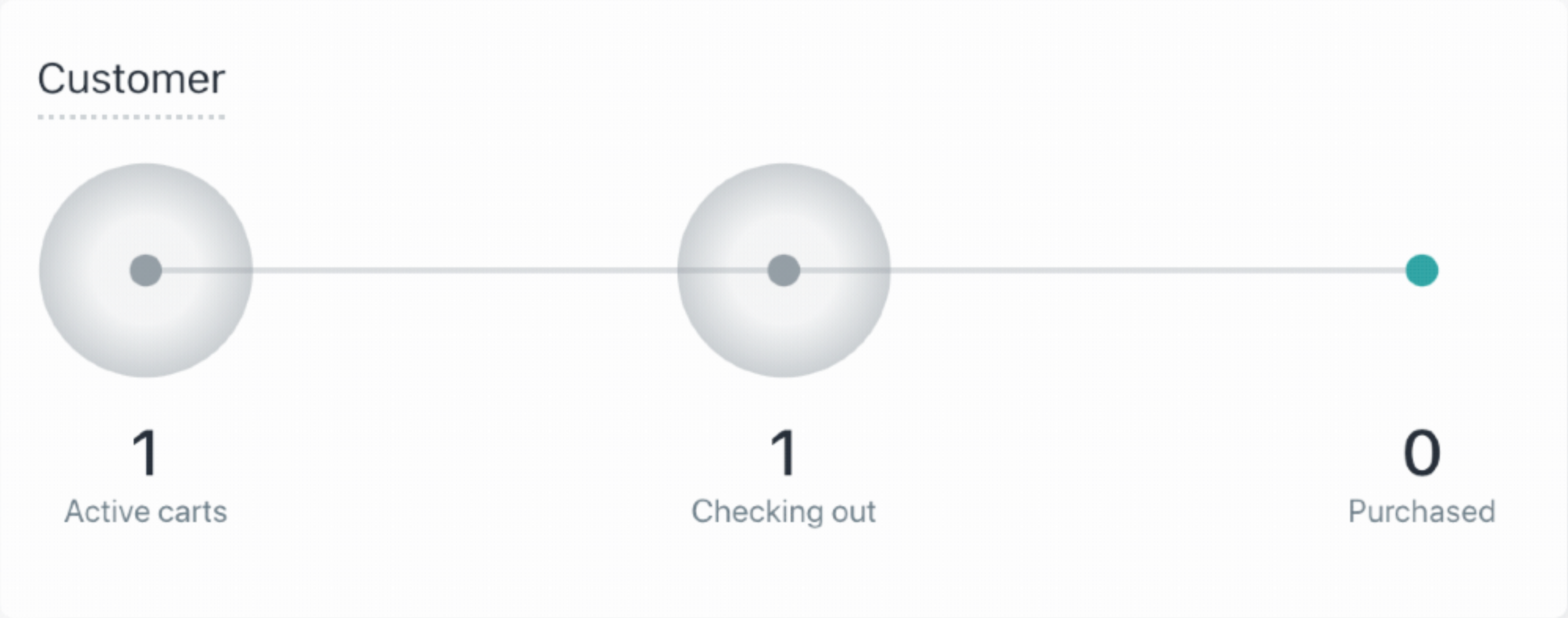


Customer

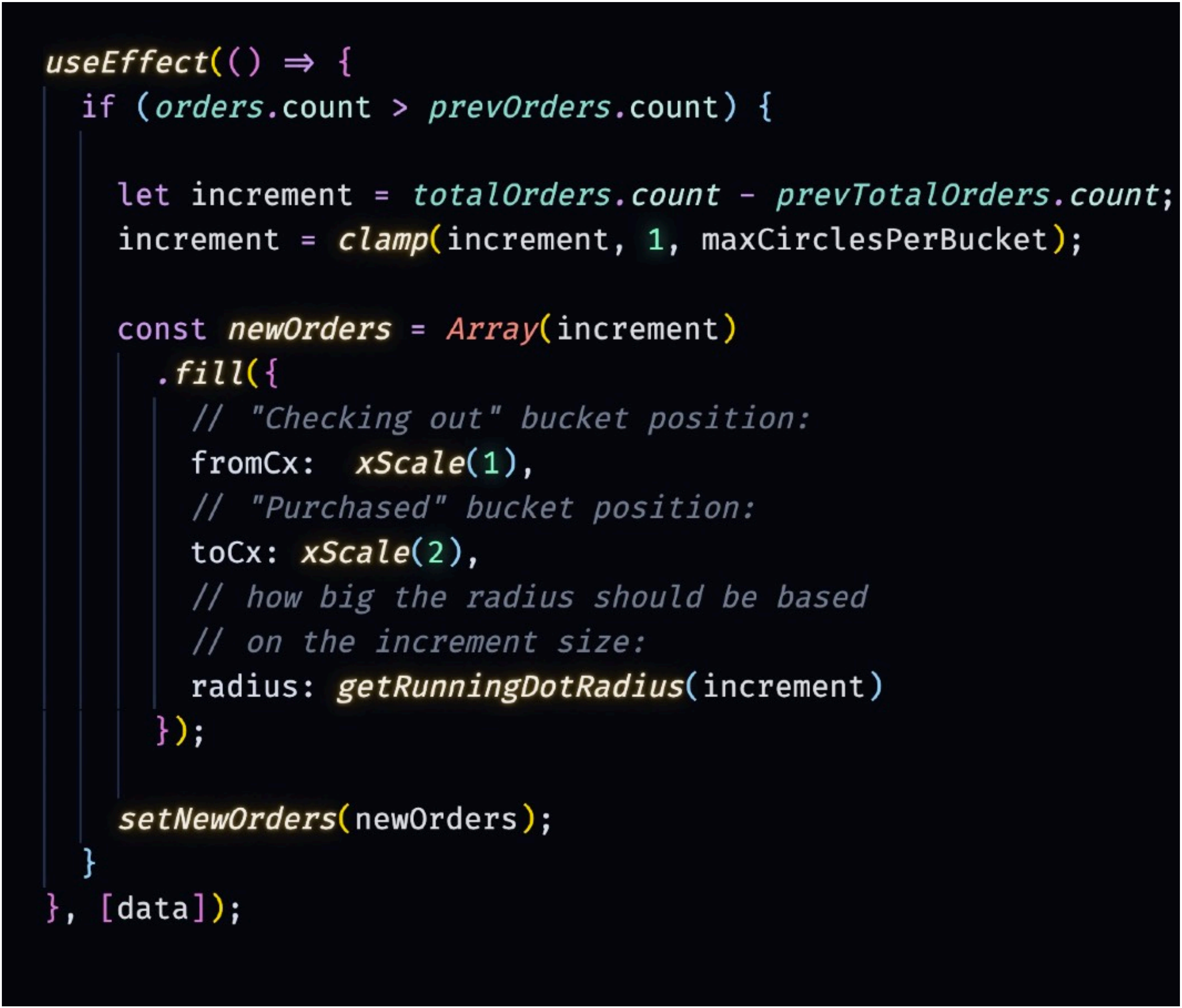
1
Active carts

1
Checking out

0
Purchased

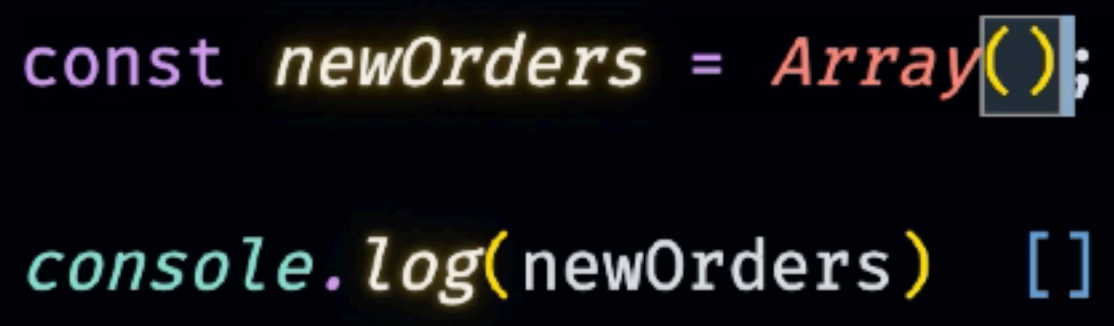
← Open custom settings

§

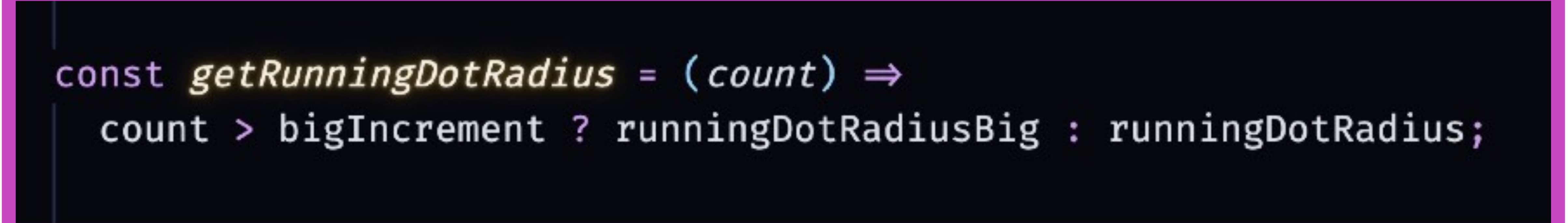


```
useEffect(() => {
  if (orders.count > prevOrders.count) {

    let increment = totalOrders.count - prevTotalOrders.count;
    increment = clamp(increment, 1, maxCirclesPerBucket);

    const newOrders = Array(increment)
      .fill({
        // "Checking out" bucket position:
        fromCx:  xScale(1),
        // "Purchased" bucket position:
        toCx: xScale(2),
        // how big the radius should be based
        // on the increment size:
        radius: getRunningDotRadius(increment)
      });

    setNewOrders(newOrders);
  }
}, [data]);
```

