abs	num >> |num|
add	num1 num2 >> (num1+num2)
aload	array >> elem1..elem2.. array
anchorsearch	string seek >> found: spost smatch true not found: string false
and	a b >> aANDb (bitwise if a,b are integers)
arc	x y r ang1 ang2 >> --
arcn	x y r ang1 ang2 >> --
arcto	x1 y1 x2 y2 r >> xt1 yt1 xt2 yt2
array	int >> arry-of-size-int
ashow	ax ay string >> --
astore	elem1..elem2.. arry-size >> arry[elem1..elem2]
atan	a b >> angle-whose-tang-is-(a/b)
awidthshow	ax ay string >> --
begin	dict >> --
bitshift	int shift >> int-shifted (right: +, left: -)
bytesavailable	file >> int (-1 if cannot be determ)
cachestatus	-- >> bsize bmax msize mmax csize cmax maxbits
ceiling	number >> least-integ-grtr-than-or-eq-to
charpath	string strokepath-bool >> --
clear	a..b..c.. >> ....
cleartomark	mark a..b..c.. >> --
clip	-- >> --
clippath	-- >> --
closefile	file >> --
closepath	-- >> --
concat	matrix >> --
concatmatrix	mtrx1 mtrx2 mtrx3 >> mtrx3 (=mtrx1*mtrx2)
copy	a..b..c.. int >> a..b..c.. a..b..c.. (top -int- elem)
cos	a >> cosine(a)
count	a..b..c.. >> a..b..c..count
countdictstack	-- >> count
countexecstack	-- >> count
counttomark	mark a..b..c.. >> mark a..b..c..count
currentdash	-- >> array offset
currentdict	-- >> dict
currentfile	-- >> file
currentflat	-- >> number
currentfont	-- >> font-dict
currentgray	-- >> number
currenthsbcolor	-- >> hue satur bright
currentlinecap	-- >> integer
currentlinejoin	-- >> integer
currentlinewidth	-- >> number
currentmatrix	matrix >> CTM-matrix

curentmiterlimit	-- >> number
currentpoint	-- >> x y
currentrgbcolor	-- >> red green blue
currentscreen	-- >> freq rot spot-funct
currenttransfer	-- >> gray-tansf-funct
curveto	x0 y0 x1 y1 x2 y2 >> --
cvi	num >> integ or strng >> int
cvlit	a >> literal (not-exec)
cvn	string >> name
cvr	num >> real
cvrs	num base string >> substring
cvs	a string >> substring
cvx	a >> executable
def	key value >> --
defaultmatrix	matrix >> def-matrix
definefont	key dict >> font-dict
dict	int >> dict (maximum-capacity: int)
dictstack	array >> subarray
div	num1 num2 >> (num1/num2)
dtransform	xd yd >> xdt ydt or xd yd matrix >> xdt ydt
dup	a >> a a
echo	bool >> --
end	-- >> --
eoclip	-- >> --
eofill	-- >> --
eq	a b >> bool (true if a=b
erasepage	-- >> --
exch	a b >> b a
exec	a >> --
execstack	array >> subarray
executeonly	arry >> exec-only-arry (or string)
exit	-- >> --
exp	num1 num2 >> num1-to-the-num2-pwr
false	-- >> false
file	string1 string2 >> file (str2: r, w)
fill	-- >> --
findfont	key >> font-dict
flattenpath	-- >> --
floor	number >> greatest-int-less-than-or-eq-to
flush	-- >> --
flushfile	file >> --
for	init incr limit proc >> --
forall	array proc >> elem1..elem2.. (& executes proc)
framedevice	mtrx wid height proc >> --
ge	num1 num2 >> bool (true if num1>=num2)

