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# setMoveThreshold()

The `setMoveThreshold()` function is used to set the movement threshold for the `deviceMoved()` function. The default threshold is set to 0.5.

## Examples

```
// Run this example on a mobile device
// You will need to move the device incrementally further
// the closer the square's color gets to white in order to change the value.

let value = 0;
let threshold = 0.5;
function setup() {
  setMoveThreshold(threshold);
}
function draw() {
  fill(value);
  rect(25, 25, 50, 50);
  describe(`50-by-50 black rect in center of canvas.
    turns white on mobile when device moves`);
}
function deviceMoved() {
  value = value + 5;
  threshold = threshold + 0.1;
  if (value > 255) {
    value = 0;
    threshold = 30;
  }
  setMoveThreshold(threshold);
}
```

## Syntax

```
setMoveThreshold(value)
```

## Parameters

value                      Number: The threshold value

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## 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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