

NAME

beats – create offset beating figures

SYNOPSIS

beats [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--delay *number*] [--count *number*] [--cycle *number*] [--wireframe] [--fps]

DESCRIPTION

The *beats* program draws balls that move around at a slightly different rate from each other, creating interesting chaotic and ordered beating patterns. Each cycle / pattern is created such that it finishes as a single line of balls at the top of the screen, so that the patterns can smoothly transition between each other.

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.).

--**count** *number*

Number of balls. Default: 30.

--**cycle** *number*

Cycle type to use (Default: -1):

- 1 - pseudo-random based on current time
- 0 - clockwise
- 1 - rain dance
- 2 - metronome
- 3 - galaxy

--**tick** | --**no-tick**

Add a tick for 'clockwise' and 'galaxy' patterns.

--**blur** | --**no-blur**

Add motion blur to the ball movement.

--**wireframe** | --**no-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), xscreensaver(1)

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