

abs num >> |num|
add num1 num2 >> (num1+num2)
aload array >> elem1..elem2.. array
anchorsearch string seek >> found: spos smatch true
 not found: string false
and a b >> aANDb (bitwise if a,b are integers)
arc x y r angl ang2 >> --
arcn x y r angl ang2 >> --
arcto x1 y1 x2 y2 r >> xt1 yt1 xt2 yt2
array int >> array-of-size-int
ashow ax ay string >> --
astore elem1..elem2.. array-size >> arry[elem1..elem2]
atan a b >> angle-whose-tang-is-(a/b)
awidthshow ax ay string >> --
begin dict >> --
bitshift int shift >> int-shifted (right: +, left: -)
bytesavailable file >> int (-1 if cannot be determ)
cachestatus -- >> bsize bmax msize mmax csize cmax maxbits
ceiling number >> least-integ-grtr-than-or-eq-to
charpath string strokepath-bool >> --
clear a..b..c.. >>
cleartomark mark a..b..c.. >> --
clip -- >> --
clippath -- >> --
closefile file >> --
closepath -- >> --
concat matrix >> --
concatmatrix mtrx1 mtrx2 mtrx3 >> mtrx3 (=mtrx1*mtrx2)
copy a..b..c.. int >> a..b..c.. a..b..c.. (top -int- elem)
copypage -- >> --
cos a >> cosine(a)
count a..b..c.. >> a..b..c..count
countdictstack -- >> count
countexecstack -- >> count
counttomark mark a..b..c.. >> mark a..b..c..count
currentdash -- >> array offset
currentdict -- >> dict
currentfile -- >> file
currentflat -- >> number
currentfont -- >> font-dict
currentgray -- >> number
currentsbcolor -- >> hue satur bright
currentlinecap -- >> integer
currentlinejoin -- >> integer
currentlinewidth -- >> number
currentmatrix matrix >> CTM-matrix

currentmitemlimit -- >> number
currentpoint -- >> x y
currentrgbcolor -- >> red green blue
currentscreen -- >> freq rot spot-funct
currenttransfer -- >> gray-tansf-funct
curveto x0 y0 x1 y1 x2 y2 >> --
cvi num >> integ or strng >> int
cvlit a >> literal (not-exec)
cvn string >> name
cvr num >> real
cvrs num base string >> substring
cvs a string >> substring
cvx a >> executable
def key value >> --
defaultmatrix matrix >> def-matrix
definefont key dict >> font-dict
dict int >> dict (maximum-capacity: int)
dictstack array >> subarray
div num1 num2 >> (num1/num2)
dtransform xd yd >> xdt ydt
 or xd yd matrix >> xdt ydt
dup a >> a a
echo bool >> --
end -- >> --
eoclip -- >> --
eofill -- >> --
eq a b >> bool (true if a=b)
erasepage -- >> --
exch a b >> b a
exec a >> --
execstack array >> subarray
executeonly array >> exec-only-array (or string)
exit -- >> --
exp num1 num2 >> num1-to-the-num2-pwr
false -- >> false
file string1 string2 >> file (str2: r, w)
fill -- >> --
findfont key >> font-dict
flattenpath -- >> --
floor number >> greatest-int-less-than-or-eq-to
flush -- >> --
flushfile file >> --
for init incr limit proc >> --
forall array proc >> elem1..elem2.. (& executes proc)
framedevice mtrx wid height proc >> --
ge num1 num2 >> bool (true if num1>=num2)

