

NAME

cynosure – gentle overlapping squares screen saver.

SYNOPSIS

cynosure [**--display** *host:display.screen*] [**--visual** *visual*] [**--window**] [**--root**] [**--window-id** *number*] [**--delay** *number*] [**--ncolors** *number*] [**--iterations** *number*] [**--fps**]

DESCRIPTION

A hack similar to ‘greynetic’, but less frenetic. The first implementation was by Stephen Linhart; then Ozymandias G. Desiderata wrote a Java applet clone. That clone was discovered by Jamie Zawinski, and ported to C for inclusion here.

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: 500000 (0.50 seconds.).

--ncolors *number*

Number of Colors. Default: 128.

--iterations *number*

Duration. 2 - 200. Default: 100.

--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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