

rotationX

The system variable `rotationX` always contains the rotation of the device along the x axis. If the sketch `angleMode()` is set to DEGREES, the value will be -180 to 180. If it is set to RADIANS, the value will be - π to π .

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

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