



A Short Introduction to PostScript

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What is PostScript ?

- Postscript is a *language* to describe graphic objects (& text)
- It is a *vector format*
 - Shapes, characters,.. are defined in an *exact*, mathematical way
→ objects / characters can be scaled, magnified, rotated...
without loss of quality
 - Other vector formats are, for instance: *pdf* (portable data format) and *svg* (scalable vector graphics)
- Postscript is a *programming* language
 - Complex graphics can be described quickly and efficiently
 - They can be parameterized and changed easily
- Postscript devices (printers) must be intelligent, because they must *interpret* the language
 - Otherwise, the host computer must do the translation.
Most often using the (free) tool 'ghostscript'



Why Use & Know About Postscript ?

- *Simple manual* generation of *high quality* graphics
- Graphics can be parameterized
- *Automatic* generation of graphics from programs
- Small files
- Exact dimensions

- Postscript is (still) common for LaTeX
- Sometimes, modification of available .ps or .eps files is required
 - Change a font
 - Modify colors or line width
 - Add water mark

- Many concepts are used in other languages (pdf, swift)

- Generating Graphics can be fun !



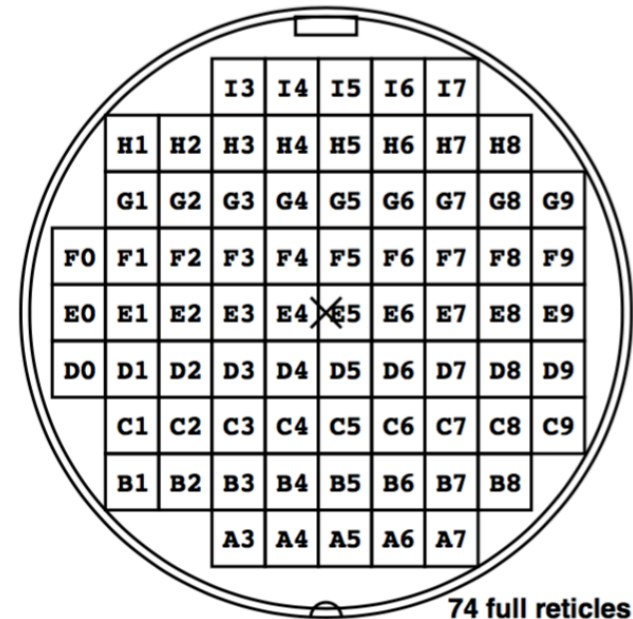
Examples

- Arrangement of chips in a 'reticle':

PIXEL 4000 x 21440	SPADIC1.1 5000 x 6000	PETA6N 5100 x 6000	PETA6SE 5100 x 6000
	PETA6P 5000 x 5200	PETA6P 5100 x 5200	PETA6P 5100 x 5200
	DCD_B 5000 x 3280	DCD_B 5100 x 3280	DCD_H 5100 x 3280
	DCD_B 5000 x 3280	DCD_B 5100 x 3280	DCD_H 5100 x 3280
	DCD_B 5000 x 3280	DCD_B 5100 x 3280	DCD_H 5100 x 3280
	DCD_B 5000 x 3280	DCD_B 5100 x 3280	DCD_H 5100 x 3280

Reticle size is 19500 x 21440

Reticles on a wafer



- Math exercises for your kids (with random generator):

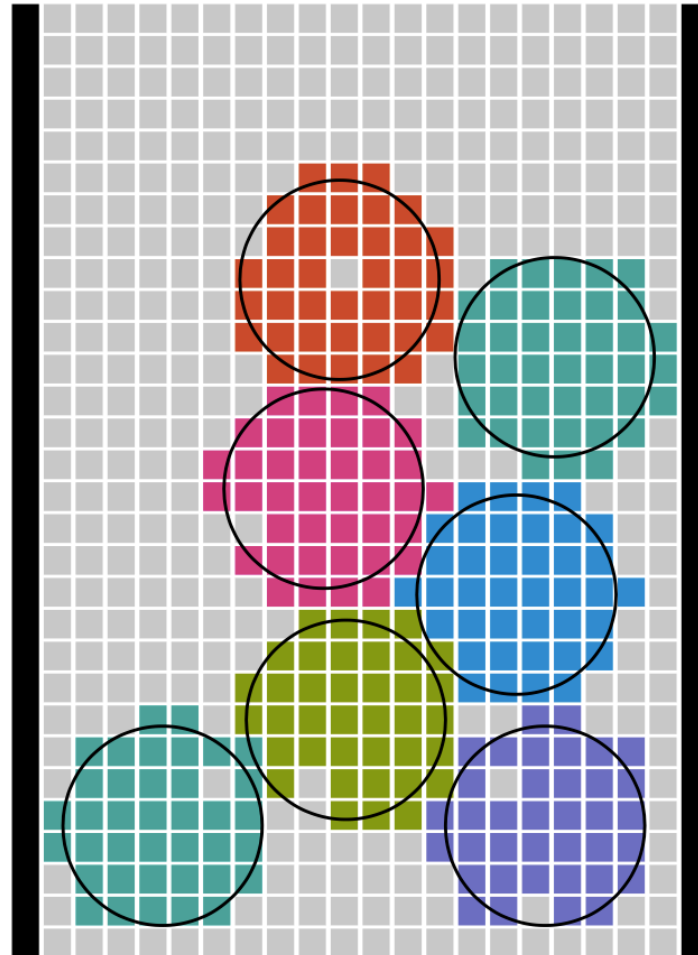
7	8	5	1	x	5	4	6	6

3	3	x	7	7	1

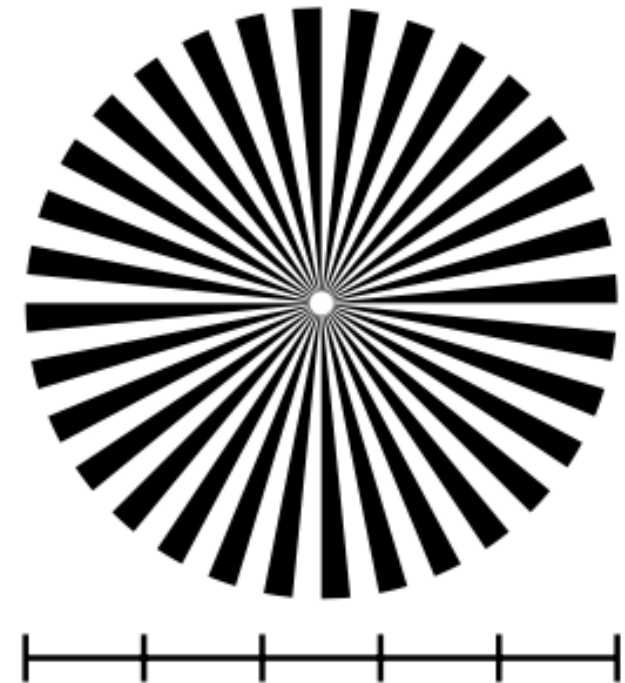


More Examples

- Illustration of a sensor readout



Siemensstern





What is the drawback ?

- Postscript is used less and less (replaced by pdf)
 - Importing .eps in other documents is often difficult
 - It is simple in LaTeX (pdfLaTeX requires .pdf, but conversion from .eps → .pdf is simple and robust)
 - Conversions often lead to quality loss.
-
- Why not pdf?
 - pdf is *much* more complicated!
 - A 'minimal' pdf file is already lengthy
 - Hard to do 'by hand' because bytes need to be counted!
 - See the (short) intro to pdf later in the lecture...



Getting Information

- Postscript Language Reference Manual ('PLRM')
 - <https://www.adobe.com/content/dam/acom/en/devnet/actionscript/articles/PLRM.pdf>

- Language Tutorial and Cookbook (the 'Blue Book')
 - <https://www-cdf.fnal.gov/offline/PostScript/BLUEBOOK.PDF>

- Language Program Design (the 'Green Book'):
 - <https://www-cdf.fnal.gov/offline/PostScript/GREENBK.PDF>

- Many Web sites (see Lecture Page)



Simple Example 1: Triangle + Circle

```
%!PS
```

start a new shape

```
newpath
```

start at (10/10)

```
10 10 moveto
```

draw lines

```
100 10 lineto
```

connect to start

```
50 100 lineto
```

```
closepath
```

show outline

```
stroke
```

x/y = 100/100

```
100 100
```

radius = 10

```
10
```

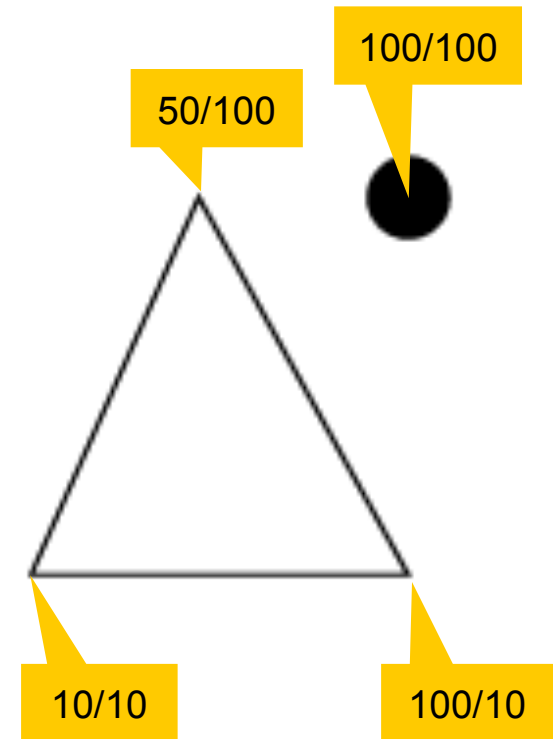
start/stop angle

```
0 360 arc fill
```

fill the arc

print everything

```
showpage
```





Viewing Postscript Files

- On Linux machines, files can be viewed with
 - gv (on the CIP Pool machines)
 - evince (on the CIP Pool machines)
 - ghostview, okkular, ShowView, GSView,...
 - ...there is always a viewer...
- On windows
 - Ghostview (must be installed, I do not know about new versions of Windows...)
- On MAC
 - Using Preview (for .eps).
 - ps files are converted to pdf automatically
- Always need GhostScript to interpret the language
 - GhostScript is also used to convert ps/eps → pdf, png, jpg...



