

setShakeThreshold()

The `setShakeThreshold()` function is used to set the movement threshold for the `deviceShaken()` function. The default threshold is set to 30.

Examples

```
// Run this example on a mobile device
// You will need to shake the device more firmly
// the closer the box's fill gets to white in order to change the value.

let value = 0;
let threshold = 30;
function setup() {
  setShakeThreshold(threshold);
}
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 is being shaked`);
}
function deviceMoved() {
  value = value + 5;
  threshold = threshold + 5;
  if (value > 255) {
    value = 0;
    threshold = 30;
  }
  setShakeThreshold(threshold);
}
```



Syntax

```
setShakeThreshold(value)
```



Parameters

`value` Number: The threshold value

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

Resources

[Reference](#)
[Tutorials](#)
[Examples](#)
[Contribute](#)
[Community](#)
[About](#)
[Start Coding](#)
[Donate](#)

Information

[Download](#)
[Contact](#)
[Copyright](#)
[Privacy Policy](#)
[Terms of Use](#)

Socials

[GitHub ↗](#)
[Instagram ↗](#)
[X ↗](#)
[YouTube ↗](#)
[Discord ↗](#)
[Forum ↗](#)

