

NAME

energystream – a flow of particles which form an energy stream

SYNOPSIS

energystream [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--no-wander] [--no-spin] [--fps]

DESCRIPTION

Draws a set of flowing particles with camera flying around and through it.

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.

--**window-id** *number*

Draw on the specified window.

--**wander** | --**no-wander**

Whether the camera should wander around the screen.

--**spin** | --**no-spin**

Whether the camera should spin.

--**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)

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