

NAME

antinspect – ant model inspection screenhack

SYNOPSIS

antinspect [--display *host:display.screen*] [--window] [--root] [--window-id *number*][--install] [--visual *visual*] [--delay *microseconds*] [--fps]

DESCRIPTION

The *antinspect* code displays three ant-powered balls churning in a circle.

OPTIONS

antinspect accepts the following options:

--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.

--install

Install a private colormap for the window.

--shadows

Draw shadows on ground

--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. **--fps** Display the current frame rate, CPU load, and polygon count.

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) xscreensaver--settings(1), xscreensaver--getimage(6)

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