

NAME

bsod – Blue Screen of Death emulator

SYNOPSIS

bsod [--display *host:display.screen*] [--foreground *color*] [--background *color*] [--window] [--root] [--window-id *number*][--mono] [--install] [--visual *visual*] [--delay *seconds*] [--fps]

DESCRIPTION

The *bsod* program is the finest in personal computer emulation.

bsod steps through a set of screens, each one a recreation of a different failure mode of an operating system. Systems depicted include Windows 3.1, Windows 95, Windows NT, MS-DOS, AmigaDOS 1.3, Linux, SCO UNIX, BSD UNIX, HPUNIX, Solaris, Tru64, VMS, HVX/GCOS6, IBM OS/390, OS/2, MacOS (MacsBug, Bomb, Sad Mac, and OSX), Atari ST, Apple][+, VMware and NCD X Terminals.

OPTIONS

bsod 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.

--delay *delay*

The duration each crash-mode is displayed before selecting another.

--only *which*

Tell it to run only one mode, e.g., *--only HPUNIX*.

--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*.

X RESOURCES

Notable X resources supported include the following, which control which hacks are displayed and which aren't. **doWindows**, **doNT**, **doWin2K**, **doWin10**, **doRansomware**, **doAmiga**, **doMac**, **doMac1**, **doMacsBug**, **doMacX**, **doSCO**, **doAtari**, **doBSD**, **doLinux**, **doSparcLinux**, **doHPPALinux**, **doBlitDamage**, **doSolaris**, **doHPUNIX**, **doApple2**, **doOS390**, **doTru64**, **doVMS**, **doMSDOS**, **doOS2**, **doHVX**, **doVMware**, and **doATM**. Each of these is a Boolean resource, they all default to true, except for **doAtari**, **doBSD**, **doSparcLinux**, and **doHPPALinux**, which are turned off by default, because they're really not all that interesting looking unless you're a fan of those systems.

There are command-line options for all of these: e.g., *--bsd*, *--no-bsd*. (Also note the *--only* option.)

BUGS

Unlike the systems being simulated, *bsod* does not require a reboot after running.

SEE ALSO

X(1), **xscreensaver(1)**

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