The **GFtype** processor

(Version 3.1, March 1991)
1* Introduction. The GFtype utility program reads binary generic-font ("GF") files that are produced by font compilers such as METAFONT, and converts them into symbolic form. This program has three chief purposes: (1) It can be used to look at the pixels of a font, with one pixel per character in a text file; (2) it can be used to determine whether a GF file is valid or invalid, when diagnosing compiler errors; and (3) it serves as an example of a program that reads GF files correctly, for system programmers who are developing GF-related software.

The original version of this program was written by David R. Fuchs in March, 1984. Donald E. Knuth made a few modifications later that year as METAFONT was taking shape.

The banner string defined here should be changed whenever GFtype gets modified.

```
define my_name ≡ "gftype"
define banner ≡ "This is GFtype, Version 3.1" { printed when the program starts }
```

3* The binary input comes from gf file, and the symbolic output is written on Pascal’s standard output file. The term print is used instead of write when this program writes on output, so that all such output could easily be redirected if desired.

```
define print (#) ≡ write(stdout, #)
define print_ln (#) ≡ writeLn(stdout, #)
define print_nl ≡ writeLn(stdout)
```

program GF_type(gf_file, output);
const ⟨ Constants in the outer block 5* ⟩
type ⟨ Types in the outer block 8 ⟩
var ⟨ Globals in the outer block 4* ⟩

⟨ Define parse_arguments 73* ⟩

procedure initialize; { this procedure gets things started properly }
var i: integer; { loop index for initializations }
bound_default: integer; { temporary for setup }
bound_name: const cstring; { temporary for setup }

begin kpse_set_program_name(argv[0], my_name); kpse_init_prog(“GFTYPE”, 0, nil, nil);
parse_arguments; print(banner); print_ln(version_string); { Set initial values 6* }
end;

4* This module is deleted, because it is only useful for a non-local goto, which we can’t use in C. Instead, we define parameters settable at runtime.

⟨ Globals in the outer block 4* ⟩ ≡

```
line_length: integer; { xxx strings will not produce lines longer than this }
max_rows: integer; { largest possible vertical extent of pixel image array }
max_cols: integer; { largest possible horizontal extent of pixel image array }
max_row: integer; { current vertical extent of pixel image array }
max_col: integer; { current horizontal extent of pixel image array }
```

See also sections 10, 21, 23, 25*, 35, 37*, 41, 46, 54, 62, and 67.

This code is used in section 3*. 
Three parameters can be changed at run time to extend or reduce \texttt{GFtype}'s capacity. Note that the total number of bits in the main \texttt{image_array} will be

\begin{equation}
(max\_row + 1) \times (max\_col + 1).
\end{equation}

(METAFONT’s full pixel range is rarely implemented, because it would require 8 megabytes of memory.)

\begin{verbatim}
define def\_line\_length = 500 \{ default line\_length value \}
define max\_image = 8191 \{ largest possible extent of METAFONT's pixel image array \}
\end{verbatim}

\( \langle \text{Constants in the outer block 5*} \rangle \equiv \)

\( inf\_line\_length = 20; sup\_line\_length = 1023; \)

This code is used in section 3*.

Here are some macros for common programming idioms.

\begin{verbatim}
define incr(\#) \equiv \# \leftarrow \# + 1 \{ increase a variable by unity \}
define decr(\#) \equiv \# \leftarrow \# - 1 \{ decrease a variable by unity \}
define negate(\#) \equiv \# \leftarrow -\# \{ change the sign of a variable \}
define const\_chk(\#) \equiv
begin if \# < inf @&\# then \# \leftarrow inf @&\#
else if \# > sup @&\# then \# \leftarrow sup @&\#
end \{ setup\_bound\_var stuff duplicated in tex.ch. \}
define setup\_bound\_var(\#) \equiv bound\_default \leftarrow \#; setup\_bound\_var\_end

define setup\_bound\_var\_end(\#) \equiv bound\_name \leftarrow \#; setup\_bound\_var\_end\_end

define setup\_bound\_var\_end\_end(\#) \equiv setup\_bound\_variable(address\_of(\#), bound\_name, bound\_default);
\end{verbatim}

\( \langle \text{Set initial values 6*} \rangle \equiv \)

