1. 声明你的数据类型，注意需要继承自 WhiteGlobalState 并且要标注 @objc

```swift
@objc class HTState: WhiteGlobalState {
    override init() {
        currentSceneIndex = 0
        super.init()
    }

    @objc var currentSceneIndex: Int
}
```

2. 设置类型。需要在加入房间之前调用。

```swift
WhiteDisplayerState.setCustomGlobalStateClass(HTState.self)
```

3. 设置监听。

```swift
fastRoom.roomDelegate = self
```

```swift
extension HTViewController: WhiteRoomCallbackDelegate {
    func fireRoomStateChanged(_ modifyState: WhiteRoomState!) {
        if let globalState = modifyState.globalState {
            // 在这里监听 globalState
        }
    }
}
```

4. 主动设置。

```swift
@objc func updateGlobalState() {
    let state = HTState()
    state.currentSceneIndex = .random(in: 0...20)
    fastRoom.room?.setGlobalState(state)
}
```

5. 主动查看。

```swift
fastRoom.room?.getGlobalState(result: { state in
})
```