

# Single-Operator Functions

The single-operator functions listed here begin with the prefix `°PS`. For every single-operator function with a `°PS` prefix, there's a corresponding single-operator function with a `°DPS` prefix. The PS and DPS functions are identical except that DPS functions take an additional (first) argument that represents the PostScript execution context. To conserve space, only the single-operator functions prefixed with `°PS` are listed here. (See `°Suggested Reading` for references to documentation about Display PostScript.)

Besides using the standard C types, these single-operator functions use **boolean** and **userobject**. A **boolean** variable is an **int** having either a zero or a nonzero value. The zero value is equivalent to the PostScript value *false*, and the nonzero value is equivalent to the PostScript value *true*. The **userobject** type is an **int** that refers to the value returned by **DPSDefineUserObject()**.

```
void    PSabs(void)
void    PSadd(void)
void    PSadjustcursor(float deltaX, float deltaY)2
void    PSaload(void)
void    PSalphaimage(void)2
void    PSanchorsearch(boolean *pflag)
void    PSand(void)
void    PSarc(float x, float y, float radius, float angle1, float angle2)
void    PSarcn(float x, float y, float radius, float angle1, float angle2)
void    PSarct(float x1, float y1, float x2, float y2, float radius)
void    PSarcto(float x, float y, float x2, float y2, float radius, float *pxt1, float *pyt1, float *pxt2,
               float *pyt2)

void    PSarray(int length)
void    PSashow(float x, float y, char *string)
void    PSastore(void)
void    PSatan(void)
void    PSawidthshow(float x, float y, int c, float ax, float ay, char *string)
void    PSbasetocurrent(float x, float y, float *px, float *py)2
void    PSbasetoscreen(float x, float y, float *px, float *py)2
void    PSbegin(void)
void    PSbind(void)
void    PSbitshift(int shift)
void    PSbuttondown(boolean *pflag)2
void    PSbytesavailable(int *pcount)
void    PScachestatus(int *pbsize, int *pbmax, int *pmsize)
void    PSceiling(void)
void    PScharpath(char *string, boolean flag)
```

void	<b>PSclear</b> (void)
void	<b>PScleardictstack</b> (void)
void	<b>PScleartomark</b> (void)
void	<b>PScleartrackingrect</b> (int <i>tRectNum</i> , userobject <i>gstate</i> ) <sup>2</sup>
void	<b>PSclip</b> (void)
void	<b>PSclippath</b> (void)
void	<b>PSclosefile</b> (void)
void	<b>PSclosepath</b> (void)
void	<b>PScolorimage</b> (void)
void	<b>PScomposite</b> (float <i>x</i> , float <i>y</i> , float <i>width</i> , float <i>height</i> , userobject <i>srcGstate</i> , float <i>dest<sub>x</sub></i> , float <i>dest<sub>y</sub></i> , int <i>op</i> ) <sup>2</sup>
void	<b>PScompositerect</b> (float <i>dest<sub>x</sub></i> , float <i>dest<sub>y</sub></i> , float <i>width</i> , float <i>height</i> , int <i>op</i> ) <sup>2</sup>
void	<b>PSconcat</b> (float <i>m</i> [6])
void	<b>PSconcatmatrix</b> (void)
void	<b>PScondition</b> (void)
void	<b>PScopy</b> (int <i>n</i> )
void	<b>PScopypage</b> (void) <b>Warning:</b> This function has no effect in NeXTSTEP.
void	<b>PScos</b> (void)
void	<b>PScount</b> (int <i>*pn</i> )
void	<b>PScountdictstack</b> (int <i>*plength</i> )
void	<b>PScountexecstack</b> (int <i>*pcount</i> )
void	<b>PScountframebuffers</b> (int <i>*pcount</i> ) <sup>2</sup>
void	<b>PScountscreenlist</b> (int <i>context</i> , int <i>*pcount</i> ) <sup>2</sup>
void	<b>PScounttomark</b> (int <i>*pn</i> )
void	<b>PScountwindowlist</b> (int <i>context</i> , int <i>*pcount</i> ) <sup>2</sup>
void	<b>PScshow</b> (char <i>*string</i> )
void	<b>PScurrentactiveapp</b> (int <i>*pcontext</i> ) <b>Warning:</b> Don't use this function if you're using the Application Kit.
void	<b>PScurrentalpha</b> (float <i>*pcoverage</i> ) <sup>2</sup>
void	<b>PScurrentblackgeneration</b> (void)
void	<b>PScurrentcacheparams</b> (void)
void	<b>PScurrentcmymkcolor</b> (float <i>*pc</i> , float <i>*pm</i> , float <i>*py</i> , float <i>*pk</i> )
void	<b>PScurrentcolor</b> (void)
void	<b>PScurrentcolorrendering</b> (void)
void	<b>PScurrentcolorscreen</b> (void)
void	<b>PScurrentcolorspace</b> (void)
void	<b>PScurrentcolortransfer</b> (void)
void	<b>PScurrentcontext</b> (int <i>*pcontext</i> )
void	<b>PScurrentdash</b> (void)
void	<b>PScurrentdefaultdepthlimit</b> (int <i>*plimit</i> ) <sup>2</sup>

