

NAME

`bubble3d` – 3d rising bubbles.

SYNOPSIS

bubble3d [`--display` *host:display.screen*] [`--visual` *visual*] [`--window`] [`--root`] [`--window-id` *number*] [`--delay` *number*] [`--transparent`] [`--color` *color*] [`--fps`]

DESCRIPTION

Draws a stream of rising, undulating 3D bubbles, rising toward the top of the screen, with nice specular reflections.

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.

--transparent

Draw transparent bubbles instead of solid ones.

--color *color*

Draw bubbles of the specified color. "Random" means a different color for each bubble.

--delay *number*

Per-frame delay, in microseconds. Default: 15000 (0.015 seconds.).

--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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