





```
Enum State {  
    inactive  
    preload  
    preview  
    active  
}
```

```
Enum Filetype {  
    jpg  
    png  
    mov  
    mp4  
    txt  
}
```

```
Enum Playstate {  
    play  
    stop  
    pause  
}
```

```
Enum Output {  
    A  
    B  
    L  
}
```