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

void **PScurrentdeviceinfo**(userobject *window*, int *\*pMinBPS*, int *\*pMaxBPS*, int *\*pColor*)<sup>2</sup>

void **PScurrentdevparams**(char *\*device*)

void **PScurrentdict**(void)

void **PScurrenteventmask**(userobject *window*, int *\*pmask*)  
**Warning:** Don't use this function if you're using the Application Kit.

void **PScurrentfile**(void)

void **PScurrentflat**(float *\*pflatness*)

void **PScurrentfont**(void)

void **PScurrentframebuffertransfer**(void)

void **PScurrentglobal**(int *\*b*)

void **PScurrentgray**(float *\*pgray*)

void **PScurrentgstate**(userobject *gstate*)

void **PScurrenthalftone**(void)

void **PScurrenthalftonephase**(float *\*px*, float *\*py*)

void **PScurrenthsbcolor**(float *\*ph*, float *\*ps*, float *\*pb*)

void **PScurrentlinecap**(int *\*plinecap*)

void **PScurrentlinejoin**(int *\*plinejoin*)

void **PScurrentlinewidth**(float *\*pwidth*)

void **PScurrentmatrix**(void)

void **PScurrentmiterlimit**(float *\*plimit*)

void **PScurrentmouse**(userobject *window*, float *\*px*, float *\*py*)  
**Warning:** Don't use this function if you're using the Application Kit.

void **PScurrentobjectformat**(int *\*pcode*)

void **PScurrentoverprint**(int *\*b*)

void **PScurrentowner**(userobject *window*, int *\*pcontext*)<sup>2</sup>

void **PScurrentpacking**(boolean *\*pflag*)

void **PScurrentpagedevice**(void)

void **PScurrentpoint**(float *\*px*, float *\*py*)

void **PScurrentrgbcolor**(float *\*pr*, float *\*pg*, float *\*pb*)

void **PScurrentusage**(float *\*pnow*, float *\*puTime*, float *\*psTime*, int *\*pmsgSend*, int *\*pmsgReceive*, int *\*pnSignals*, int *\*pnVCSw*, int *\*pnIvCSw*)<sup>2</sup>

void **PScurrentscreen**(void)

void **PScurrentshared**(boolean *\*pflag*)

void **PScurrentshowpageprocedure**(void)

void **PScurrentstrokeadjust**(boolean *\*pflag*)

void **PScurrentsystemparams**(void)

void **PScurrenttobase**(float *x*, float *y*, float *\*px*, float *\*py*)<sup>2</sup>

void **PScurrenttoscreen**(float *x*, float *y*, float *\*px*, float *\*py*)<sup>2</sup>

void **PScurrenttransfer**(void)

void **PScurrentundercolorremoval**(void)

void **PScurrentuser**(int *\*puid*, int *\*pgid*)<sup>2</sup>

void **PScurrentuserparams**(void)

void **PScurrentwaitcursorenabled**(boolean *\*pflag*)<sup>2</sup>

void **PScurrentwindow**(int *\*pnum*)<sup>2</sup>

void **PScurrentwindowalpha**(userobject *window*, int *\*palpha*)<sup>2</sup>

void **PScurrentwindowbounds**(userobject *window*, float *\*px*, float *\*py*, float *\*pwidth*, float *\*pheight*)<sup>2</sup>  
**Warning:** Don't use this function if you're using the Application Kit.

