

# pRotationY

The system variable `pRotationY` always contains the rotation of the device along the y axis in the frame previous to the current frame. If the sketch `angleMode()` is set to DEGREES, the value will be -90 to 90. If it is set to RADIANS, the value will be - $\pi/2$  to  $\pi/2$ .

`pRotationY` can also be used with `rotationY` to determine the rotate direction of the device along the Y-axis.

## Examples

```
// A simple if statement looking at whether
// rotationY - pRotationY < 0 is true or not will be
// sufficient for determining the rotate direction
// in most cases.

// Some extra logic is needed to account for cases where
// the angles wrap around.
let rotateDirection = 'clockwise';

// Simple range conversion to make things simpler.
// This is not absolutely necessary but the logic
// will be different in that case.

let rY = rotationY + 180;
let pRY = pRotationY + 180;

if ((rY - pRY > 0 && rY - pRY < 270) || rY - pRY < -270) {
  rotateDirection = 'clockwise';
} else if (rY - pRY < 0 || rY - pRY > 270) {
  rotateDirection = 'counter-clockwise';
}
print(rotateDirection);
describe('no image to display.');
```



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.

## p5.js

### Resources

- [Reference](#)
- [Tutorials](#)
- [Examples](#)
- [Contribute](#)
- [Community](#)
- [About](#)
- [Start Coding](#)
- [Donate](#)

### Information

- [Download](#)
- [Contact](#)
- [Copyright](#)
- [Privacy Policy](#)
- [Terms of Use](#)

### Socials

- [GitHub ↗](#)
- [Instagram ↗](#)
- [X ↗](#)
- [YouTube ↗](#)
- [Discord ↗](#)
- [Forum ↗](#)

