

Blynkstate. h

```
enum State {

    MODE_WAIT_CONFIG,
    MODE_CONFIGURING,
    MODE_CONNECTING_NET,
    MODE_CONNECTING_CLOUD,
    MODE_RUNNING,
    MODE_OTA_UPGRADE,
    MODE_SWITCH_TO_STA,
    MODE_RESET_CONFIG,
    MODE_ERROR,

    MODE_MAX_VALUE
};

#ifdef APP_DEBUG
const char* StateStr[MODE_MAX_VALUE+1] = {
    "WAIT_CONFIG",
    "CONFIGURING",
    "CONNECTING_NET",
    "CONNECTING_CLOUD",
    "RUNNING",
    "OTA_UPGRADE",
    "SWITCH_TO_STA",
    "RESET_CONFIG",
    "ERROR",

    "INIT"
};
#endif

namespace BlynkState
{
    volatile State state = MODE_MAX_VALUE;

    State get() { return state; }
    bool is (State m) { return (state == m); }
    void set(State m);
};
```

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