PostScript Foundations

PostScript Foundations is a four-day, hands-on class that teaches the student how to write programs in the PostScript language. It discusses the major mechanisms and features common to all versions of the PostScript language.

This class lays the foundation for writing PostScript code for producing documents or modifying currently-existing documents. It discusses PostScript programming, efficiency, and underlying language structure.

Objective

The student will learn how the PostScript language works and to write programs that employ all the main capabilities of the language. The student will know the principles of writing fast, efficient code in PostScript.

Prerequisites

Experience with any programming language.

Audience

Printer engineers, software engineers, software and hardware support personnel.

Sign up now!

Acumen Training teaches regularly-scheduled classes in San Juan Capistrano, California, near the Santa Ana/Orange County airport.

If your organization has four or more people who need to take PostScript Foundations, it will be cheaper to arrange a class on your site. See details on the Acumen Training website.

For class schedules and pricing, on-site class information, or to register for a class, please contact John Deubert at Acumen Training any of the following ways:

- Email: john@acumentraining.com
- Web: www.acumentraining.com
- Telephone: 949-248-1241

Course Outline

This outline is somewhat abbreviated; see the full course outline on the Acumen Training website.

Day 1

- Background to PostScript
- Basics: Printing text, the coordinate system
- CTM Operators: scale, translate, rotate
- Paths: Drawing lines
- Specifying color
- Outline text
- Circular Arcs
- Operand Stack
- The Operand Stack
- Variables and procedures
- Introduction to the Dictionary stack

Day 2

- Loops
- Comparison and conditional execution
- Font transformations
- Clipping paths
- Variations on the *show* operator
- Device Space
- PostScript objects and data types
- The four stacks

Day 3

- Even-odd and winding rules
- Bezier curves
- Memory management
- *setpagedevice*
- File operators & filters
- Color & color spaces
- Transformation matrices
- Images
- The *stopped* Operator

Day 4

- Patterns
- Forms
- Resources
- Font dictionaries
- Re-encoding fonts
- Multibyte font support