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pRotationZ

The system variable pRotationZ always contains the rotation of the device along the z axis in the frame previous to the current frame. If the sketch angleMode() is set to DEGREES, the value will be 0 to 360. If it is set to RADIANS, the value will be 0 to 2*PI.

pRotationZ can also be used with rotationZ to determine the rotate direction of the device along the Z-axis.

Examples

```
// A simple if statement looking at whether
// rotationZ - pRotationZ < 0 is true or not will be
// sufficient for determining the rotate direction
// in most cases.

// Some extra logic is needed to account for cases where
// the angles wrap around.
let rotateDirection = 'clockwise';

if (
  (rotationZ - pRotationZ > 0 && rotationZ - pRotationZ < 270) ||
  rotationZ - pRotationZ < -270
) {
  rotateDirection = 'clockwise';
} else if (rotationZ - pRotationZ < 0 || rotationZ - pRotationZ > 270) {
  rotateDirection = 'counter-clockwise';
}
print(rotateDirection);
describe('no image to display.');
```

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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