

deviceShaken()

The **deviceShaken()** function is called when the device total acceleration changes of accelerationX and accelerationY values is more than the threshold value. The default threshold is set to 30. The threshold value can be changed using **setShakeThreshold()**.

Examples

```
// Run this example on a mobile device
// Shake the device 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 shakes`);
}
function deviceShaken() {
  value = value + 5;
  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

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