void **PScurrentwindowdepth**(userobject *window*, int *\*pdepth*)<sup>2</sup>  
**Warning:** Don't use this function if you're using the Application Kit.

void **PScurrentwindowdepthlimit**(userobject *window*, int *\*plimit*)<sup>2</sup>  
**Warning:** Don't use this function if you're using the Application Kit.

void **PScurrentwindowdict**(userobject *window*)  
**Warning:** Don't use this function if you're using the Application Kit.

void **PScurrentwindowlevel**(userobject *window*, int *\*plevel*)<sup>2</sup>

void **PScurrentwriteblock**(int *\*pflag*)<sup>2</sup>

void **PScurveto**(float *x1*, float *y1*, float *x2*, float *y2*, float *x3*, float *y3*)

void **PScvi**(void)

void **PScvlit**(void)

void **PScvn**(void)

void **PScvr**(void)

void **PScvrs**(void)

void **PScvs**(void)

void **PScvx**(void)

void **PSdef**(void)

void **PSdefaultmatrix**(void)

void **PSdefinefont**(void)

void **PSdefineresource**(char *\*category*)

void **PSdefineusername**(int *index*, char *\*name*)

void **PSdefineuserobject**(void)  
**Warning:** Use **DPSDefineUserObject()** instead.

void **PSdeletefile**(char *\*filename*)

void **PSdetach**(void)

void **PSdeviceinfo**(void)

void **PSdict**(int *length*)

void **PSdictstack**(void)

void **PSdissolve**(float *srcx*, float *srcy*, float *width*, float *height*, userobject *srcGstate*, float *destx*, float *desty*, float *delta*)<sup>2</sup>

void **PSdiv**(void)

void **PSdtransform**(float *x*, float *y*, float *\*px*, float *\*py*)

void **PSdumpwindow**(int *level*, userobject *window*)  
**Warning:** Don't use this function if you're using the Application Kit.

void **PSdumpwindows**(int *level*, userobject *context*)  
**Warning:** Don't use this function if you're using the Application Kit.

void	<b>PSdup</b> (void)
void	<b>PSecho</b> (boolean <i>flag</i> )
void	<b>PSend</b> (void)
void	<b>PSeoclip</b> (void)
void	<b>PSeofill</b> (void)
void	<b>PSeoviewclip</b> (void)
void	<b>PSeq</b> (void)
void	<b>PSequals</b> (void)
void	<b>PSequalsequals</b> (void)
void	<b>PSerasepage</b> (void)
	<b>Warning:</b> This function is different in NeXTSTEP.
void	<b>PSerrordict</b> (void)
void	<b>PSexch</b> (void)
void	<b>PSexec</b> (void)
void	<b>PSexecform</b> (void)
void	<b>PSexecstack</b> (void)
void	<b>PSexecuteonly</b> (void)
void	<b>PSexecuserobject</b> (int <i>index</i> )
void	<b>PSexit</b> (void)
void	<b>PSexp</b> (void)
void	<b>PSfalse</b> (void)
void	<b>PSfile</b> (char * <i>name</i> , char * <i>access</i> )
void	<b>PSfilenameforall</b> (void)
void	<b>PSfileposition</b> (int * <i>ppos</i> )
void	<b>PSfill</b> (void)
void	<b>PSfilter</b> (void)
void	<b>PSfindencoding</b> (char * <i>key</i> )
void	<b>PSfindfont</b> (char * <i>name</i> )
void	<b>PSfindresource</b> (char * <i>key</i> , char * <i>category</i> )
void	<b>PSfindwindow</b> (float <i>x</i> , float <i>y</i> , int <i>place</i> , userobject <i>otherWindow</i> , float * <i>px</i> , float * <i>py</i> , int * <i>pwinFound</i> , boolean * <i>pdidFind</i> ) <sup>2</sup>
void	<b>PSflattenpath</b> (void)
void	<b>PSfloor</b> (void)
void	<b>PSflush</b> (void)
void	<b>PSflushfile</b> (void)
void	<b>PSflushgraphics</b> (void) <sup>2</sup>
	<b>Warning:</b> Don't use this function if you're using the Application Kit.
void	<b>PSFontDirectory</b> (void)
void	<b>PSfor</b> (void)
void	<b>PSforall</b> (void)
void	<b>PSfork</b> (void)
void	<b>PSframebuffer</b> (int <i>index</i> , int <i>nameLength</i> , char <i>name</i> [], int * <i>pslot</i> , int * <i>punit</i> , int * <i>pROMid</i> , int * <i>px</i> , int * <i>py</i> , int * <i>pwidth</i> , int * <i>pheight</i> , int * <i>pdepth</i> ) <sup>2</sup>

