

NAME

bestill – screen saver.

SYNOPSIS

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

DESCRIPTION

Various scenes of lights playing above the clouds.

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*

Resolution. 0.1 - 1.0. Default: 1.0.

--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/tfXcRn	https://www.shader-
toy.com/view/w32BDD		https://www.shadertoy.com/view/3cjcWD	https://www.shader-
toy.com/view/wXXBRX		https://www.shadertoy.com/view/3cXyzB	https://www.shader-
toy.com/view/tXjXDy			

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