

NAME

decayscreen – make a screen meltdown.

SYNOPSIS

decayscreen [--display *host:display.screen*] [--window] [--root] [--window-id *number*] [--mono] [--install] [--visual *visual*] [--delay *usecs*] [--duration *secs*] [--mode *mode*] [--fps]

DESCRIPTION

The *decayscreen* program creates a melting effect by randomly shifting rectangles around the screen.

The image that it manipulates will be grabbed from the portion of the screen underlying the window, or from the system's video input, or from a random file on disk, as indicated by the *grabDesktopImages*, *grabVideoFrames*, and *chooseRandomImages* options in the *~/.xscreensaver* file; see **xscreensaver-settings(1)** for more details.

OPTIONS

decayscreen 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*

Slow it down.

--duration *seconds*

How long to run before loading a new image. Default 120 seconds.

--mode *mode*

The direction in which the image should tend to slide. Legal values are *random* (meaning pick one), *up*, *left*, *right*, *down*, *upleft*, *downleft*, *upright*, *downright*, *shuffle* (meaning prefer no particular direction), *in* (meaning move things toward the center), *out* (meaning move things away from the center), *melt* (meaning melt straight downward), *stretch* (meaning stretch the screen downward), and *fuzz* (meaning go blurry instead of melty).

--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)**, **xscreensaver-settings(1)**, **xscreensaver-getimage(6)**

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AUTHOR

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