

## DYNAMIC BACK-UP CONTROL PROGRAMMING

(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 Dynamic/Backup Control Function 1.
- 2. From Phase Control Functions Menu press '2' (Dynamic/Backup Control Functions).

DYNAMIC/BACKUP CONTROL FUNCTION #01 OVERLAPS: ABCDEFGHIJKLMNOP IF OVERLAPS ARE ACTIVE { PHASES: 12345678910111213141516 OR IF PHASES ARE ON X OMIT PHASES ¦ X CALL PHASES

BACKUP PROTECTION PROGRAMMING COMPLETE

## '1' (VEHICLE OVERLAP SETTINGS). PAGE 1: VEHICLE OVERLAP 'A' SETTINGS 12345678910111213141516

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?...Y GREEN EXTENSION (0-255 SEC).....0 YELLOW CLEAR (O=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 PRESS '+' PAGE 1: VEHICLE OVERLAP 'B' SETTINGS ¦12345678910111213141516 PHASE: 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 (O=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

PHASE:

VEH OVL PARENTS: X

VEH OVL NOT VEH: VEH OVL NOT PED:

3. REMOVE FLASHER UNIT 2.





OUTPUT	REFE	RENCE	SC	HEDULE
USE TO	INTERPF	RET LOGIC	PRC	DCESSOR
OUTPUT OUTPUT OUTPUT OUTPUT OUTPUT OUTPUT	42 = 43 = 44 = 47 = 48 = 49 =	Overlap Overlap Overlap Overlap Overlap Overlap	C C B B B	Red Yellow Green Red Yellow Green