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Reference ∨

Acceleration

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deviceMoved()
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pAccelerationX
pAccelerationY
pAccelerationZ
pRotationX
pRotationY
pRotationZ
rotationX
rotationY
rotationZ
setMoveThreshold()
setShakeThreshold()
turnAxis

rotationZ

The system variable rotationZ always contains the rotation of the device along the z axis. If the sketch angleMode() is set to DEGREES, the value will be 0 to 360. If it is set to RADIANS, the value will be 0 to 2*PI.

Unlike rotationX and rotationY, this variable is available for devices with a built-in compass only.

Note: The order the rotations are called is important, ie. if used together, it must be called in the order Z-X-Y or there might be unexpected behaviour.

Examples

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```
function setup() {
  createCanvas(100, 100, WEBGL);
}

function draw() {
  background(200);
  rotateZ(radians(rotationZ));
  //rotateX(radians(rotationX));
  //rotateY(radians(rotationY));
  box(200, 200, 200);
  describe(`red horizontal line right, green vertical line bottom.
    black background.`);
}
```

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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