get	array index >> element
getinterval	arry beg len >> subarry
grestore	-- >> --
grestoreall	-- >> --
gsave	-- tab --
gt	num1 num2 >> bool (true if num1>num2)
identmatrix	matrix >> id-transf-mtrx
idiv	int1 int2 >> int-part-of(int1/int2)
idtransform	xdt ydt >> xd yd (xdt ydt mtrx >> xd yd)
if	bool proc >> --
ifelse	bool proc1 proc2 >> --
image	scan-len scan-lns bits/pixl mtrx proc >> --
imagemask	scan-len scan-lns invrt mtrx proc >> --
index	a1..a2..a3...ak t >> a1..a2..a3..ak a(k-t)
initclip	-- >> --
initgraphics	-- >> --
initmatrix	-- >> --
invertmatrix	mtrx1 mtrx >> mtrx (contents-of-mtrx1-inverted)
itransform	xt yt >> x y (xt yt mtrx >> x y)
known	dict key >> bool
kshow	proc strinng >> --
le	num1 num2 >> bool (true if num1<=num2)
length	array >> length-of-arry
lineto	x y >> --
ln	num >> natural-logar-of-num
load	key >> value
log	num >> common-logar-of-num
loop	proc >> --
lt	num1 num2 >> bool (true if num1<num2)
makefont	font-dict matrix >> transformed-font-dict
mark	-- >> mark
matrix	-- >> matrix
maxlength	dict >> int
mod	int1 int2 >> int1MODint2
moveto	x y >> --
mul	num1 num2 >> num1*num2
ne	num1 num2 >> bool (false if num1=num2)
neg	num >> -num
newpath	-- >> --
not	a >> NOTa (bitwise if a is integer)
null	-- >> null
nulldevice	-- >> --
or	a b >> aORb (bitwise if a,b are integers)
pathbbox	-- >> lo-left-x lo-le-y upr-rgt-x upr-rgt-y
pathforall	mveto-proc lneto-proc crveto-proc clsepth-proc >> --
pop	a >> --

print	string >> --
prompt	-- >> --
pstack	a..b..c.. >> --
put	array index value >> --
putinterval	arry1 beg arry2 >> arry1
quit	-- >> --
rand	-- >> int
rcheck	array >> bool (true if readable)
rcurveto	dx0 dy0 dx1 dy1 dx2 dy2 >> --
read	file >> byte bool (false if EOF)
readhexstring	file string >> substring bool
readline	file string >> substring bool
readonly	array >> ReadOnly-array
readstring	file string >> substr bool (false if EOF)
repeat	count proc >> --
restore	save-objct >> --
reversepath	-- >> --
rlineto	dx dy >> --
rmoveto	dx dy >> --
roll	a..b..c.. N R >> a..b..c.. (top N elems rolled by R)
rotate	angle >> -- (or, angle mtrx >> mtrx)
round	num >> num-rounded
rrand	-- >> current-random-nr-seed-state
run	string >> --
save	-- >> save-object
scale	sx sy >> -- or sx sy mtrx >> mtrx
scalefont	font-dict number >> transformed-font-dict
search	string
setcachedevice	wx wy llx lly urx ury >> --
setcachelimit	maxbytes >> --
setcharwidth	wx wy >> --
setdash	array offset >> --
setflat	num >> --
setfont	font-dict >> --
setgray	num >> --
sethsbcolor	hue satur bright >> --
setlinecap	integer >> --
setlinejoin	integer >> --
setlinewidth	num >> --
setmatrix	matrix >> --
setmiterlimit	num >> --
setrgbcolor	red green blue >> --
setscreen	freq rotation spot-function >> --
settransfer	gray-transfer-funct >> --
show	string >> --
showpage	-- >> --

sin	num >> sine(num)
sqrt	num >> square-root-of-num
srand	int >> --
stack	a..b..c.. >> a..b..c..
start	-- >> --
status	file >> bool (true if open)
stop	-- >> --
stopped	a >> bool (false if a was terminated normaly)
store	key value >> --
string	int >> string
stringwidth	string >> wx wy
stroke	-- >> --
strokepath	-- >> --
sub	num1 num2 >> num1-num2
systemdict	-- >> system-dict
token	file >> bool (true if found)
token	string >> if found: s-post token true not found: false
transform	x y >> xt xy or x y mtrx >> xt yt
translate	tx ty >> -- or tx ty mtrx >> mtrx
true	-- >> true
truncate	num >> num-truncated
type	a >> type-name-of-a
userdict	-- >> user-dict
usertime	-- >> time-in-msecs
version	-- >> soft-&-hard-version-string
vmstatus	-- >> level-of-save bytes-used total-bytes-avail
wcheck	array >> bool (if writeable: true)
where	key >> if found: dict true not found: false
widthshow	dx dy char-code string >> --
write	file byte >> --
writehexstring	file strig >> --
writestring	file string >> --
xcheck	a >> bool (true if a is executable)
xor	a b >> aXORb (bitwise if a,b are integers)
=	a..b..c.. >> --
==	a..b..c.. >> --

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