

Syntax

```
rotateX(angle)
```

Parameters

`angle` Number: angle of rotation in the current `angleMode()`.

This page is generated from the comments in `src/core/transform.js`. Please feel free to edit it and submit a pull request!

Related References

applyMatrix Applies a transformation matrix to the coordinate system.	resetMatrix Clears all transformations applied to the coordinate system.	rotate Rotates the coordinate system.	rotateX Rotates the coordinate system about the x-axis in WebGL mode.
---	--	---	---