

NAME

bouboule – draws spinning 3D blobs

SYNOPSIS

bouboule [--display *host:display.screen*] [--foreground *color*] [--background *color*] [--window] [--root] [--window-id *number*] [--mono] [--install] [--visual *visual*] [--ncolors *integer*] [--delay *microseconds*] [--cycles *integer*] [--count *integer*] [-3d]

[--fps]

DESCRIPTION

The *bouboule* program draws spinning 3D blobs.

OPTIONS

bouboule 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.

--ncolors *integer*

How many colors should be used (if possible). Default 64. The colors used cycle through the hue, making N stops around the color wheel.

--cycles *integer*

--count *integer*

-3d Do red/blue 3d separations (for 3d glasses.)

--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), xlock(1)

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VMS support by Jouk Jansen <joukj@alpha.chem.uva.nl>, 01-Feb-96.

TrueColor support by David Bagley <bagleyd@bigfoot.com>, 01-Feb-96.

Ability to run standalone or with *xscreensaver* added by Jamie Zawinski <jwz@jwz.org>, 15-May-97.