Advanced Example 2: Truchet Pattern

```
%!PS-Adobe-3.0 EPSF-3.0
%%BoundingBox: 0 0 595 842

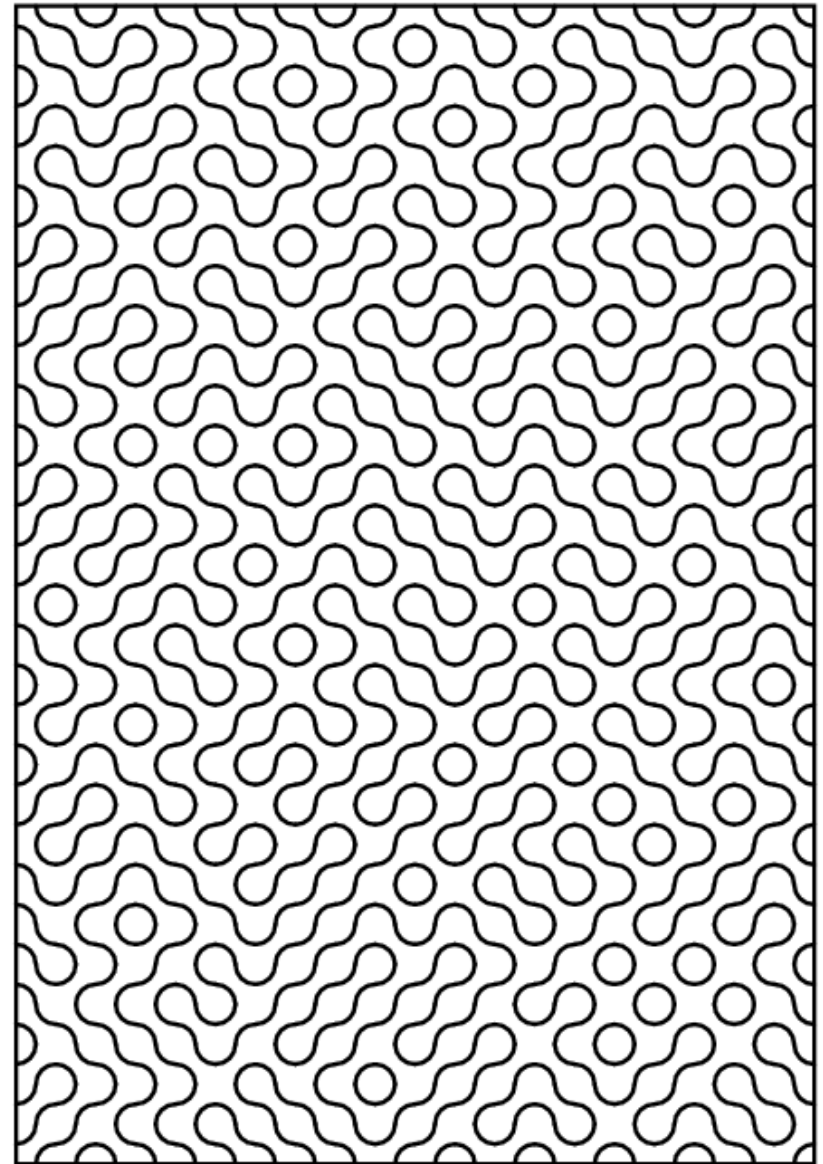
2.835 dup scale
5 4 translate 1 setlinecap
0 0 200 290 rectstroke
100 145 translate

/W 10 def /W2 { W 2 div } bind def

/DRAWUNIT {
  gsave translate rotate
  W2 neg W2 neg W2 0 90 arc stroke
  W2 W2 W2 180 270 arc stroke
  grestore
} def

-95 W 95 {
  /x exch def
  -140 W 140 {
    /y exch def
    rand 4 mod 90 mul x y DRAWUNIT
  } for
} for

showpage
```





File Structure

- File **MUST** start with `%!PS` (may add PS - version number)
 - If forgotten, (most) printers will output (a lot of) ASCII stuff...
- PostScript is *CaseSensitive*!
- Blanks and Line breaks are *irrelevant*
- Comments
 - In-Line comments start with
 - `% ... commented code here ...`
 - Larger code blocks can be commented with

```
false {
  ... commented code here ...
} if
```
- Files have extension `.ps`
- To actually *print*, the file must end with **showpage**



eps Files

- eps file = 'encapsulated postscript file'
- This variation contains some *additional* meta-information
- eps is specified in first line by **EPSF** text:

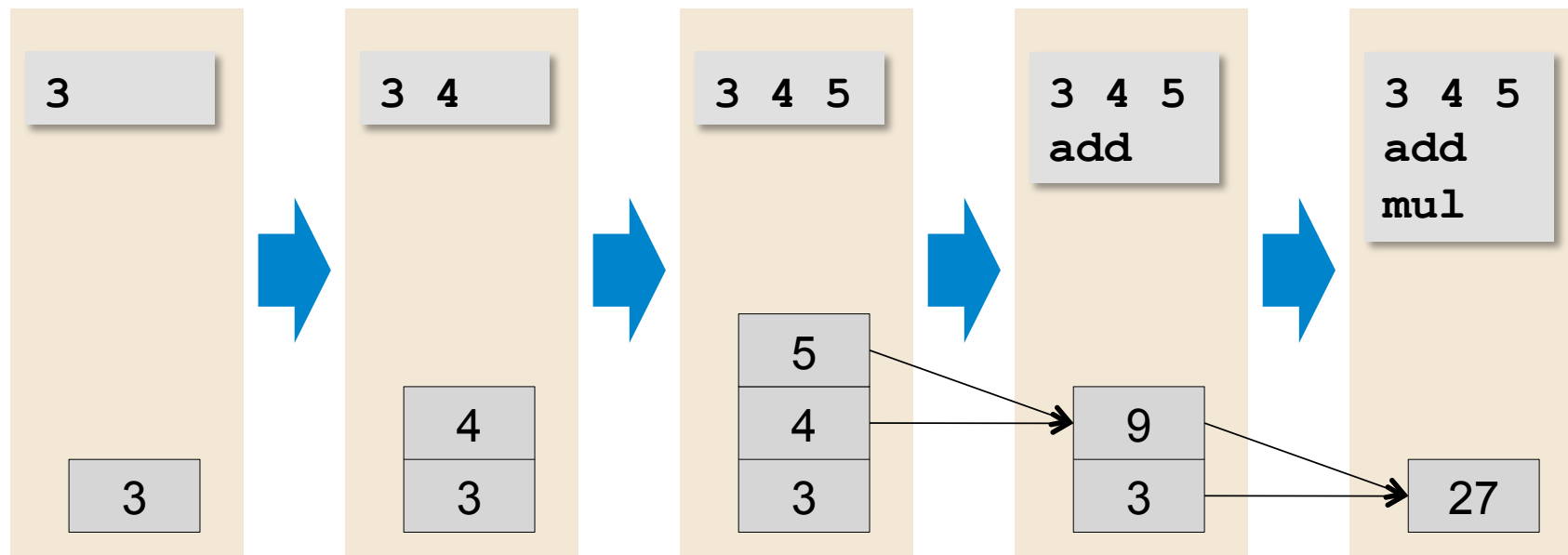
```
%!PS-Adobe-3.0 EPSF-3.0  
%%BoundingBox: 0 0 595 842  
...
```

- eps meta information is added as comment with '%%'
- Most important (and the only *required*) information:
Size of the viewing area = **BoundingBox**
- parameters (in integer postscript units) are:
%%**BoundingBox**: **x_bottleft y_bottleft x_topright y_topright**



The Stack

- PostScript uses
 - a stack (Last In - First out)
 - RPN (Reverse Polish Notation) = UPN (Umgekehrt Poln. Notation):
Operands are put to stack **first**, operator is **last**
- Example `3 4 5 add mul` $\rightarrow (4+5) \times 3$

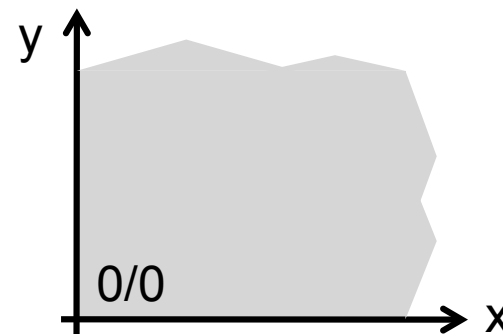


- Operators can have *1 or more* arguments



Coordinate System, Lengths and Points

- Origin (0/0) is **BOTTOM LEFT**
- X is to the *RIGHT*
- Y is *UPWARD*



- 1 PostScript Unit = 1 Point = **1/72 inch = 0.353 mm**
 - (1 inch = 1 Zoll = 2.54 cm exactly)
- Convert *mm* to *point* by multiplying with $72 / 25.4 = 2.835..$
- By defining the command (see later...)

```
/mm { 2.835 mul } def
```

you can just write

```
15 mm
```

in your code!
- Later we will use the **scale** command to change units...



The Page / Sheet Size

- 'sheet' size & orientation (in .ps) are undefined.
 - They depend on the 'viewer' or printer
 - (This is a drawback. This is better in .eps and .pdf!)

- The size can be 'fixed' as a 'bounding box' using an encapsulated postscript (eps) command
 - `%!PS-Adobe-3.0 EPSF-3.0`
 - `%%BoundingBox: llx lly urx ury`
(*llx* = lower left x, ... using *integer postscript* units)
 - Such 'Encapsulated Postscript' files have file extension **.eps**
 - Better (always..) use .eps!

