

The PostScript Page Description Language

Course #13 Course Notes

Siggraph '88

August 1, 1988

Introduction

Demonstration Program

Introduction to the Language

PostScript Arrays

PostScript Dictionaries

PostScript Language Imaging Model

PostScript Fonts

Display PostScript

PostScript Document Structuring Conventions

Addenda

Adobe Systems Document Structuring Conventions

Encapsulated PostScript File Format

PostScript Language Supplement

Adobe Font Metric Files

Course Speakers

Leo Hourvitz
NeXT, Inc.
3475 Deer Creek Rd.
Palo Alto, CA 94304

Linda Gass
Adobe Systems Incorporated
Charleston Rd.
Mountain View, CA 94330

Andy Shore
Adobe Systems Incorporated
Charleston Rd.
Mountain View, CA 94330

Introduction

The PostScript language was created to provide a uniform, high-level, and truly device-independent interface to raster imaging devices. It was designed to be the interface to all types of equipment for raster imaging, from low-cost laser printers connected to personal computers to page printers capable of printing thousands of pages per hour. It was also designed to cover the range of color capabilities, from one bit per pixel screen displays or 256-level monochrome displays to true color 48 bit per pixel graphics systems. To cover this range of equipment, PostScript systems needed to be able to fit into a large variety of software environments. In the first part of the introduction we shall discuss the position the imaging software has in computer systems, the requirements for a standard raster imaging model, and how PostScript addresses those needs.