- Suppress messages
- O Parameter switches (-d and -s)
  - Rendering parameters
  - Page parameters
  - Font-related parameters
  - Interaction-related parameters
  - Device and output selection parameters
  - Other parameters
- Improving performance
- Debugging
- Appendix: Paper sizes known to Ghostscript
- Appendix: X default font mappings
  - O Standard X servers
    - Regular fonts
    - Symbol fonts
    - Dingbat fonts
  - O Sun OpenWindows

For other information, see the Ghostscript overview, the new user's documentation on previewers and, if necessary, how to install Ghostscript.

## **Invoking Ghostscript**

The command line to invoke Ghostscript is essentially the same on all systems, although the name of the executable program itself may differ among systems. For instance, to invoke Ghostscript on Unix:

gs [switches] {filename 1} ... [switches] {filename N} ...

## **Ghostscript's name on different systems**

System	Ghostscript's name
Unix	gs
VMS	gs
DOS & MS Windows 3	gs386
MS Windows 95/98	gswin32
MS Windows 95/98 command line	gswin32c
OS/2	gsos2

Note, though, that on a system with a windowed graphical user interface, it's common to use Ghostscript through a previewer, so you should read the section about previewers in the documentation for new users.

Ghostscript is capable of interpreting PostScript, encapsulated PostScript (EPS), DOS EPS (EPSF), and -- if the executable was built for it -- Adobe Portable Document Format (PDF). The interpreter reads and executes the files in sequence, using the method described under "File searching" to find them. After doing this, it reads further lines of PostScript language commands from the primary input stream, normally the keyboard, interpreting each line separately. To quit the interpreter, type "quit".