

NAME

cubenetic – cubist 3D undulating blob.

SYNOPSIS

cubenetic [*--display host:display.screen*] [*--visual visual*] [*--window*] [*--root*] [*--window-id number*] [*--delay number*] [*--count number*] [*--no-wander*] [*--no-spin*] [*--spin [XYZ]*] [*--wireframe*] [*--no-texture*] [*--wave-speed number*] [*--wave-radius number*] [*--waves number*] [*--fps*]

DESCRIPTION

Draws a pulsating set of overlapping boxes with ever-changing blobby patterns undulating across their surfaces.

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.).
- count *number***
How many boxes make up the object. Default: 5.
- wander | --no-wander**
Whether the object should wander around the screen.
- spin [*XYZ*]**
Around which axes should the object spin?
- no-spin**
Don't spin.
- wireframe**
Render in wireframe instead of solid.
- texture | --no-texture**
Display Solid Colors.
- wave-speed *number***
Surface Pattern Speed. 5 - 150. Default: 80.
- wave-radius *number***
Surface Pattern Overlap. 5 - 600. Default: 512.
- waves *number***
Surface Pattern Complexity. 1 - 20. Default: 3.
- 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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