

NAME

blitspin – rotate a bitmap in an interesting way

SYNOPSIS

blitspin [--display *host:display.screen*] [--foreground *color*] [--background *color*] [--window] [--root] [--window-id *number*] [--mono] [--install] [--visual *visual*] [--bitmap *filename*] [--delay *usecs*] [--delay2 *usecs*] [--duration *secs*]

DESCRIPTION

The *blitspin* program repeatedly rotates a bitmap by 90 degrees by using logical operations: the bitmap is divided into quadrants, and the quadrants are shifted clockwise. Then the same thing is done again with progressively smaller quadrants, except that all sub-quadrants of a given size are rotated in parallel. So this takes **O(16*log2(N))** blits of size NxN, with the limitation that the image must be square, and the size must be a power of 2.

OPTIONS

blitspin 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.

--mono

If on a color display, pretend we're on a monochrome display.

--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.

--bitmap *filename*

The file name of a bitmap to rotate. It need not be square: it will be padded with the background color. If unspecified or the string(*default*), a builtin bitmap is used.

If support for the *XPM* library was enabled at compile-time, the specified file may be in *XPM* format as well as *XBM*, and thus may be a color image.

The ***bitmapFilePath** resource will be searched if the bitmap name is not a fully-qualified path-name.

--grab-screen

If this option is specified, then the image which is spun will be grabbed from the portion of the screen underlying the blitspin window, or from the system's video input, or from a random file on disk, as indicated by the *grabDesktopImages*, *grabVideoFrames*, and *chooseRandomImages* options in the *~.xscreensaver* file; see **xscreensaver-settings(1)** for more details.

--delay *microseconds*

How long to delay between steps of the rotation process, in microseconds. Default is 500000, one-half second.

--duration *seconds*

How long to run before loading a new image. Default 120 seconds.

--delay2 *microseconds*

How long to delay between each 90-degree rotation, in microseconds. Default is 500000, one-half second. **DISPLAY** to get the default host and display number.

--fps Display the current frame rate and CPU load.

ENVIRONMENT

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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Based on SmallTalk code which appeared in the August 1981 issue of Byte magazine.