

NAME

atlantis – draw swimming sharks, whales, and dolphins.

SYNOPSIS

atlantis [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--whalespeed *number*] [--delay *number*] [--size *number*] [--count *number*] [--no-texture] [--gradient] [--wireframe] [--fps]

DESCRIPTION

This is xfishtank writ large: a GL animation of a number of sharks, dolphins, and whales. The swimming motions are great.

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.

--whalespeed *number*

Whale Speed. 0 - 1000. Default: 250.

--cycles *number*

Shark Speed. Default: 100.

--size *number*

Shark Proximity. 100 - 10000. Default: 6000.

--count *number*

Number of Sharks. 0 - 20. Default: 4.

--texture | **--no-texture**

Whether to show shimmering water.

--gradient

Whether to draw a gradient on the background, making it darker at the bottom.

--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)

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