get array index >> element
getinterval array beg len >> subarray
grestore -- >> --
grestoreall -- >> --
gsave -- tab --
gt num1 num2 >> bool (true if num1>num2)
identmatrix matrix >> id-transf-mtrx
idiv int1 int2 >> int-part-of(int1/int2)
idtransform xdt ydt >> xd yd (xdt ydt mtrx >> xd yd)
if bool proc >> --
ifelse bool proc1 proc2 >> --
image scan-len scan-lns bits/pixl mtrx proc >> --
imagemask scan-len scan-lns invrt mtrx proc >> --
index a1..a2..a3..ak t >> a1..a2..a3..ak a(k-t)
initclip -- >> --
initgraphics -- >> --
initmatrix -- >> --
invertmatrix mtrx1 mtrx >> mtrx (contents-of-mtrx1-inverted)
itransform xt yt >> x y (xt yt mtrx >> x y)
known dict key >> bool
kshow proc string >> --
le num1 num2 >> bool (true if num1<=num2)
length array >> length-of-array
lineto x y >> --
ln num >> natural-log-of-num
load key >> value
log num >> common-log-of-num
loop proc >> --
lt num1 num2 >> bool (true if num1<num2)
makefont font-dict matrix >> transformed-font-dict
mark -- >> mark
matrix -- >> matrix
maxlength dict >> int
mod int1 int2 >> int1MODint2
moveto x y >> --
mul num1 num2 >> num1*num2
ne num1 num2 >> bool (false if num1=num2)
neg num >> -num
newpath -- >> --
not a >> NOTa (bitwise if a is integer)
null -- >> null
nulldevice -- >> --
or a b >> aORB (bitwise if a,b are integers)
pathbbox -- >> lo-left-x lo-le-y upr-rgt-x upr-rgt-y
pathforall mveto-proc lneto-proc crveto-proc clsepth-proc >> --
pop a >> --

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print                string >> --
prompt              -- >> --
pstack              a..b..c.. >> --
put                 array index value >> --
putinterval        ary1 beg ary2 >> ary1
quit                -- >> --
rand                -- >> int
rcheck              array >> bool (true if readable)
rcurveto            dx0 dy0 dx1 dy1 dx2 dy2 >> --
read                file >> byte bool (false if EOF)
readhexstring      file string >> substring bool
readline            file string >> substring bool
readonly            array >> ReadOnly-array
readstring          file string >> substr bool (false if EOF)
repeat              count proc >> --
restore             save-objct >> --
reversepath        -- >> --
rlineto             dx dy >> --
rmoveto             dx dy >> --
roll                a..b..c.. N R >> a..b..c.. (top N elems rolled by R)
rotate              angle >> -- (or, angle mtrx >> mtrx)
round               num >> num-rounded
rrand               -- >> current-random-nr-seed-state
run                 string >> --
save                -- >> save-object
scale               sx sy >> -- or sx sy mtrx >> mtrx
scalegfont          font-dict number >> transformed-font-dict
search              string
setcachedevice      wx wy llx lly urx ury >> --
setcachelimit      maxbytes >> --
setcharwidth        wx wy >> --
setdash             array offset >> --
setflat             num >> --
setfont             font-dict >> --
setgray            num >> --
sethsbcolor         hue satur bright >> --
setlinecap          integer >> --
setlinejoin         integer >> --
setlinewidth        num >> --
setmatrix           matrix >> --
setmiterlimit       num >> --
setrgbcolor         red green blue >> --
setscreen           freq rotation spot-function >> --
settransfer         gray-transfer-funct >> --
show                string >> --
showpage           -- >> --

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sin                  num >> sine(num)
sqrt                 num >> square-root-of-num
strand              int >> --
stack               a..b..c.. >> a..b..c..
start               -- >> --
status              file >> bool (true if open)
stop                -- >> --
stopped             a >> bool (false if a was terminated normally)
store               key value >> --
string              int >> string
stringwidth         string >> wx wy
stroke              -- >> --
strokepath         -- >> --
sub                 num1 num2 >> num1-num2
systemdict         -- >> system-dict
token               file >> bool (true if found)
token               string >> if found: s-post token true
                                     not found: false
transform           x y >> xt xy or x y mtrx >> xt yt
translate           tx ty >> -- or tx ty mtrx >> mtrx
true                -- >> true
truncate           num >> num-truncated
type                a >> type-name-of-a
userdict            -- >> user-dict
usertime           -- >> time-in-msecs
version            -- >> soft-&-hard-version-string
vmstatus           -- >> level-of-save bytes-used total-bytes-avail
wcheck             array >> bool (if writable: true)
where              key >> if found: dict true
                                     not found: false
widthshow          dx dy char-code string >> --
write               file byte >> --
writehexstring     file strig >> --
writestring        file string >> --
xcheck             a >> bool (true if a is executable)
xor                 a b >> aXORb (bitwise if a,b are integers)
=                   a..b..c.. >> --
==                  a..b..c.. >> --

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CUT ALONG THIS LINE

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