NAME

ghostview − View PostScript documents using ghostscript

SYNOPSIS

ghostview [filename]
or
ghostview [−staticgray] [−grayscale] [−staticcolor] [−pseudocolor] [−truecolor] [−directcolor] [−[no]install] [−[no]private] [−[no]center] [−[no]title] [−[no]date] [−[no]locator] [−[no]labels] [−resolution *dpi*] [−dpi *dpi*] [−xdpi *dpi*] [−ydpi *dpi*] [−[no]quiet] [−preload *file*] [−magstep *n*] [−portrait] [−landscape] [−upsidedown] [−seascape] [−letter] [−tabloid] [−ledger] [−legal] [−statement] [−executive] [−a3] [−a4] [−a5] [−b4] [−b5] [−folio] [−quarto] [−10x14] [−force] [−forceorientation] [−forcemedia] [−[no]swap] [−[no]openwindows] [−[no]ncdwm] [−page *label*] [−*toolkitoption* ...] [filename]

DESCRIPTION

The *ghostview* program provides an X11 user interface for the *ghostscript* interpreter. *Ghostview* and *ghostscript* function as two cooperating programs. *Ghostview* creates the viewing window and *ghostscript* draws in it.

Don't be alarmed by the number of options. Generally, one invokes *ghostview* with just one parameter, the name of the file to be previewed. If the filename is ''-'', *ghostview* will read from ''stdin''. The options provide a way to set X resources from the command line for a single invocation of *ghostview*. For that reason, discussion of the options is delayed until after the X resources are discussed.

MAIN WINDOW

The main viewport is on the right side of the main window. If the page is larger than the viewport, there will be scroll bars along the bottom and right edges of the viewport. To the left of the viewport is the table of contents. If the PostScript file has document structuring convention (DSC) comments, the table of context will display the page labels (i.e. usually page numbers). To the left of the table of contents is the menu box. Each push button brings up a popup menu. Over the menu box and table of contents there are three optional labels that contain the title, date, and locator. The title label contains the document title found in the DSC comments. If no title can be found, the filename is used in its place. The date label contains the document date found in the DSC comments. If no date can be found, the last modified date of the file is used in its place. Since the title and date labels may be clipped by the main viewport, the date and title labels are push buttons that bring up a popup window with the title or date. These popup windows also show the ''document'' icon when the displayed string comes from the DSC comments. The locator shows the location of the cursor in the viewport. The location is expressed in the default user coordinate system. The locator is useful for measuring bounding boxes.

Within the main viewport the mouse cursor is a ''target'' when *ghostscript* is doing work. The cursor is a ''cross hair'' when *ghostscript* is idle. When moving to another page in a document, it is generally best to wait for *ghostscript* to become idle. Otherwise, the current *ghostscript* process must be killed and the overhead of reading the prologue is incurred again.

Ghostview will check to see if the file has been modified just before it displays a page or when the application is deiconified. If the file has changed, it will reopen the file.

Clicking anywhere within the viewport will popup a zoom window. The window is centered about the location that was clicked. Clicking with the first mouse button pops up a low resolution zoom window. Clicking with the second mouse button pops up a medium resolution zoom window. Clicking with the third mouse button pops up a high resolution zoom window. The cursor in the zoom window will display a ''target'' or ''cross hair'' depending on the state of *ghostscript*. The locator reports the position of the cursor in the zoom windows as well as the main viewport.

In the table of contents, the first and third mouse button functions exactly as they do in a Text widget. That is the first mouse button selects text and the third mouse button extends selections. However, clicking on a page label with the second mouse button will cause that page to be shown. The page being displayed is marked with a '<' in the right margin of the table of contents.

POPUP WINDOWS

The are several additional windows that may appear. The *copyright* window will appear whenever copyright information is requested. The *information* window appears whenever the *ghostscript* process writes to ‘‘stdout’’ or ‘‘stderr’’. Whenever there is an error in the PostScript program, the stack trace will appear in this window. When *ghostscript* is invoked without the quiet option, informational message regarding the state of *ghostscript* will appear in the *information* window. The *copyright* and *information* windows can be dismissed by pushing the ‘‘Dismiss’’ button.

