

## globals.h

```
1 /*
2  * globals.h
3  *
4  * Created on: Jun 4, 2015
5  * Author: Taylor Cowley
6  */
7
8 #ifndef GLOBALS_H_
9 #define GLOBALS_H_
10
11 #include <stdint.h>
12
13 #define GLOBALS_MAX_FLASH_SEQUENCE 1000 // Make it big so you can use it for a splash
    screen.
14 #define GLOBALS_FLASH_SPEED 50 //This is a constant, a good multiple for speed.
15 #define GLOBALS_VERIFY_TIMEOUT_SPEED 100 //This is how long we wait for the user to push
    their buttons
16 #define GLOBALS_TOUCH_COOLDOWN 5 //currently we run in ms. 50 is good for the AD
    thing
17
18 // This is the length of the complete sequence at maximum length.
19 // You must copy the contents of the sequence[] array into the global variable that you
    maintain.
20 // Do not just grab the pointer as this will fail.
21 void globals_setSequence(const uint8_t sequence[], uint16_t length);
22
23 // This returns the value of the sequence at the index.
24 uint8_t globals_getSequenceValue(uint16_t index);
25
26 // Retrieve the sequence length.
27 uint16_t globals_getSequenceLength();
28
29 // This is the length of the sequence that you are currently working on.
30 void globals_setSequenceIterationLength(uint16_t length);
31
32 // This is the length of the sequence that you are currently working on (not the maximum length
    but the interim length as
33 // the use works through the pattern one color at a time.
34 uint16_t globals_getSequenceIterationLength();
35
36 #endif /* GLOBALS_H_ */
37
```