NAME
>   perf – report kernel statistics

SYNOPSIS
>   **perf** [-a] [-sampletime sec] [-drawline] [-nosmooth] [-drawone] [-noreset] [-scrollback sampled-values]
>   [-columns cols] [-col1 color] [-col2 color] [-col3 color] [-col4 color] [-foreground color] [-background
>   color] [-cpu] [-disk] [-page] [-swap] [-interrupts] [-packets] [-errors] [-collisions] [-context] [-load] [host]

DESCRIPTION
>   **perf** is an XView program that reports kernel statistics for a given **host** (or for the localhost if no host is
>   specified). The program is a frontend to the rstatd(8) daemon.
>
>   The displayed window consists of one or more fields, each showing a specified parameter. The name of the
>   parameter and of its components are shown in the lower left corner of the field, the maximum value of the
>   visible data in the lower right corner.

OPTIONS
>   **-sampletime sec**
>   Query the rstatd each **sec** seconds for new data. Default is 2.
>
>   **-drawline**
>   Draw only a line instead of a filled block.
>
>   **-nosmooth**
>   If the drawing is filled, do not smooth the data.
>
>   **-drawone**
>   Show only the sum of multiple subvalues like e.g. usr, nice & sys. This is the default on
>   monochrome diplays.
>
>   **-noreset**
>   Do not readjust the maximum value shown in the lower right corner.
>
>   **-scrollback sampled-values**
>   Set the scrollback buffer to **sampled-values.** Default is 200, i.e. 20 minutes if sampletime is 2.
>   The total number of samples stored is field_width_in_pixels + scrollback.
>
>   **-columns cols**
>   Display the fields in **cols** columns. Default is 1.
>
>   **-col[1-4] color -forground color -background color**
>   The first subvalue is drawn with the color col1, the second with col2 and so on. **color** must be of
>   the form **#rrggbb,** where **rr** is the red component, **gg** the green and **bb** the blue one (e.g #ff0000 is
>   red). Defaults: col1: #000000 (black) col2: #a0a0a0 col3: #c0c0c0 col3: #e0e0e0 col4: #ffffff
>   (white) foreground is black and background is white.
>
>   The following options specify, which statistic values are displayed:
>
>   **-cpu**   Percent of cpu being used.
>
>   **-disk**   Disk transfers per second.
>
>   **-page**   Pages paged per second.
>
>   **-swap**   Pages swapped per second.
>
>   **-interrupts**
>   Number of device interrupts in a second.
>
>   **-packets**
>   Network packets per second.
>
>   **-errors**   Errors per second on receiving packets.

-collisions

Collisions per second detected on the network.

-context

Number of context switches per second.

-load   Load average.

-a   All of the above 10 options.

KEYBOARD ACCELERATORS

q   Quit the program.

s   Toggle solid drawing.

o   Toggle smooth option.

1   Toggle the drawone option.

?   Bring up the properties window.

NL (NewLine)

Restore all scrollback windows to the current values.

Mouse (Pointer device) Usage

Right Mouse Button

You can bring up the **properties window** by clicking the right mouse button. Don't forget to select the 'Apply' button after changing values. If you click the right mouse button over one of the displayed fields while pressing the **SHIFT** key, you can change values valid only for this field. You can reset this settings by selecting the 'No special flags' button.

Left Mouse Button

If you click in a field with the left mouse button, the exact value of the sample will be displayed in the properties window. If you drag the field, you can examine the sampled values in the scrollback history.

Middle Mouse Button

You can scroll more than one field at once by selecting all of them first with the middle mouse button.

X RESOURCES

Following X Resources are examined during startup:

perf.sampletime   perf.drawline   perf.nosmooth   perf.drawone   perf.noreset   perf.scrollback perf.columns perf.col1 perf.col2 perf.col3 perf.col4 perf.foreground perf.background

Note: Options take precedence over X Resources.

FEATURES/BUGS

The maximum scrollback is limited to 20000 values. This is because by initiating a scrollback the whole history will be drawn on a single pixmap and this can be a memory hog. Besides X limits the size of a pixmap to 2ˆ15 pixels (if I'm right).