PROJECT REFERENCE NO.	SHEET NO.
2021CPT.03.31.10101	Sig.2.3

OUTPUT ASSIGNMENT PROGRAMMING DETAIL:
OVERLAP "H" TO LOADSWITCH "S2" AND OVERLAP "G" TO LOADSWITCH "S1"

(program controller as shown below)

1. FROM MAIN MENU PRESS '6' (OUTPUTS), THEN '1' (OUTPUT (ASSIGNMENTS).
2. WITH CURSOR IN "OUTPUT ASSIGNMENT #" FIELD, USE + KEY TO FIND THE OUTPUT ASSIGNMENT NUMBER 11, AS SHOWN BELOW.
3. PROGRAM CONTROLLER AS SHOWN:

STEP 1

```
PAGE:1  C1 PIN:12  VEHICLE PHASE
OUTPUT ASSIGNMENT #................11
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
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.........................._
```

THE OUTPUT IS SET AS A VEHICLE PHASE BY DEFAULT. THIS "Y" WILL REMAIN UNTIL THE OUTPUT IS CHANGED.

ENTER A "Y" FOR VEHICLE OVERLAP.

```
PAGE:1  C1 PIN:12  VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...8
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' KEY AFTER INPUTING DATA. THEN 'ESC'.

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

```
PAGE:1  C1 PIN12  VEHICLE OVERLAP
OUTPUT ASSIGNMENT #................11
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 FOR OUTPUT 12

STEP 2

```
PAGE:1  C1 PIN:13  VEHICLE PHASE
OUTPUT ASSIGNMENT #................12
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
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.........................._
```

THE OUTPUT IS SET AS A VEHICLE PHASE BY DEFAULT. THIS "Y" WILL REMAIN UNTIL THE OUTPUT IS CHANGED.

ENTER A "Y" FOR VEHICLE OVERLAP.

```
PAGE:1  C1 PIN:13  VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...8
SELECT COLOR(0=RED,1=YEL,2=GRN).....1
```

WHEN A 'Y' IS ENTERED FOR 'VEHICLE OVERLAP' THE SCREEN SHOWN ABOVE WILL APPEAR. ENTER DATA AS SHOWN.

PRESS THE 'ENT' KEY AFTER INPUTING DATA. THEN 'ESC'.

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

```
PAGE:1  C1 PIN:13  VEHICLE OVERLAP
OUTPUT ASSIGNMENT #................12
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 FOR OUTPUT 13

STEP 3

```
PAGE:1  C1 PIN:15  VEHICLE PHASE
OUTPUT ASSIGNMENT #................13
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
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.........................._
```

THE OUTPUT IS SET AS A VEHICLE PHASE BY DEFAULT. THIS "Y" WILL REMAIN UNTIL THE OUTPUT IS CHANGED.

ENTER A "Y" FOR VEHICLE OVERLAP.

```
PAGE:1  C1 PIN:15  VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...8
SELECT COLOR(0=RED,1=YEL,2=GRN).....2
```

WHEN A 'Y' IS ENTERED FOR 'VEHICLE OVERLAP' THE SCREEN SHOWN ABOVE WILL APPEAR. ENTER DATA AS SHOWN.

PRESS THE 'ENT' KEY AFTER INPUTING DATA. THEN 'ESC'.

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

```
PAGE:1  C1 PIN:15  VEHICLE OVERLAP
OUTPUT ASSIGNMENT #................13
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 "+" UNTIL OUTPUT 14 IS REACHED.

STEP 4

```
PAGE:1  C1 PIN:16  VEHICLE PHASE
OUTPUT ASSIGNMENT #................14
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
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.........................._
```

THE OUTPUT IS SET AS A VEHICLE PHASE BY DEFAULT. THIS "Y" WILL REMAIN UNTIL THE OUTPUT IS CHANGED.

ENTER A "Y" FOR VEHICLE OVERLAP.

```
PAGE:1  C1 PIN:16  VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...7
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' KEY AFTER INPUTING DATA. THEN 'ESC'.

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

```
PAGE:1  C1 PIN:16  VEHICLE OVERLAP
OUTPUT ASSIGNMENT #................14
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 FOR OUTPUT 15

STEP 5

```
PAGE:1  C1 PIN:17  VEHICLE PHASE
OUTPUT ASSIGNMENT #................15
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
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.........................._
```

THE OUTPUT IS SET AS A VEHICLE PHASE BY DEFAULT. THIS "Y" WILL REMAIN UNTIL THE OUTPUT IS CHANGED.

ENTER A "Y" FOR VEHICLE OVERLAP.

```
PAGE:1  C1 PIN:17  VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...7
SELECT COLOR(0=RED,1=YEL,2=GRN).....1
```

WHEN A 'Y' IS ENTERED FOR 'VEHICLE OVERLAP' THE SCREEN SHOWN ABOVE WILL APPEAR. ENTER DATA AS SHOWN.

PRESS THE 'ENT' KEY AFTER INPUTING DATA. THEN 'ESC'.

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

```
PAGE:1  C1 PIN:17  VEHICLE OVERLAP
OUTPUT ASSIGNMENT #................15
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 FOR OUTPUT 16

STEP 6

```
PAGE:1  C1 PIN:18  VEHICLE PHASE
OUTPUT ASSIGNMENT #................16
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
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.........................._
```

THE OUTPUT IS SET AS A VEHICLE PHASE BY DEFAULT. THIS "Y" WILL REMAIN UNTIL THE OUTPUT IS CHANGED.

ENTER A "Y" FOR VEHICLE OVERLAP.

```
PAGE:1  C1 PIN:18  VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...7
SELECT COLOR(0=RED,1=YEL,2=GRN).....2
```

WHEN A 'Y' IS ENTERED FOR 'VEHICLE OVERLAP' THE SCREEN SHOWN ABOVE WILL APPEAR. ENTER DATA AS SHOWN.

PRESS THE 'ENT' KEY AFTER INPUTING DATA. THEN 'ESC'.

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

```
PAGE:1  C1 PIN:18  VEHICLE OVERLAP
OUTPUT ASSIGNMENT #................16
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.........................._
```

OUTPUT PROGRAMMING COMPLETE

THIS ELECTRICAL DETAIL IS FOR
THE SIGNAL DESIGN: 03-0965
DESIGNED: October 2021
SEALED: 10/25/2021
REVISED:

Electrical Detail - Sheet 3 of 3

DOCUMENT NOT CONSIDERED FINAL UNLESS ALL SIGNATURES COMPLETED

ELECTRICAL AND PROGRAMMING DETAILS FOR:

US 17 (Ocean Highway) at Old Waterford Way

Prepared in the Offices of:

Transportation Mobility and Safety Division of North Carolina, Signals Management Section

750 N.Greenfield Pkwy,Garner,NC 27529

Division 3 | Brunswick County | Leland

PLAN DATE: October 2021 | REVIEWED BY: T. Joyce

PREPARED BY: C. Strickland | REVIEWED BY:

REVISIONS	INIT.	DATE

SEAL

NORTH CAROLINA PROFESSIONAL SEAL 031001 ENGINEER D. TODD JOYCE

DocuSigned by: D. Todd Joyce 11/16/2021

SIG. INVENTORY NO. 03-0965

15-NOV-2021 11:12
S:*NTS&SU*TS Signals*Workgroups*Sig Mgmt*Projects From Signal Design*Active Projects*StrickLandMLeland_ss_3-965-966-967-968*03-0965*03-0965_smu_ele_xxx.dgn
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