\( \{ \text{See comments in tex.ch for why the name has to be duplicated.} \} \)

\begin{verbatim}
setup\_bound\_var(def\_line\_length)(`line\_length')(line\_length);
{ xxx strings will not produce lines longer than this }
setup\_bound\_var(max\_image)(`max\_rows')(max\_rows);
{ largest allowed vertical extent of pixel image array }
setup\_bound\_var(max\_image)(`max\_cols')(max\_cols);
{ largest allowed horizontal extent of pixel image array }
const\_chk(line\_length);
if max\_rows > max\_image then max\_rows \leftarrow max\_image;
if max\_cols > max\_image then max\_cols \leftarrow max\_image;
image\_array \leftarrow \text{nil};
\end{verbatim}

See also sections 11, 12, 26*, 47, and 63.

This code is used in section 3*.

If the GF file is badly malformed, the whole process must be aborted; \texttt{GFtype} will give up, after issuing an error message about the symptoms that were noticed.

Such errors might be discovered inside of subroutines inside of subroutines, so we might want to \texttt{abort} the program with an error message.

\begin{verbatim}
define abort(#) \equiv
begin write\_ln(stderr,\#); uexit(1);
end
define bad\_gf(#) \equiv abort(`Bad GF file: \#, `!')
\end{verbatim}
The original Pascal compiler was designed in the late 60s, when six-bit character sets were common, so it did not make provision for lower case letters. Nowadays, of course, we need to deal with both upper and lower case alphabets in a convenient way, especially in a program like GFtype. So we shall assume that the Pascal system being used for GFtype has a character set containing at least the standard visible characters of ASCII code ("!" through "]").

Some Pascal compilers use the original name char for the data type associated with the characters in text files, while other Pascals consider char to be a 64-element subrange of a larger data type that has some other name. In order to accommodate this difference, we shall use the name text_char to stand for the data type of the characters in the output file. We shall also assume that text_char consists of the elements chr(first_text_char) through chr(last_text_char), inclusive. The following definitions should be adjusted if necessary.

```
define char ≡ 0 . . 255 { the data type of characters in text files }
define text_char ≡ char { ordinal number of the smallest element of text_char }
define first_text_char = 0 { ordinal number of the smallest element of text_char }
define last_text_char = 127 { ordinal number of the largest element of text_char }

(text_file = packed file of text_char);
```
In C, we do path searching based on the user’s environment or the default path.

**procedure open_gf_file:**  { prepares to read packed bytes in *gf_file* }

  **begin**  
  *gf_file* ← kpse_open_file( cmdline( optind ), kpse_gf_format );  
  *cur_loc* ← 0;  
  ⟨ Print all the selected options 34* ⟩;  
  **end;**
Optional modes of output. \texttt{GFtype} will print different quantities of information based on some options that the user must specify: We set \texttt{wants\_mnemonics} if the user wants to see a mnemonic dump of the \texttt{GF} file; and we set \texttt{wants\_pixels} if the user wants to see a pixel image of each character.

When \texttt{GFtype} begins, it engages the user in a brief dialog so that the options will be specified. This part of \texttt{GFtype} requires nonstandard Pascal constructions to handle the online interaction; so it may be preferable in some cases to omit the dialog and simply to produce the maximum possible output (\texttt{wants\_mnemonics} = \texttt{wants\_pixels} = \texttt{true}). On other hand, the necessary system-dependent routines are not complicated, so they can be introduced without terrible trauma.

⟨Globals in the outer block 4*⟩ +≡

\begin{align*}
\text{wants\_mnemonics}: & \ c\_\text{int\_type}; \ \{ \text{controls mnemonic output} \} \\
\text{wants\_pixels}: & \ c\_\text{int\_type}; \ \{ \text{controls pixel output} \}
\end{align*}

\begin{align*}
\text{26* } & \text{(Set initial values 6*) } +≡ \\
\text{27* } & \text{There is no terminal input. The options for running this program are offered through command line options.}
\end{align*}

\begin{align*}
\text{29* } & \text{During the dialog, extensions of \texttt{GFtype} might treat the first blank space in a line as the end of that line. Therefore \texttt{input\_ln} makes sure that there is always at least one blank space in \textit{buffer}.} \\
& \text{(This routine is more complex than the present implementation needs, but it has been copied from \texttt{DVItype} so that system-dependent changes that worked before will work again.)}
\end{align*}

