

NAME

circuit – animates a number of 3D electronic components.

SYNOPSIS

circuit [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*]
 [--delay *number*] [--parts *number*] [--no-spin] [--rotate] [--speed *number*] [--no-light] [--fps]

DESCRIPTION

Animates a number of 3D electronic components.

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.

--**delay** *number*

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

--**parts** *number*

Number of parts. Default: 10.

--**spin** | --**no-spin**

Whether the objects should spin.

--**rotate** | --**no-rotate**

Whether the scene should spin.

--**speed** *number*

Rotation speed, 0 - 100. Default: 1.

--**light** | --**no-light**

Whether to use lighting, or flat coloring.

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

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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