

NAME

coral – simulates coral growth, albeit somewhat slowly.

SYNOPSIS

coral [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*]
 [--delay2 *number*] [--delay *number*] [--density *number*] [--seeds *number*] [--fps]

DESCRIPTION

Simulates coral growth.

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.

--**delay2** *number*

Per-frame delay, in microseconds. Default: 1000 (0.001 seconds.).

--**delay** *number*

Duration. 1 - 60. Default: 5.

--**density** *number*

Density. 1 - 90. Default: 25.

--**seeds** *number*

Seeds. 1 - 100. Default: 20.

--**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)

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