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Reference > deviceMoved()

deviceMoved()

The deviceMoved() function is called when the device is moved by more than the threshold value along X, Y or Z axis. The default threshold is set to 0.5. The threshold value can be changed using setMoveThreshold().

Examples

```
// Run this example on a mobile device
// Move the device around
// to change the value.

let value = 0;
function draw() {
  fill(value);
  rect(25, 25, 50, 50);
  describe(`50-by-50 black rect in center of canvas.
    turns white on mobile when device moves`);
}
function deviceMoved() {
  value = value + 5;
  if (value > 255) {
    value = 0;
  }
}
```

This page is generated from the comments in src/events/acceleration.js . Please feel free to edit it and submit a pull request!

Related References

accelerationX
The system variable accelerationX always contains the acceleration of the device along the x axis.

accelerationY
The system variable accelerationY always contains the acceleration of the device along the y axis.

accelerationZ
The system variable accelerationZ always contains the acceleration of the device along the z axis.

deviceMoved
The deviceMoved() function is called when the device is moved by more than the threshold value along X, Y or Z axis.

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