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sontek / **snowjob.sh**

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Make your terminal snow

<> **snowjob.sh**

```bash
#!/bin/bash

LINES=$(tput lines)
COLUMNS=$(tput cols)

declare -A snowflakes
declare -A lastflakes

clear

function move_flake() {
    i="$1"

    if [ "${snowflakes[$i]}" = "" ] || [ "${snowflakes[$i]}" = "$LINES" ]; then
        snowflakes[$i]=0
    else
        if [ "${lastflakes[$i]}" != "" ]; then
            printf "\033[%s;%sH \033[1;1H " ${lastflakes[$i]} $i
        fi
    fi

    printf "\033[%s;%sH\u274$[($RANDOM%6)+3]\033[1;1H" ${snowflakes[$i]} $i

    lastflakes[$i]=${snowflakes[$i]}
    snowflakes[$i]=$((${snowflakes[$i]}+1))
}

while :
do
    i=$(($RANDOM % $COLUMNS))

    move_flake $i

    for x in "${!lastflakes[@]}"
    do
        move_flake "$x"
    done
```

```
38
39     sleep 0.1
40  done
```

sontek commented on Dec 21, 2011   Author

If your terminal font supports it you can replace * at line 22 with ❅ to make it more festive

amstan commented on Dec 21, 2011

Can you make it appear on top of something that's already running?

x37v commented on Dec 21, 2011

awesome!

allaun commented on Dec 21, 2011

I named the script as snowjob, and this is the output?
snowjob: 11: Syntax error: "(" unexpected

supercheetah commented on Dec 21, 2011

Like it!

sontek commented on Dec 21, 2011   Author

@allaun What shell are you using? You can replace function move_flake() with function move_flake (removing the parens) and it'll work for you

EmbeddedLinuxGuy commented on Dec 22, 2011

Nice. Also you can rotate different flake glyphs if you replace * with \u274"$[($RANDOM%6)+3]"

sontek commented on Dec 22, 2011   Author

@EmbeddedLinuxGuy That is *awesome*, thanks!

skihero commented on Dec 22, 2011

cool!

blottis commented on Nov 19, 2015

Thanks for the script it is very cool, but could you provides us with some additional info about how to make it more functional ... for example how to make the snow appear on a functional terminal screen as **@amstan** stated in his comment. I am new with bash scripting and want to use your code to decorate a script I am creating but I can not deduce where to put my code... thanks
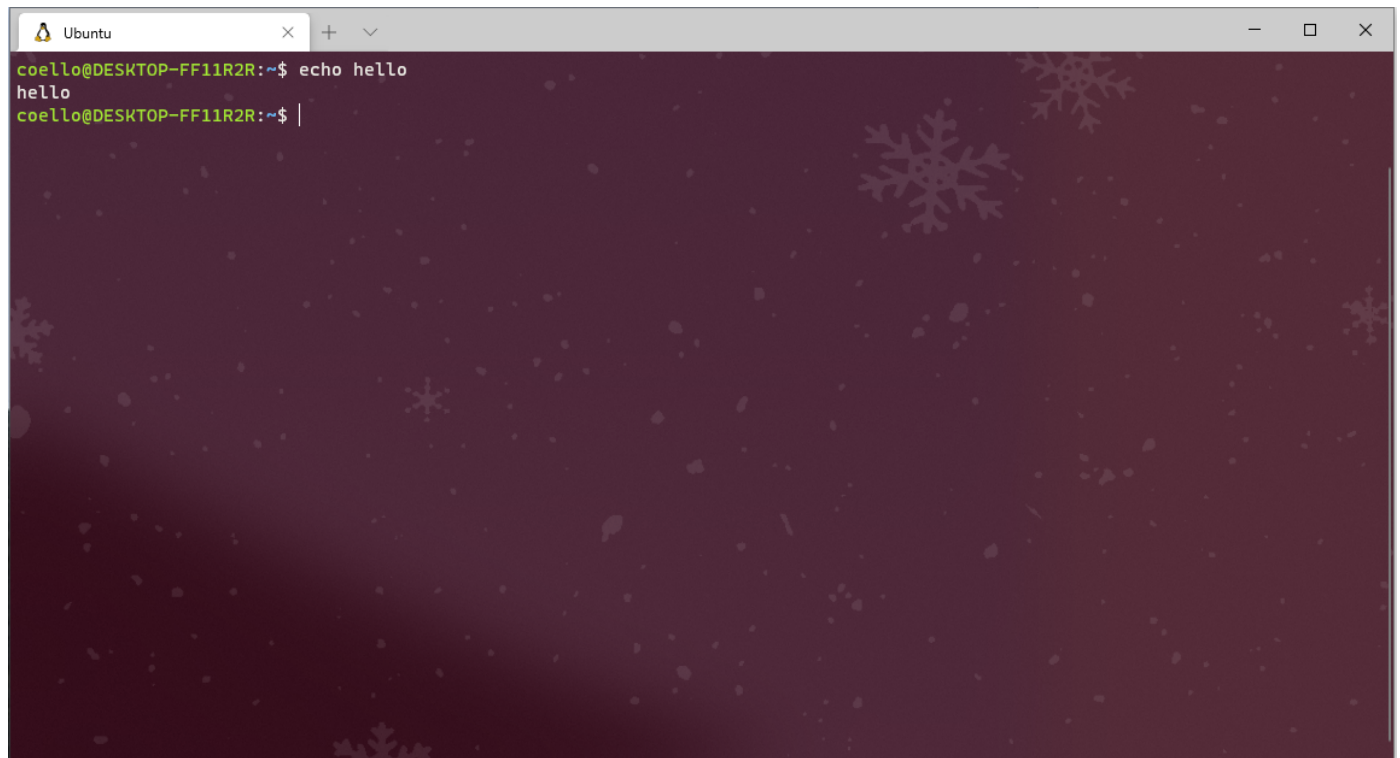
ChrisCoe commented on Jan 31, 2021

@amstan @blottis
I've also been trying to get the snow effect as a background on my running terminal. I don't think this is possible without some major refactoring in the bash script as the print out to stdout would collide with normal terminal function use.

In case you are like me and found this post years later, many modern terminals now have built in functionality for effects. I've been using `Windows Terminal` to get the desired snow effect I want.

sontek commented on Jan 31, 2021   Author

Yeah, the only way to get the effect during usage is built-in features of the terminal like shaders and stuff like what you did for the windows terminal. This is a generic / cross platform way of getting effects that doesn't depend on the shell at all

heyarviind commented 32 minutes ago

snowflakes are not coming for me

alaz-aura commented 28 minutes ago

hmmm unclear what the expected effect is meant to be 🤔

sandippingle commented 20 minutes ago

Same issue