\begin{align*}
\text{30* } & \text{This was so humdrum that we got rid of it. (module 30)} \\
\text{31* } & \text{The dialog procedure module is eliminated. (module 31)} \\
\text{32* } & \text{So is its first part. (module 32)} \\
\text{33* } & \text{So is its second part. (module 33)} \\
\text{34* } & \text{After the command-line switches have been processed, we print the options so that the user can see what \texttt{GFtype} thought was specified.}
\end{align*}

\begin{align*}
\langle \text{Print all the selected options 34*} \rangle +≡ \\
\text{\texttt{print}}\left(\text{\texttt{Options\_selected:\_Mnemonic\_output\_true}}\right); \\
& \text{if \texttt{wants\_mnemonics} then \texttt{print}}\left(\text{\texttt{true}}\right) \text{else \texttt{print}}\left(\text{\texttt{false}}\right); \\
& \text{\texttt{print}}\left(\text{\texttt{\_Pixel\_output\_true}}\right); \\
& \text{if \texttt{wants\_pixels} then \texttt{print}}\left(\text{\texttt{true}}\right) \text{else \texttt{print}}\left(\text{\texttt{false}}\right); \\
& \text{\texttt{print\_ln}}\left(\text{\texttt{.}}\right)
\end{align*}

This code is used in section 22*.
In order to allow different systems to change the image array easily from row-major order to column-major order (or vice versa), or to transpose it top and bottom or left and right, we declare and access it as follows.

\[
\text{define } \text{image} \equiv \text{image\_array}[m + (\text{max\_col} + 1) \times n]
\]

\[
\langle \text{Globals in the outer block } 4^* \rangle \equiv \text{image\_array}: \uparrow \text{pixel};
\]

A boc command has parameters \text{min\_m}, \text{max\_m}, \text{min\_n}, and \text{max\_n} that define a rectangular subarray in which the pixels of the current character must lie. The program here computes limits on GFtype’s modified \text{m} and \text{n} variables, and clears the resulting subarray to all \text{white}.

(There may be a faster way to clear a subarray on particular systems, using nonstandard extensions of Pascal.)

\[
\langle \text{Clear the image } 38^* \rangle \equiv
\begin{align*}
\text{begin} & \text{max\_col } \leftarrow \text{max\_m\_stated } - \text{min\_m\_stated } - 1; \\
& \text{if } \text{max\_col} > \text{max\_cols} \text{ then } \text{max\_col } \leftarrow \text{max\_cols}; \\
& \text{max\_row } \leftarrow \text{max\_n\_stated } - \text{min\_n\_stated}; \\
& \text{if } \text{max\_row} > \text{max\_rows} \text{ then } \text{max\_row } \leftarrow \text{max\_rows}; \\
& \text{if } (\text{max\_row} \geq 0) \land (\text{max\_col} \geq 0) \text{ then } \text{image\_array } \leftarrow \text{xcalloc\_array}(\text{pixel}, \text{max\_col}, \text{max\_row}); \\
\text{end}
\end{align*}
\]

This code is used in section 71.

With \text{image\_array} allocated dynamically these are the same.

\[
\begin{align*}
\text{define } & \text{max\_subrow } \equiv \text{max\_row} \quad \{ \text{vertical size of current subarray of interest} \} \\
\text{define } & \text{max\_subcol } \equiv \text{max\_col} \quad \{ \text{horizontal size of current subarray of interest} \}
\end{align*}
\]

As we paint the pixels of a character, we will record its actual boundaries in variables \text{max\_m\_observed} and \text{max\_n\_observed}. Then the following routine will be called on to output the image, using blanks for \text{white} and asterisks for \text{black}. Blanks are emitted only when they are followed by nonblanks, in order to conserve space in the output. Further compaction could be achieved on many systems by using tab marks.

