

NAME

companioncube – a vital apparatus.

SYNOPSIS

companioncube [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--delay *number*] [--speed *ratio*] [--spin] [--wander] [--count *number*] [--wireframe] [--fps]

DESCRIPTION

The symptoms most commonly produced by Enrichment Center testing are superstition, perceiving inanimate objects as alive, and hallucinations. The Enrichment Center reminds you that the weighted companion cube will never threaten to stab you and, in fact, cannot speak. In the event that the Weighted Companion Cube does speak, the Enrichment Center urges you to disregard its advice.

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.).

--**speed** *number*

How fast the animation should run. Less than 1 for slower, greater than 1 for faster.

--**count** *number*

How many cubes. Default 3.

--**spin** --**no-spin** Instead of bouncing, float and spin.

--**wander**

--**no-wander** Instead of bouncing, float and drift.

--**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), tronbit(6), lament(6), dangerball(6), xscreensaver(1)

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AUTHOR

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