void	<b>PSfrontwindow</b> (int <i>*pnum</i> )
	<b>Warning:</b> Don't use this function if you're using the Application Kit.
void	<b>PSgcheck</b> (int <i>*b</i> )
void	<b>PSge</b> (void)
void	<b>PSget</b> (void)
void	<b>PSgetboolean</b> (boolean <i>*pflag</i> )
void	<b>PSgetchararray</b> (int <i>size</i> , char <i>string</i> [])
void	<b>PSgetfloat</b> (float <i>*pvalue</i> )
void	<b>PSgetfloatarray</b> (int <i>size</i> , float <i>array</i> [])
void	<b>PSgetint</b> (int <i>*pvalue</i> )
void	<b>PSgetintarray</b> (int <i>size</i> , float <i>array</i> [])
void	<b>PSgetinterval</b> (void)
void	<b>PSgetstring</b> (char <i>*string</i> )
<b>void</b>	<b>PSGlobalFontDirectory</b> (void)
void	<b>PSglobaldict</b> (void)
void	<b>PSglyphshow</b> (char <i>*name</i> )
void	<b>PSgrestore</b> (void)
void	<b>PSgrestoreall</b> (void)
void	<b>PSgsave</b> (void)
void	<b>PSgstate</b> (void)
void	<b>PSgt</b> (void)
void	<b>PShidecursor</b> (void) <sup>2</sup>
void	<b>PShideinstance</b> (float <i>x</i> , float <i>y</i> , float <i>width</i> , float <i>height</i> ) <sup>2</sup>
void	<b>PSidentmatrix</b> (void)
void	<b>PSidiv</b> (void)
void	<b>PSidtransform</b> (float <i>x</i> , float <i>y</i> , float <i>*px</i> , float <i>*py</i> )
void	<b>PSif</b> (void)
void	<b>PSifelse</b> (void)
void	<b>PSimage</b> (void)
void	<b>PSimagemask</b> (void)
void	<b>PSindex</b> (int <i>n</i> )
void	<b>PSineofill</b> (float <i>x</i> , float <i>y</i> , boolean <i>*pflag</i> )
void	<b>PSinfill</b> (float <i>x</i> , float <i>y</i> , boolean <i>*pflag</i> )
void	<b>PSinitclip</b> (void)
void	<b>PSiniteventtimes</b> (void)
void	<b>PSinitgraphics</b> (void)
	<b>Warning:</b> This function is different in NeXTSTEP.
void	<b>PSinitmatrix</b> (void)
void	<b>PSinitviewclip</b> (void)
void	<b>PSinstroke</b> (float <i>x</i> , float <i>y</i> , boolean <i>*pflag</i> )
void	<b>PSinueofill</b> (float <i>x</i> , float <i>y</i> , char <i>nums</i> [ <i>n</i> ], int <i>n</i> , char <i>ops</i> [ <i>l</i> ], int <i>l</i> , boolean <i>*pflag</i> )
void	<b>PSinufill</b> (float <i>x</i> , float <i>y</i> , char <i>nums</i> [ <i>n</i> ], int <i>n</i> , char <i>ops</i> [ <i>l</i> ], int <i>l</i> , boolean <i>*pflag</i> )

