

NAME

alienbeacon – screen saver.

SYNOPSIS

alienbeacon [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--delay *number*] [--speed *number*] [--scale *number*] [--fps]

DESCRIPTION

Our investigation of the signal from the planet's surface brought us to what seems to be an alien beacon. Based on the rock formation around the beacon, it was probably left here millions of years ago.

OPTIONS

--**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.

--**delay** *number*

Per-frame delay, in microseconds. Default: 20000 (0.02 seconds).

--**speed** *number*

Animation speed. 2.0 means twice as fast, 0.5 means half as fast.

--**scale** *number*

Frame buffer resolution. 0.5 means halve the resolution for better performance but lower quality output. Default 1.0, full quality.

--**fps** | --**no-fps**

Whether to show a frames-per-second display at the bottom of the screen.

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), <https://www.shadertoy.com/view/ld2SzK>

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