

NAME

demon – cellular automaton.

SYNOPSIS

demon [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--count *number*] [--cycles *number*] [--delay *number*] [--ncolors *number*] [--size *number*] [--fps]

DESCRIPTION

A cellular automaton that starts with a random field, and organizes it into stripes and spirals.

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.

--**count** *number*

States. 0 - 20. Default: 0.

--**cycles** *number*

Timeout. 0 - 800000. Default: 1000.

--**delay** *number*

Per-frame delay, in microseconds. Default: 50000 (0.05 seconds.).

--**ncolors** *number*

Number of Colors. Default: 64.

--**size** *number*

Cell Size. -20 - 20. Default: -7.

--**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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