

NAME

erupton – eruption of pieces of hot volcanic rock

SYNOPSIS

erupton [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--ncolors *number*] [--nParticles *number*] [--Heat *number*] [--Cooling *number*] [--Gravity *number*] [--delay *number*] [--cycles *number*] [--fps]

DESCRIPTION

This hack creates an eruption of pieces of hot volcanic rock.

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.
- ncolors** *number*
Number of Colors. Default: 256.
- particles** *number*
Number of Particles. Default: 300.
- cooloff** *number*
Eruption Cooloff. Default: 2.
- heat** *number*
Heat of Eruption. Default: 256.
- gravity** *number*
Gravity. Default: 1.
- delay** *number*
Per-frame delay, in microseconds. Default: 5000 (0.01 seconds.).
- cycles** *number*
Duration. 10 - 3000. Default: 80.
- 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

X(1), **xscreensaver**(1),
<https://demo-effects.sourceforge.net/>

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