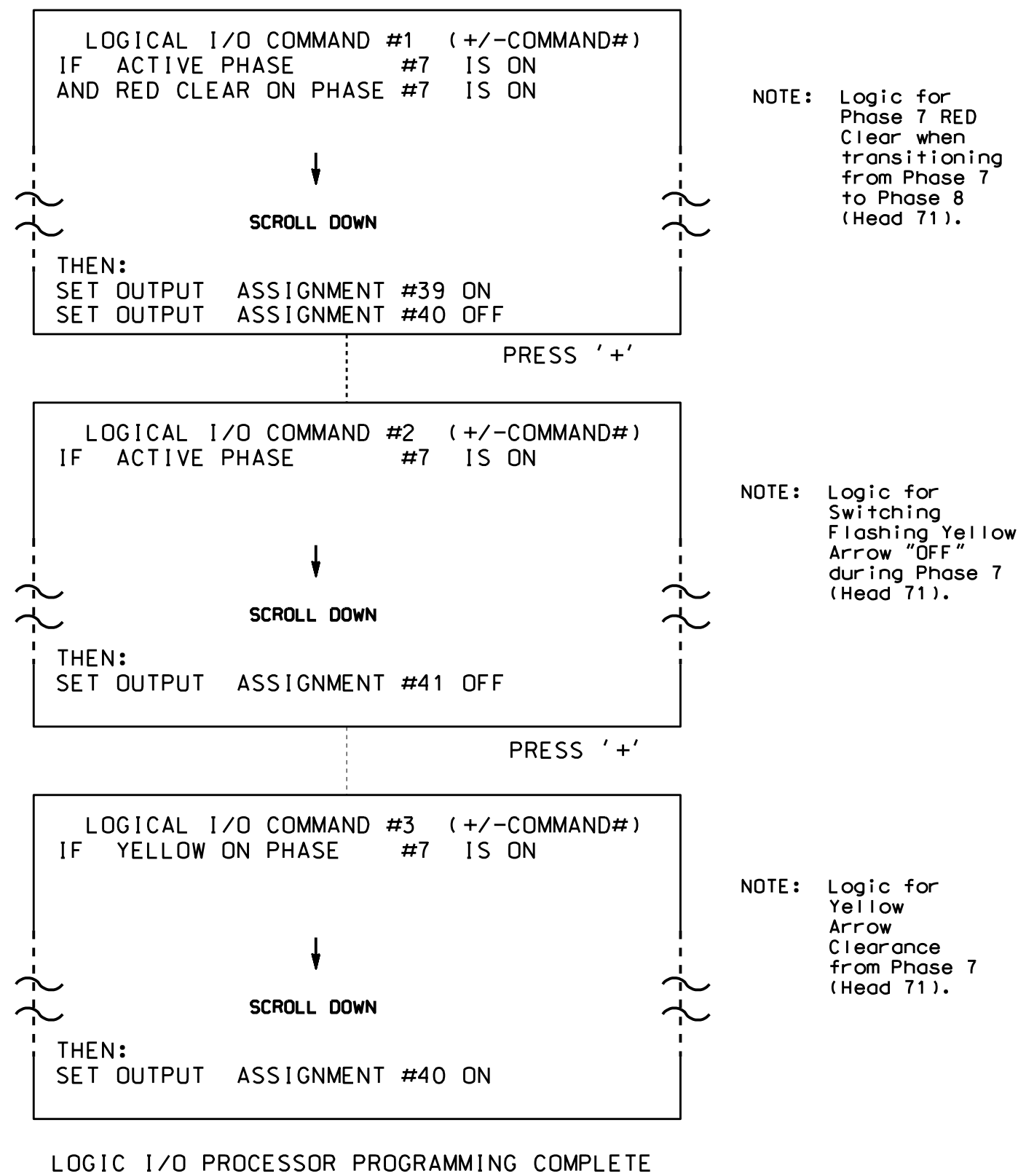## LOGICAL I/O PROCESSOR PROGRAMMING DETAIL

TO PRODUCE SPECIAL FYA SIGNAL SEQUENCE

(program controller as shown below)

1. From Main Menu press '2' (PHASE CONTROL), then '1' (PHASE CONTROL FUNCTIONS). Scroll to the bottom of the menu and Enable ACT Logic Commands 1, 2 and 3.

