# **Device Motion**

Block Group: Browser API Block Icon:

Returns the current DeviceMotionEvent acceleration, acceleration including gravity, and rotation of the device, if available.

## **Input/Output Properties**

This property can take input and give output.

• enabled (boolean)

enabled specifies whether the device motion is currently being tracked and reported.

## **Output Properties**

These properties can give output. They cannot take input.

- accelerationX
- accelerationY
- accelerationZ
- accelerationGX
- accelerationGY
- accelerationGZ
- rotationAlpha
- rotationBeta
- rotationGamma

**accelerationX**, **accelerationY**, and **accelerationZ** return the acceleration of the device along the X, Y, and Z axes, in meters per second squared  $(m/s^2)$ .

- The X axis typically extends from the left edge of the screen to the right edge of the screen.
- The Y axis typically extends from the top edge of the screen to the bottom edge of the screen.
- The Z axis typically extends from the back of the device to the front of the device.

**accelerationGX**, **accelerationGY**, and **accelerationGZ** return the acceleration of the device along the X, Y, and Z axes, in meters per second squared (m/s<sup>2</sup>). Unlike the other acceleration values, these do not compensate for the influence of gravity. These values might be useful for devices where the first set of values is not available, such as on devices without a gyroscope.

**rotationBeta** returns the rate of change of the pitch, or rotation around the X axis, of the device, in degrees per second. This movement typically looks like moving the bottom or top of the screen forward or backward.

**rotationGamma** returns the rate of change of the yaw, or rotation around the Y axis, of the device, in degrees per second. This movement typically looks like moving the left or right side of the screen forward or backward.

### Model

These are basic uses of the block.

Dataflow Model			Description
*Device Motion ×		Properties Advanced Actions	
← > Stage > TextEdit Preview			
accelerationX: NaN	↑ <u> </u>	Name: Text Cursor: auto	The rounded
accelerationY: NaN	+ <u>+</u>	<ul> <li>▼ Text and Font</li> </ul>	accelerationX value, concatenated
accelerationZ: NaN	output:	Text: accelerationX: NaN accelerationX: NaN	with an identifying
× Properties			text string, is bound to the
/	/	Font: EffraLight \$	Text property of the Text
deviceMotion		Size: 56 $\Rightarrow$ $I$ <b>B</b> <u>U</u>	component.
enabled: true input: NaN		Horiz Align: 📰 🧮 🗮	When the
accelerationX: accelerationY: undified accelerationX: NaN		Vert Align: 🗮 🧮 🗮	page is opened on a
acceleration Z:			device that
round2 .0 strict:			monitors motion, the
input: output: accelerationY: NaN		Scrolling	text
			component
input 0: accelerationZ: input 1: NaN		Outline Symbols	will report the
strict: output: accelerationZ: NaN		◈≞ឋ	accelerationX
		Stage 🚺	value.
		Text	
		Text1	
		• Text2	

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