

# rotationY

The system variable `rotationY` always contains the rotation of the device along the y axis. 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  $\pi/2$ .

Note: The order the rotations are called is important, ie. if used together, it must be called in the order Z-X-Y or there might be unexpected behaviour.

## Examples

```
▶ function setup() {
    createCanvas(100, 100, WEBGL);
}

◀ function draw() {
    background(200);
    //rotateZ(radians(rotationZ));
    //rotateX(radians(rotationX));
    rotateY(radians(rotationY));
    box(200, 200, 200);
    describe(`red horizontal line right, green vertical line
bottom.
    black background.`);
}
```



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 ↗](#)

