

deviceOrientation

The system variable `deviceOrientation` always contains the orientation of the device. The value of this variable will either be set 'landscape' or 'portrait'. If no data is available it will be set to 'undefined'. either LANDSCAPE or PORTRAIT.

[Start Coding](#)[Donate](#)

Reference ▼

Acceleration

[accelerationX](#)
[accelerationY](#)
[accelerationZ](#)
[deviceMoved\(\)](#)
[deviceOrientation](#)
[deviceShaken\(\)](#)
[deviceTurned\(\)](#)
[pAccelerationX](#)
[pAccelerationY](#)
[pAccelerationZ](#)
[pRotationX](#)
[pRotationY](#)
[pRotationZ](#)
[rotationX](#)
[rotationY](#)
[rotationZ](#)
[setMoveThreshold\(\)](#)
[setShakeThreshold\(\)](#)
[turnAxis](#)

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 ↗](#)