The *Select File* dialog widget will appear when you wish to open or save a file. The *Select File* dialog widget allows an X11 user to select a file by typing the path or by browsing in directory listings and selecting entries with the mouse.

The space bar can be pressed to complete filenames, and tilde is used for home directories. All the usual key bindings can be used in the text widget, except for Return and Control–M, which are equivalent to pressing the OK button. The path can be scrolled using the large horizontal scroll bar, or by moving the insertion cursor in the text widget. The directory entries can be scrolled using the vertical scroll bars, or by holding a mouse button down and moving out of the listing. The scrolling speed varies with the distance from the listing.

The directory entries are terminated with special characters that show the type of entry, similar to the *−F* option of *ls*(1).

The *Select File* dialog widget is in total control until is pops down. No other controls in *ghostview* will be active during this time.

MENUS

There are five buttons in the menu box. They are the **File**, **Page**, **Magstep**, **Orientation**, and **Media** buttons. There are keyboard accelerators for most of the popup menus. Be sure to read the keyboard accelerator section.

File This popup menu controls file access:

- **Open...** Pops up the Select File window in preparation to open a file. The Select File widget is in total control until it pops down. Opens the file for viewing.
- **Reopen** Reopens the current file.
- **Print...** Pops up a dialog widget to ask for the printer name. Sends the whole document to the printer.
- **Print marked pages...** Pops up a dialog widget to ask for the printer name. Sends the marked pages to the printer. If no pages have been marked, the mark procedure is called before printing and then the unmark procedure is called after printing.
- **Save marked pages...** Pops up the Select File window in preparation to save a file. The Select File widget is in total control until it pops down. Saves the marked pages in the selected file. If no pages have been marked, the mark procedure is called before saving and then the unmark procedure is called after saving.
- **Copyright...** Pops up the *copyright* window.
- **Quit** Causes *ghostview* to exit.

Page This popup menu controls page access:

- **Next** Display the next page.

Redisplay Display the current page.

Previous Display the previous page.

Center Center the page in the viewport.

Mark Mark the pages that have been selected in the table of contents. If no pages have been selected, mark the current page.

Unmark Unmark the pages that have been selected in the table of contents. If no pages have been selected, unmark the current page.

Magstep The Magstep menu controls the magnification at which the document is viewed. The default magstep of 0 implies no magnification (i.e. the size on the screen should match the size on paper). *Ghostview* borrows the notion of magstep from TeX. The magnification is defined to be 1.2**magstep. At magstep 1, the document is magnified by 1.2. At magstep -1, the document is reduced by 1.2. The Magstep menu lists values from -5 to 5.

Orientation The Orientation menu controls the display orientation. A ‘‘dot’’ appears in front of the current orientation. The first mouse button sets the default orientation. The DSC comments may specify an orientation of Portrait or Landscape that overrides the default. In this case, a "document" appears in front of the current orientation. The second mouse button can be used to ‘‘force’’ the orientation on a document to override the DSC comments. If an orientation is being forced, then a ‘‘tie fighter’’ will appear in front of the current orientation.

Portrait Set the orientation to Portrait. This implies no rotation. A portrait orientation indicates that the longest edge of the paper is parallel to the vertical (y) axis.

Landscape Set the orientation to Landscape. This implies a clockwise rotation of the paper by 90 degrees. A landscape orientation indicates that the longest edge of the paper is parallel to the horizontal (x) axis.

Upside−down Set the orientation to Upside−Down.

Seascape Set the orientation to Seascape. This implies a counterclockwise rotation of the paper by 90 degrees.

Swap Landscape
Swap the meaning of Landscape and Seascape. Most of the Landscape documents that I have encountered require a 90 clockwise rotation of the paper to view. However, there is no standard and some documents need to be rotated the other way. The swap landscape button allows *ghostview* to automatically rotate the document the right way in response to the **%%Orientation** comment in the PostScript file.

