

NAME

boxfit – fills space with a gradient of growing boxes or circles.

SYNOPSIS

boxfit [--display *host:display.screen*] [--visual *visual*] [--window] [--root] [--window-id *number*] [--delay *usecs*] [--count *int*] [--growby *int*] [--spacing *int*] [--border *int*] [--circles | --squares | --random] [--grab] [--peek] [--fps]

DESCRIPTION

Packs the screen with growing boxes or circles, colored according to a horizontal or vertical gradient. The objects grow until they touch, then stop. When the screen is full, they shrink away and the process restarts.

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 *microseconds*

How much of a delay should be introduced between steps of the animation. Default 20000, or about 0.02 seconds.

--count *int*

How many boxes or circles to animate simultaneously; default 50. Smaller numbers yield larger boxes/circles.

--growby *int*

How many pixels the objects should grow by, each frame. Default 1.

--spacing *int*

How many pixels of space should be left between the objects. Default 1.

--border *int*

Thickness of the colored border around each object. Default 1.

--circles | --squares | --random

Draw circles, squares, or choose randomly (the default).

--grab Normally it colors the boxes with a horizontal or vertical gradient. If *--grab* is specified, it will instead load a random image, and color the boxes according to the colors in that image. As the picture fills in, some features of the underlying image may become recognisable.

When grabbing images, the image will be grabbed from the portion of the screen underlying the window, or from the system's video input, or from a random file on disk, as indicated by the *grabDesktopImages*, *grabVideoFrames*, and *chooseRandomImages* options in the *~/.xscreensaver* file; see **xscreensaver-settings(1)** for more details.

--peek This option says to briefly show you the underlying image before beginning. The default is not to show the unadulterated image at all. (This only has an effect when *--grab* is used.)

--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)** **xscreensaver-settings(1)**, **xscreensaver-getimage(6)**

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