)

Sets the string used to inform the user that the open failed. The default value is “Cannot open file: ”.

savePrompt (class **SavePrompt**)

Sets the prompt used to ask for a file name to save. The default value is “Save File: ”.

saveFail (class **SaveFail**)

Sets the string used to inform the user that the save failed. The default value is “Cannot save file: ”.

openWindows (class **OpenWindows**)

OpenWindows servers sometimes cause error messages about bitmaps not being 1 bit deep. Turning on this resource avoids the problem by not using any bitmaps. You lose the functionality of having the current magstep, orientation and media marked on the popup menus. The default value is “false”.

ncdwm (class **Ncdwm**)

The Xt Intrinsics has a bug that causes bogus information in the window manager size hints. *Ncdwm* and possibly other window managers get confused by the bogus information and make the window extremely small. *Twm* and *mwm* ignore the bogus information. Turning on the resource avoids the problem with *ncdwm* by doing things slightly differently. However, this can confuse other window managers such as *mwm*. This bug is fixed in X11R5 fix-10. You should only set this resource if you have the problem. The default value is “false”.

GHOSTVIEW WIDGET RESOURCES

Certain resources in the Ghostview widget may be set by the user. These selected resources are presented below.

busyCursor (class **Cursor**)

The cursor shown when *ghostscript* is rendering to the window. The busy cursor is set to the “target” by the application defaults.

cursor (class **Cursor**)

The cursor shown when *ghostscript* is idle. The default cursor is the “crosshair”.

interpreter (class **Interpreter**)

The name of the executable to call to render the PostScript. It is convenient to set this resource to the path of an alternate version of *ghostscript* for testing. The default value is “gs”.

preload (class **Preload**)

Files to load before the PostScript program. It is convenient to name files that preload fonts here for PostScript programs that continually reload fonts while rendering a page. The default is to not preload any files.

quiet (class **Quiet**)

Tells *ghostscript* whether to produce informational messages. The default value is “false”.

useBackingPixmap (class **UseBackingPixmap**)

Tells whether to use a backing pixmap. If this resource is false, backing store is requested on the Ghostview window. Some X servers have limited resources for large pixmaps. Also, some X servers' backing store is much faster than using a backing pixmap. You should reset this resource if your X server is one of the server types mentioned. The default value is “true”.

xdpi (class **Resolution**)

Sets the X resolution of the window in dots per inch. You can use this resource to affect the main window. Zoom windows have their X dpi set explicitly in the program. The default value is calculated from the screen metrics.

ydpi (class **Resolution**)

Sets the Y resolution of the window in dots per inch. You can use this resource to affect the main window. Zoom windows have their Y dpi set explicitly in the program. The default value is calculated from the screen metrics.

GHOSTVIEW WIDGET ACTIONS**notify(width height xdpi ydpi)**

The notify event is used by the ghostview application for the locator and popup zoom windows. If the width and height are 0, the event is user for the locator. Otherwise, it triggers a popup zoom window. The default width and height are 72. The default xdpi and ydpi are 300. The height will default to the width if the height is omitted. The xdpi will default to the xdpi if the ydpi is omitted.

OPTIONS

- staticgray** Equivalent to setting “*Visual: StaticGray”.
- grayscale** Equivalent to setting “*Visual: GrayScale”.
- staticcolor** Equivalent to setting “*Visual: StaticColor”.
- pseudocolor** Equivalent to setting “*Visual: PseudoColor”.
- truecolor** Equivalent to setting “*Visual: TrueColor”.

-directcolor	Equivalent to setting “*Visual: DirectColor”.
-install	Equivalent to setting “Ghostview.installStdCmap: True”.
-noinstall	Equivalent to setting “Ghostview.installStdCmap: False”.
-private	Equivalent to setting “Ghostview.privateCmap: True”.
-noprivate	Equivalent to setting “Ghostview.privateCmap: False”.
-center	Equivalent to setting “Ghostview.autoCenter: True”.
-nocenter	Equivalent to setting “Ghostview.autoCenter: False”.
-title	Equivalent to setting “Ghostview.showTitle: True”.
-notitle	Equivalent to setting “Ghostview.showTitle: False”.
-date	Equivalent to setting “Ghostview.showDate: True”.
-nodate	Equivalent to setting “Ghostview.showDate: False”.
-locator	Equivalent to setting “Ghostview.showLocator: True”.
-nolocator	Equivalent to setting “Ghostview.showLocator: False”.
-labels	Equivalent to setting “Ghostview.Labels: True”.
-nolabels	Equivalent to setting “Ghostview.Labels: False”.
-quiet	Equivalent to setting “*Ghostview.quiet: True”.
-noquiet	Equivalent to setting “*Ghostview.quiet: False”.
-preload <i>file</i>	Equivalent to setting “*Ghostview.preload: <i>file</i> ”.
-xdpi <i>dpi</i>	Equivalent to setting “*Ghostview.xdpi: <i>dpi</i> ”.
-ydpi <i>dpi</i>	Equivalent to setting “*Ghostview.ydpi: <i>dpi</i> ”.
-resolution <i>dpi</i>	Equivalent to setting “*Ghostview.Resolution: <i>dpi</i> ”.
-dpi <i>dpi</i>	Equivalent to setting “*Ghostview.Resolution: <i>dpi</i> ”.
-magstep <i>magstep</i>	Equivalent to setting “Ghostview.magstep: <i>magstep</i> ”.
-portrait	Equivalent to setting “Ghostview.orientation: Portrait”.
-landscape	Equivalent to setting “Ghostview.orientation: Landscape”.
-upsidedown	Equivalent to setting “Ghostview.orientation: Upside-down”.
-seascape	Equivalent to setting “Ghostview.orientation: Seascape”.
-forceorientation	Equivalent to setting “Ghostview.forceOrientation: True”.
-page <i>label</i>	Equivalent to setting “Ghostview.page: <i>label</i> ”.
-letter	Equivalent to setting “Ghostview.pageMedia: Letter”.
-tabloid	Equivalent to setting “Ghostview.pageMedia: Tabloid”.
-ledger	Equivalent to setting “Ghostview.pageMedia: Ledger”.
-legal	Equivalent to setting “Ghostview.pageMedia: Legal”.
-statement	Equivalent to setting “Ghostview.pageMedia: Statement”.
-executive	Equivalent to setting “Ghostview.pageMedia: Executive”.
-a3	Equivalent to setting “Ghostview.pageMedia: A3”.