Media The entries on the Media menu set the page media. Media defined in the document appear at the beginning of the menu separated by a line from the standard media. A ‘‘dot’’ appears in front of the current media. The first mouse button sets the default media. The DSC comments may specify the page media that overrides the default. In this case, a "document" appears in front of the current media. The second mouse button can be used to ‘‘force’’ the media on a document to override the DSC comments. Forcing the media on an EPSF figure will override the Bounding Box. This makes is easy to view a figure with an incorrect **%%BoundingBox** comment. If a media is being forced, then a ‘‘tie fighter’’ will appear in front of the current media.

Here are the standard media names and their sizes. The size is given as the width and height in PostScript points.

Letter	612 x 792	(8.5 x 11 in.)

Tabloid	792 x 1224	(11 x 17 in.)
Ledger	1224 x 792	(17 x 11 in.)
Legal	612 x 1008	(8.5 x 14 in.)
Statement	396 x 612	(5.5 x 8.5 in.)
Executive	540 x 720	(7.5 x 10 in.)
A3	842 x 1190	
A4	595 x 842	
A5	420 x 595	
B4	729 x 1032	
B5	516 x 729	
Folio	612 x 936	(8.5 x 13 in.)
Quarto	610 x 780	
10x14	720 x 1008	(10 x 14 in.)

KEYBOARD ACCELERATORS

Most of the popup menu commands have an equivalent action that can be invoked from the keyboard. The popup menu entry must be sensitive (i.e. not grayed out) for the action to have effect. Here is the default keyboard binding:

Q Bound to **GhostviewQuit()** which is equivalent to pushing the **Quit** menu button on the **Ghostview** menu.

O Bound to **GhostviewOpen()** which is equivalent to pushing the **Open...** menu button on the **File** menu.

R Bound to **GhostviewReopen()** which is equivalent to pushing the **Reopen** menu button on the **File** menu.

S Bound to **GhostviewSave()** which is equivalent to pushing the **Save marked pages...** menu button on the **File** menu.

P Bound to **GhostviewPrintMarked()** which is equivalent to pushing the **Print marked pages...** menu button on the **File** menu.

Shift–P Bound to **GhostviewPrintWhole()** which is equivalent to pushing the **Print...** menu button on the **File** menu.

BackSpace, **Delete**, **Prior**, **B**
Bound to **GhostviewPrevious()** which is equivalent to pushing the **Previous** menu button on the **Page** menu.

space, **Return**, **Next**, **F**
Bound to **GhostviewNext()** which is equivalent to pushing the **Next** menu button on the **Page** menu.

period, **Ctrl–L** Bound to **GhostviewShow()** which is equivalent to pushing the **Redisplay** menu button on the **Page** menu.

M Bound to **GhostviewMark()** which is equivalent to pushing the **Mark** menu button on the **Page** menu.

N Bound to **GhostviewUnMark()** which is equivalent to pushing the **Unmark** menu button on the **Page** menu.

0 Bound to **GhostviewMagstep(0)** which is equivalent to pushing the **0** menu button on the **Magstep** menu.

1 Bound to **GhostviewMagstep(1)** which is equivalent to pushing the **1** menu button on the **Magstep** menu.

2 Bound to **GhostviewMagstep(2)** which is equivalent to pushing the **2** menu button on the **Magstep** menu.

3 Bound to **GhostviewMagstep(3)** which is equivalent to pushing the **3** menu button on the **Magstep** menu.

4 Bound to **GhostviewMagstep(4)** which is equivalent to pushing the **4** menu button on the **Magstep** menu.

5 Bound to **GhostviewMagstep(5)** which is equivalent to pushing the **5** menu button on the **Magstep** menu.

+ Bound to **GhostviewIncreaseMagstep()** which increases the magstep by 1.

- Bound to **GhostviewDecreaseMagstep()** which decreases the magstep by 1.

