

NAME

blinkbox – shows a ball inside a box.

SYNOPSIS

blinkbox [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--delay *number*] [--wireframe] [--boxsize *number*] [--dissolve] [--fade] [--no-blur] [--fps]

DESCRIPTION

Shows a ball contained inside of a bounding box. Colored blocks blink in when the ball hits the edges.

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.

--delay *number*

Per-frame delay, in microseconds. Default: 30000 (0.03 seconds.).

--wireframe | --no-wireframe

Render in wireframe instead of solid.

--boxsize

Sets the size of the colored boxes. Should be between 1 and 8. Default: 2

--dissolve | --no-dissolve

Boxes shrink instead of just vanishing.

--fade | --no-fade

Boxes fade to transparency instead of just vanishing.

--blur | --no-blur

Enable or disable motion blur on the ball. Default: blurry.

--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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