NAME

xwafebrett – an X-based games

SYNOPSIS

xwafebrett [**-c** *colormode*] [**-3**] [**-s** *size*] [**-v** *vorgabe*] [**-w** *width*]

DESCRIPTION

xwafebrett is a simple game where the user has to try to convert all stones to the bright color.

OPTIONS

In addition to the standard toolkit options such as -display, -name, -geometry, -iconic, -xrm etc. (see manual page X) xwafetel accepts the following options:

-c *colormode* start xwafetel using the given color-mode (for details see manual page wafeapp); color modes are for example *mono*, *blueish* or *wheat-ish*.

-3 do not use 3 dimensional widgets. This option depends of the configuration in the system.waferc file (see manual page wafeapp).

-s *size* determines size of edge of field (default=8)

-v *number* number of turns the computer performs at the begin of a game (default=10)

-w *size* determines size of a single field iin points (default=30)

KEY BINDINGS

<Key>q quit

<Key>r restart

SEE ALSO

wafe(n), wafeapp(n), X(1), xwafemail(n), xwafenews(n), xwafeftp(n), xwafeora(n), xwafetel(n), xdirtree(n), xprojektor(n), xbm(n), xwafemc(n), xruptimes(n), xnetstats(n), xiostats(n), xvmstats(n), xwafeping(n), xwafecf(n)

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