

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

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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