An integer variable \text{b} will be declared for use in counting blanks.

\[
\langle \text{Print the image } 40^* \rangle \equiv
\begin{align*}
\text{begin} & \langle \text{Compare the subarray boundaries with the observed boundaries } 42 \rangle; \\
& \text{if } \text{max\_subcol} \geq 0 \text{ then } \{ \text{there was at least one paint command} \} \\
& \langle \text{Print asterisk patterns for rows } 0 \text{ to } \text{max\_subrow } 43 \rangle \\
& \text{else } \text{print}_\text{ln}(\text{\"The character is entirely blank.\")}; \\
& \text{if } (\text{max\_row} \geq 0) \land (\text{max\_col} \geq 0) \text{ then} \\
& \text{begin } \text{libc\_free}(\text{image\_array}); \text{image\_array } \leftarrow \text{nil}; \\
& \text{end}; \\
\text{end}
\end{align*}
\]

This code is used in section 69.
We steal the following routine from METAFONT.

```plaintext
define unity = '200000  { 2^16, represents 1.00000 }
```

```plaintext
procedure print_scaled(s : integer); { prints a scaled number, rounded to five digits }
var delta: integer; { amount of allowable inaccuracy }
begin if s < 0 then
    begin print('−'); negate(s); { print the sign, if negative }
    end;
print(s div unity : 1); { print the integer part }
s ← 10 * (s mod unity) + 5;
if s ≠ 5 then
    begin delta ← 10; print('.');
    repeat if delta > unity then s ← s + '100000 − (delta div 2); { round the final digit }
        print(xchr(ord('0') + (s div unity))); s ← 10 * (s mod unity); delta ← delta * 10;
    until s ≤ delta;
    end;
end;
```

Before we get into the details of do_char, it is convenient to consider a simpler routine that computes the first parameter of each opcode.

```plaintext
define four_cases(#) ≡ #, # + 1, # + 2, # + 3
define eight_cases(#) ≡ four_cases(#), four_cases(# + 4)
define sixteen_cases(#) ≡ eight_cases(#), eight_cases(# + 8)
define thirty_two_cases(#) ≡ sixteen_cases(#), sixteen_cases(# + 16)
define thirty_seven_cases(#) ≡ thirty_two_cases(#), four_cases(# + 32), # + 36
define sixty_four_cases(#) ≡ thirty_two_cases(#), thirty_two_cases(# + 32)
```

```plaintext
function first_par(o : eight_bits): integer;
begin case o of
    sixty_four_cases(paint_0): first_par ← o − paint_0;
paint1, skip1, char_loc, char_loc + 1, xxx1: first_par ← get_byte;
paint1 + 1, skip1 + 1, xxx1 + 1: first_par ← get_two_bytes;
paint1 + 2, skip1 + 2, xxx1 + 2: first_par ← get_three_bytes;
xxx1 + 3, yyy: first_par ← signed_quad;
boc, boc1, eoc, skip0, no_op, pre, post, post_post, undefined_commands: first_par ← 0;
sixty_four_cases(new_row_0): first_par ← o − new_row_0;
sixty_four_cases(new_row_0 + 64): first_par ← o − new_row_0;
thirty_seven_cases(new_row_0 + 128): first_par ← o − new_row_0;
othercases abort('internal_error')
endcases;
end;
```
51* The multiway switch in first_par, above, was organized by the length of each command; the one in do_char is organized by the semantics.

\[
\text{\langle Start translation of command } o \text{ and } \text{goto the appropriate label to finish the job } 51^* \rangle \equiv \\
\text{if } o \leq paint1 + 3 \text{ then } \langle \text{Translate a sequence of paint commands, until reaching a non-paint } 56 \rangle; \\
\text{case } o \text{ of} \\
\text{four_cases(skip0): } \langle \text{Translate a skip command } 60 \rangle; \\
\text{sixty_four_cases(new_row_0): } \langle \text{Translate a new_row command } 59 \rangle; \\
\text{sixty_four_cases(new_row_0 + 64): } \langle \text{Translate a new_row command } 59 \rangle; \\
\text{thirty_seven_cases(new_row_0 + 128): } \langle \text{Translate a new_row command } 59 \rangle; \\
\langle \text{Cases for commands no_op, pre, post, post_post, boc, and eoc } 52 \rangle \\
\text{four_cases(xxx1): } \langle \text{Translate an xxx command } 53 \rangle; \\
\text{yyy: } \langle \text{Translate a yyy command } 55 \rangle; \\
\text{othercases error(\text{`undefined}, o: 1, `!`) \rangle}
\end{equation}

endcases

This code is used in section 50.
The main program. Now we are ready to put it all together. This is where GFtype starts, and where it ends.