U Bound to **GhostviewUp()** which scrolls the main viewport up.

D Bound to **GhostviewDown()** which scrolls the main viewport down.

H Bound to **GhostviewLeft()** which scrolls the main viewport left.

J Bound to **GhostviewDown()** which scrolls the main viewport down.

K Bound to **GhostviewUp()** which scrolls the main viewport up.

L Bound to **GhostviewRight()** which scrolls the main viewport right.

Up (arrow) Bound to **GhostviewDefault() GhostviewSetOrientation(portrait)** which is equivalent to pushing **Portrait** with the first mouse button on the **Orientation** menu.

Right (arrow) Bound to **GhostviewDefault() GhostviewSetOrientation(landscape)** which is equivalent to pushing **Landscape** with the first mouse button on the **Orientation** menu.

Down (arrow) Bound to **GhostviewDefault() GhostviewSetOrientation(upside–down)** which is equivalent to pushing **Upside–down** with the first mouse button on the **Orientation** menu.

Left (arrow) Bound to **GhostviewDefault() GhostviewSetOrientation(seascape)** which is equivalent to pushing **Seascape** with the first mouse button on the **Orientation** menu.

Shift–Up (arrow)
Bound to **GhostviewForce() GhostviewSetOrientation(portrait)** which is equivalent to pushing **Portrait** with the second mouse button on the **Orientation** menu.

Shift–Right (arrow)
Bound to **GhostviewForce() GhostviewSetOrientation(landscape)** which is equivalent to pushing **Landscape** with the second mouse button on the **Orientation** menu.

Shift–Down (arrow)
Bound to **GhostviewForce() GhostviewSetOrientation(upside–down)** which is equivalent to pushing **Upside–down** with the second mouse button on the **Orientation** menu.

Shift–Left (arrow)
Bound to **GhostviewForce() GhostviewSetOrientation(seascape)** which is equivalent to pushing **Seascape** with the second mouse button on the **Orientation** menu.

ACTIONS

Most of the popup menu commands have an equivalent action that can be used in a translation. The popup menu entry must be sensitive (i.e. not grayed out) for the action to have effect. Here is the list of actions:

GhostviewCopyright()
Equivalent to pushing the **Copyright...** menu button on the **Ghostview** menu.

GhostviewQuit()
Equivalent to pushing the **Quit** menu button on the **Ghostview** menu.

GhostviewOpen()
Equivalent to pushing the **Open...** menu button on the **File** menu.

GhostviewReopen()
Equivalent to pushing the **Reopen** menu button on the **File** menu.

GhostviewSave()
Equivalent to pushing the **Save marked pages...** menu button on the **File** menu.

GhostviewPrintWhole()
Equivalent to pushing the **Print...** menu button on the **File** menu.

GhostviewPrintMarked()
Equivalent to pushing the **Print marked pages...** menu button on the **File** menu.

GhostviewPrevious()
Equivalent to pushing the **Previous** menu button on the **Page** menu.

GhostviewShow()
Equivalent to pushing the **Redisplay** menu button on the **Page** menu.

GhostviewNext()
Equivalent to pushing the **Next** menu button on the **Page** menu.

GhostviewCenter()
Equivalent to pushing the **Center** menu button on the **Page** menu.

GhostviewMark()
Equivalent to pushing the **Mark** menu button on the **Page** menu.

GhostviewUnmark()
Equivalent to pushing the **Unmark** menu button on the **Page** menu.

GhostviewSetMagstep(magstep)
Sets the magstep. The parameter must be an integer.

GhostviewIncreaseMagstep()
Increases magstep by one.

GhostviewDecreaseMagstep()
Decreases magstep by one.

GhostviewSetOrientation(orientation)
Set the orientation to the passed parameter. The parameter must be **portrait**, **landscape**, **upside−down**, or **seascape**.

GhostviewSwapLandscape()
Equivalent to pushing the **Swap Landscape** menu button on the **Orientation** menu.

