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Rocky Enterprise Linux 9.2 Manual Pages on command 'lolcat.6'

\$ man lolcat.6

LOLCAT(6) Games Manual LOLCAT(6)

NAME

lolcat - rainbow coloring effect for text console display

SYNOPSIS

lolcat [options] [files] ...

DESCRIPTION

This manual page documents briefly the lolcat command.

lolcat is a program that concatenates files, or standard input, to standard output (like the generic cat), and adds rainbow coloring to it.

OPTIONS

-p X, --spread=X

Inclination of the rainbow stripes

(character widths per line high; high values (>1000) give almost horizontal stripes, low values (0.1) almost vertical ones; default: 3.0).

-F X, --freq=X

Frequency of the rainbow effect.

(low values around 0.0001 give almost monochromatic screens; default: 0.1).

-S X, --seed=X

Initial value for the random number generator; 0 means automatic.

(default: 0).

-a, --animate

Fade every line through an animation before printing the next one.

-d X, --duration=X

Duration of the animation.

(number of steps before showing next line; default: 12)

`-s X, --speed=X`

Speed of the animation.

(frame rate, ie. number of steps per second; default: 20)

`-i, --invert`

Inverts the background and foreground colors.

`-t, --truecolor`

Enables 24-bit truecolor mode.

`-f, --force`

Force color even when stdout is not a tty.

`-v, --version`

Shows lolcat version.

`-h, --help`

Shows options summary.

EXAMPLES

Typical combinations of lolcat include other programs that generate text:

Large colorful words can be written like this:

```
echo "KTHXBAI" | toilet | lolcat
```

Cows are popular, come in all colors, and tell random epigrams:

```
fortune | cowsay | lolcat -a
```

SEE ALSO

`cat(1)`, `toilet(1)`, `fortune(6)`, `cowsay(6)`

AUTHOR

lolcat was written by Moe <moe@busyloop.net>.

This manual page was originally written by chrysn <chrysn@fsfe.org>, for the Debian project.

Very quickly revamped by Mathieu Aubin <mathieu@zeroSerieux.com> to include as part of official code repository.

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