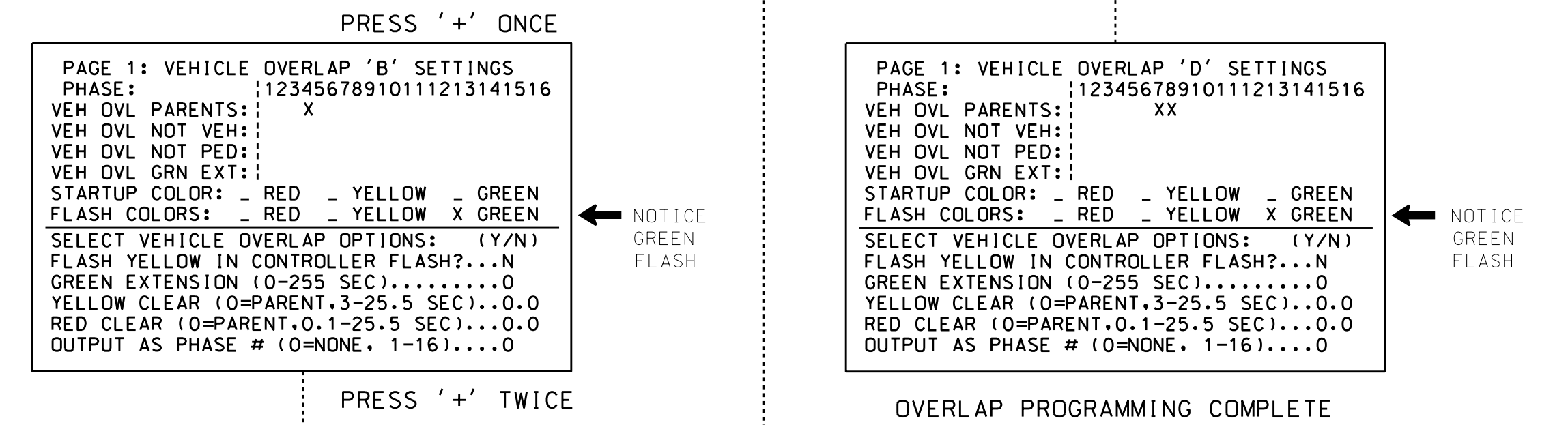2. From Main Menu press '6' (OUTPUTS), then '3' (LOGICAL I/O PROCESSOR).

```
LOGICAL I/O COMMAND #1  (+/-COMMAND#)
IF  ACTIVE PHASE       #7  IS ON
AND RED CLEAR ON PHASE #7  IS ON


        SCROLL DOWN


THEN:
SET OUTPUT  ASSIGNMENT #39 ON
SET OUTPUT  ASSIGNMENT #40 OFF
```

NOTE: Logic for Phase 7 RED Clear when transitioning from Phase 7 to Phase 8 (Head 71).

PRESS '+'

```
LOGICAL I/O COMMAND #2  (+/-COMMAND#)
IF  ACTIVE PHASE       #7  IS ON


        SCROLL DOWN


THEN:
SET OUTPUT  ASSIGNMENT #41 OFF
```

NOTE: Logic for Switching Flashing Yellow Arrow "OFF" during Phase 7 (Head 71).

PRESS '+'

```
LOGICAL I/O COMMAND #3  (+/-COMMAND#)
IF  YELLOW ON PHASE    #7  IS ON


        SCROLL DOWN


THEN:
SET OUTPUT  ASSIGNMENT #40 ON
```

NOTE: Logic for Yellow Arrow Clearance from Phase 7 (Head 71).

LOGIC I/O PROCESSOR PROGRAMMING COMPLETE

```
OUTPUT REFERENCE SCHEDULE

OUTPUT 39 = Overlap D Red
OUTPUT 40 = Overlap D Yellow
OUTPUT 41 = Overlap D Green
```

OVERLAP PROGRAMMING DETAIL

(program controller as shown below)

From Main Menu press '8' (OVERLAPS), then '1' (VEHICLE OVERLAP SETTINGS).

PRESS '+' ONCE

```
PAGE 1: VEHICLE OVERLAP 'B' SETTINGS
PHASE:             1234567891011213141516
VEH OVL PARENTS:|       X
VEH OVL NOT VEH:|
VEH OVL NOT PED:|
VEH OVL GRN EXT:|
STARTUP COLOR: _ RED  _ YELLOW  _ GREEN
FLASH COLORS:  _ RED  _ YELLOW  X GREEN
SELECT VEHICLE OVERLAP OPTIONS:   (Y/N)
FLASH YELLOW IN CONTROLLER FLASH?...N
GREEN EXTENSION (0-255 SEC).........0
YELLOW CLEAR (0=PARENT,3-25.5 SEC)..0.0
RED CLEAR (0=PARENT,0.1-25.5 SEC)...0.0
OUTPUT AS PHASE # (0=NONE, 1-16)....0
```

← NOTICE GREEN FLASH

PRESS '+' TWICE

```
PAGE 1: VEHICLE OVERLAP 'D' SETTINGS
PHASE:             1234567891011213141516
VEH OVL PARENTS:|       XX
VEH OVL NOT VEH:|
VEH OVL NOT PED:|
VEH OVL GRN EXT:|
STARTUP COLOR: _ RED  _ YELLOW  _ GREEN
FLASH COLORS:  _ RED  _ YELLOW  X GREEN
SELECT VEHICLE OVERLAP OPTIONS:   (Y/N)
FLASH YELLOW IN CONTROLLER FLASH?...N
GREEN EXTENSION (0-255 SEC).........0
YELLOW CLEAR (0=PARENT,3-25.5 SEC)..0.0
RED CLEAR (0=PARENT,0.1-25.5 SEC)...0.0
OUTPUT AS PHASE # (0=NONE, 1-16)....0
```

← NOTICE GREEN FLASH

OVERLAP PROGRAMMING COMPLETE

FLASHER CIRCUIT MODIFICATION DETAIL

IN ORDER TO INSURE THAT SIGNALS FLASH CONCURRENTLY ON THE SAME APPROACH, MAKE THE FOLLOWING FLASHER CIRCUIT CHANGES:

1. ON REAR OF PDA – REMOVE WIRE FROM TERM. T2-4 AND TERMINATE ON T2-2.

2. ON REAR OF PDA – REMOVE WIRE FROM TERM. T2-5 AND TERMINATE ON T2-3.

3. REMOVE FLASHER UNIT 2.

THE CHANGES LISTED ABOVE TIES ALL PHASES AND OVERLAPS TO FLASHER UNIT 1.

```
THIS ELECTRICAL DETAIL IS FOR
THE SIGNAL DESIGN: 07-0758
DESIGNED: October 2014
SEALED: 3/31/15
REVISED: N/A
```

Electrical Detail - Sheet 2 of 2