

## globals.h

```
2 * globals.h
7
8 #ifndef GLOBALS_H_
9 #define GLOBALS_H_
10 #include <stdint.h>
11 #define GLOBALS_MAX_FLASH_SEQUENCE 1000           // Make it big so you can use
    it for a splash screen.
12
13 // This is the length of the complete sequence at maximum length.
14 // You must copy the contents of the sequence[] array into the global variable that you
    maintain.
15 // Do not just grab the pointer as this will fail.
16 void globals_setSequence(const uint8_t sequence[], uint16_t length);
17
18 // This returns the value of the sequence at the index.
19 uint8_t globals_getSequenceValue(uint16_t index);
20
21 // Retrieve the sequence length.
22 uint16_t globals_getSequenceLength();
23
24 // This is the length of the sequence that you are currently working on.
25 void globals_setSequenceIterationLength(uint16_t length);
26
27 // This is the length of the sequence that you are currently working on,
28 // not the maximum length but the interim length as
29 // the use works through the pattern one color at a time.
30 uint16_t globals_getSequenceIterationLength();
31
32 #endif /* GLOBALS_H_ */
33
```