void	<b>PSinustroke</b> (float <i>x</i> , float <i>y</i> , char <i>nums</i> [ <i>n</i> ], int <i>n</i> , char <i>ops</i> [ <i>l</i> ], int <i>l</i> , boolean <i>*pflag</i> )
void	<b>PSinvertmatrix</b> (void)
void	<b>PSISOLatin1Encoding</b> (void)
void	<b>PSitransform</b> (float <i>x</i> , float <i>y</i> , float <i>*px</i> , float <i>*py</i> )
void	<b>PSjoin</b> (void)
void	<b>PSknown</b> (boolean <i>*pflag</i> )
void	<b>PSkshow</b> (char <i>*string</i> )
void	<b>PSlanguagelevel</b> (int <i>*n</i> )
void	<b>PSle</b> (void)
void	<b>PSleftbracket</b> (void)
void	<b>PSleftleft</b> (void)
void	<b>PSlength</b> (int <i>*pn</i> )
void	<b>PSlineto</b> (float <i>x</i> , float <i>y</i> )
void	<b>PSln</b> (void)
void	<b>PSload</b> (void)
void	<b>PSlock</b> (void)
void	<b>PSlog</b> (void)
void	<b>PSloop</b> (void)
void	<b>PSlt</b> (void)
void	<b>PSmachportdevice</b> (int <i>w</i> , int <i>h</i> , int <i>bbox</i> [], int <i>bboxSize</i> , float <i>matrix</i> [], char <i>*phost</i> , char <i>*pport</i> , char <i>*ppixelDict</i> ) <sup>2</sup>
void	<b>PSmakefont</b> (void)
void	<b>PSmakepattern</b> (void)
void	<b>PSmark</b> (void)
void	<b>PSmatrix</b> (void)
void	<b>PSmaxlength</b> (int <i>*plength</i> )
void	<b>PSmod</b> (void)
void	<b>PSmonitor</b> (void)
void	<b>PSmoveto</b> (float <i>x</i> , float <i>y</i> )
void	<b>PSmovewindow</b> (float <i>x</i> , float <i>y</i> , userobject <i>window</i> ) <b>Warning:</b> Don't use this function if you're using the Application Kit.
void	<b>PSmul</b> (void)
void	<b>PSne</b> (void)
void	<b>PSneg</b> (void)
void	<b>PSnewinstance</b> (void) <sup>2</sup>
void	<b>PSnewpath</b> (void)
void	<b>PSnextrelease</b> (int <i>size</i> , char <i>string</i> []) <sup>2</sup>
void	<b>PSnoaccess</b> (void)
void	<b>PSnot</b> (void)
void	<b>PSnotify</b> (void)
void	<b>PSnull</b> (void)
void	<b>PSnulldevice</b> (void)

void **PSobscurecursor**(void)<sup>2</sup>

void **PSor**(void)

void **PSorderwindow**(int *place*, userobject *otherWindow*, userobject *window*)  
**Warning:** Don't use this function if you're using the Application Kit.

void **PSosname**(int *size*, char *string*[])<sup>2</sup>

void **PSostype**(int *\*ptype*)<sup>2</sup>

void **PSpackedarray**(void)

void **PSpathbbox**(float *\*pll<sub>x</sub>*, float *\*pll<sub>y</sub>*, float *\*pur<sub>x</sub>*, float *\*pur<sub>y</sub>*)

void **PSpathforall**(void)

void **PSplacewindow**(float *x*, float *y*, float *width*, float *height*, userobject *window*)  
**Warning:** Don't use this function if you're using the Application Kit.