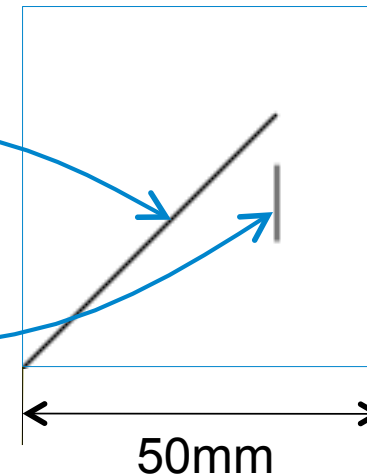
- A4 paper has (portrait)
 - width = 210 mm = 595.28... points
 - height = 297 mm = 841.89... points



Hello World

- Shapes / Outlines are defined as *paths*.
A *path* is a sequence of straight lines / bends / gaps / ...
- **x y moveto** **moves** the 'pen' to coordinate [x y]
- **x y lineto** **draws** a line from the last point to [x y]
- **stroke** **executes** the path drawing

```
%!PS
0 0 moveto
100 100 lineto
100 80 moveto
100 50 lineto
stroke
showpage
```



- Remember: 100 Units = $100 \times 0.353 \text{ mm} = 35.3 \text{ mm}$
- **rmoveto** and **rlineto** are *relative* to the *last* point
- Note: You **MUST** first move to 0 0!



Drawing and Filling Paths

- A path *can* be started with **newpath**
- The command **closepath** connects the last active point to the starting point (see Example 1 on slide 7)
- A path can be used for further operations (e.g. clipping,...)
- Using a path is not always necessary

- To draw a path (or sequence of **moveto** / **lineto** commands)
 - **stroke** draws the **outline**
 - the *width* of the line can be set with **value setlinewidth**
 - the shape of the line *end* can be set with **value setlinecap**
 - the shape of corners is set with **value setlinejoin**.
 - **fill** fills the **inner part** with the presently selected color
- **x y w h rectstroke** is a shortcut to draw a rectangle

- Color can be set with **r g b setrgbcolor** (r,g,b = 0.0 ... 1.0) or with **g setgray** (for gray values)



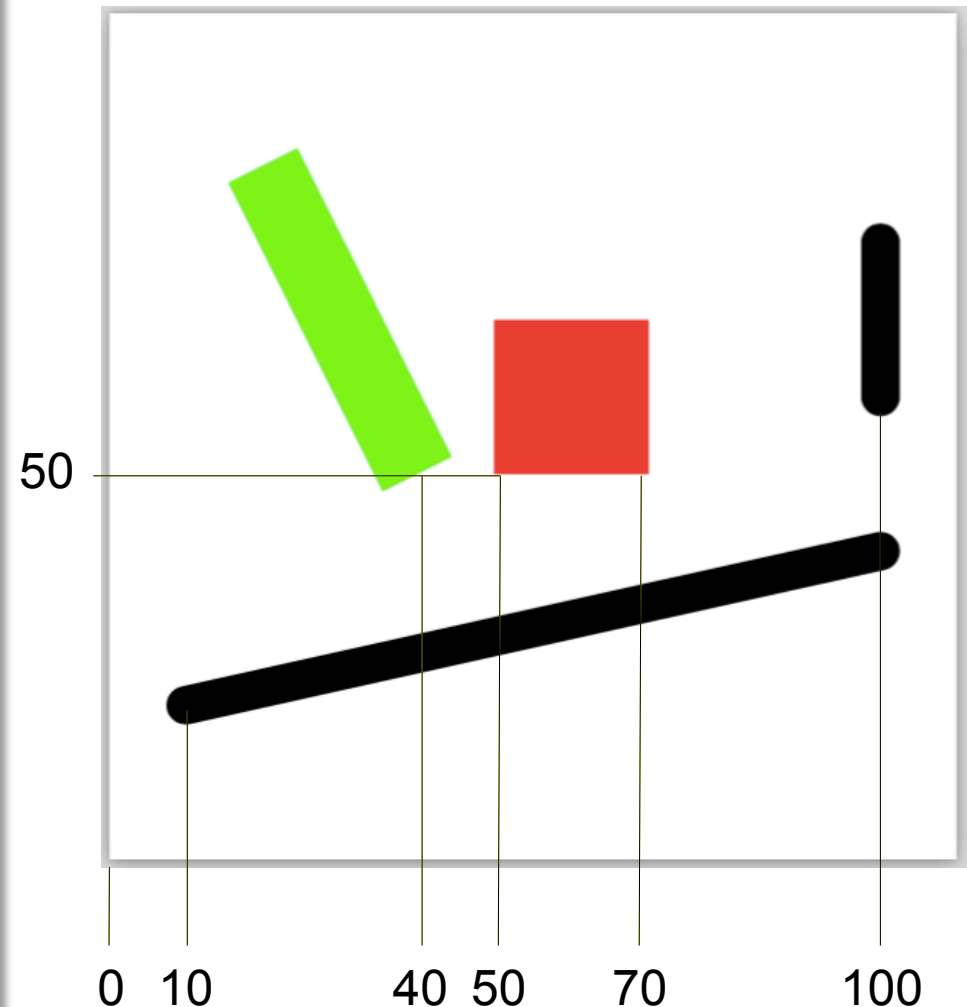
One More Example

```
%!PS-Adobe-3.0 EPSF-3.0
%%BoundingBox: 0 0 110 110

10 20 moveto      100 40 lineto
100 60 moveto     100 80 lineto
5 setlinewidth    1 setlinecap
stroke

newpath
  50 50 moveto     20 0 rlineto
  0 20 rlineto    -20 0 rlineto
closepath
1 0 0 setrgbcolor
fill

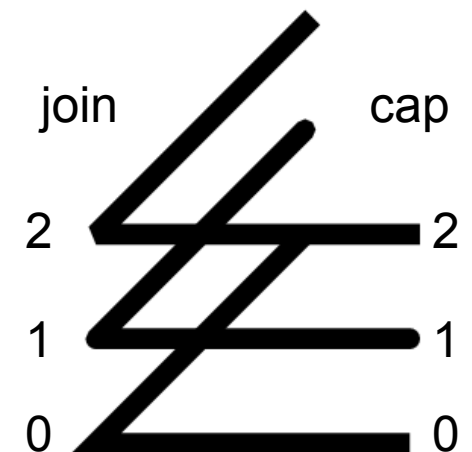
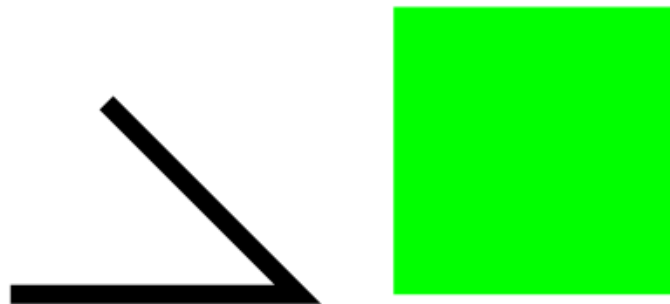
40 50 moveto      20 90 lineto
0 setlinecap 10 setlinewidth
0 1 0 setrgbcolor
stroke
showpage
```





Exercise 1

- Draw a line from (10,10) to (40, 10) to (20,30)
 - Change the width of the line
 - Play with shape of the line ends and the shape of the corners (use values 0...2 and a 'thick' line).
 - Can you find out the difference between cap = 0 and 2?
- Draw a square of 30 units size with its lower left corner at (50,10)
 - Use `moveto` and `lineto`
 - Use also `newpath` and `closepath`
 - Fill the square with green color





Mathematics

- PostScript knows several mathematical functions.
- Remember RPN: first **operand(s)**, then **operator**
 - **x y sub** → $x - y$. Also: **add, mul, div, idiv, mod**
 - **x abs** → $|x|$. Also: **neg, round, floor**
 - **x sin** → $\sin(x)$. Also: **cos, (no tan), ln, log, sqrt**
 - **x y atan** → $\arctan(x/y)$ (in degrees)
 - **rand** → random *integer* number
- Angles are given (as floats) in *degrees* (i.e. 0...360)
- Examples:
 - $(2 + 3) \times 4$ → **2 3 add 4 mul**
 - $2 + 3 \times 4$ → **2 3 4 mul add**
 - $\text{Sqrt}(3 + 4)$ → **3 4 add sqrt**



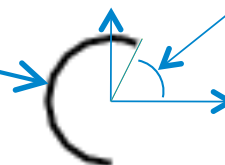
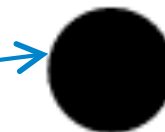
Drawing Arcs

- Arcs (parts of circles) are defined using **x y radius phistart phistop arc**
- Angles are in degrees, relative to *x-axis*
- **arc** turns *counter clock wise*, **arcn** turns *clock wise*
- They can be **filled** or **stroked**.
- Example:

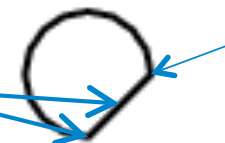
```
%!PS
20 80 10 0 360 arc fill
20 50 10 66 270 arc stroke

newpath
20 20 10 0 270 arc
closepath
stroke

showpage
```



