

NAME

xeyes – a follow the mouse X demo

SYNOPSIS

xeyes [-option ...]

DESCRIPTION

Xeyes watches what you do and reports to the Boss.

OPTIONS

-fg *foreground color*

choose a different color for the pupil of the eyes.

-bg *background color*

choose a different color for the background.

-outline *outline color*

choose a different color for the outline of the eyes.

-center *center color*

choose a different color for the center of the eyes.

-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 *border color*

choose a different color for the window border.

-bw *border width*

choose a different width for the window border.

-shape uses the SHAPE extension to shape the window. This is the default.

+shape disables use of the SHAPE extension to shape the window.

-render uses Xrender to draw anti-aliased eyes. This is the default if *xeyes* has been compiled with Xrender support.

+render disables Xrender and draws traditional eyes.

-distance

uses an alternative mapping, as if the eyes were set back from the screen, thus following the mouse more precisely.

SEE ALSO

X(7), X Toolkit documentation

See *X(7)* for a full statement of rights and permissions.

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Copied from the NeWS version written (apparently) by Jeremy Huxtable as seen at SIGGRAPH '88