

NAME

drift – draws drifting recursive fractal cosmic flames

SYNOPSIS

drift [--display *host:display.screen*] [--foreground *color*] [--background *color*] [--window] [--root] [--window-id *number*] [--mono] [--install] [--visual *visual*] [--ncolors *integer*] [--delay *microseconds*] [--count *integer*] [--grow] [--no-grow] [--liss] [--no-liss] [--fps]

DESCRIPTION

The *drift* program draws drifting recursive fractal cosmic flames

OPTIONS

drift accepts the following options:

--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.

--mono

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

--install

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.

--ncolors *integer*

How many colors should be used (if possible). Default 200. The colors used cycle through the hue, making N stops around the color wheel.

--count *integer***--grow****--no-grow**

Whether fractals should grow; otherwise, they are animated.

--liss**--no-liss**

Whether we should use lissajous figures to get points.

--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

flame(6), **X(1)**, **xscreensaver(1)**, **xlock(1)**

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AUTHOR

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Ability to run standalone or with *xscreensaver* added by Jamie Zawinski <jwz@jwz.org>, 10-May-97.