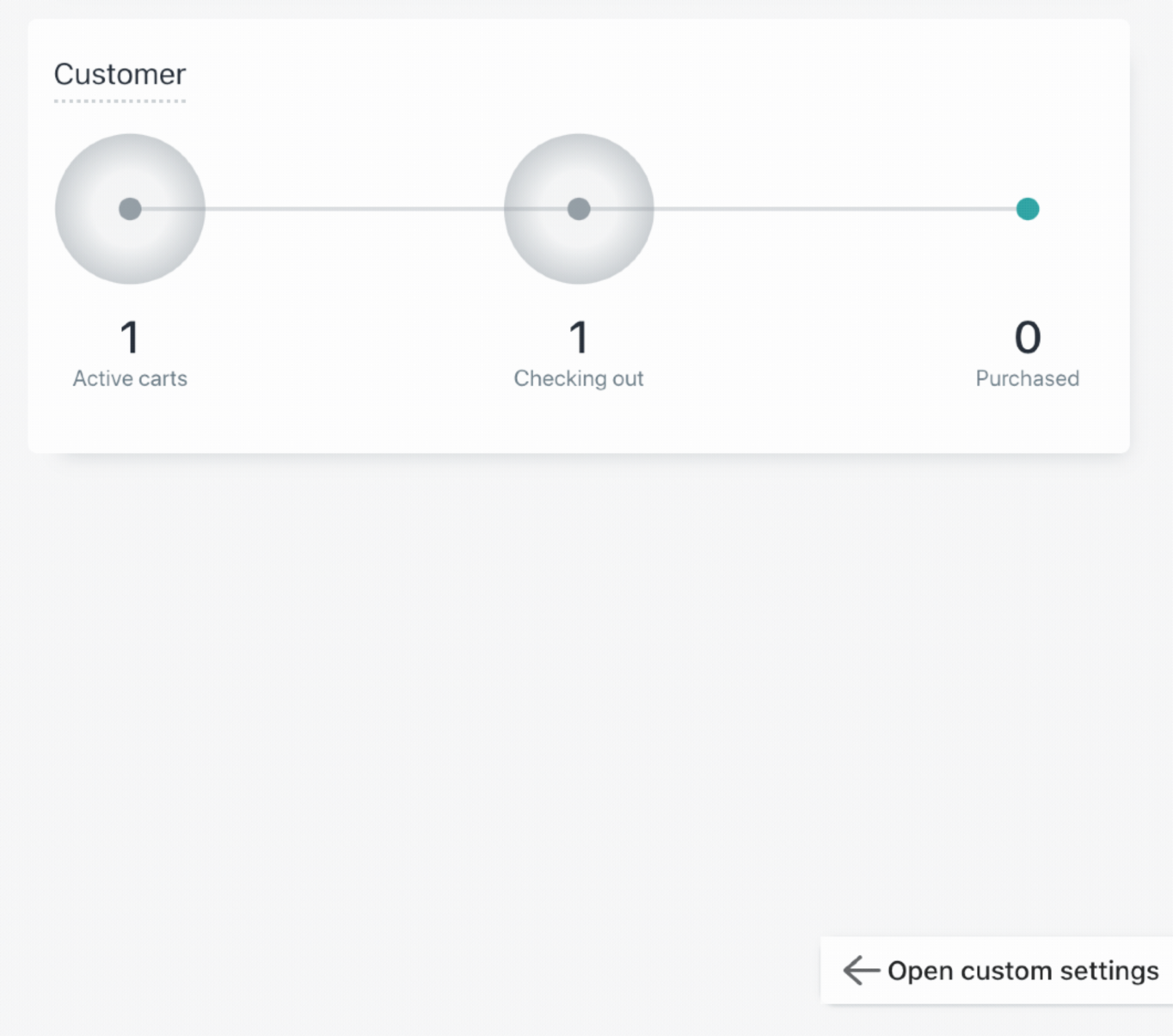
Run dots,



```
const newOrders = Array();

console.log(newOrders)  []
```



```
const getRunningDotRadius = (count) =>
  count > bigIncrement ? runningDotRadiusBig : runningDotRadius;
```

