

**NAME**

*cwaves* – languid sinusoidal colors

**SYNOPSIS**

**cwaves** [*--display host:display.screen*] [*--foreground color*] [*--background color*] [*--window*] [*--root*] [*--window-id number*] [*--mono*] [*--install*] [*--visual visual*] [*--delay usecs*] [*--waves int*] [*--colors int*] [*--fps*]

**DESCRIPTION**

The *cwaves* program draws a languidly-scrolling vertical field of sinusoidal colors.

**OPTIONS**

*cwaves* 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.

**--mono**

If on a color display, pretend we're on a monochrome display.

**--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 much of a delay should be introduced between steps of the animation. Default 20000, or about 1/50th second.

**--waves** *int*

How many cosines to add together. The more waves, the more complex the apparent motion.

**--colors** *int*

How many colors to use. Default 800. The more colors, the smoother the blending will be.

**--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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