

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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