

NAME

cubestack – An endless stack of unfolding, translucent cubes.

SYNOPSIS

cubestack [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--delay *number*] [--speed *number*] [--thickness *number*] [--opacity *number*] [--no-wander] [--wireframe] [--fps]

DESCRIPTION

An endless stack of unfolding, translucent cubes.

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: 30000 (0.03 seconds).
- speed** *number*
Animation speed. 2.0 means twice as fast, 0.5 means half as fast.
- thickness** *number*
Thickness of the face edges. 0.0 - 0.5. Default: 0.13.
- opacity** *number*
Opacity of the cubes. 0.01 - 1.0. Default: 0.7.
- wander** | **--no-wander**
Whether the object should wander around the screen.
- wireframe** | **--no-wireframe**
Render in wireframe instead of solid.
- fps** | **--no-fps**
Whether to show a frames-per-second display at the bottom of the screen.

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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