begin initialize; { get all variables initialized }
( Process the preamble 68);
( Translate all the characters 69);
print_n; read_postamble; print(´The file hadı, total_chars : 1, ´ıcharacter´);
if total_chars ≠ 1 then print(´s´);
print_n(´altogether.´);
end.
§73  **System-dependent changes.** Parse a Unix-style command line.

```pascal
procedure parse_arguments;
  const n_options = 4; { Pascal won’t count array lengths for us. }
  var long_options: array [0 .. n_options] of getopt_struct;
  begin { Define the option table 74* };
    repeat getopt_return_val := getopt_long_only(argc, argv, ‘*’, long_options, address_of (option_index));
      if getopt_return_val = -1 then
        begin do_nothing; { End of arguments; we exit the loop below. } end
      else if getopt_return_val = "?" then
        begin usage(my_name); end
      else if argument_is(‘help’) then
        begin usage_help(GFTYPE_HELP, nil); end
      else if argument_is(‘version’) then
        begin print_version_and_exit(banner, nil, ‘D.R. Fuchs’, nil); end;
      until getopt_return_val = -1; { Now optind is the index of first non-option on the command line. We must have one remaining argument. }
    if (optind + 1 ≠ argc) then
      begin writeLn(stderr, my_name, ‘: Need exactly one file argument.’); usage(my_name); end;
  end;
end;
```

This code is used in section 3*.

74*  **Here are the options we allow.** The first is one of the standard GNU options.

```pascal
( Define the option table 74* ) ≡
  current_option := 0; long_options[current_option].name := ‘help’;
  long_options[current_option].has_arg := 0; long_options[current_option].flag := 0;
  long_options[current_option].val := 0; incr(current_option);
```

See also sections 75*, 76*, 77*, and 78*.

This code is used in section 73*.

75*  **Another of the standard options.**

```pascal
( Define the option table 74* ) +≡
  long_options[current_option].name := ‘version’; long_options[current_option].has_arg := 0;
  long_options[current_option].flag := 0; long_options[current_option].val := 0; incr(current_option);
```

76*  **Translate commands?**

```pascal
( Define the option table 74* ) +≡
  long_options[current_option].name := ‘mnemonics’; long_options[current_option].has_arg := 0;
  long_options[current_option].flag := address_of(wants_mnemonics); long_options[current_option].val := 1; incr(current_option);
```
Show pixels?

\begin{verbatim}
(Define the option table 74*) +≡
  long_options[current_option].name ← 'images'; long_options[current_option].has_arg ← 0;
  long_options[current_option].flag ← address_of(wants_pixels); long_options[current_option].val ← 1;
  incr(current_option);
\end{verbatim}

An element with all zeros always ends the list.

\begin{verbatim}
(Define the option table 74*) +≡
  long_options[current_option].name ← 0; long_options[current_option].has_arg ← 0;
  long_options[current_option].flag ← 0; long_options[current_option].val ← 0;
\end{verbatim}
79* Index. Pointers to error messages appear here together with the section numbers where each identifier is used.

The following sections were changed by the change file: 1, 3, 4, 5, 6, 7, 9, 22, 25, 26, 27, 29, 30, 31, 32, 33, 34, 37, 38, 39, 40, 45, 48, 51, 66, 73, 74, 75, 76, 77, 78, 79.

