## Operand stack manipulation operators

| | | |
|---|---|---|
| any | **pop** | - |
| any$_1$ any$_2$ | **exch** | any$_2$ any$_1$ |
| any | **dup** | any any |
| any$_1$ .. any$_n$ n | **copy** | any$_1$ .. any$_n$ any$_1$ .. any$_n$ |
| any$_n$ .. any$_0$ n | **index** | any$_n$ .. any$_0$ any$_n$ |
| any$_{n-1}$ .. any$_0$ n j | **roll** | any$_{(j-1)\ \mathrm{mod}\ n}$ .. any$_0$ any$_{n-1}$ .. any$_{j\ \mathrm{mod}\ n}$ |
| # any$_1$ .. any$_n$ | **clear** | # |
| # any$_1$ .. any$_n$ | **count** | # any$_1$ .. any$_n$ n |
| - | **mark** | mark |
| mark any$_1$ .. any$_n$ | **cleartomark** | - |
| mark obj$_1$ .. obj$_n$ | **counttomark** | mark obj$_1$ .. obj$_n$ n |

## Arithmetic and math operators

| | | |
|---|---|---|
| num$_1$ num$_2$ | **add** | num$_3$ |
| num$_1$ num$_2$ | **div** | num$_3$ |
| int$_1$ int$_2$ | **idiv** | int$_3$ |
| int$_1$ int$_2$ | **mod** | reminder |
| num$_1$ num$_2$ | **mul** | num$_3$ |
| num$_1$ num$_2$ | **sub** | num$_3$ |
| num$_1$ | **abs** | num$_2$ |
| num$_1$ | **neg** | num$_2$ |
| num$_1$ | **ceiling** | num$_2$ |
| num$_1$ | **floor** | num$_2$ |
| num$_1$ | **round** | num$_2$ |
| num$_1$ | **truncate** | num$_2$ |
| num$_1$ | **sqrt** | num$_2$ |
| num den | **atan** | angle |
| angle | **cos** | real |
| angle | **sin** | real |
| base exponent | **exp** | real |
| num | **ln** | real |
| num | **log** | real |
| - | **rand** | int |
| int | **srand** | - |
| - | **rrand** | int |

## Array operators

| | | |
|---|---|---|
| int | **array** | arry |
| - | **[** | mark |
| mark obj$_0$ .. obj$_{n-1}$ | **]** | array |
| array | **length** | int |
| array index | **get** | any |
| array index any | **put** | - |
| array index count | **getinterval** | subarry |
| arry$_1$ index arry$_2$ | **putinterval** | - |
| array | **aload** | array$_0$ .. array$_{n-1}$ array |
| any$_0$ .. any$_{n-1}$ array | **astore** | arry |
| array$_1$ array$_2$ | **copy** | subarray$_2$ |
| array proc | **forall** | - |

## Dictionary operators

| | | |
|---|---|---|
| int | **dict** | dict |
| dict | **length** | int |
| dict | **maxlength** | int |
| dict | **begin** | - |
| - | **end** | - |
| key value | **def** | - |
| key | **load** | value |
| key value | **store** | - |
| dict key | **get** | any |
| dict key any | **put** | - |
| dict key | **known** | bool |
| key | **where** | *If found:* dict true<br>*If not found:* false |
| dict$_1$ dict$_2$ | **copy** | dict$_2$ |
| dict proc | **forall** | - |
| - | **errordict** | dict |
| - | **systemdict** | dict |
| - | **userdict** | dict |
| - | **currentdict** | dict |
| - | **countdictstack** | int |
| array | **dictstack** | subarray |

## String operators

| | | |
|---|---|---|
| int | **string** | string |
| string | **length** | int |
| string index | **get** | int |
| string index int | **put** | - |
| string index count | **getinterval** | substring |
| string$_1$ index string$_2$ | **putinterval** | - |
| string$_1$ string$_2$ | **copy** | substring$_2$ |
| string proc | **forall** | - |
| string seek | **anchorsearch** | *If found:* post match true<br>*If not found:* string false |
| string seek | **search** | *If found:* post match pre true<br>*If not found:* string false |
| string | **token** | *If found:* post any true<br>*If not found:* false |

