

Acceleration

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pRotationY

The system variable pRotationY always contains the rotation of the device along the y axis in the frame previous to the current frame. If the sketch `angleMode()` is set to DEGREES, the value will be -90 to 90. If it is set to RADIANS, the value will be -PI/2 to PI/2.

pRotationY can also be used with rotationY to determine the rotate direction of the device along the Y-axis.

Examples

```
// A simple if statement looking at whether
// rotationY - pRotationY < 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';

// Simple range conversion to make things simpler.
// This is not absolutely necessary but the logic
// will be different in that case.

let rY = rotationY + 180;
let pRY = pRotationY + 180;

if ((rY - pRY > 0 && rY - pRY < 270) || rY - pRY < -270) {
  rotateDirection = 'clockwise';
} else if (rY - pRY < 0 || rY - pRY > 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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