

# Global Variables and Functions

## Global Variables

`$g_obj` contains the instantiated Page Object. The `$g_obj` global variable is only used by to add Errors and Messages to the Page Object and must never be exposed to unvalidated user input.

`$g_user_object` contains the instantiated User Object. The `$g_user_object` global variable is only used to hold user information and must never be exposed to user input.

`$DEBUG` is a global variable which, when set to 1, emits debugging text to the screen.

## Global Functions

`lms_get_env_var($key:string)` [pull the dot-delimited environment variable from config.php]

`lms_get_page_object($appname:string)` [retrieves the Page Object if you need a clean copy instead of using the populated `$g_obj`]

`my_redirect($resource:string)` [adds an immediate redirect to a page on the local server; useful in `pre_render` if you need to take someone to a new page after form entry]

`lms_get_groups()` [returns an array of hashes holding information about all the Luminous user groups]

`lms_mimetype($extension:string, $mimetype:string)` [given a file extension or a mimetype, return a hash containing both the extension and the mimetype]

`lms_get_menu_data()` [retrieve all of the information used to generate the menus]

`lms_array_match($patterns:array, $target:string, $optional_replace_value:string)` [given an array of regex patterns, see if a match occurs in the target; optionally replace the pattern]

`hash_search_array($needle:array of hashes, $haystack:array of array of hashes)` [search an array with an array of hashes to get the array key for a matching hash in the haystack]

`lms_gen_rand_str($length:integer)` [generate a random alphanumeric of specific length]

`lms_crypt($s:string, $salt:string)` [produce a salted crypto string]

`lms_uuid()` [generates a version 4 Universally Unique Identifier]

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