Window: devicemotion event

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The **`devicemotion`** event is fired at a regular interval and indicates the acceleration rate of the device with/without the contribution of the gravity force at that time. It also provides information about the rate of rotation, if available.

This event is not cancelable and does not bubble.

Syntax

Use the event name in addEventListener():

```
addEventListener("devicemotion", (event) => { })
```

Alternatively, assign to the event handler property of the interface:

```
ondevicemotion = (event) => { }
```

Event type

A DeviceMotionEvent. Inherits from Event.

Examples

```
function handleMotionEvent(event) {
  const x = event.accelerationIncludingGravity.x;
  const y = event.accelerationIncludingGravity.y;
  const z = event.accelerationIncludingGravity.z;

  // Do something awesome.
}

window.addEventListener("devicemotion", handleMotionEvent);
```

Specifications

Browser compatibility

See also

- deviceorientation

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