

NAME

bouncingcow – a happy cow on a trampoline in 3D. Moo.

SYNOPSIS

bouncingcow [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--delay *number*] [--speed *number*] [--count *number*] [--mathematical] [--texture *filename*] [--wireframe] [--fps]

DESCRIPTION

It's very silly.

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 cow bounces. Larger for faster. Default: 1.0.

--**count** *number*

How many cows! Default 1.

--**texture** *filename*

An image file to paint on the cow's hide.

Note that on most systems, GL textures must have dimensions that are a power of two.

--**mathematical**

Periodically transition to display mathematically ideal cows (spherical, frictionless).

--**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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