

Watch out or transitions will be your ruin.

 Do not run two transitions on the same selection at the same time (see p. 172)

ex. (doesn't work)

```
d3.selectAll("circle").transition()
        .duration(2000).attr("cx", "300");

d3.selectAll("circle").transition()
        .duration(2000).attr("fill", "green");
```

 Transition from something to something, not nothing to something (applies esp. to new elements)

ex. (doesn't work)

```
d3.select("svg").append("circle")
    .transition()
    .duration(2000)
    .attr("cx", "200")
    .attr("cy", "100")
    .attr("r", "25")
    .attr("fill", "red");
```

ex. (works)

```
d3.select("svg").append("circle")
    .attr("cx", "200")
    .attr("cy", "100")
    .attr("r", "25")
    .attr("fill", "lightblue")
    .transition()
    .duration(2000)
    .attr("fill", "red");
```

 Think carefully about what you want to happen, and then decide what goes before and after the transition

Plan

new bars appear in proper place immediately
 w/ orange fill

```
.enter().append("rect")
```

1. orange fill

```
.merge(bars)
```

2. reposition all bars

```
.transition().duration(2000)
```

2. fill transitions to blue

3. blue fill

Plan

- 1. new bar appears off to the right side
- 2. all bars gradually scooch left into place

```
.enter().append("rect")
```

1. position new bar to the right of svg width

```
.merge(bars)
.transition().duration(2000)
```

2. reposition all bars

Transition warnings

Do not try to store chains with transitions

.duration(2000)

.attr("cx", "300");

```
circ.attr("fill", "green");
```

Transition warnings

Do not put a transition before "merge"

ex. (doesn't work)