

## CSC 195 2014S, Class 04: PostScript

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### Overview

- Preliminaries.
  - Admin.
  - Experiences with Processing.
- PostScript basics.
- Important drawing commands.
- Program control.
- Sample procedures.
- Why study PostScript?
- Lab.

## Preliminaries

### Admin

- I need to leave at 8:35 today for an optometrist's appointment.
- Most of the live examples from today are in the examples/postscript folder.
- Assignment 4: Getting Started with Postscript is not yet available.
  - Skim/read the PostScript Tutorial  
[http://partners.adobe.com/public/developer/ps/sdk/sample/index\\_psbooks.html](http://partners.adobe.com/public/developer/ps/sdk/sample/index_psbooks.html)
  - Get a copy of the PostScript reference manual  
<http://www.adobe.com/products/postscript/pdfs/PLRM.pdf>
  - Write a PostScript procedure to draw a star.
  - Write another interesting PostScript procedure.

### What you learned about Processing ...

- It's really cool because ... you can learn about where the mouse pointer is and use that to affect lots of different things: colors, other positions, etc.
  - It can also be a trigger/catalyst
- You can set the frame rate to make things faster/slower.
  - But if your code is slow, the frame rate may screw up
- It's pretty easy to make cool stuff
  - A lot of built in things
  - Straightforward language
- Nice hybrid things available - Square/rectangle vs. four lines
  - Our moral: Primer challenges them to build, but we provide

## PostScript basics

- Language for describing documents to printers.
- 1982! Still used today!
- We think of documents as markup - PostScript is a Turing-complete programming language
  - Stack based!
  - operand operand operation
- Vector graphics
- In MathLAN
  - Preview with ghostview
  - Convert to pdf with ps2pdf
- Three books
  - Red Book - Reference manual
  - Green Book - Tutorial and Cookbook
  - Blue Book - Program design

## Important drawing commands

### Program control

### Sample procedures

### Sample Code

#### How Sam Draws Rectangles

```
% left bottom width height rect
% Draw the specified rectangle.
/rect {      % l b w h
  4 2 roll  % w h l b
  moveto    % w h
  1 index   % w h w
  0         % w h w 0
  rlineto   % w h
  dup       % w h h
  0 exch    % w h 0 h
  rlineto   % w h
  exch      % h w
  neg 0     % h -w 0
  rlineto   % h
  neg       % -h
  0 exch    % 0 -h
  rlineto   %
  stroke    %
} def
```

## Right-justifying text

```
% string showright
/showright {      % str
  dup            % str str
  stringwidth    % str str-width str-height
  pop            % str str-width
  neg            % str -str-width
  0              % str -str-width 0
  rmoveto        % str
  show
} def
```

## Why study PostScript?

### Lab

- Set a (simple) goal for your neighbor.
- Achieve the goal your neighbor set for you.

or

- Just play

or

- Read the first few pages of the PostScript tutorial

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