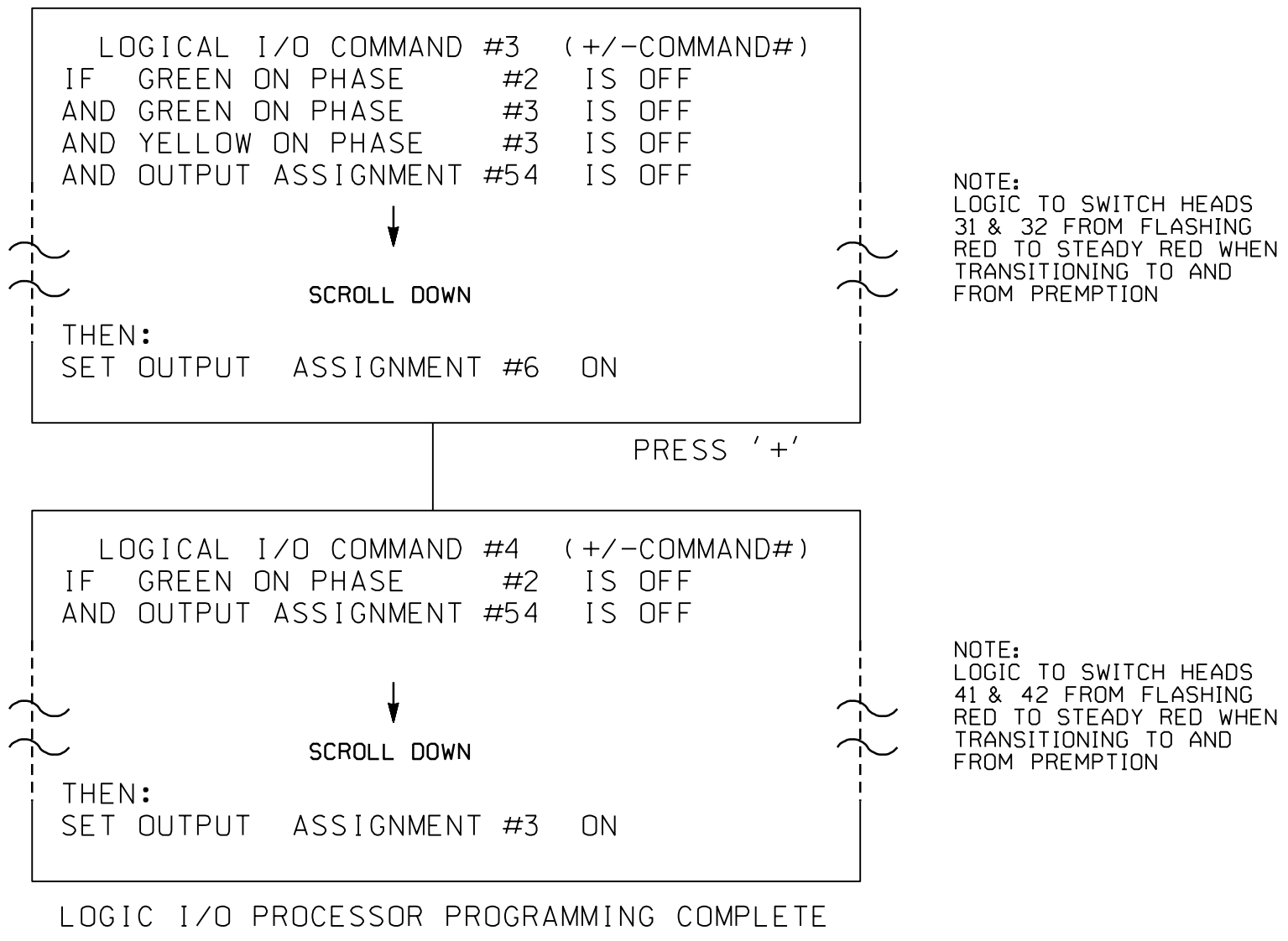


LOGICAL I/O PROCESSOR PROGRAMMING DETAIL FOR SPECIAL OUTPUT CONTROL

- 1. FROM MAIN MENU PRESS '2' (PHASE CONTROL), THEN '1' (PHASE CONTROL FUNCTIONS)...
2. FROM MAIN MENU PRESS '6' (OUTPUTS), THEN '3' (LOGICAL I/O PROCESSOR)...
3. THE PROGRAMMING SHOWN BELOW IS NECESSARY FOR SIGNAL HEAD 31&32 AND 41&42 TO OPERATE AS SHOWN ON THE SIGNAL DESIGN PLANS.



