

NAME

cubicgrid – rotating 3D lattice seen from inside

SYNOPSIS

cubicgrid [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--install] [--delay *microseconds*] [--mono] [--speed *number*] [--zoom *number*] [--ticks *number*] [--bigdots] [--fps] [--symmetry *crystallographic symmetry*]

DESCRIPTION

This program shows the view of an observer located inside a set of points arranged to a 3D lattice. As the lattice rotates, various view-throughs appear and evolve. A simple idea with interesting results.

OPTIONS

cubicgrid accepts the following options:

--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.

--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*

How long to pause between frames. Default is 20000, or 0.02 second.

--mono

Draw in black and white. If not used, a fixed all-color scheme is chosen.

--speed *number*

The maximum speed of the rotation. The actual speed and axis change smoothly for better effect. 0.5 - 10. The default is 1.0.

--zoom *number*

Size of the lattice. Ideally it should fill all the screen, but one may find other values also interesting. 5 - 50. The default of 20 should do for common screen aspect ratios.

--ticks *number*

The count of points drawn along every axis. 10 - 100. The default is 30.

--bigdots

Draw the points twice as big.

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

Which crystallographic symmetry system to use. One of "auto", "cubic", or "hexagonal". "auto" will randomly select between symmetry systems.

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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