void **PSplaysound**(char *\*name*, int *priority*)<sup>2</sup>

void **PSpop**(void)

void **PSposteventbycontext**(int *type*, float *x*, float *y*, int *time*, int *flags*, int *window*, int *subtype*,  
int *data1*, int *data2*, int *context*, boolean *\*psuccess*)<sup>2</sup>

void **PSprint**(void)

void **PSprinteventtimes**(void)

void **PSprintobject**(int *code*)

void **PSproduct**(void)

void **PSprompt**(void)

void **PSpstack**(void)

void **PSput**(void)

void **PSputinterval**(void)

void **PSquit**(void)

void **PSrand**(void)

void **PSrcheck**(boolean *\*pflag*)

void **PSrcurveto**(float *x*, float *y*, float *x<sub>2</sub>*, float *y<sub>2</sub>*, float *x<sub>3</sub>*, float *y<sub>3</sub>*)

void **PSread**(boolean *\*pflag*)

void **PSreadhexstring**(boolean *\*pflag*)

void **PSreadimage**(void)<sup>2</sup>

void **PSreadline**(boolean *\*pflag*)

void **PSreadonly**(void)

void **PSreadstring**(boolean *\*pflag*)

void **PSrealtime**(int *\*pi*)

void **PSrectclip**(float *x*, float *y*, float *width*, float *height*)

void **PSrectfill**(float *x*, float *y*, float *width*, float *height*)

void **PSrectstroke**(float *x*, float *y*, float *width*, float *height*)

void **PSrectviewclip**(float *x*, float *y*, float *width*, float *height*)

void **PSrenamefile**(char *\*old*, char *\*new*)

void **PSrepeat**(void)

void **PSresetfile**(void)

void **PSresourceforall**(char *\*category*)



void **PSresourcestatus**(char *\*key*, char *\*category*, int *\*b*)

void **PSrestore**(void)

void **PSrevealcursor**(void)<sup>2</sup>

void **PSreversepath**(void)

void **PSrevision**(int *\*n*)

void **PSrightbracket**(void)

void **PSrightbuttondown**(boolean *\*pflag*)<sup>2</sup>

void **PSrightright**(void)

void **PSrightstilldown**(int *eventNum*, boolean *\*pflag*)<sup>2</sup>

void **PSrlineto**(float *x*, float *y*)

void **PSrmoveto**(float *x*, float *y*)

void **PSrootfont**(void)

void **PSroll**(int *n*, int *j*)

void **PSrotate**(float *angle*)

void **PSround**(void)

void **PSrrand**(void)

void **PSrun**(char *\*name*)

void **PSsave**(void)

void **PSscale**(float *sx*, float *sy*)

void **PSscalefont**(float *size*)

void **PSscheck**(boolean *\*pflag*)

void **PSscreenlist**(int *context*, int *count*, int *windows*[])<sup>2</sup>

void **PSscreentobase**(float *x*, float *y*, float *\*px*, float *\*py*)<sup>2</sup>

void **PSscreentocurrent**(float *x*, float *y*, float *\*px*, float *\*py*)<sup>2</sup>

void **PSsearch**(boolean *\*pflag*)

void **PSselectfont**(char *\*name*, float *scale*)

void **PSsendboolean**(boolean *flag*)

void **PSsendchararray**(char *string*[], int *size*)

void **PSsendfloat**(float *value*)

void **PSsendfloatarray**(float *array*[], int *size*)

void **PSsendint**(int *value*)

void **PSsendintarray**(int *array*[], int *size*)

void **PSsendstring**(char *\*string*)

void **PSserialnumber**(int *\*n*)

void **PSsetactiveapp**(int *context*)

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

void **PSsetalpha**(float *coverage*)<sup>2</sup>

void **PSsetautofill**(boolean *flag*, userobject *window*)<sup>2</sup>

void **PSsetbbox**(float *ll<sub>x</sub>*, float *ll<sub>y</sub>*, float *ur<sub>x</sub>*, float *ur<sub>y</sub>*)

void **PSsetblackgeneration**(void)

void **PSsetcachedevice**(float *w<sub>x</sub>*, float *w<sub>y</sub>*, float *ll<sub>x</sub>*, float *ll<sub>y</sub>*, float *ur<sub>x</sub>*, float *ur<sub>y</sub>*)