LOGIC I/O PROCESSOR PROGRAMMING COMPLETE

OUTPUT REFERENCE SCHEDULE
USE TO INTERPRET LOGIC PROCESSOR
OUTPUT 6 = Overlap A Red (Phase 3 Red)
OUTPUT 3 = Overlap B Red (Phase 4 Red)
OUTPUT 54 = Controller Flash

OVERLAP PROGRAMMING DETAIL (program controller as shown below)

FROM MAIN MENU PRESS '8' (OVERLAPS), THEN '1' (VEHICLE OVERLAP SETTINGS).

PAGE 1: VEHICLE OVERLAP 'A' SETTINGS
PHASE: 12345678910111213141516
VEH OVL PARENTS: X
VEH OVL NOT VEH:
VEH OVL NOT PED:
VEH OVL GRN EXT:
STARTUP COLOR: \_ RED \_ YELLOW \_ GREEN
FLASH COLORS: X RED \_ YELLOW \_ GREEN
SELECT VEHICLE OVERLAP OPTIONS: (Y/N)
FLASH YELLOW IN CONTROLLER FLASH?...N
GREEN EXTENSION (0-255 SEC)...0.0
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 RED FLASH

PAGE 1: VEHICLE OVERLAP 'B' SETTINGS
PHASE: 12345678910111213141516
VEH OVL PARENTS: X
VEH OVL NOT VEH:
VEH OVL NOT PED:
VEH OVL GRN EXT:
STARTUP COLOR: \_ RED \_ YELLOW \_ GREEN
FLASH COLORS: X RED \_ YELLOW \_ GREEN
SELECT VEHICLE OVERLAP OPTIONS: (Y/N)
FLASH YELLOW IN CONTROLLER FLASH?...N
GREEN EXTENSION (0-255 SEC)...0.0
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 RED FLASH

OVERLAP PROGRAMMING COMPLETE

OVERLAP 'A' AND 'B' RED OUTPUT ASSIGNMENT PROGRAMMING DETAIL

(program controller as shown below)

FROM MAIN MENU PRESS '6' (OUTPUTS), THEN '1' (OUTPUT ASSIGNMENTS). PRESS '+' UNTIL OUTPUT #6 (PIN 7) IS REACHED.

PAGE:1 C1 PIN:7 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....6
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....Y.....THIS ENTRY IS EXISTING BY DEFAULT
PEDESTRIAN PHASE.....
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....

PAGE:1 C1 PIN:7 VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1, P=16)...1
SELECT COLOR (0=RED, 1=YEL, 2=GRN)...0

WHEN A 'Y' IS ENTERED FOR 'VEHICLE OVERLAP' THE SCREEN SHOWN ABOVE WILL APPEAR. ENTER DATA AS SHOWN. PRESS THE 'ENT' AFTER AFTER INPUTING DATA, THEN 'ESC'.

DISPLAY WILL NOW SHOW THE SPECIFIED OUTPUT ASSIGNED AS 'VEHICLE OVERLAP' AS SHOWN BELOW.

PAGE:1 C1 PIN:7 VEHICLE OVERLAP
OUTPUT ASSIGNMENT #.....6
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....
PEDESTRIAN PHASE.....
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....

PRESS '-' KEY THREE TIMES

OVERLAP 'A' RED WILL NOW DRIVE PHASE 3 RED

DISPLAY WILL NOW SHOW THE SPECIFIED OUTPUT ASSIGNED AS 'VEHICLE OVERLAP' AS SHOWN BELOW.

PAGE:1 C1 PIN:4 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....3
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....Y.....THIS ENTRY IS EXISTING BY DEFAULT
PEDESTRIAN PHASE.....
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....

PAGE:1 C1 PIN:4 VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1, P=16)...2
SELECT COLOR (0=RED, 1=YEL, 2=GRN)...0

WHEN A 'Y' IS ENTERED FOR 'VEHICLE OVERLAP' THE SCREEN SHOWN ABOVE WILL APPEAR. ENTER DATA AS SHOWN. PRESS THE 'ENT' AFTER AFTER INPUTING DATA, THEN 'ESC'.

PAGE:1 C1 PIN:4 VEHICLE OVERLAP
OUTPUT ASSIGNMENT #.....3
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....
PEDESTRIAN PHASE.....
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....

END OF PROGRAMMING

OVERLAP 'B' RED WILL NOW DRIVE PHASE 4 RED

THIS ELECTRICAL DETAIL IS FOR THE SIGNAL DESIGN: 04-0282
DESIGNED: June 2017
SEALED: 08/04/2017
REVISED: N/A

04-AUG-2017 11:01 X:\PROJ\FACTS\US\_301\TFC\offices\signal\mku\5935\SIG-03.dgn KMKC07 AT NDR\CMC/CORY

Electrical Detail - Sheet 3 of 3 - Signal Modification
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PREPARED BY: K M Cory REVIEWED BY:
REVISIONS INIT. DATE
DocuSigned by: Kelly M Cory 8/4/2017
SEAL 038970
SHEET NO. 04-0282