66 degrees

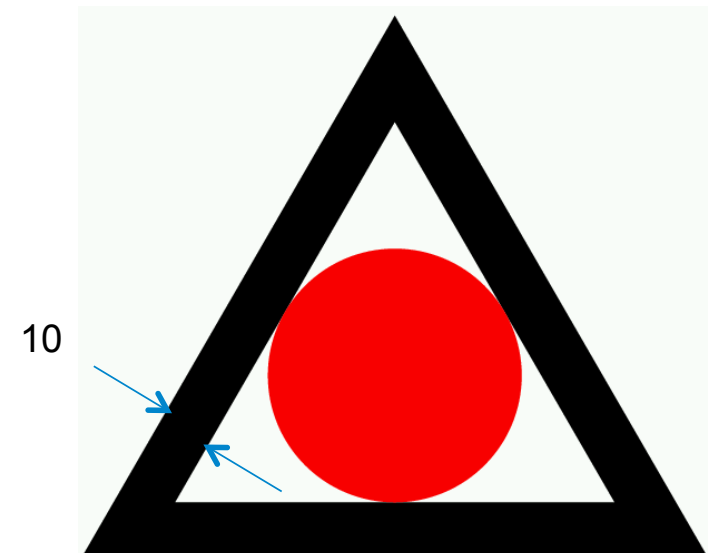
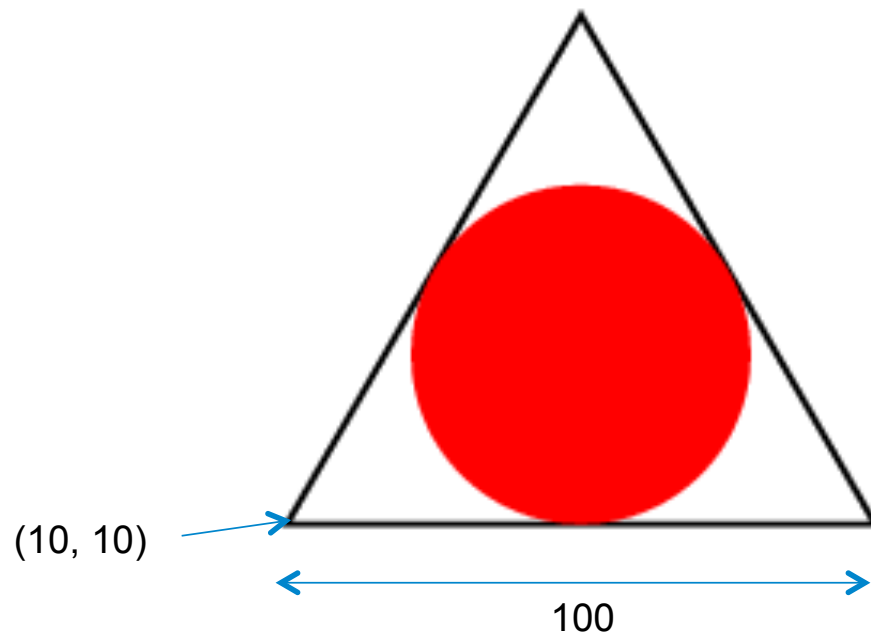


start



Exercise 2

- Draw a triangle with *equal* sides
 - Start at (10,10), side length =100
 - You have to do so some simple math. Do it in postscript!
- Make the lines wide (for instance 10 points)
- Add a red, filled circle in the center which *just* touches the lines

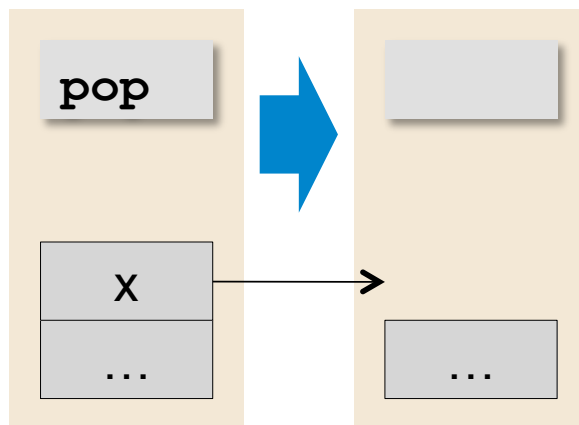




Manipulating the Stack: `pop`, `dup`, `exch`

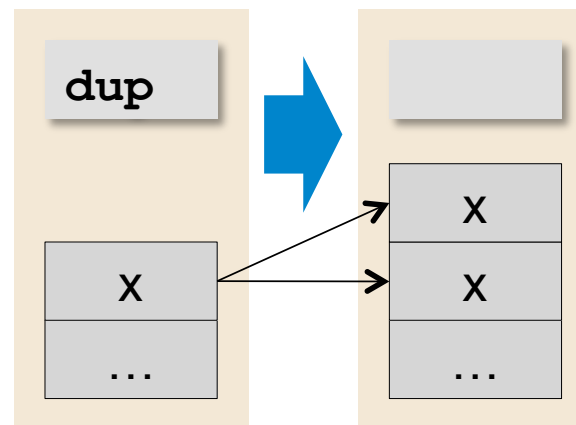
`pop`

drop top element:



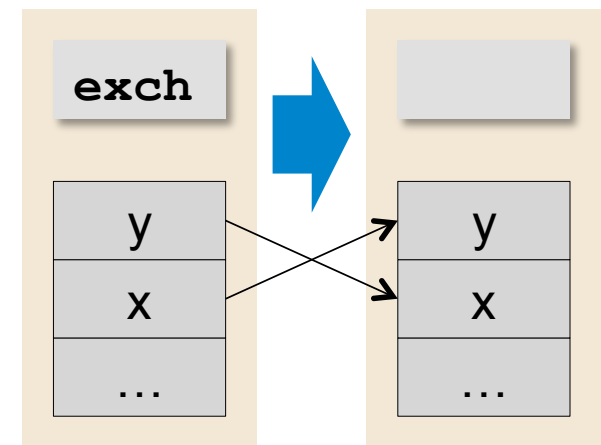
`dup`

duplicate top element:



`exch`

swap topmost elements:

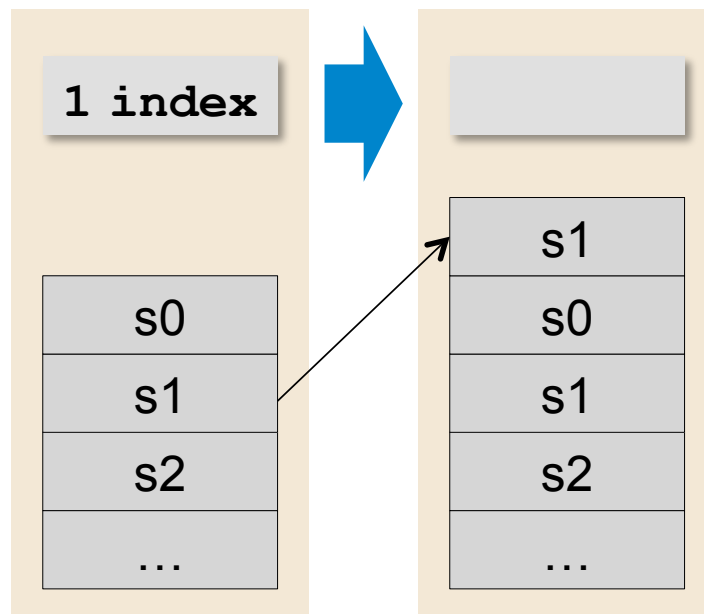




Manipulating the Stack: `index`, `copy`

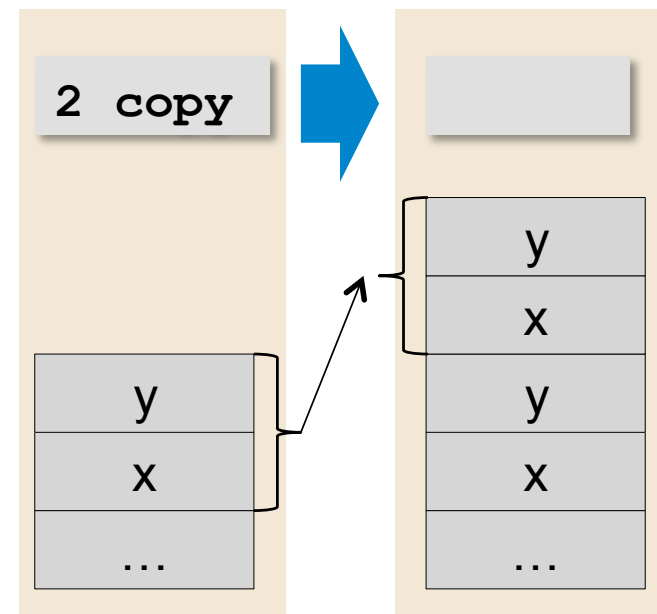
`n index`

copy t -th element (top index = 0):



`n copy`

duplicate n elements:





Defining Constants & Functions

- Defining a 'fix' constant:
 - `/name value def`
 - Example: `/PI 3.141 def`
- Defining a 'calculated' constant:
 - `/name commands def`
 - Example: `/TWO_PI PI 2 mul def`
- (*Constants* can be called more efficiently with a double slash: `//PI ... def`)
- Defining a *function*:
 - `/name { commands } def`
 - Example: `/ADDFIVE { 5 add } def`
`3 ADDFIVE → 8`
- What happens?
 - The pair (name definition) is stored in a *dictionary* by `def`

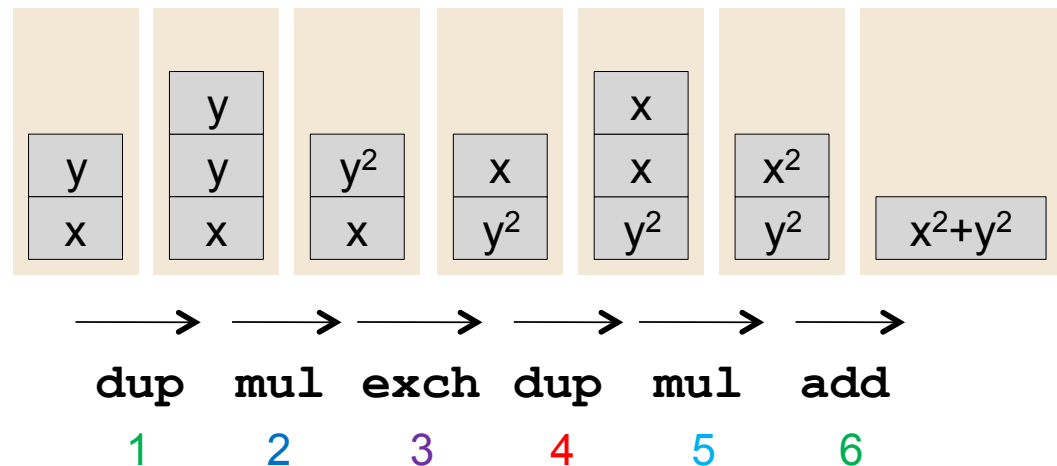


Passing Values to Functions

- Parameters are passed *on the stack*
 - They can be used using stack manipulation commands
 - Example: Define $\text{DIST}(x,y) = \text{sqrt}(x^2+y^2)$.
 - Assume x,y on stack:

```

/DIST {
  dup %1
  mul %2
  exch %3
  dup %4
  mul %5
  add %6
  sqrt
} def
  
```



- Usage: `3.2 1.7 DIST` → 3.6235
- Note: Functions can remove parameters or leave the stack intact. Stack over- / under-flows are very common mistakes!



