

NAME

deluxe – pulsing sequence of stars, circles, and lines.

SYNOPSIS

deluxe [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--delay *number*] [--thickness *number*] [--count *number*] [--ncolors *number*] [--transparent] [--no-db] [--fps]

DESCRIPTION

This draws a pulsing sequence of stars, circles, and lines.

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: 5000 (0.01 seconds.).
- thickness** *number*
Thickness of lines. Default: 50.
- count** *number*
Number of objects. Default: 5.
- ncolors** *number*
Number of colors. Default: 20.
- transparent** | **--no-transparent**
Whether to use transparency.
- db** | **--no-db**
Whether to double buffer.
- fps** Display the current frame rate and CPU load.

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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