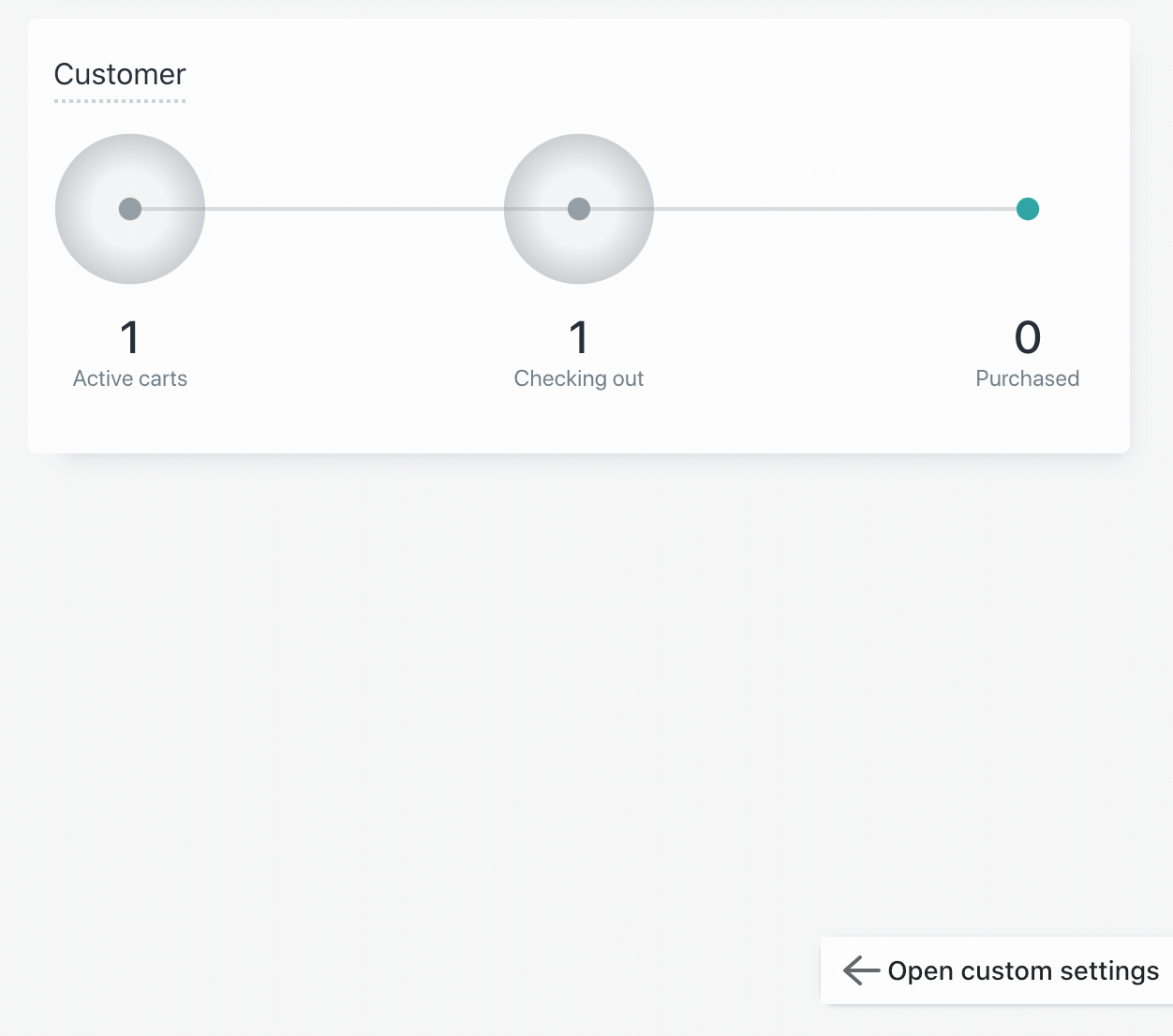


Customer

1 Active carts

1 Checking out

0 Purchased

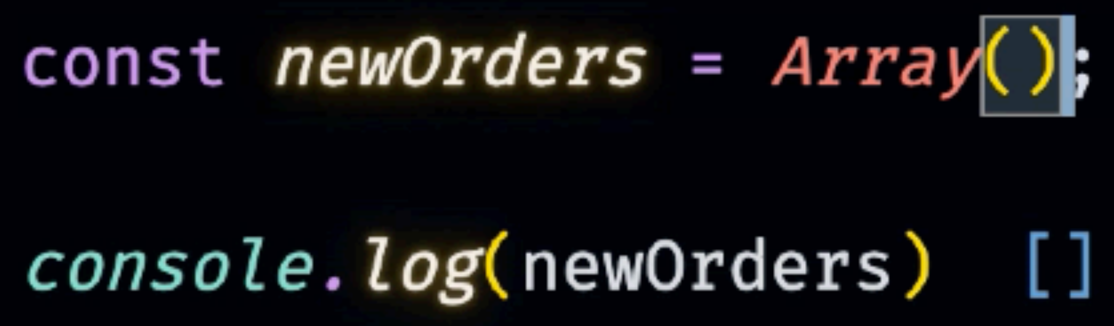


Customer

1
Active carts

1
Checking out

0
Purchased



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const newOrders = Array();

