

NAME

deepstars – screen saver.

SYNOPSIS

deepstars [**--display** *host:display.screen*] [**--visual** *visual*] [**--window**] [**--root**] [**--window-id** *number*]
[**--delay** *number*] [**--speed** *number*] [**--smear** *number*]

DESCRIPTION

A long exposure of the night sky, showing star paths as vapor trails.

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*

Animation speed. 2.0 means twice as fast, 0.5 means half as fast.

--smear *number*

How long the vapor trails should be. 2.0 means twice as long, 0.5 means half as long.

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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