

NAME

boing – draws a bouncing ball like the ancient Amiga demo

SYNOPSIS

boing [--display *host:display.screen*] [--window] [--root] [--window-id *number*][--install] [--visual *visual*] [--delay *usecs*] [--smooth] [--lighting] [--scanlines] [--speed] [--no-spin] [--angle *degrees*] [--size *ratio*] [--parallels *n*] [--meridians *n*] [--wireframe] [--fps]

DESCRIPTION

The *boing* program draws a bouncing checkered ball on a grid.

This is a clone of the first graphics demo for the Amiga 1000, which was written by Dale Luck and RJ Mical during a break at the 1984 Consumer Electronics Show (or so the legend goes.) The boing ball was briefly the official logo of Amiga Inc., until they were bought by Commodore later that year.

With no arguments, this program looks a lot like the original Amiga demo. With "-smooth -lighting", it looks... less old.

OPTIONS

boing accepts the following options:

--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.

--install

Install a private colormap for the 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.

--delay *usecs*

The delay between frames of the animation, in microseconds: default 15000.

--smooth

Draw a smooth sphere instead of a faceted polyhedron.

--lighting

Do shaded lighting instead of flat colors.

--scanlines

If the window is large enough, draw horizontal lines to simulate the scanlines on a low resolution monitor.

--speed *ratio*

Change the animation speed; 0.5 to go half as fast, 2.0 to go twice as fast.

--no-spin

Don't rotate the ball.

--angle *degrees*

The jaunty angle at which the ball sits. Default 15 degrees.

--size *ratio*

How big the ball is; default 0.5 meaning about half the size of the window.

--parallels *n*

--meridians *n* The pattern of rectangles on the ball. Default 8x16.

--wireframe

Look crummy.

--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

bsod(6), **pong(6)**, **xscreensaver(1)**, **X(1)**

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