- help: 74*
- version: 75*
a: 24, 67.*
abort: 77* 48.*
address_of: 6* 73* 76* 77*.
aok: 49.
argv: 73*.
argument_is: 73*.
argv: 3* 73*.
ASCII_code: 8, 10.
b: 24, 67.*
backpointer...should be p: 61.
backpointers: 18.
Bad GF file: 7*.
bad_char: 53, 54.
bad_gf: 7* 50, 64, 68, 69.
banner: 1* 3* 73*.
black: 14, 15, 35, 36, 40* 57, 58, 59.
boc: 13, 15, 16, 17, 18, 38* 42, 44, 48* 49, 52, 69, 71.
boc occurred before eoc: 52.
boc1: 15, 16, 48* 52, 69.
boolean: 36, 49, 54.
bound_default: 3* 6*.
bound_name: 3* 6*.
brack: 28.
buffer: 29*.
byte n is not boc: 69.
byte_file: 20, 21.
c: 24, 61, 67.
c_int_type: 25* 73*.
char: 29*.
char ended unexpectedly: 69.
char_loc: 15, 16, 18, 48* 65.
char_loc0: 15.
char_ptr: 46, 47, 64, 65, 71.
character location should be...: 65.
character_code: 46, 71.
check sum: 17.
check_sum: 61, 62.*
Chinese characters: 18.
chr: 9* 10, 12.
cmdline: 22*.
const_chk: 6*.
const_cstring: 3*.
cs: 17.
cur_loc: 22* 23, 24, 50, 61, 64, 65, 69, 71.
current_option: 73* 74* 75* 76* 77* 78*.
d: 24.
der: 6* 43, 53, 68.
def_line_length: 5* 6*.
del_m: 15.
del_n: 15.
delta: 45*.
design size: 17.
design_size: 61, 62.*
dm: 15.
do_char: 44, 48* 49, 51* 69.
do_nothing: 73*.
ds: 17.
duplicate locator...: 65.
dx: 15, 18.
dy: 15, 18.
eight_bits: 20, 24, 48* 49.
eight_cases: 48*.
else: 2.
end: 2.
endcases: 2.
eoc: 13, 15, 16, 17, 48* 52.
eof: 24, 50, 64.*
error: 50, 51* 52, 61, 64, 65, 71.
false: 36, 49, 53.
First byte isn't...: 68.
first_par: 48* 50, 51* 65.
first_text_char: 9* 12.
flag: 74* 75* 76* 77* 78*.
four_cases: 48* 51*.
Fuchs, David Raymond: 1* 19.
get_byte: 24, 48* 50, 53, 64, 65, 68, 71.
get_three_bytes: 24, 48*.
get_two_bytes: 24, 48*.
getopt_long_only: 73*.
getopt_return_val: 73*.
getopt_struct: 73*.
gf_file: 3* 21, 22* 23, 24, 50, 64.
gf_id_byte: 15, 64, 68.
gf_prev_ptr: 46, 61, 69, 71.
GF_type: 3*.
GFTYPE_HELP: 73*.
has_arg: 74* 75* 76* 77* 78*.
hppp: 17, 61, 62.*
i: 3*.
identification byte should be n: 64, 68.
image: 37* 43, 58.
image_array: 5* 6* 37* 38* 39* 40*.
incr: 6* 24, 43, 53, 58, 59, 71, 74* 75* 76* 77*.
infin: 6*.
inf_line_length: 5*
initialize: 2*66*
input_ln: 29*
integer: 3*4 23, 24, 35, 41, 45, 46, 48, 49,
61, 62, 67, 73*
k: 61.
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kpse_gf_format: 22*
kpse_init_prog: 3*
kpse_open_file: 22*
kpse_set_program_name: 3*
l: 67.
last_text_char: 9*12.
libc_free: 40*
line_length: 4*5, 6, 53.
long_options: 73*74*75*76*77*78*
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max_cols: 4*6, 38*
max_image: 5*6*
max_int: 63.
max_m: 15, 17, 38*
max_m_observed: 40, 41, 42, 57, 71, 72.
max_m_overall: 41, 61, 63, 72.
max_m_stated: 38*41, 61, 71, 72.
max_n: 15, 17, 35, 38*
max_n_observed: 40*41, 42, 69, 72.
max_n_overall: 41, 61, 63, 72.
max_n_stated: 38*41, 43, 59, 60, 61, 71, 72.
max_row: 4*5*, 38*, 39*, 40*, 42.
max_rows: 4*6*, 38*
max_subcol: 39*40*, 42, 43, 58.
max_subrow: 39*, 42, 43, 58.
min_m: 15, 17, 35, 38*
min_m_overall: 41, 61, 63, 72.
min_m_stated: 38*41, 43, 61, 71, 72.
min_n: 15, 17, 38*
min_n_overall: 41, 61, 63, 72.
min_n_stated: 38*41, 61, 71, 72.
missing locator...: 64.
my_name: 1*3*73*
 n: 35.
n_options: 73*
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negate: 6*45*
new_row_0: 15, 16, 48*, 51*
new_row_1: 15.
new_row_164: 15.
nl_error: 50, 53.
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non-ASCII character...: 53.
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o: 49, 67.
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oriental characters: 18.
othercases: 2.
others: 2.
output: 3*
p: 49, 61, 67.
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paint_0: 15, 16, 48*
paint1: 15, 16, 48*, 51*, 56.
paint2: 15.
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