## Relational, boolean, and bitwise operators

| | | |
|---|---|---|
| any$_1$ any$_2$ | **eq** | bool |
| any$_1$ any$_2$ | **ne** | bool |
| num$_1$\|string$_1$ num$_2$\|string$_2$ | **ge** | bool |
| num$_1$\|string$_1$ num$_2$\|string$_2$ | **gt** | bool |
| num$_1$\|string$_1$ num$_2$\|string$_2$ | **le** | bool |
| num$_1$\|string$_1$ num$_2$\|string$_2$ | **lt** | bool |
| bool$_1$\|int$_1$ bool$_2$\|int$_2$ | **and** | bool$_3$\|int$_3$ |
| bool$_1$\|int$_1$ | **not** | bool$_2$\|int$_2$ |
| bool$_1$\|int$_1$ bool$_2$\|int$_2$ | **or** | bool$_3$\|int$_3$ |
| bool$_1$\|int$_1$ bool$_2$\|int$_2$ | **xor** | bool$_3$\|int$_3$ |
| - | **true** | true |
| - | **false** | false |
| int$_1$ shift | **bitshift** | int$_2$ |

## Control operators

| | | |
|---|---|---|
| any | **exec** | - |
| bool proc | **if** | - |
| bool proc$_1$ proc$_2$ | **ifelse** | - |
| init incr limit proc | **for** | - |
| count proc | **repeat** | - |
| proc | **loop** | - |
| - | **exit** | - |
| - | **stop** | - |
| any | **stopped** | bool |
| - | **countexecstack** | int |
| array | **execstack** | subarray |
| - | **quit** | - |
| - | **start** | - |

## Type, attribute, and conversion operators

| | | |
|---|---|---|
| any | **type** | name |
| any | **cvlit** | any |
| any | **cvx** | any |
| any | **xcheck** | bool |
| array\|file\|string | **executeonly** | array\|file\|string |
| array\|dict\|file\|string | **noaccess** | array\|dict\|file\|string |
| array\|dict\|file\|string | **readonly** | array\|dict\|file\|string |
| array\|dict\|file\|string | **rcheck** | bool |
| array\|dict\|file\|string | **wcheck** | bool |
| num | **cvi** | int |
| string | **cvn** | name |
| num\|string | **cvr** | real |
| any string | **cvs** | substring |
| num radix string | **cvrs** | substring |

## File operators

| | | |
|---|---|---|
| string$_1$ string$_2$ | **file** | file |
| file | **closefile** | - |
| file | **read** | *If end-of-file:* byte true<br>*If not end-of-file:* false |
| file int | **write** | - |
| file string | **readhexstring** | substring bool |
| file string | **writehexstring** | - |
| file string | **readstring** | substring bool |
| file string | **writestring** | - |

| | | |
|---|---|---|
| file string | **readline** | substring bool |
| file | **token** | *If found:* any true<br>*If not found:* false |
| file | **bytesavailable** | int |
| - | **flush** | - |
| file | **flushfile** | - |
| file | **resetfile** | - |
| file | **status** | bool |
| string | **run** | - |
| - | **currentfile** | file |
| string | **print** | - |
| any | **=** | - |
| # $any_1$ .. $any_n$ | **stack** | # $any_1$ .. $any_n$ |
| any | **==** | - |
| # $any_1$ $any_n$ | **pstack** | # $any_1$ $any_n$ |
| - | **prompt** | - |
| bool | **echo** | - |

## Virtual memory operators

| | | |
|---|---|---|
| - | **save** | save |
| save | **restore** | - |
| - | **vmstatus** | level used maximum |

## Miscellaneous operators

| | | |
|---|---|---|
| proc | **bind** | proc |
| - | **null** | null |
| - | **usertime** | int |
| - | **version** | string |

## Graphics state operators

| | | |
|---|---|---|
| - | **gsave** | - |
| - | **grestore** | - |
| - | **grestoreall** | - |
| - | **initgraphics** | - |
| num | **setlinewidth** | - |
| - | **currentlinewidth** | num |
| int | **setlinecap** | - |
| - | **currentlinecap** | int |
| int | **setlinejoin** | - |
| - | **currentlinejoin** | int |
| num | **setmiterlimit** | - |
| - | **curentmiterlimit** | num |
| array offset | **setdash** | - |
| - | **currentdash** | array offset |
| num | **setflat** | - |
| - | **currentflat** | num |
| num | **setgray** | - |
| - | **currentgray** | num |
| hue satur bright | **sethsbcolor** | - |
| - | **currenthsbcolor** | hue satur bright |
| red green blue | **setrgbcolor** | - |
| - | **currentrgbcolor** | red green blue |
| frequency rotation proc | **setscreen** | - |
| - | **currentscreen** | frequency rotation proc |
| proc | **settransfer** | - |
| - | **currenttransfer** | proc |

