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Reference > deviceTurned()

deviceTurned()

The deviceTurned() function is called when the device rotates by more than 90 degrees continuously.

The axis that triggers the deviceTurned() method is stored in the turnAxis variable. The deviceTurned() method can be locked to trigger on any axis: X, Y or Z by comparing the turnAxis variable to 'X', 'Y' or 'Z'.

Examples

```
// Run this example on a mobile device
// Rotate the device by 90 degrees
// 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`);
}
function deviceTurned() {
  if (value === 0) {
    value = 255;
  } else if (value === 255) {
    value = 0;
  }
}
```

```
// 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 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.

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