Intermediate way (используем this.setState)

```
store.dispatch({
    type: "SOME_ACTION",
    payload: {
        isModalOpened,
        isSwiping,
        currentAchievement,
        nextAchievement,
        swipingDirection,
    },
});
```

```
this.setState({
    isModalOpened,
    isSwiping,
    currentAchievement,
    nextAchievement,
    swipingDirection,
});
```

Advanced way (🚫 мутируем this.setState 🚫)

```
store.dispatch({
    type: "SET_MODAL_ID",
    payload: {
        id: 1,
    },
});


this.setState({
    swipingDirection: 'right',
})
```

```
this.state.swipingDirection =
'right'

store.dispatch({
    type: "SET_MODAL_ID",
    payload: {
        id: 1,
    },
});
```

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