

NAME

droste – screen saver.

SYNOPSIS

droste [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--delay *number*] [--duration *seconds*] [--speed *ratio*] [--r1 *ratio*] [--r2 *ratio*] [--fps]

DESCRIPTION

Mise en abyme: infinite spiral recursion within images.

Works best with images that have a central circular feature.

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.

--**delay** *number*

Per-frame delay, in microseconds. Default: 20000 (0.02 seconds).

--**duration** *number*

How long until loading a new image, in seconds. Default: 2 minutes.

--**speed** *number*

Speed of zooming into the image. 2.0 means twice as fast, 0.5 means half as fast. Negative to zoom out.

--**r1** *number*

Inner radius of the spiral. Default: 0.2.

--**r2** *number*

Outer radius of the spiral. Default: 0.7.

--**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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