

**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.

**AUTHOR**

Keith Packard, MIT X Consortium  
Copied from the NeWS version written (apparently) by Jeremy Huxtable as seen at SIGGRAPH '88