GhostviewSetPageMedia(media−name)
Sets the media. The parameter should be either a media defined in the document or a standard media.

GhostviewDefault()
The orientation or media being set is not forced on the document. This action is called before the action that sets the orientation or media.

GhostviewForce()
The orientation or media being set is forced on the document. This action is called before the action that sets the orientation or media.

GhostviewDeleteWindow()
Destroy the current window. This provides a way to implement the Delete Window protocol for window managers.

GhostviewDismiss()
Pop down the current window. This provides a way to implement the Delete Window protocol for window managers.

GhostviewScrollUp()
Scroll the main viewport up.

GhostviewScrollDown()
Scroll the main viewport down.

GhostviewScrollLeft()
Scroll the main viewport left.

GhostviewScrollRight()
Scroll the main viewport right.

GhostviewEraseLocator()
Used to erase the locator when leaving a Ghostview widget.

GhostviewCheckFile()
Checks to see if the file changed and refreshes the screen if necessary.

APPLICATION RESOURCES

The following application resources may be set to control the default behavior of *ghostview*.

showTitle (class **Labels)**
Tells whether to display the **%%Title** comment. The default is ''true''.

showDate (class **Labels)**
Tells whether to display the **%%Data** comment. The default is ''true''.

showLocator (class **Labels)**
Tells whether to display the locator. The default is ''true''.

installStdCmap (class **InstallStdCmap)**
Tells whether to attempt to install a standard colormap. The default is ''false''.

privateCmap (class **PrivateCmap)**
Tells whether to use a standard colormap that is not the default colormap. The default is ''false''.

autoCenter (class **AutoCenter)**
Tells whether to center the page within the viewport whenever the page size changes. The default is ''true''.

horizonalMargin (class **Margin)**
Tells how many pixels ghostview should reserve for window decorations in the horizontal direction. The default value is ''20''.

verticalMargin (class **Margin)**
Tells how many pixels ghostview should reserve for window decorations in the vertical direction. The default value is ''44''.

minimumMagstep (class **Magstep)**
Tells the smallest magstep to display. The default is ''-5''.

maximumMagstep (class **Magstep)**
Tells the largest magstep to display. The default is ''5''.

magstep (class **Magstep)**
Sets the default magstep. The default is ''0''.

orientation (class **Orientation)**
Sets the default orientation. The default is ''Portrait''.

page (class **Page)**
Gives the initial page to display. This resource only affects the display of the file listed on the command line. The default is NULL.

pageMedia (class **PageMedia)**
Sets the default page media. The default is ‘‘Letter’’.

forceOrientation (class **Force)**
Tells whether to force the orientation on the document. The default is ‘‘false’’.

forcePageMedia (class **Force)**
Tells whether to force the page media on the document. The default is ‘‘false’’.

swapLandscape (class **SwapLandscape)**
Tells whether to swap the meaning of Landscape and Seascape. The default is ‘‘false’’.

printCommand (class **PrintCommand)**
Sets the command used for printing. The printer environment variable is set to the desired printer and then this command is executed using popen. This command should read from ‘‘stdin’’ and send the file to the appropriate printer. The default value is ‘‘lpr’’ for BSD and ‘‘lp’’ for System V.

printerVariable (class **PrinterVariable)**
Gives the name of the printer environment variable. The default value is ‘‘PRINTER’’ for BSD and ‘‘LPDEST’’ for System V.

defaultPrinter (class **DefaultPrinter)**
Gives the printer name to use when the printer environment variable is not set. The default value is NULL.

printPrompt (class **PrintPrompt)**
Sets the prompt used to ask for the printer name. The default value is ‘‘Printer Name: ’’.

printFail (class **printFail)**
Sets the string used to inform the user that the printer command failed. The default is ‘‘"lpr" command failed.’’.

openPrompt (class **OpenPrompt)**
Sets the prompt used to ask for a file name to open. The default value is ‘‘Open File: ’’.