## Coordinate system and matrix operators

| | | |
|---|---|---|
| - | **matrix** | matrix |
| - | **initmatrix** | - |
| matrix | **identmatrix** | matrix |
| matrix | **defaultmatrix** | matrix |
| matrix | **currentmatrix** | matrix |
| matrix | **setmatrix** | - |
| $t_x$ $t_y$ | **translate** | - |
| $t_x$ $t_y$ matrix | **translate** | matrix |
| $s_x$ $s_y$ | **scale** | - |
| $s_x$ $s_y$ matrix | **scale** | matrix |
| angle | **rotate** | - |
| angle matrix | **rotate** | matrix |
| matrix | **concat** | - |
| $matrix_1$ $matrix_2$ $matrix_3$ | **concatmatrix** | $matrix_3$ |
| x y | **transform** | x' y' |
| x y matrix | **transform** | x' y' |
| xd yd | **dtransform** | xd' yd' |
| xd yd matrix | **dtransform** | xd' yd' |
| x' y' | **itransform** | x y |
| x' y' matrix | **itransform** | x y |
| xd' yd' | **idtransform** | xd yd |
| xd' yd' matrix | **idtransform** | xd yd |
| $matrix_1$ $matrix_2$ | **invertmatrix** | $matrix_2$ |

## Path construction operators

| | | |
|---|---|---|
| - | **newpath** | - |
| - | **currentpoint** | x y |
| x y | **moveto** | - |
| $d_x$ $d_y$ | **rmoveto** | - |
| x y | **lineto** | - |
| $d_x$ $d_y$ | **rlineto** | - |
| x y r $ang_1$ $ang_2$ | **arc** | - |
| x y r $ang_1$ $ang_2$ | **arcn** | - |
| $x_1$ $y_1$ $x_2$ $y_2$ r | **arcto** | $xt_1$ $yt_1$ $xt_2$ $yt_2$ |
| $x_1$ $y_1$ $x_2$ $y_2$ $x_3$ $y_3$ | **curveto** | - |
| $dx_1$ $dy_1$ $dx_2$ $dy_2$ $dx_3$ $dy_3$ | **rcurveto** | - |
| - | **closepath** | - |
| - | **flattenpath** | - |
| - | **reversepath** | - |
| - | **strokepath** | - |
| string bool | **charpath** | - |
| - | **clippath** | - |
| - | **pathbbox** | $ll_x$ $ll_y$ $ur_x$ $ur_y$ |
| move line curve close | **pathforall** | - |
| - | **initclip** | - |
| - | **clip** | - |
| - | **eoclip** | - |

## Painting operators

| | | |
|---|---|---|
| - | **erasepage** | - |
| - | **fill** | - |
| - | **eofill** | - |
| - | **stroke** | - |
| width height bits/sample matrix proc | **image** | - |
| width height invert matrix proc | **imagemask** | - |

## Device setup and output operators

| | | |
|---|---|---|
| - | **showpage** | - |
| - | **copypage** | - |
| matrix width height proc | **banddevice** | - |
| matrix width height proc | **framedevice** | - |
| - | **nulldevice** | - |
| proc | **renderbands** | - |

## Character and font operators

| | | |
|---|---|---|
| key font | **definefont** | font |
| key | **findfont** | font |
| font num | **scalefont** | font' |
| font matrix | **makefont** | font' |
| font | **setfont** | - |
| - | **currentfont** | font |
| string | **show** | - |
| $a_x$ $a_y$ string | **ashow** | - |
| $c_x$ $c_y$ char $a_x$ $a_y$ string | **widthshow** | - |
| $c_x$ $c_y$ char $a_x$ $a_y$ string | **awidthshow** | - |
| proc string | **kshow** | - |
| string | **stringwidth** | $w_x$ $w_y$ |
| - | **FontDirectory** | dict |
| - | **StandardEncoding** | array |

## Font cache operators

| | | |
|---|---|---|
| - | **cachestatus** | bsz bmx msz mmx csz cmx maxbits |
| $w_x$ $w_y$ $ll_x$ $ll_y$ $ur_x$ $ur_y$ | **setcachedevice** | - |
| $w_x$ $w_y$ | **setcharwidth** | - |
| num | **setcachelimit** | - |

PostScript