

NAME

discrete – discrete map iterative function fractal systems.

SYNOPSIS

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

DESCRIPTION

More “discrete map” systems, including new variants of Hopalong and Julia, and a few others.

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.

--cycles *number*

Timeout. 100 - 10000. Default: 2500.

--delay *number*

Per-frame delay, in microseconds. Default: 1000 (0.001 seconds.).

--ncolors *number*

Number of Colors. 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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