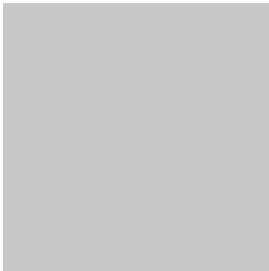


# accelerationX

The system variable accelerationX always contains the acceleration of the device along the x axis. Value is represented as meters per second squared.

## Examples



```
// Move a touchscreen device to register
// acceleration changes.
function draw() {
  background(220, 50);
  fill('magenta');
  ellipse(width / 2, height / 2,
accelerationX);
  describe('Magnitude of device acceleration
is displayed as ellipse size.');
```

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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