

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

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