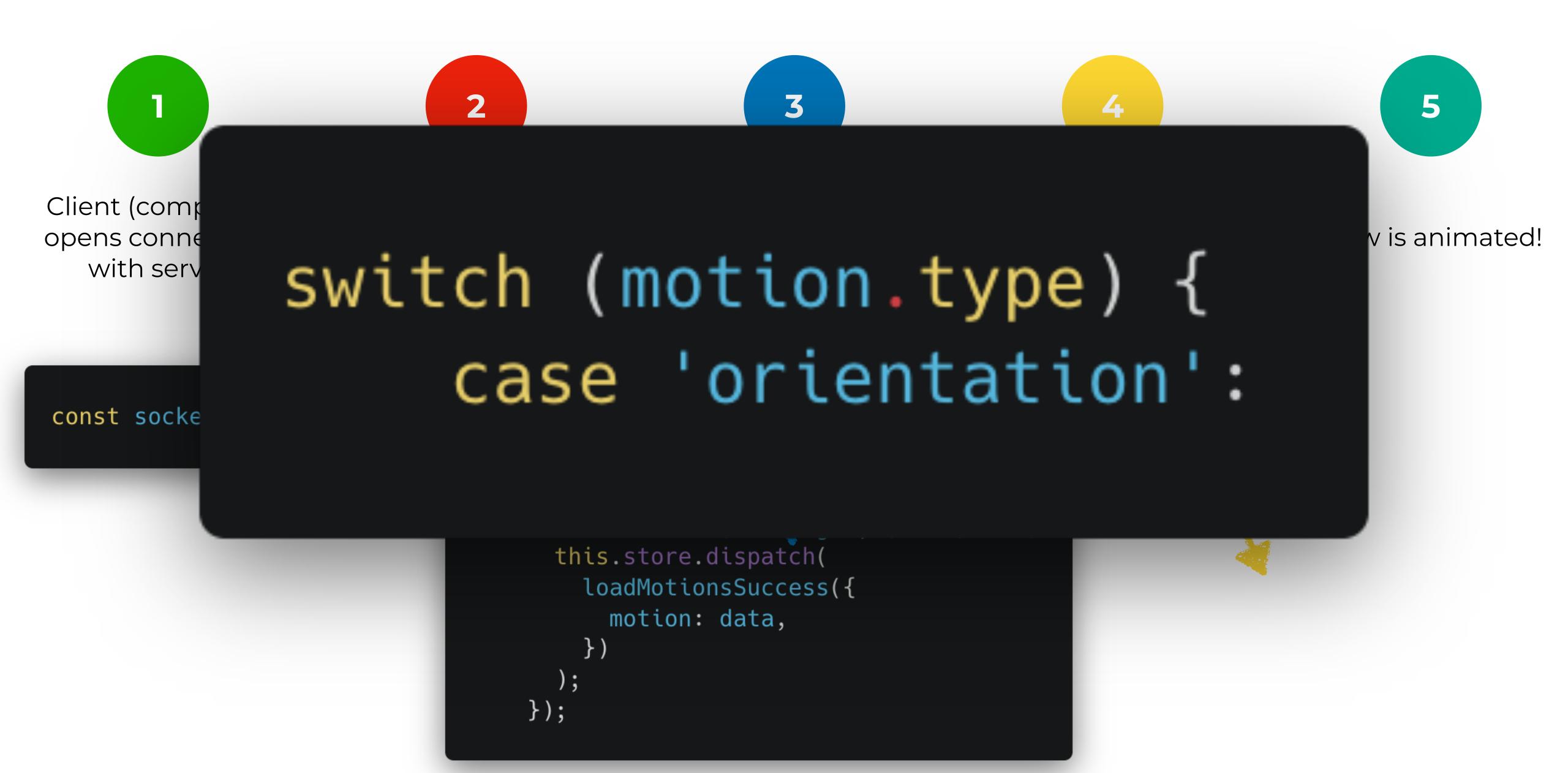
## Computer events flow



## Computer events flow

```
switch (motion.type) {
Cli
                                                                      ited!
op
        case 'orientation':
             document
             ?.getElementById('clockhand')
             ?.setAttribute('transform',
CO
                                rotate(${360 - b} 300 300)`);
                          loadMotionsSuccess({
                           motion: data,
                       });
```