

NAME

abstractile – draw abstract mosaic patterns of interlocking tiles

SYNOPSIS

abstractile [--sleep *seconds*] [--speed *int*] [--tile *tile_mode*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--fps]

DESCRIPTION

The *abstractile* program draws chaotic grids of randomly colored and shaped interlocking tiles.

OPTIONS

abstractile accepts the following options:

--sleep *seconds*

Specify the number of seconds to sleep between screens (0-60).

--speed *int*

A value between 0 and 5 used to specify the speed at which each screen is drawn.

--tile *tile_mode*

The type of tile that is drawn on each screen. Legal values are *random*, *flat*, *thin*, *outline*, *block*, *neon*, and *tiled*

--fps Display the current frame rate and CPU load.

--visual *visual*

Specify which visual to use. Legal values are the name of a visual class, or the id number (decimal or hex) of a specific visual.

--window

Draw on a newly-created window. This is the default.

--root Draw on the root window.

--window-id *number*

Draw on the specified window.

ENVIRONMENT**DISPLAY**

to get the default host and display number.

XENVIRONMENT

to get the name of a resource file that overrides the global resources stored in the RESOURCE_MANAGER property.

XSCREENSAVER_WINDOW

The window ID to use with *--root*.

SEE ALSO

X(1), *xscreensaver*(1)

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