openFail (class **OpenFail)**
Sets the string used to inform the user that the open failed. The default value is ‘‘Cannot open file: ’’.

savePrompt (class **SavePrompt)**
Sets the prompt used to ask for a file name to save. The default value is ‘‘Save File: ’’.

saveFail (class **SaveFail)**
Sets the string used to inform the user that the save failed. The default value is ‘‘Cannot save file: ’’.

openWindows (class **OpenWindows)**
OpenWindows servers sometimes cause error messages about bitmaps not being 1 bit deep. Turning on this resource avoids the problem by not using any bitmaps. You lose the functionality of having the current magstep, orientation and media marked on the popup menus. The default value is ‘‘false’’.

ncdwm (class **Ncdwm)**
The Xt Intrinsics has a bug that causes bogus information in the window manager size hints. *Ncdwm* and possibly other window managers get confused by the bogus information and make the window extremely small. *Twm* and *mwm* ignore the bogus information. Turning on the resource avoids the problem with *ncdwm* by doing things slightly differently. However, this can confuse other window managers such as *mwm*. This bug is fixed in X11R5 fix-10. You should only set this resource if you have the problem. The default value is ‘‘false’’.

GHOSTVIEW WIDGET RESOURCES

Certain resources in the Ghostview widget may be set by the user. These selected resources are presented below.

busyCursor (class **Cursor)**
The cursor shown when *ghostscript* is rendering to the window. The busy cursor is set to the ‘‘target’’ by the application defaults.

cursor (class **Cursor)**
The cursor shown when *ghostscript* is idle. The default cursor is the ‘‘crosshair’’.

interpreter (class **Interpreter)**
The name of the executable to call to render the PostScript. It is convenient to set this resource to the path of an alternate version of ghostscript for testing. The default value is ‘‘gs’’.

preload (class **Preload)**
Files to load before the PostScript program. It is convenient to name files that preload fonts here for PostScript programs that continually reload fonts while rendering a page. The default is to not preload any files.

quiet (class **Quiet)**
Tells *ghostscript* whether to produce informational messages. The default value is ‘‘false’’.

useBackingPixmap (class **UseBackingPixmap)**
Tells whether to use a backing pixmap. If this resource is false, backing store is requested on the Ghostview window. Some X servers have limited resources for large pixmaps. Also, some X servers’ backing store is much faster than using a backing pixmap. You should reset this resource if your X server is one of the server types mentioned. The default value is ‘‘true’’.

xdpi (class **Resolution)**
Sets the X resolution of the window in dots per inch. You can use this resource to affect the main window. Zoom windows have their X dpi set explicitly in the program. The default value is calculated from the screen metrics.

ydpi (class **Resolution)**
Sets the Y resolution of the window in dots per inch. You can use this resource to affect the main window. Zoom windows have their Y dpi set explicitly in the program. The default value is calculated from the screen metrics.

GHOSTVIEW WIDGET ACTIONS

notify(width height xdpi ydpi)
The notify event is used by the ghostview application for the locator and popup zoom windows. If the width and height are 0, the event is user for the locator. Otherwise, it triggers a popup zoom window. The default widht and height are 72. The default xdpi and ydpi are 300. The height will default to the width if the height is omitted. The xdpi will default to the xdpi if the ydpi is omitted.

OPTIONS

–staticgray Equivalent to setting ‘‘*Visual: StaticGray’’.

–grayscale Equivalent to setting ‘‘*Visual: GrayScale’’.

–staticcolor Equivalent to setting ‘‘*Visual: StaticColor’’.

–pseudocolor Equivalent to setting ‘‘*Visual: PseudoColor’’.

–truecolor Equivalent to setting ‘‘*Visual: TrueColor’’.

−directcolor Equivalent to setting ‘‘∗Visual: DirectColor’’.

−install Equivalent to setting ‘‘Ghostview.installStdCmap: True’’.

−noinstall Equivalent to setting ‘‘Ghostview.installStdCmap: False’’.

−private Equivalent to setting ‘‘Ghostview.privateCmap: True’’.

