CONVERTING POSTSCRIPT TO AI FORMAT USING GHOSTSCRIPT AND PS2AI.PS

This document describes how to install and run Ghostscript to convert any PostScript file into a format that PageDraw can understand. There are several ways to do this. This document describes a method which most people can follow without difficulty.

STEP 1 -- INSTALL GHOSTSCRIPT
First, you must FTP the Ghostscript files from `ftp.cs.wisc.edu`. Get the files `GS333WIN.ZIP`, `GS333INI.ZIP` and `GS333FN1.ZIP` from the directory `/pub/ghost/aladdin`. Create the directory `C:\GS`. Ghostscript works best if installed in `C:\GS` (not `C:\GS3.33`). This document assumes you are installing Ghostscript in `C:\GS` directory. Using `PKUNZIP`, unzip all the `.ZIP` files. The files in `GS333WIN.ZIP` and `GS333INI.ZIP` go in `C:\GS`. The files in `GS333FN1.ZIP` go in `C:\GS\FONTS`. More information is available in the file `USE.DOC`, which is created when you unzip the above files.

STEP 2 -- PATCH PS2AI.PS
Open the file `C:\GS\PS2AI.PS` using Notepad. Near the beginning of the file, you will find the following two lines --
```
/jout false def            % true=file  false=stdout (default=false)
/joutput (ps2ai.out.aips) def     % Name of Output file
```
You must modify these two lines as follows --
```
/jout true def             % true=file  false=stdout (default=false)
/joutput (output.ai) def         % Name of Output file
```

STEP 3 -- CREATE AN ICON FOR PS2AI
Create an icon for Ghostscript in Program Manager by dragging the file `GSWIN.EXE` from File Manager to Program Manager. Select the icon you created and press Alt+Enter. This will bring up the *Program Item Properties* dialog.
In this dialog, enter `PS2AI` in the *Description* field.
In the *Command Line* field, type the following line exactly --
```
C:\GS\GSWIN.EXE -q -dNODISPLAY ps2ai.ps input.ps
```
In *Working Directory* field, enter `C:\GS`
Check the *Run Minimized* checkbox.
You are all set!

HOW TO RUN PS2AI
Before running `PS2AI`, you must copy the PostScript file you want to convert into `C:\GS` and rename it to `INPUT.PS`. Then double-click on the `PS2AI` icon you just created. Ghostscript will run for a while and exit. When GhostScript is done, look for a file named `OUTPUT.AI` in `C:\GS`. Copy this file to PageDraw directory and rename it. You can now edit this file using PageDraw.