

NAME

oclock – round X clock

SYNOPSIS

oclock [*–option ...*]

DESCRIPTION

Oclock simply displays the current time on an analog display.

OPTIONS

–fg *color*

choose a different color for the both hands and the jewel of the clock

–bg *color*

choose a different color for the background.

–jewel *color*

choose a different color for the jewel on the clock.

–minute *color*

choose a different color for the minute hand of the clock.

–hour *color*

choose a different color for the hour hand of the clock.

–backing { *WhenMapped Always NotUseful* }

selects an appropriate level of backing store.

–geometry *geometry*

define the initial window geometry; see *X(7)*.

–display *display*

specify the display to use; see *X(7)*.

–bd *color*

choose a different color for the window border.

–bw *width*

choose a different width for the window border. As the Clock widget changes its border around quite a bit, this is most usefully set to zero.

–shape causes the clock to use the Shape extension to create an oval window. This is the default unless the `shapeWindow` resource is set to false.

–noshape

causes the clock to not reshape itself and ancestors to exactly fit the outline of the clock.

–transparent

causes the clock to consist only of the jewel, the hands, and the border.

COLORS

If you would like your clock to be viewable in color, include the following in the `#ifdef COLOR` section you read with `xrdb`:

```
*customization:          -color
```

This will cause `oclock` to pick up the colors in the app-defaults color customization file: `/usr/lib/X11/app-defaults/Clock-color`. Below are the default colors:

```
Clock*Background: grey
Clock*BorderColor: light blue
Clock*hour: yellow
Clock*jewel: yellow
Clock*minute: yellow
```

SEE ALSO

X(7), X Toolkit documentation

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