

NAME

blocktube – draws a swirling, falling tunnel of reflective slabs

SYNOPSIS

blocktube [**--display** *host:display.screen*] [**--visual** *visual*] [**--window**] [**--root**] [**--window-id** *number*] [**--delay** *number*] [**--holdtime** *number*] [**--changetime** *number*] [**--no-texture**] [**--no-fog**] [**--wireframe**] [**--fps**]

DESCRIPTION

Blocktube draws a swirling, falling tunnel of reflective slabs. They fade from hue to hue.

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: 40000 (0.04 seconds.).
- holdtime** *number*
How long to stay on the same color. Default: 1000 frames.
- changetime** *number*
How long it takes to fade to a new color. Default: 200 frames.
- no-texture**
Draw solid blocks instead of reflective blocks.
- no-fog**
Do not make blocks in the distance be darker.
- wireframe**
Only draw outlines.
- 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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