`void PSsetcachelimit(float num)`  
`void PSsetcacheparams(void)`  
`void PSsetcharwidth(float  $w_x$ , float  $w_y$ )`  
`void PSsetcmykcolor(float  $c$ , float  $m$ , float  $y$ , float  $k$ )`  
`void PSsetcolor(void)`  
`void PSsetcolorrendering(void)`  
`void PSsetcolorscreen(void)`  
`void PSsetcolorspace(void)`  
`void PSsetcolortransfer(void)`  
`void PSsetcursor(float  $x$ , float  $y$ , float  $mx$ , float  $my$ )2`  
`void PSsetdash(float pattern[], int size, float offset)`  
`void PSsetdefaultdepthlimit(int limit)2`  
**Warning:** Don't use this function if you're using the Application Kit.  
`void PSsetdevparams(void)`  
`void PSseteventmask(int mask, userobject window)`  
**Warning:** Don't use this function if you're using the Application Kit.  
`void PSsetexposurecolor(void)2`  
`void PSsetfileposition(int pos)`  
`void PSsetflat(float flatness)`  
`void PSsetflushexposures(boolean flag)2`  
`void PSsetfont(userobject font)`  
`void PSsetframebuffertransfer(void)`  
`void PSsetglobal(int b)`  
`void PSsetgray(float num)`  
`void PSsetgstate(userobject gstate)`  
`void PSsethalftone(void)`  
`void PSsethalftonephase(float  $x$ , float  $y$ )`  
`void PSsethsbcolor(float hue, float sat, float brt)`  
`void PSsetinstance(boolean flag)2`  
`void PSsetlinecap(int linecap)`  
`void PSsetlinejoin(int linejoin)`  
`void PSsetlinewidth(float width)`  
  
`void PSsetmatrix(void)`  
`void PSsetmiterlimit(float limit)`  
`void PSsetmouse(float  $x$ , float  $y$ )2`  
`void PSsetobjectformat(int code)`  
`void PSsetoverprint(int b)`  
`void PSsetowner(userobject context, userobject window)2`  
`void PSsetpacking(boolean flag)`  
`void PSsetpagedevice(void)`  
`void PSsetpattern(int patternDict)`

void **PSsetrgbcolor**(float *red*, float *green*, float *blue*)

void **PSsetscreen**(void)

void **PSsetsendexposed**(boolean *flag*, userobject *window*)<sup>2</sup>  
**Warning:** Don't use this function if you're using the Application Kit.

void **PSsetshared**(boolean *flag*)

void **PSsetshowpageprocedure**(int *win*)<sup>2</sup>  
**Warning:** Don't use this function if you're using the Application Kit.

void **PSsetstrokeadjust**(boolean *flag*)

void **PSsetsystemparams**(void)

void **PSsettrackingrect**(float *x*, float *y*, float *width*, float *height*, boolean *leftFlag*, boolean *rightFlag*, boolean *inside*, int *userData*, int *trectNum*, userobject *gstate*)<sup>2</sup>

void **PSsettransfer**(void)

void **PSsetucacheparams**(void)

void **PSsetundercolorremoval**(void)

void **PSsetuserparams**(void)

void **PSsetvmthreshold**(int *i*)

void **PSsetwaitcursorenabled**(boolean *flag*)<sup>2</sup>

void **PSsetwindowdepthlimit**(int *limit*, userobject *window*)<sup>2</sup>  
**Warning:** Don't use this function if you're using the Application Kit.

void **PSsetwindowdict**(userobject *window*)  
**Warning:** Don't use this function if you're using the Application Kit.

void **PSsetwindowlevel**(int *level*, userobject *window*)<sup>2</sup>

void **PSsetwindowtype**(int *type*, userobject *window*)<sup>2</sup>  
**Warning:** Don't use this function if you're using the Application Kit.

