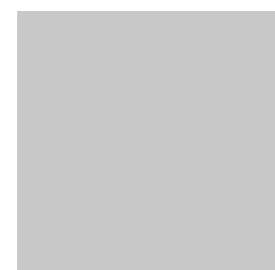


# accelerationX

The system variable `accelerationX` always contains the acceleration of the device along the x axis. Value is represented as meters per second squared.

## Examples



```
// Move a touchscreen device to register
// acceleration changes.

function draw() {
  background(220, 50);
  fill('magenta');
  ellipse(width / 2, height / 2,
  accelerationX);
  describe('Magnitude of device acceleration
  is displayed as ellipse size.');
}
```



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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