

NAME

distort – distort the content of the screen in interesting ways

SYNOPSIS

distort [--root] [--window-id *number*][--window] [--mono] [--install] [--noinstall] [--visual *visual*]
 [--window-id *window-id*] [--delay *usecs*] [--duration *secs*] [--radius *pixels*] [--speed *int*] [--number
int] [--swamp] [--bounce] [--reflect] [--vortex] [--magnify] [--blackhole] [--slow] [--shm]
 [--no-shm] [--fps]

DESCRIPTION

The *distort* program takes an image and lets circular zones of distortion wander randomly around it, distorting what is under them. The mode of distortion and the overall behaviour of the zones can be influenced in various ways.

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

distort accepts the following options:

--root Draw on the root window.

--window-id *number*
 Draw on the specified window.

--window
 Draw on a newly-created window. This is the default.

--mono
 If on a color display, pretend we're on a monochrome display.

--install
 Install a private colormap for the window.

--noinstall
 Don't 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.

--window-id *window-id*
 Specify which window id to use.

--delay *usecs*
 Specify the delay between subsequent animation frames in microseconds.

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

--radius *pixels*
 Specify the radius of the distortion zone in pixels.

--speed *int*
 Specify the speed at which the distortion zone moves, where 0 is slow, higher numbers are faster (10 is pretty fast.)

--number *int*
 Specify the number of distortion zones.

--swamp
 Instead of letting zones wander around, let small zones pop up like bubbles in a swamp and leave permanent distortion. **WARNING:** this option uses a *colossal* amount of memory: keep the

--radius small when using --swamp.

--bounce

Let zones wander around and bounce off the window border. This is the default.

--reflect

Mode of distortion that resembles reflection by a cylindrical mirror.

--vortex

Whirlpool-shaped distortion. Way cool.

--magnify

This mode of distortion looks like a magnifying glass.

--blackhole

Suck your pixels beyond the event horizon. Favourite mode of Dr Stephen Hawking.

--slow Make the zone wander slower.

--shm Use shared memory extension.

--no-shm

Don't use shared memory extension.

--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)

COPYRIGHT

Copyright © 1998 by Jonas Munsin and Jamie Zawinski. Permission to use, copy, modify, distribute, and sell this software and its documentation for any purpose is hereby granted without fee, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation. No representations are made about the suitability of this software for any purpose. It is provided "as is" without express or implied warranty.

AUTHORS

Jonas Munsin <jmunsin@iki.fi> and Jamie Zawinski <jwz@jwz.org>. This manual page by Matthias Warkus <mawa@iname.com>, 17-Oct-1999.