

NAME

cubetwist – A series of nested cubes rotate and slide recursively.

SYNOPSIS

cubetwist [**--display** *host:display.screen*] [**--visual** *visual*] [**--window**] [**--root**] [**--window-id** *number*] [**--delay** *number*] [**--speed** *number*] [**--thickness** *number*] [**--displacement** *number*] [**--no-flat**] [**--no-wander**] [**--no-spin**] [**--wireframe**] [**--fps**]

DESCRIPTION

A series of nested cubes rotate and slide recursively.

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*
Animation speed. 2.0 means twice as fast, 0.5 means half as fast.
- thickness** *number*
Thickness of the cube edges. 0.005 - 0.2. Default: 0.05.
- displacement** *number*
Displacement between nested cubes. 0.0 - 0.2. Default: 0.01.
- flat** | **--no-flat**
Whether to use flat shading, or lighting. Default flat.
- wander** | **--no-wander**
Whether the object should wander around the screen.
- spin** | **--no-spin**
Whether the object should spin.
- wireframe** | **--no-wireframe**
Render in wireframe instead of solid.
- fps** | **--no-fps**
Whether to show a frames-per-second display at the bottom of the screen.

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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