

flashSequence.h

```
2  * flashSequence.h
7
8
9 #ifndef FLASHSEQUENCE_H_
10 #define FLASHSEQUENCE_H_
11
12 // Turns on the state machine. Part of the interlock.
13 void flashSequence_enable();
14
15 // Turns off the state machine. Part of the interlock.
16 void flashSequence_disable();
17
18 // Other state machines can call this to determine if this state machine is finished.
19 bool flashSequence_isComplete();
20
21 // Standard tick function.
22 void flashSequence_tick();
23
24 // Tests the flashSequence state machine.
25 void flashSequence_runTest();
26
27 #endif /* FLASHSEQUENCE_H_ */
28
```