console.log(newOrders)  []
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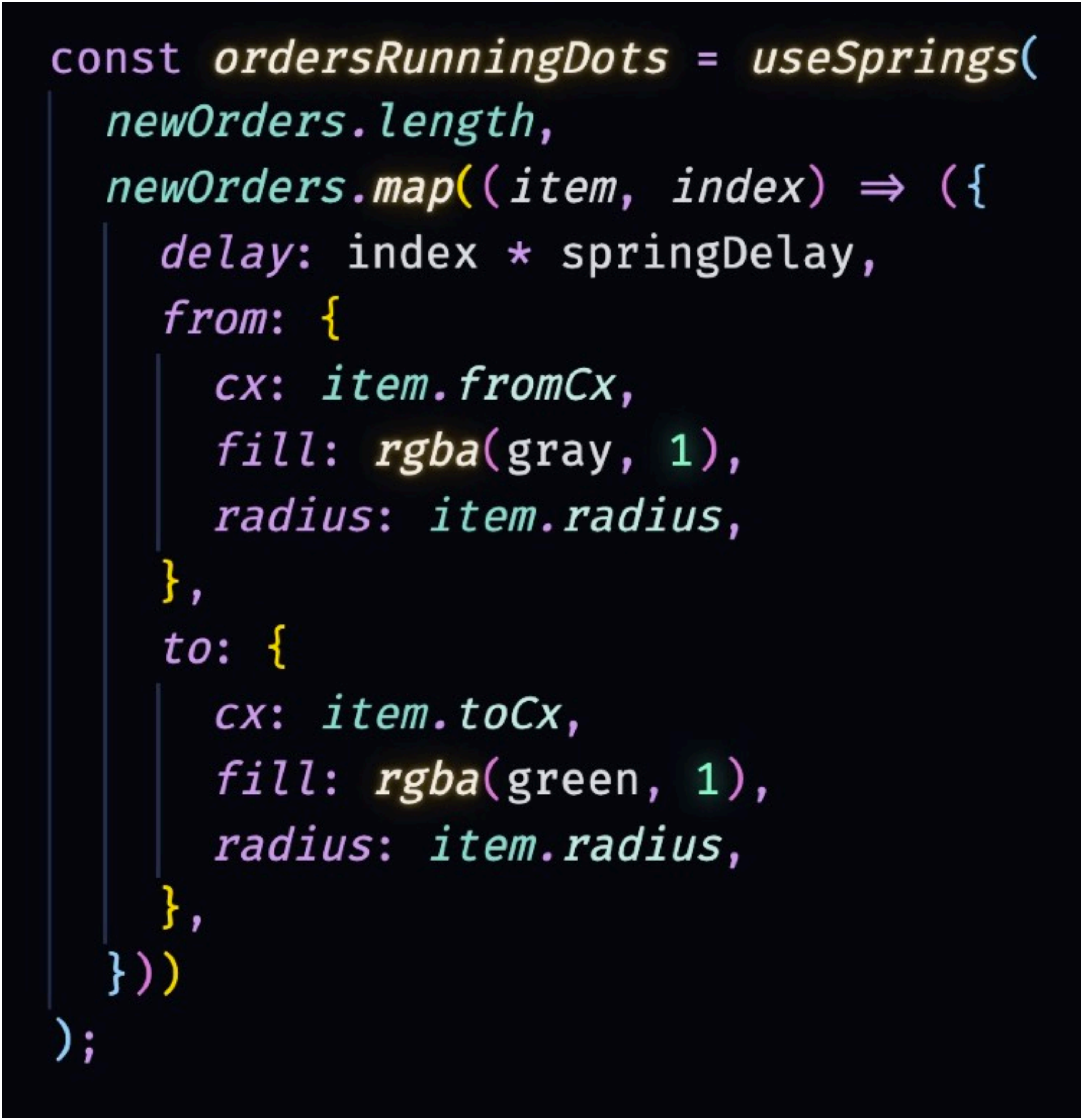
§



```
const ordersRunningDots = useSprings(
  newOrders.length,
  newOrders.map((item, index) => ({
    delay: index * springDelay,
    from: {
      cx: item.fromCx,
      fill: rgba(gray, 1),
      radius: item.radius,
    },
    to: {
      cx: item.toCx,
      fill: rgba(green, 1),
      radius: item.radius,
    },
  }))
);
```

§