Defining and Assigning Local Variables

- Values on the stack can be assigned to local variables:
 - `/NAME exch def`
 - (assume **x** is on the stack, then **x** `/NAME exch` leads to `/NAME x`, so that the `def` works normally)
- Example: Define $\text{DIST}(x,y) = \sqrt{x^2+y^2}$

```

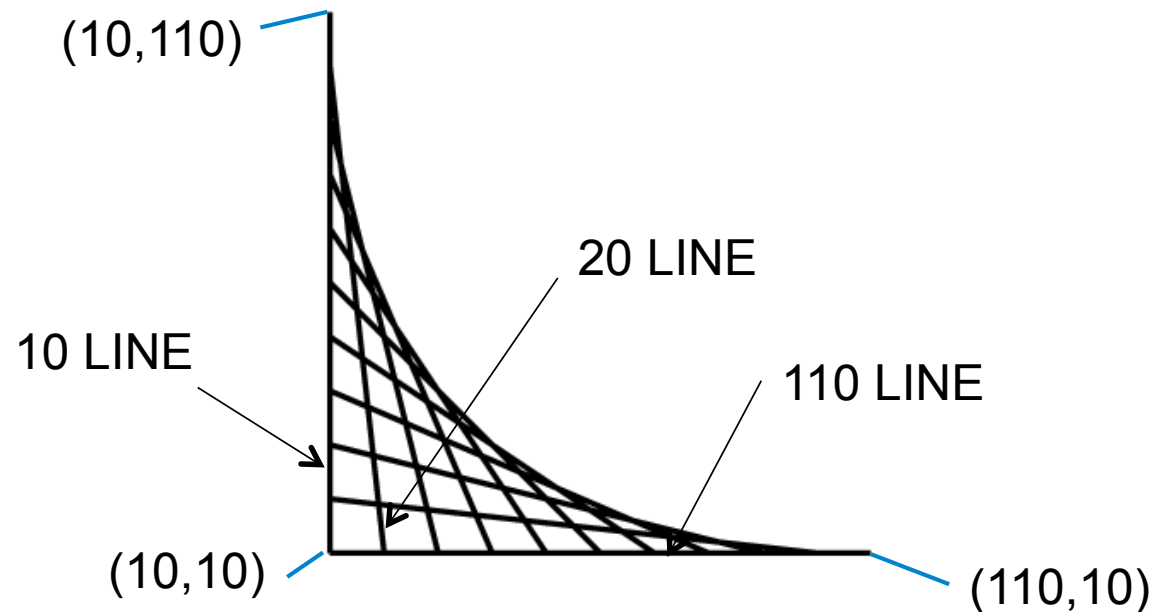
/DIST {
  /y exch def    % topmost argument first!
  /x exch def    % now the stack is empty!
  x x mul        % on stack: x2
  y y mul        % on stack: x2 y2
  add
  sqrt
} def
    
```

- This is much less efficient, because names must be looked up in a 'Dictionary'. (Furthermore, the variables are global!)



Exercise 3

- Draw the following picture:



- First draw (a few) individual lines
- Next, define a function **LINE** which gets *one* value from the stack which indicates the *start of the line on the x-axis*.
- The drawing is then done by a sequence of **LINE** commands:
10 LINE 20 LINE 30 LINE ...



Loops

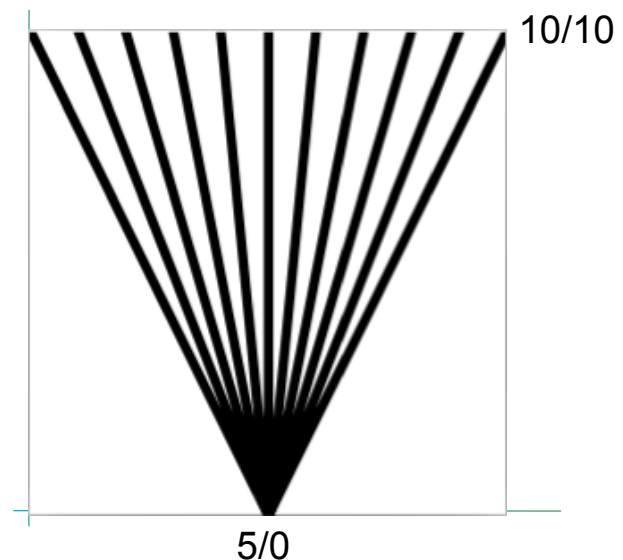
- There are several possibilities for repeating code
- We only treat 'for' - loops here:


```
istart istep imax { ...commands... } for
```

 - The loop value is put on the stack in each iteration (istart, istart+istep, istart+2 istep, ..., *including* imax)
 - Then the commands are called
They MUST consume (remove) the value from the stack
 - The loop variable can be assigned with `/i exch def`
- Example:

```
%!PS
0.2 setlinewidth
0 1 10 {
  5 0 moveto
  10 10 lineto
} for
stroke
showpage
```

Here we use the sweep variable which is still on the stack!!!





Loops: Another Example

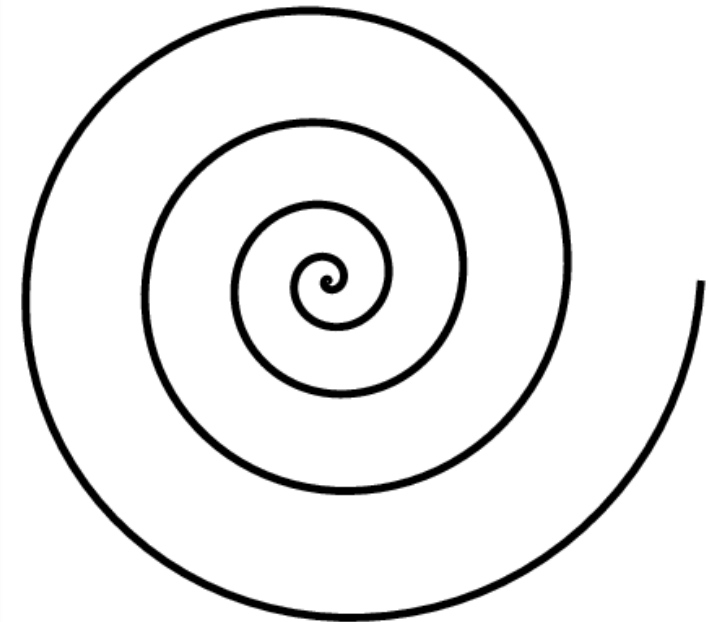
```

%!PS
/X0 50 def           % center position
/Y0 50 def
/RMAX 48 def         % outer radius
/NTURN 5 def         % number of turns

/PHIMAX 360 NTURN mul def % maximal angle

X0 Y0 moveto         % start in center
0 10 PHIMAX {
  /phi exch def       % keep loop var.
                      % (drop from stack!)
  phi PHIMAX div      % get a value from 0 to 1
  dup mul RMAX mul    % square and scale
  dup                % we need this for x and y
  phi cos mul X0 add  % this is x
  exch                % get radius on top of stack
  phi sin mul Y0 add  % this is y
  lineto              % draw a line
} for
stroke
showpage

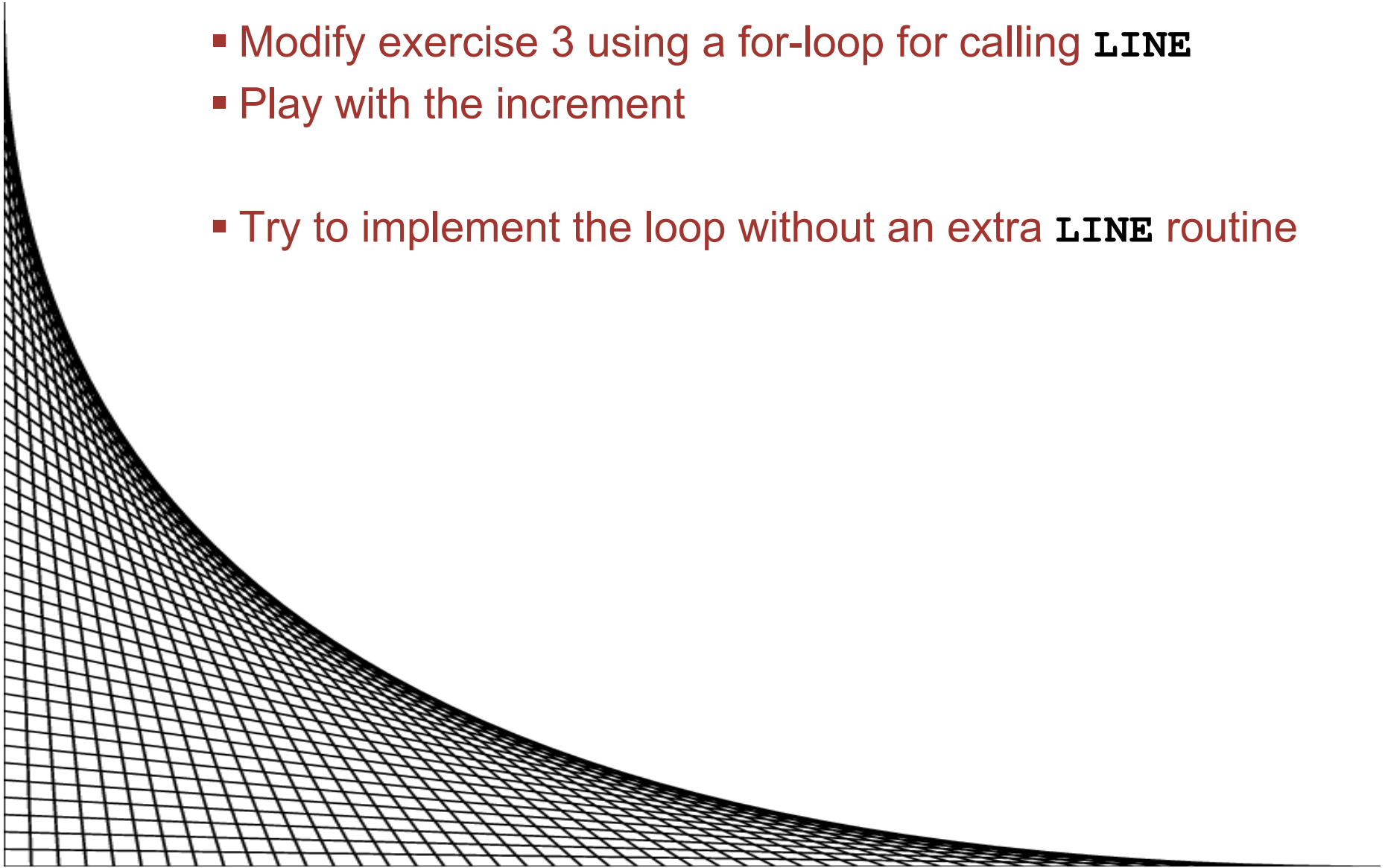
```





