

NAME

carousel – displays multiple images rotating in a circular formation

SYNOPSIS

```
carousel [--display host:display.screen] [--visual visual] [--window] [--root] [--window-id number]
[--count int] [--zoom | --no-zoom] [--tilt XY] [--titles | --no-titles] [--font font] [--speed ratio]
[--duration seconds] [--fps] [--debug] [--wireframe]
```

DESCRIPTION

Loads several random images, and displays them flying in a circular formation. The circle changes speed and direction randomly, tilts on its axis, and the images move in and out.

This program requires a good video card capable of supporting large textures.

To specify the directory that images are loaded from, run **xscreensaver-settings**(1) and click on the "Advanced" tab.

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.

--count *int*
How many images to display. Default 7.

--zoom | **--no-zoom**
Whether the images should move in and out (toward and away from the axis of rotation). Default true.

--tilt *XY* | **--no-tilt**
Whether the axis of rotation should tilt, and how. **-tilt X** means that it will tilt toward and away from the viewer. **-tilt Y** means that it will tilt to the left and right of the screen. **-tilt XY** (the default) means it will do both.

--titles | **--no-titles**
Whether to display the file names of the images beneath them. Default: yes.

--font *font-name*
The font to use for titles. Note that the size of the font affects the clarity of the characters, not their size (it is auto-scaled.)

--duration *seconds*
Every *duration* seconds, one of the images will be replaced with a new one. Default 20 seconds.

--speed *ratio*
Speed up or slow down the animation. 0.5 means half as fast as the default; 2.0 means twice as fast.

--delay *number*
Per-frame delay, in microseconds. Default: 20000 (0.02 seconds.).

--fps Display the current frame rate, CPU load, and polygon count.

--debug
Prints debugging info to stderr.

--wireframe

Another debug mode.

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-settings(1)` `xscreensaver-getimage(6)` `xscreensaver(1)` `glslideshow(6)` `photopile(6)`

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