

NAME

endgame – re-play classic chess games

SYNOPSIS

endgame [*--display host:display.screen*] [*--window*] [*--root*] [*--window-id number*] [*--install*] [*--visual visual*] [*--delay microseconds*] [*--wireframe*] [*--fps*]

DESCRIPTION

endgame replays a brilliant chess ending

OPTIONS

endgame 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.

--install

Install a private colormap for the window.

--shadows

Project pieces against the board with dark blend.

--reflections

Reflect pieces in light board squares.

--classic

Use the original low-polygon piece models.

--labels

Display information about the current game and move.

--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.

--wireframe

Render in wireframe instead of solid. **--fps** Display the current frame rate, CPU load, and polygon count.

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)**

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