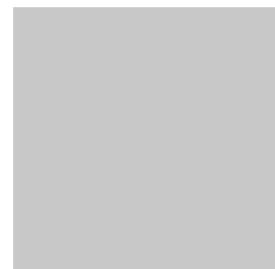


# turnAxis

When a device is rotated, the axis that triggers the `deviceTurned()` method is stored in the `turnAxis` variable. The `turnAxis` variable is only defined within the scope of `deviceTurned()`.

## Examples



```
// Run this example on a mobile device
// Rotate the device by 90 degrees in the
// X-axis to change the value.

let value = 0;
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 turns`);
  describe(`50-by-50 black rect in center of
  canvas.
  turns white on mobile when x-axis turns`);
}
function deviceTurned() {
  if (turnAxis === 'x') {
    if (value === 0) {
      value = 255;
    } else if (value === 255) {
      value = 0;
    }
  }
}
```

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

- [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 ↗](#)