void **PSsetwriteblock**(int *flag*)<sup>2</sup>

void **PSshareddict**(void)

void **PSSharedFontDirectory**(void)

void **PSshow**(char \**string*)

void **PSshowcursor**(void)<sup>2</sup>

void **PSshowpage**(void)  
**Warning:** This function is different in NeXTSTEP.

void **PSsin**(void)

void **PSsizeimage**(float *x*, float *y*, float *width*, float *height*, int \**ppixelsWide*, int \**ppixelsHigh*, int \**pbitsPerSample*, float *matrix*[], boolean \**pmultiProc*, int \**pnColors*)<sup>2</sup>

void **PSsqrt**(void)

void **PSsrand**(void)

void **PSstack**(void)

void **PSStandardEncoding**(void)

void **PSstart**(void)

void **PSstartjob**(int *b*, char \**password*)

void **PSstatus**(boolean \**pflag*)

void **PSstatusdict**(void)

**void PSstilldown**(int *eventNum*, boolean *\*pflag*)<sup>2</sup>

**void PSstop**(void)

**void PSstopped**(void)

**void PSstore**(void)

**void PSstring**(int *length*)

**void PSstringwidth**(char *\*string*, float *\*px*, float *\*py*)

**void PSstroke**(void)

**void PSstrokepath**(void)

**void PSsub**(void)

**void PSsystemdict**(void)

**void PStermwindow**(userobject *window*)  
**Warning:** Don't use this function if you're using the Application Kit.

**void PStoken**(boolean *\*pflag*)

**void PStransform**(float *x*, float *y*, float *\*px*, float *\*py*)

**void PStranslate**(float *x*, float *y*)

**void PStrue**(void)

**void PStruncate**(void)

**void PStype**(void)

**void PSuappend**(char *nums*[], int *n*, char *ops*[], int *l*)

**void PSucache**(void)

**void PSucachestatus**(void)

**void PSueofill**(char *nums*[], int *n*, char *ops*[], int *l*)

**void PSufill**(char *nums*[], int *n*, char *ops*[], int *l*)

**void PSundef**(char *\*name*)

**void PSundefinefont**(char *\*name*)

**void PSundefineresource**(char *\*key*, char *\*category*)

**void PSundefineuserobject**(int *index*)

**void PSupath**(boolean *flag*)

**void PSuserdict**(void)

**void PSuserobject**(void)

**void PSusertime**(int *\*pmillisecs*)

**void PSustroke**(char *nums*[], int *n*, char *ops*[], int *l*)

**void PSustrokepath**(char *nums*[], int *n*, char *ops*[], int *l*)

**void PSversion**(int *bufsize*, char *buf*[])

**void PSviewclip**(void)

**void PSviewclippath**(void)

**void PSvmreclaim**(int *code*)

**void PSvmstatus**(int *\*plevel*, int *\*pused*, int *\*pmax*)

**void PSwait**(void)

**void PSwcheck**(boolean *\*pflag*)

**void PSwhere**(boolean *\*pflag*)

**void PSwidthshow**(float *x*, float *y*, int *c*, char *\*string*)

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

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

- void **PSwindowdevice**(userobject *window*)<sup>2</sup>
- void **PSwindowdeviceround**(userobject *window*)<sup>2</sup>
- void **PSwindowlist**(int *context*, int *count*, int *windows*[])<sup>2</sup>
- void **PSwrite**(void)
- void **PSwritehexstring**(void)
- void **PSwriteobject**(int *code*)
- void **PSwritestring**(void)
- void **PSwtranslation**(float *\*px*, float *\*py*)
- void **PSxcheck**(boolean *\*pflag*)
- void **PSxor**(void)
- void **PSxshow**(char *\*string*, float *numArray*[], int *size*)
- void **PSxyshow**(char *\*string*, float *numArray*[], int *size*)
- void **PSyield**(void)
- void **PSyshow**(char *\*string*, float *numArray*[], int *size*)