

NAME

blaster – simulation of space combat

SYNOPSIS

blaster [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--num_robots *number*] [--num_lasers *number*] [--num_stars *number*] [--delay *number*] [--fps]

DESCRIPTION

Draws a simulation of flying space-combat robots (cleverly disguised as colored circles) doing battle in front of a moving star field.

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.
- window-id** *number*
Draw on the specified window.
- num_robots** *number*
Robots. 2 - 50. Default: 5.
- num_lasers** *number*
Lasers. 1 - 100. Default: 3.
- num_stars** *number*
Stars. 5 - 200. Default: 50.
- delay** *number*
Per-frame delay, in microseconds. Default: 10000 (0.01 seconds.).
- fps** Display the current frame rate and CPU load.

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)

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