Exercise 4

- Modify exercise 3 using a for-loop for calling **LINE**
- Play with the increment
- Try to implement the loop without an extra **LINE** routine





Conditionals

- Conditional expressions are possible

- `boolval {...commands...} if`
- `boolval {...cmds (true)...} {...cmds (false)...} ifelse`

- Boolean values can be

- `true`
- `false`
- `x y eq`
- `x y gt`
- `bool1 bool2 or`
- `bool not`
- ...

```
%!PS
/BOX { % Assume bool value on stack
  {1 0 0} {0 0 1} ifelse setrgbcolor
  0 0 10 10 rectstroke
} def

1 1 translate true BOX
12 0 translate false BOX

showpage
```

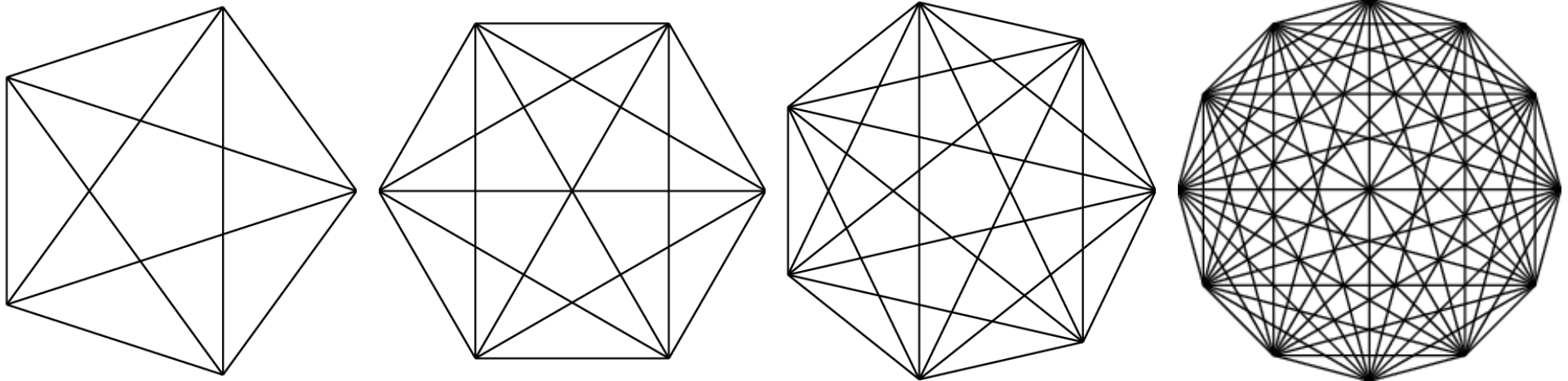


- Can be used to comment out larger parts of code



Exercise 5

- This exercise is inspired by a problem in the 'Mathekalender' 2011 which offers a mathematics competition every year at <http://www.mathekalender.de>
- Draw an N-fold polygon with all inner connections...
 - Use two a double loop with 2 indices for the corners
 - Use a function to convert corner index to x/y (using trigonometry)



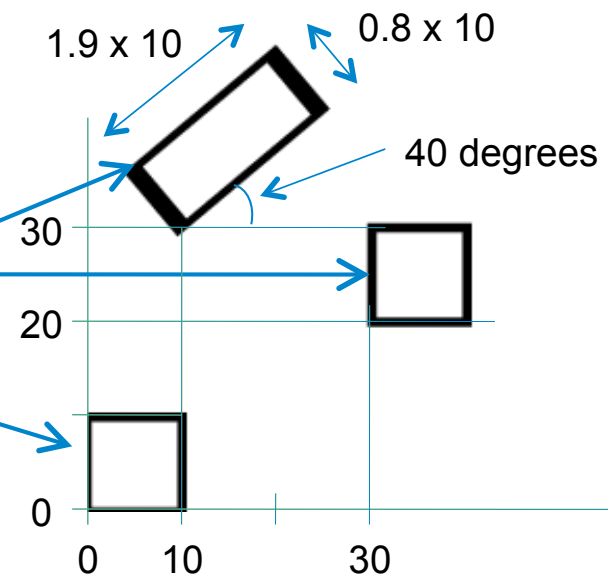


Translating and Scaling Things

- The coordinate system can be *translated*, *scaled* and *rotated* at any time.
- New transformations are ‘added on top’
 - **x y translate**
 - **x y scale** % negative arguments are allowed → flip
 - **phi rotate** % angle in degree, as always

```
%!PS
/BOX {
  0 0 10 10 rectstroke
} def

BOX
30 20 translate BOX
-20 10 translate
40 rotate
1.9 0.8 scale
BOX
showpage
```





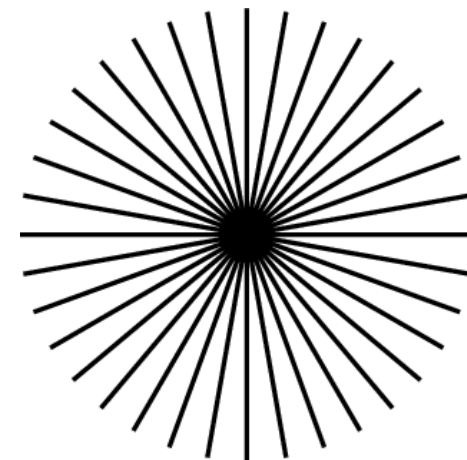
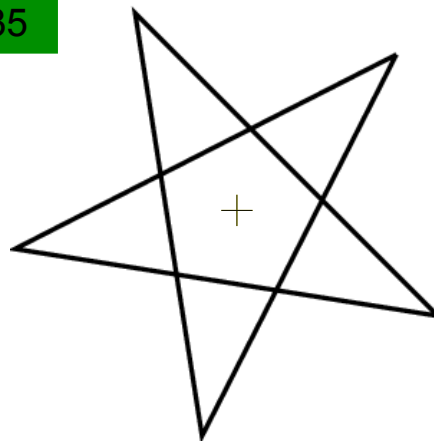
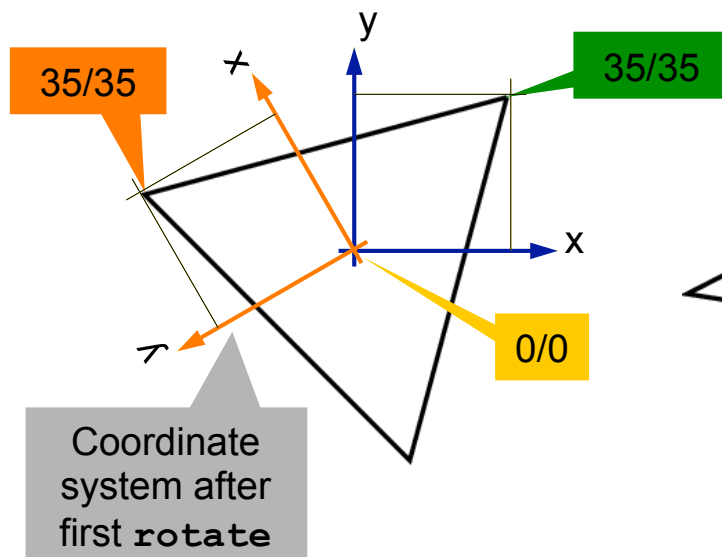
Applications of Coordinate Transformations

- Coordinate Transformations can simplify code *a lot*:

```
35 35 moveto
1 1 3 {
  pop
  120 rotate
  35 35 lineto
} for
stroke
```

```
35 35 moveto
1 1 5 {
  pop
  144 rotate
  35 35 lineto
} for
stroke
```

```
0 0 moveto
1 1 36 { pop
  50 0 lineto
  0 0 moveto
  10 rotate
} for
stroke
```





Converting Orientation and Units

■ With

```
%!PS
2.835 dup scale           % now one unit is 1 mm
5 dup translate           % shift by 5/5 mm to center
0.1 setlinewidth          % line width is 0.1mm
newpath                   % draw a frame around A4
    0    0 moveto         % (in portrait format)
    0 287 lineto
  200 287 lineto
  200    0 lineto
closepath
stroke
100 143.5 translate      % move origin to the center
```

drawing can start in the center, in mm units.

