

NAME

atunnel – hypnotic GL tunnel journey

SYNOPSIS

atunnel [--display *host:display.screen*] [--window] [--root] [--window-id *number*] [--visual *visual*]
[--delay *microseconds*] [--light] [--no-light] [--wire] [--no-wire] [--texture] [--no-texture] [--fps]

DESCRIPTION

The *atunnel* program draws an animation of a journey in a GL tunnel.

OPTIONS

sballs 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.

--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.**--texture**

Show a textured tunnel. This is the default.

--no-texture

Disables texturing the animation.

--wire Draw a wireframe rendition of the tunnel.**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://web.archive.org/web/20001205002000/http%3A//romka.demonews.com/index_eng.htm

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