

NAME

elementalring – screen saver.

SYNOPSIS

elementalring [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--delay *number*]
[--speed *number*] [--scale *number*] [--fps]

DESCRIPTION

A rotating ring knots and un-knots itself.

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).

--speed *number*

Animation speed. 2.0 means twice as fast, 0.5 means half as fast.

--scale *number*

Frame buffer resolution. 0.5 means halve the resolution for better performance but lower quality output. Default 1.0, full quality.

--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), <https://www.shadertoy.com/view/MsVXDt>

COPYRIGHT

Copyright © 2016 by Otavio Good. 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.

AUTHOR

Otavio Good.