



The PostScript™ Guest Column

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What is PostScript: A Tutorial

(Editor's Note: this article is an introduction to the PostScript language. In it, Don discusses PostScript features and its advantages, fonts, speed and the costs, how to get started and how to buy a decent

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What makes Adobe System's PostScript™ language so great? Why has it become the page description language for practically all serious desktop publishing? Maybe we should start off with a simpler question, namely, "Just what is the PostScript language?"

Well, PostScript is a new computer language which is normally provided as firmware that is already built into a PostScript-speaking laser printer or phototypesetter. You usually do not go out and buy a copy of PostScript. Instead, you purchase or lease a ready-to-go PostScript-speaking laser printer or phototypesetter. Or else you bolt a new PostScript-speaking firmware lid onto an older and more primitive printer or phototypesetter to upgrade it. Or you can buy PostScript emulator software for use on non-PostScript printers.

To use PostScript, all you need is some way of sending ordinary ASCII textfiles to it. These textfiles contain the words and numbers that make up the program. This can be done with any old word processor, editor, or comm program on any old computer. There are also higher level "power" programs that will automatically generate PostScript code for you, as well as emulation software that lets PostScript imitate virtually any older and poorer graphics language.

One key point that most beginners miss is that PostScript is a totally general purpose computer language. So, anything you can do in "C", or in BASIC, COBOL, Fortran or Pascal, can also be done with PostScript. As with any other general purpose computer language, there are some things that do get done very well and some not so well. PostScript happens to excel at putting nice looking marks onto a printed page.

Thus, besides its being a totally general purpose computer language, PostScript also turns out to be an absolutely outstanding page description language, or PDL, for desktop through highend publishing.

PostScript usually has three different ways of outputting its answers. One is to make marks on a page

and then print that page. The second is to send the results back to your host computer via the serial, AppleTalk or SCSI comm channel. And the third is to write files to and from a SCSI hard drive or CD ROM compact disk.

Many beginners often assume that PostScript can only output printed hard copy. And thus they miss two thirds of the richness of what PostScript can really accomplish.

For instance, I routinely use the PostScript in my LaserWriter NTX with its 12 megabytes of RAM and its 68020 as the "mother's little helper" slave co-processor for the 65C02 in my Apple IIe. Which really does snap things up a tad. At one time, the controller card in the original LaserWriter was far and away the most powerful computer that Apple built.

What Are The Main Features Of PostScript?

PostScript is related to the Forth language as a third cousin twice removed and seven times disowned. It is an exceptionally easy language to learn, and then quickly becomes totally and permanently addictive. As with Forth, PostScript does use a reverse polish or postfix notation. While weird to look at the first time you see it, this arrangement turns out to let you write exceptionally fast and quite clean high level code.

PostScript is normally interpreted. But it is quite easy to compile or else pseudo-compile PostScript sequences for much faster operation.

Two important features of PostScript as a general purpose language is that it is threaded and reentrant. This means that any PostScript command can call any other command, nestled to virtually any depth. Thus any command or command sequence in the language can serve as a subroutine to any other command or any command sequence.

A second major feature of PostScript as a general purpose language is that it is extensible. This means you can add as many new commands to the language as you like any way you want at any time. The only catch is that anything new has to get defined through new combinations of already existing commands. But this can go on forever.

You can also change the name or the meaning of any existing command. For instance, your single new command "book" could automatically print up 25 copies of your 30 chapter book-on-demand printed math text routed to a customized mailing list, including all equations and all figures and all art, even color photographs if you want to. And do all the invoicing and paper ordering in its spare time.

While there are some six hundred or so commands presently in the PostScript language, you could start off doing interesting work with only a dozen of these. On the other hand, you could easily add thousands of commands of your own, so that the language will become uniquely yours to do with as you please.

A third major feature of PostScript as a general purpose language is that it is stack oriented. A stack is similar to the pile of trays at the start of the cafeteria line. The stack manipulations can be very fast, since