

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_x*, float *src_y*, float *width*, float *height*, userobject *srcgstate*, float *dest_x*, float *dest_y*, 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_x*, float *dest_y*, 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*, int **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 **nvcs*, int **nivcs*)

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_x*, float *src_y*, float *sourceWidth*, float *width*, userobject *srcgstate*, float *dest_x*, float *dest_y*, 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*)²

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*)²

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*[])