

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 -PI to PI.

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

Information

Socials

Reference
Tutorials
Examples
Contribute
Community
About
Start Coding
Donate

Download
Contact
Copyright
Privacy Policy
Terms of Use

GitHub ↗
Instagram ↗
X ↗
YouTube ↗
Discord ↗
Forum ↗

