

NAME

binaryring – A system of path tracing particles evolves continuously from an initial creation.

SYNOPSIS

binaryring [--fps] [--install] [--noinstall] [--mono] [--root] [--window-id *number*] [--visual *visual*] [--window] [--window-id *window-id*] [--color] [--no-color] [--growth-delay *delayms*] [--particle-number *particles*] [--ring-radius *radius*]

DESCRIPTION

A system of path tracing particles evolves continuously from an initial circular creation. Ages of darkness play arbitrarily with ages of light.

OPTIONS

binaryring accepts the following options:

- fps** Display the current frame rate and CPU load.
- install**
 Install a private colormap for the window.
- mono**
 If on a color display, pretend we're on a monochrome display.
- noinstall**
 Don't install a private colormap for the window.
- root** Draw on the root window.
- window-id *number***
 Draw on the specified window.
- 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.
- window-id *window-id***
 Specify which window id to use.
- color (Default)**
 Particles have random generated colors that gradually change over time.
- no-color**
 Use the original black and white visualization.
- growth-delay *delayms* (Default: 10000)**
 Delay in ms between growth cycles. More delay, slower (but less CPU intensive).
- particles-number *particles* (Default: 5000)**
 The number of particles in the system. With more particles the fps can also be affected.
- ring-radius *radius* (Default: 40)**
 The radius of the ring where the particles are born, in pixels.

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)**,
<http://complexification.net/>

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