

NAME

discoball – A dusty, dented disco ball screen saver.

SYNOPSIS

discoball [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--delay *number*] [--speed *number*] [--count *number*] [--no-wander] [--spin] [--wireframe] [--fps]

DESCRIPTION

A dusty, dented disco ball. Woop woop.

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.

--**count** *number*

Number of rows of tiles on the ball. 10 - 100. Default: 30.

--**wander** | --**no-wander**

Whether the object should wander around the screen.

--**spin** | --**no-spin**

Whether the scene should spin.

--**wireframe** | --**no-wireframe**

Render in wireframe instead of solid.

--**fps** | --**no-fps**

Whether to show a frames-per-second display at the bottom of the screen.

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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