−noprivate Equivalent to setting ‘‘Ghostview.privateCmap: False’’.

−center Equivalent to setting ‘‘Ghostview.autoCenter: True’’.

−nocenter Equivalent to setting ‘‘Ghostview.autoCenter: False’’.

−title Equivalent to setting ‘‘Ghostview.showTitle: True’’.

−notitle Equivalent to setting ‘‘Ghostview.showTitle: False’’.

−date Equivalent to setting ‘‘Ghostview.showDate: True’’.

−nodate Equivalent to setting ‘‘Ghostview.showDate: False’’.

−locator Equivalent to setting ‘‘Ghostview.showLocator: True’’.

−nolocator Equivalent to setting ‘‘Ghostview.showLocator: False’’.

−labels Equivalent to setting ‘‘Ghostview.Labels: True’’.

−nolabels Equivalent to setting ‘‘Ghostview.Labels: False’’.

−quiet Equivalent to setting ‘‘∗Ghostview.quiet: True’’.

−noquiet Equivalent to setting ‘‘∗Ghostview.quiet: False’’.

−preload *file* Equivalent to setting ‘‘∗Ghostview.preload: *file*’’.

−xdpi *dpi* Equivalent to setting ‘‘∗Ghostview.xdpi: *dpi*’’.

−ydpi *dpi* Equivalent to setting ‘‘∗Ghostview.ydpi: *dpi*’’.

−resolution *dpi* Equivalent to setting ‘‘∗Ghostview.Resolution: *dpi*’’.

−dpi *dpi* Equivalent to setting ‘‘∗Ghostview.Resolution: *dpi*’’.

−magstep *magstep*
Equivalent to setting ‘‘Ghostview.magstep: *magstep*’’.

−portrait Equivalent to setting ‘‘Ghostview.orientation: Portrait’’.

−landscape Equivalent to setting ‘‘Ghostview.orientation: Landscape’’.

−upsidedown Equivalent to setting ‘‘Ghostview.orientation: Upside−down’’.

−seascape Equivalent to setting ‘‘Ghostview.orientation: Seascape’’.

−forceorientation
Equivalent to setting ‘‘Ghostview.forceOrientation: True’’.

−page *label* Equivalent to setting ‘‘Ghostview.page: *label*’’.

−letter Equivalent to setting ‘‘Ghostview.pageMedia: Letter’’.

−tabloid Equivalent to setting ‘‘Ghostview.pageMedia: Tabloid’’.

−ledger Equivalent to setting ‘‘Ghostview.pageMedia: Ledger’’.

−legal Equivalent to setting ‘‘Ghostview.pageMedia: Legal’’.

−statement Equivalent to setting ‘‘Ghostview.pageMedia: Statement’’.

−executive Equivalent to setting ‘‘Ghostview.pageMedia: Executive’’.

−a3 Equivalent to setting ‘‘Ghostview.pageMedia: A3’’.

–a4 Equivalent to setting ''Ghostview.pageMedia: A4''.

–a5 Equivalent to setting ''Ghostview.pageMedia: A5''.

–b4 Equivalent to setting ''Ghostview.pageMedia: B4''.

–b5 Equivalent to setting ''Ghostview.pageMedia: B5''.

–folio Equivalent to setting ''Ghostview.pageMedia: Folio''.

–quarto Equivalent to setting ''Ghostview.pageMedia: Quarto''.

–10x14 Equivalent to setting ''Ghostview.pageMedia: 10x14''.

–forcemedia Equivalent to setting ''Ghostview.forcePageMedia: True''.

–force Equivalent to setting ''Ghostview.Force: True''.

–swap Equivalent to setting ''Ghostview.swapLandscape: True''.

–noswap Equivalent to setting ''Ghostview.swapLandscape: False''.

–openwindows Equivalent to setting ''Ghostview.openWindows: True''.

–noopenwindows
Equivalent to setting ''Ghostview.openWindows: False''.

