

NAME

euler2d – two dimensional incompressible inviscid fluid flow.

SYNOPSIS

euler2d [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*]
 [--count *number*] [--eulertail *number*] [--cycles *number*] [--ncolors *number*] [--delay *number*] [--fps]

DESCRIPTION

Simulates two dimensional incompressible inviscid fluid flow.

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.

--**count** *number*

Particles. 2 - 5000. Default: 1024.

--**eulertail** *number*

Trail Length. 2 - 500. Default: 10.

--**cycles** *number*

Duration. 100 - 5000. Default: 3000.

--**ncolors** *number*

Number of Colors. Default: 64.

--**delay** *number*

Per-frame delay, in microseconds. Default: 10000 (0.01 seconds.).

--**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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AUTHOR

Stephen Montgomery-Smith.