-a4	Equivalent to setting “Ghostview.pageMedia: A4”.
-a5	Equivalent to setting “Ghostview.pageMedia: A5”.
-b4	Equivalent to setting “Ghostview.pageMedia: B4”.
-b5	Equivalent to setting “Ghostview.pageMedia: B5”.
-folio	Equivalent to setting “Ghostview.pageMedia: Folio”.
-quarto	Equivalent to setting “Ghostview.pageMedia: Quarto”.
-10x14	Equivalent to setting “Ghostview.pageMedia: 10x14”.
-forcemedia	Equivalent to setting “Ghostview.forcePageMedia: True”.
-force	Equivalent to setting “Ghostview.Force: True”.
-swap	Equivalent to setting “Ghostview.swapLandscape: True”.
-noswap	Equivalent to setting “Ghostview.swapLandscape: False”.
-openwindows	Equivalent to setting “Ghostview.openWindows: True”.
-noopenwindows	Equivalent to setting “Ghostview.openWindows: False”.
-ncdwm	Equivalent to setting “Ghostview.ncdwm: True”.
-noncdwm	Equivalent to setting “Ghostview.ncdwm: False”.

WIDGET HIERARCHY

The hierarchy of the ghostview application:

```

Ghostview ghostview
  Form form
    MenuButton titleButton
      SimpleMenu menu
        SmeBSB title
    MenuButton dateButton
      SimpleMenu menu
        SmeBSB date
    Label locator
    Box box
      MenuButton fileButton
        SimpleMenu menu
          SmeBSB open
          SmeBSB reopen
          SmeBSB printwhole
          SmeBSB printmarked
          SmeBSB save
          SmeLine line
          SmeBSB copyright
          SmeBSB quit
      MenuButton pageButton
        SimpleMenu menu
          SmeBSB next
          SmeBSB show
          SmeBSB prev
          SmeLine line
          SmeBSB center
          SmeLine line
          SmeBSB mark

```

```

        SmeBSB unmark
MenuButton magstepButton
    SimpleMenu menu
        SmeBSB -5
        SmeBSB -4
        SmeBSB -3
        SmeBSB -2
        SmeBSB -1
        SmeBSB 0
        SmeBSB 1
        SmeBSB 2
        SmeBSB 3
        SmeBSB 4
        SmeBSB 5
MenuButton orientationButton
    SimpleMenu menu
        SmeBSB portrait
        SmeBSB landscape
        SmeBSB upsidedown
        SmeBSB seascape
        SmeLine line
        SmeBSB swap
MenuButton pagemediaButton
    SimpleMenu menu
        SmeBSB Letter
        SmeBSB Tabloid
        SmeBSB Ledger
        SmeBSB Legal
        SmeBSB Statement
        SmeBSB Executive
        SmeBSB A3
        SmeBSB A4
        SmeBSB A5
        SmeBSB B4
        SmeBSB B5
        SmeBSB Folio
        SmeBSB Quarto
        SmeBSB 10x14
Text toc
Viewport pageview
    Core clip
    Ghostview page
    Scrollbar horizontal
    Scrollbar vertical
TopLevelShell information
    Form form
        Text text
        Command dismiss
TopLevelShell copyright
    Form form
        Text text
        Command dismiss
TransientShell popup

```

```

    Form dialog
        Label prompt
        Text response
        Command okay
        Command cancel
    TopLevelShell zoom
        Form form
            Ghostview page
            Command dismiss

```

The hierarchy of the Select File dialog box:

```

TransientShell selFile
    Form selFileForm
        Label selFilePrompt
        Text selFileField
        Scrollbar selFileHScroll
        Composite selFileList1
            Scrollbar selFileVScroll
            Scrollbar selFileHScroll
        Composite selFileList2
            Scrollbar selFileVScroll
            Scrollbar selFileHScroll
        Composite selFileList3
            Scrollbar selFileVScroll
            Scrollbar selFileHScroll
        Command selFileOK
        Command selFileCancel

```

ENVIRONMENT

LPDEST The LPDEST environment variable gives the default printer destination on System V.

PRINTER The PRINTER environment variable gives the default printer destination on BSD.

LIMITATIONS

If the document does not begin with “%!PS–Adobe–”, it does not claim conformance to the document structuring convention. When these documents are encountered, the functionality of *ghostview* is limited to giving you scroll bars and a next page capability. Because there is no table of contents, skipping around the document and marking pages is impossible.

If there is no table of contents for the document, the popup zoom window will always show the first page.

BUGS

If you find a bug, please send a bug report to ghostview@cs.wisc.edu.

AUTHOR

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