–ncdwm Equivalent to setting ''Ghostview.ncdwm: True''.

–noncdwm Equivalent to setting ''Ghostview.ncdwm: False''.

WIDGET HIERARCHY

The hierarchy of the ghostview application:

```
Ghostview  ghostview
    Form  form
        MenuButton  titleButton
            SimpleMenu  menu
                SmeBSB  title
        MenuButton  dateButton
            SimpleMenu  menu
                SmeBSB  date
        Label  locator
        Box  box
            MenuButton  fileButton
                SimpleMenu  menu
                    SmeBSB  open
                    SmeBSB  reopen
                    SmeBSB  printwhole
                    SmeBSB  printmarked
                    SmeBSB  save
                    SmeLine  line
                    SmeBSB  copyright
                    SmeBSB  quit
            MenuButton  pageButton
                SimpleMenu  menu
                    SmeBSB  next
                    SmeBSB  show
                    SmeBSB  prev
                    SmeLine  line
                    SmeBSB  center
                    SmeLine  line
                    SmeBSB  mark
```

```
                        SmeBSB  unmark
                MenuButton  magstepButton
                    SimpleMenu  menu
                        SmeBSB  -5
                        SmeBSB  -4
                        SmeBSB  -3
                        SmeBSB  -2
                        SmeBSB  -1
                        SmeBSB  0
                        SmeBSB  1
                        SmeBSB  2
                        SmeBSB  3
                        SmeBSB  4
                        SmeBSB  5
                MenuButton  orientationButton
                    SimpleMenu  menu
                        SmeBSB  portrait
                        SmeBSB  landscape
                        SmeBSB  upsidedown
                        SmeBSB  seascape
                        SmeLine  line
                        SmeBSB  swap
                MenuButton  pagemediaButton
                    SimpleMenu  menu
                        SmeBSB  Letter
                        SmeBSB  Tabloid
                        SmeBSB  Ledger
                        SmeBSB  Legal
                        SmeBSB  Statement
                        SmeBSB  Executive
                        SmeBSB  A3
                        SmeBSB  A4
                        SmeBSB  A5
                        SmeBSB  B4
                        SmeBSB  B5
                        SmeBSB  Folio
                        SmeBSB  Quarto
                        SmeBSB  10x14
            Text  toc
            Viewport  pageview
                Core  clip
                Ghostview  page
                Scrollbar  horizontal
                Scrollbar  vertical
        TopLevelShell  information
            Form  form
                Text  text
                Command  dismiss
        TopLevelShell  copyright
            Form  form
                Text  text
                Command  dismiss
        TransientShell  popup
```

```
        Form  dialog
            Label  prompt
            Text  response
            Command  okay
            Command  cancel
    TopLevelShell  zoom
        Form  form
            Ghostview  page
            Command  dismiss
```

The hierarchy of the Select File dialog box:

```
TransientShell  selFile
    Form  selFileForm
        Label  selFilePrompt
        Text  selFileField
        Scrollbar  selFileHScroll
        Composite  selFileList1
            Scrollbar  selFileVScroll
            Scrollbar  selFileHScroll
        Composite  selFileList2
            Scrollbar  selFileVScroll
            Scrollbar  selFileHScroll
        Composite  selFileList3
            Scrollbar  selFileVScroll
            Scrollbar  selFileHScroll
        Command  selFileOK
        Command  selFileCancel
```

ENVIRONMENT

LPDEST The LPDEST environment variable gives the default printer destination on System V.

PRINTER The PRINTER environment variable gives the default printer destination on BSD.

LIMITATIONS

If the document does not begin with ‘‘%!PS−Adobe−’’, it does not claim conformance to the document structuring convention. When these documents are encountered, the functionality of *ghostview* is limited to giving you scroll bars and a next page capability. Because there is no table of contents, skipping around the document and marking pages is impossible.

If there is no table of contents for the document, the popup zoom window will always show the first page.

BUGS

If you find a bug, please send a bug report to ghostview@cs.wisc.edu.

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