

**NAME**

batteredplanet – screen saver.

**SYNOPSIS**

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

**DESCRIPTION**

An alien planet full of craters, with other celestial objects in the sky.

**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/wsxBD3>

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