

NAME

crackberg – Lose your way wandering some height fields, and enjoy candy.

SYNOPSIS

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crackberg [--root] [--window-id number] [--window] [--install] [--display host:display.screen]
[--visual visual] [--window-id id] [--delay usecs] [--fps] [--crack] [--lit] [--boring] [--letterbox]
[--flat] [--wire] [--nowater] [--visibility float] [--color string] [--nsubdivs integer]
```

DESCRIPTION

Flies through height maps, optionally animating the instantiation and destruction of generated tiles; by default, tiles 'grow' into place (height gradually increased up to correct value). In windowed mode the following key controls are available:

left, right

Turn left and right.

a,w,s,d Move left, forwards, backwards, and to the right, respectively.

1,2 Decrease and increase manual speed, respectively.

Spacebar

Return to automatic control.

OPTIONS

crackberg accepts the following options:

--root Draw on the root window.

--window-id *number*

Draw on the specified window.

--window

Draw on a newly-created window. This is the default.

--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 *microseconds*

Delay between frames; default 20000 (1/50th of a second).

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

--crack

Use all possible methods to animate tile instantiation.

--boring

Do not animate instantiation at all; use this to get standard landscape generator behavior.

--letterbox

Drawable window region has a 16:9 aspect ratio, regardless of actual window size.

--lit Enable lighting.

--flat Flat shading (OpenGL will use one color per primitive, rather than interpolating betwixt vertices).

--wire Wireframe.

--nowater

Do not display 'water' (forces negative values to zero, and selects a different coloring method).

--visibility *float*

Value in range [0.2,1.0] (default 0.6) specifying proportion of viewable XY plane which is to be drawn upon.

--color *string*

Selects color scheme. Use with no or bogus argument for current list.

--nsubdivs *integer*

Number of times to recursively subdivide each triangular tile. Each increment increases total triangles by a factor of 4; for instance the default setting 4 results in 256 triangles per tile.

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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