

Dabors il faut initialiser un manageur de sensor

```
SensorManager sensorMan = (SensorManager) getSystemService(Context.SENSOR_SERVICE);
```

ensuit créer une action pour ce dernier , certain offre trois donnée dans (arg1[]) d'autre une seule.

```
SensorListener sensorAction = new SensorListener(){
    public void onAccuracyChanged(int arg0, int arg1) { }
    public void onSensorChanged(int arg0, float[] arg1) {
        x = arg1[0];
        y = arg1[1];
        z = arg1[2];
    }
};
```

finalement il faut activer se dernier sensor avec le type demandé

```
sensorMan.registerListener(sensorAction, Sensor.TYPE_ACCELEROMETER);
```

liste des type qui figurent sur le site

[http://developer.android.com/guide/topics/sensors/sensors\\_overview.html](http://developer.android.com/guide/topics/sensors/sensors_overview.html)

<a href="#">TYPE_ACCELEROMETER</a>	Hardware	Measures the acceleration force in m/s <sup>2</sup> that is applied to a device on all three physical axes (x, y, and z), including the force of gravity.	Motion detection (shake, tilt, etc.).
<a href="#">TYPE_AMBIENT_TEMPERATURE</a>	Hardware	Measures the ambient room temperature in degrees Celsius (°C). See note below.	Monitoring air temperatures.
<a href="#">TYPE_GRAVITY</a>	Software or Hardware	Measures the force of gravity in m/s <sup>2</sup> that is applied to a device on all three physical axes (x, y, z).	Motion detection (shake, tilt, etc.).
<a href="#">TYPE_GYROSCOPE</a>	Hardware	Measures a device's rate of rotation in rad/s around each of the three physical axes (x, y, and z).	Rotation detection (spin, turn, etc.).
<a href="#">TYPE_LIGHT</a>	Hardware	Measures the ambient light level (illumination) in lx.	Controlling screen brightness.
<a href="#">TYPE_LINEAR_ACCELERATION</a>	Software or Hardware	Measures the acceleration force in m/s <sup>2</sup> that is applied to a device on all three physical axes (x, y, and z), excluding the force of gravity.	Monitoring acceleration along a single axis.
<a href="#">TYPE_MAGNETIC_FIELD</a>	Hardware	Measures the ambient geomagnetic field for all three physical axes (x, y, z) in µT.	Creating a compass.
<a href="#">TYPE_ORIENTATION</a>	Software	Measures degrees of rotation that a device makes around all three physical axes (x, y, z). As of API level 3 you can obtain the inclination matrix and rotation matrix for a device by using the gravity sensor and the geomagnetic field sensor in conjunction with the <a href="#">getRotationMatrix()</a> method.	Determining device position.
<a href="#">TYPE_PRESSURE</a>	Hardware	Measures the ambient air pressure in hPa or mbar.	Monitoring air pressure changes.
<a href="#">TYPE_PROXIMITY</a>	Hardware	Measures the proximity of an object in cm relative to the view screen of a device. This sensor is typically used to determine whether a handset is being held up to a person's ear.	Phone position during a call.
<a href="#">TYPE_RELATIVE_HUMIDITY</a>	Hardware	Measures the relative ambient humidity in percent (%).	Monitoring dewpoint, absolute, and relative humidity.
<a href="#">TYPE_ROTATION_VECTOR</a>	Software or Hardware	Measures the orientation of a device by providing the three elements of the device's rotation vector.	Motion detection and rotation detection.
<a href="#">TYPE_TEMPERATURE</a>	Hardware	Measures the temperature of the device in degrees Celsius (°C). This sensor implementation varies across devices and this sensor was replaced with the <a href="#">TYPE_AMBIENT_TEMPERATURE</a> sensor in API Level 14	Monitoring temperatures.