

NAME

cubestorm – a series of 3D boxes that fill space

SYNOPSIS

cubestorm [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--delay *number*] [--speed *float*] [--count *int*] [--thickness *float*] [--no-wander] [--no-spin] [--wireframe] [--fps]

DESCRIPTION

Draws a series of rotating 3D boxes that intersect each other and eventually fill space.

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*
Larger numbers mean run faster. Default: 1.0.
- count** *number*
Number of cubes. Default 4.
- thickness** *float*
How thick the struts making up the cubes should be (0.0-1.0). Default 0.06.
- wander** | **--no-wander**
Whether the cubes should wander around the screen.
- spin** | **--no-spin**
Whether the cubes should spin.
- wireframe** | **--no-wireframe**
Render in wireframe instead of solid.
- 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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