- A frame is drawn around a A4 sheet.



Saving the Graphic State

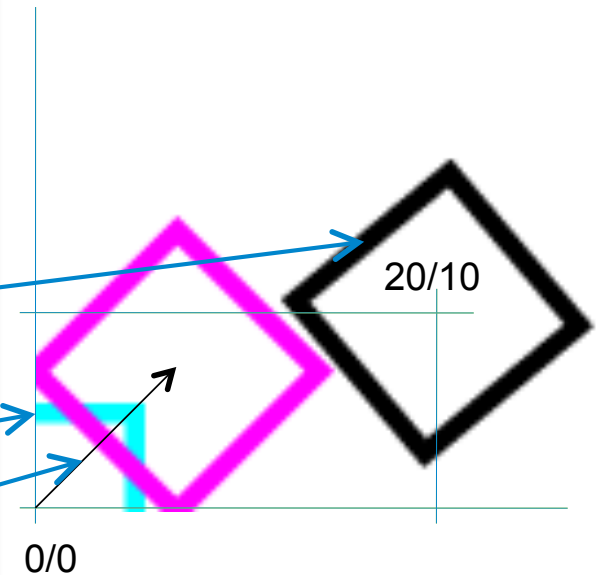
- Temporary scaling / translating... operations often lead to 'corrupt' coordinate systems
- The graphics state can be remembered with **gsave** and restored with **grestore**
- Example:

```
%!PS

/BOX { -5 -5 10 10 rectstroke } def
gsave
20 10 translate
40 rotate
0 0 0 setrgbcolor BOX % black

grestore
0 1 1 setrgbcolor BOX % magenta

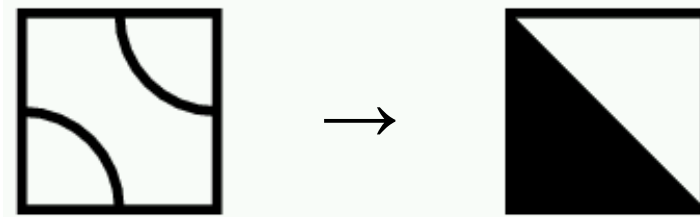
45 rotate
10 0 translate
1 0 1 setrgbcolor BOX % pink
```





Exercise 6

- Understand how the Truchet Pattern on page 9 works
- Copy the code and play around
 - Change the number of tiles
 - Change the size of the tiles
- Replace the rounded tile by a triangle





Drawing Text

- Strings are delimited by `()`. Example: `(text)`
- Before drawing a **font** must be selected:
 - `/name findfont` put font '*name*' to stack (height is 1 unit)
Some font names:
 - **Times-Roman**
 - **Helvetica-Bold**
 - **Courier**
 - (or `currentfont`)
 - `value scalefont` resize (multiply) font (leave on stack)
 - `setfont` use it from now on (remove from stack)
- Show a string (which is on the stack): **show**
 - start at current point
 - current point moves to end of string!
- Convert a number to a string: `value 10 string cvs`
- Get width of a string: `strval stringwidth` (get *x and y*)
 - Note: *y* is always zero and must often be **popped**

Also:
selectfont



Drawing Text: Example

■ Example:

```
%!PS-Adobe-3.0 EPSF-3.0
%%BoundingBox: 0 0 80 70

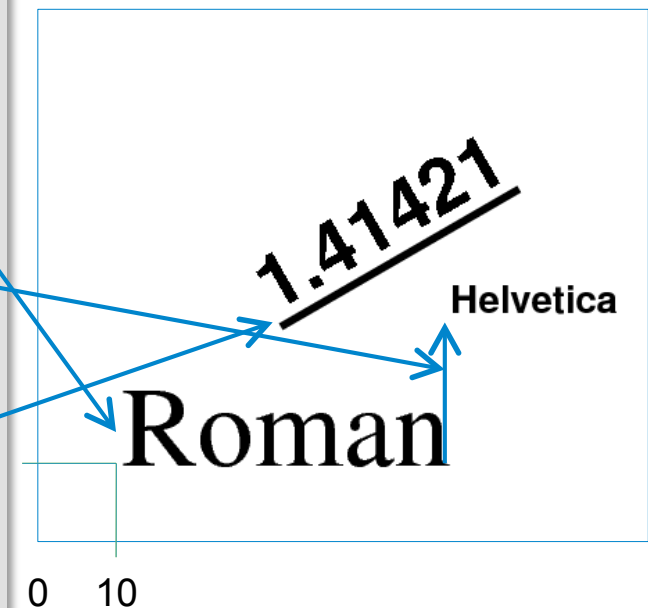
10 10 translate 0 0 moveto
/Times-Roman findfont
15 scalefont setfont (Roman) show

0 20 rmoveto
/Helvetica-Bold findfont
5 scalefont setfont (Helvetica) show

/x 2 sqrt 10 string cvs def

20 20 translate 30 rotate
0 0 moveto
currentfont 2 scalefont setfont
x show
0 -2 moveto
x stringwidth rlineto stroke

showpage
```





A Detail: Font Size

- Font height is from baseline to baseline
- **Character height** is $\sim 0.7 \times$ font height (depending on font)

```
%!PS-Adobe-3.0 EPSF-3.0
%%BoundingBox: 0 0 70 60

10 10 translate

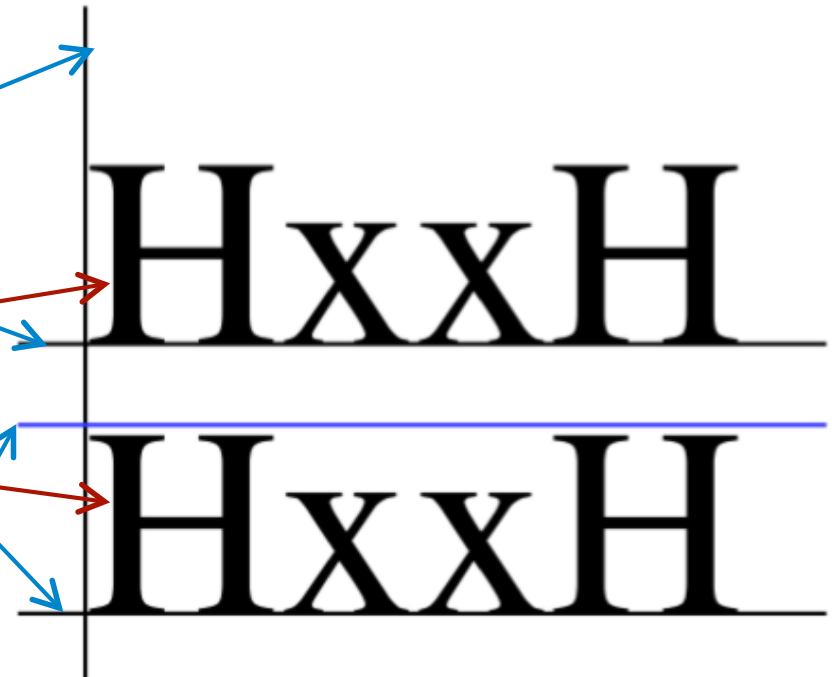
/FF 20 def
/Times-Roman findfont
FF scalefont setfont

0.3 setlinewidth
0 -5 moveto 0 50 rlineto stroke
-5 FF moveto 60 0 rlineto stroke
-5 0 moveto 60 0 rlineto stroke

0 FF moveto (HxxH) show
0 0 moveto (HxxH) show

0 0 1 setrgbcolor
-5 FF 0.7 mul moveto 60 0 rlineto stroke

showpage
```





Exercise 7

- Draw a box from (10,10) to (50,30)
- Print some text *centered* in the box
 - Use **stringwidth** to get the x- and y size of the text
 - Unfortunately, the y size is zero and cannot be used!
Use the font height you have chosen instead.



Advanced Topic: Clipping

- A path can be used to restrict the drawing area using the **clip** command
- **initclip** clears the clipping path

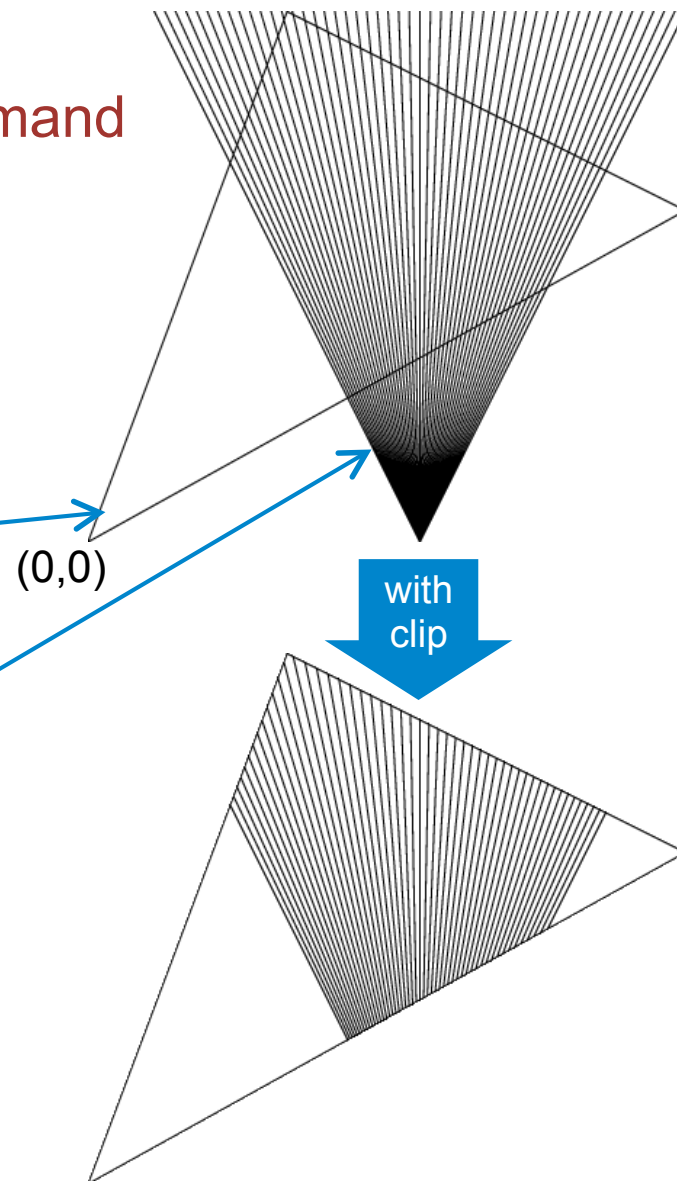
construct
clipping path

```
%!PS
0.2 setlinewidth

newpath 0 0 moveto
30 80 lineto 90 50 lineto
closepath
clip

0 2 100 {
    50 0 moveto 100 lineto
} for
stroke

showpage
```





