

NAME

crystal – kaleidoscope.

SYNOPSIS

crystal [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--grid] [--no-cell] [--centre] [--nx *number*] [--ny *number*] [--count *number*] [--delay *number*] [--ncolors *number*] [--fps]

DESCRIPTION

Moving polygons, similar to a kaleidoscope (more like a kaleidoscope than the hack called ‘kaleid,’ actually.)

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.

--grid | **--no-grid**

Whether to draw grid.

--cell | **--no-cell**

Whether to draw the cell.

--centre | **--no-centre**

Whether to center on screen

--nx *number*

Horizontal Symmetries. -10 - 10. Default: -3.

--ny *number*

Vertical Symmetries. -10 - 10. Default: -3.

--count *number*

Count. -5000 - 5000. Default: -500.

--delay *number*

Per-frame delay, in microseconds. Default: 60000 (0.06 seconds.).

--ncolors *number*

Number of Colors. Default: 100.

--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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