For fun: charpath

- The outline of characters can be converted to a path using the **charpath** command.
- Example using **clip**:

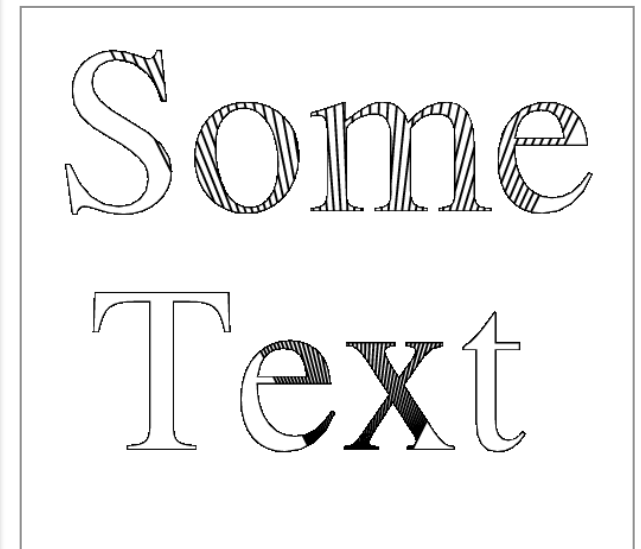
```
%!PS-Adobe-3.0 EPSF-3.0
%%BoundingBox: 0 0 90 80
0.3 setlinewidth

/Times-Roman findfont
35 scalefont setfont
 5 50 moveto (Some) false charpath
10 15 moveto (Text) false charpath

clip

0 2 100 {
  50 0 moveto
  100 lineto
} for
stroke

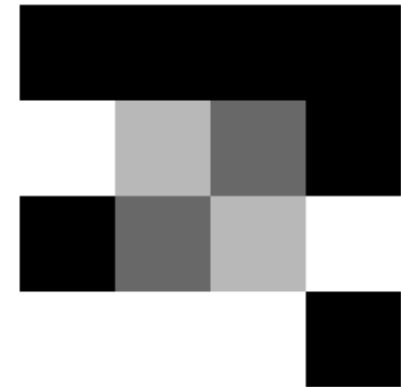
showpage
```





Advanced: Bit Maps

- The command **image** draws a bit map in a *unit square*
 - To change size: scale before in x- and y
- Parameters are:
 - Number of pixels in x
 - Number of pixels in y
 - Bits per pixel
 - A rotation matrix (not explained here..)
 - A function to get the values. Simplest case is a list of values
- Similar command is **colorimage**
 - It has some more parameters...



```
%!PS-Adobe-3.0 EPSF-3.0
%%BoundingBox: 0 0 100 100
```

```
10 10 translate % move image to middle of page
80 80 scale      % make image one inch on a side
4 4 2 [4 0 0 4 0 0] {<fc1be400>} image
showpage
```

We need
 $4 \times 4 \times 2 = 32$ bit



Example for colorimage

```

%!PS-Adobe-3.0 EPSF-3.0
%%BoundingBox: 0 0 102 102

1 1 translate
100 100 scale

/picstr 6 string def
2 2 4 [2 0 0 -2 0 2]
{ currentfile picstr readhexstring pop }
false 3
colorimage
f000080f0088
showpage

```

NX NY
bits_per_col

colors
separate ?

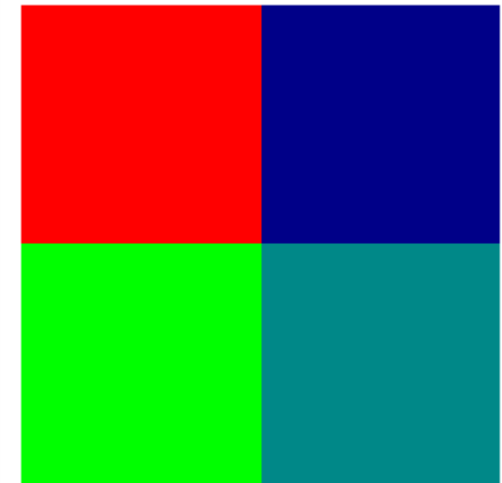
NCOL

data

matrix

Function to create a
string of NX x NCOL
characters

Function to retrieve
data from file





Misc



Error Messages

- GhostScript produces Error messages
 - To Clear the Console, Start Viewer from Scratch!
 - Scroll up to **First** error

- Some typical Errors
 - Stack underflow command has too few arguments
 - No current point **show** or **stroke** without point data
 - Variable not known ...
 - ...



Converting to Other Formats

- Linux:
 - ps2eps
 - ps2pdf
 - epstopdf

- Convert
 - <http://www.imagemagick.org/script/convert.php>



Interactive Mode

- GhostScript can be run interactively
 - List stack using **stack** command
 - Not further covered here...

```
GPL Ghostscript 8.60 (2007-08-01)
Copyright (C) 2007 Artifex Software, Inc.  All rights reserved.
This software comes with NO WARRANTY: see the file PUBLIC.txt.

GS>2 3 4
GS<3>stack
4
3
2
GS<3>add
GS<2>stack
7
2
GS<2>/SUM2 { add dup mul } def
GS<2>SUM2
GS<1>stack
81
GS<1>_
```



History

- PostScript has been developed by Adobe

- Level1 1984
- (Display PostScript) 1988
- Level 2 1991
- PostScript 3 1997/98



- Info at <http://www.adobe.com/devnet/postscript.html>

- pdf is an ‚extension‘ of PostScript

- All graphics possibilities are preserved
- transparency
- Better page structure (can scroll to pages without code analysis)
- Interactive elements
- ...
- But: No programming language!

Source: wikipedia



Document File Structure

- The life of viewers, print managers, etc. is simplified by adding **Document File Structure** commands, as described in the '*PostScript Language Document Structuring Conventions Specification*' document (on Adobe Web Page)

- Main Document blocks are

• Comments	at beginning of document	}	Prolog
• Prolog	Procedure definitions		
• Setup	General setup	}	Script
• Pages	Content (opt.: PageSetup...)		
• Trailer	Cleanup		

- Structuring by
 - %%BeginProlog
 - %%EndProlog
 - ...



Document File Structure: Example

```
%!PS-Adobe-3.0 EPSF-3.0
%%BoundingBox: 0 0 200 300
%%Creator: Peter Fischer
%%Title: SomeTitle
%%CreationDate: Adate
%%Pages: 1
%%DocumentMedia: ... describe
    paper sizes here...
%%EndComments

/somecommand ... def
%%EndProlog

%%BeginSetup
...
%%EndSetup

%%Page: 1 1
...
%%Trailer
...
%%EOF
```

Must be **one** block, i.e.
without blank lines!

Columns (:) are important

Command Definitions

Setup before Drawing

Content of Page 1

Trailer



Multiple Pages

- Only possible in .ps, not in .eps
- **%%Pages: N** gives total number of pages
- **%%Page: i i** starts page i. i must be increasing per page
- Pages *should* be protected by save...restore (in case content redefines system commands)
- Example:

```
%!PS-Adobe-3.0
%%Pages: 2
%%EndComments

%%Page: 1 1
save ...commands ... restore

%%Page: 2 2
save ...commands ... restore

%%EOF
```



(atend)

- Some %%-Parameters can be deferred to the trailer section with (atend) instead of parameter
 - quite useful if page size or #pages not known at the beginning
- Example:

```
%!PS-Adobe-3.0
%%Pages: (atend)
%%EndComments

%%Page: 1 1
save ...commands ... restore

%%Page: 2 2
save ...commands ... restore

%%Trailer
%%Pages: 2

%%EOF
```



What Else ?

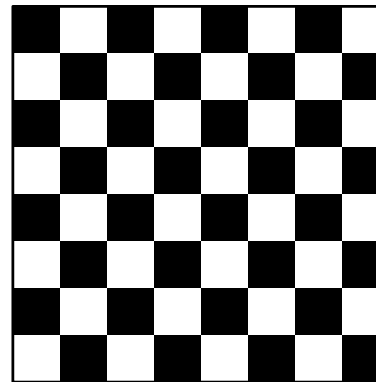
- Other PostScript features are
 - Control structures: repeat, loop, forall, ...
 - Access to external files
 - Arrays
 - Dictionaries
 - ...

- Crazy Stuff (from the web)
 - Raytracer
 - Cellular Automaton
 - Henon Attractor
 - ...



Exercise 8

- Draw a chess board with outline





Exercise

- Draw a sheet full of stars (snow flakes)
 - Use random positions, sizes and rotations (**rand**)
 - Define a function to draw one (5 fold) star (test it!)
 - Create 200 stars in a loop

