

OUTPUT ASSIGNMENT PROGRAMMING DETAIL: OVERLAP "G" TO LOADSWITCH "S5"

(program controller as shown below)

- FROM MAIN MENU PRESS '6' (OUTPUTS), THEN '1' (OUTPUT ASSIGNMENTS).
- WITH CURSOR IN "OUTPUT ASSIGNMENT #" FIELD, USE + KEY TO FIND THE OUTPUT ASSIGNMENT NUMBER 30, AS SHOWN BELOW.
- PROGRAM CONTROLLER AS SHOWN:

STEP 1

```
PAGE:1 C1 PIN:32 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....30
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:32 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:32 VEHICLE OVERLAP
OUTPUT ASSIGNMENT #.....30
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.....
```

PRESS "+" KEY FOR OUTPUT 31

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

STEP 2

```
PAGE:1 C1 PIN:33 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....31
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:33 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'.

PRESS "+" KEY FOR OUTPUT 32

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

STEP 3

```
PAGE:1 C1 PIN:34 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....32
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:34 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'.

OUTPUT PROGRAMMING COMPLETE

OVERLAP PROGRAMMING DETAIL

(program controller as shown below)

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

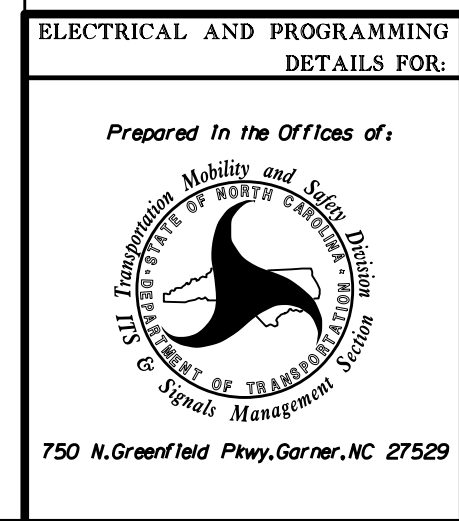
PRESS '+' UNTIL OVERLAP G IS REACHED

```
PAGE 1: VEHICLE OVERLAP 'G' 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: | _ RED _ YELLOW _ 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
```

OVERLAP PROGRAMMING COMPLETE

THIS ELECTRICAL DETAIL IS FOR THE SIGNAL DESIGN: 03-0966
DESIGNED: October 2021
SEALED: 10/25/2021
REVISED:

Electrical Detail - Sheet 2 of 2



US 17 (Ocean Highway)
at
SR 1566 (Ploof Road)

Division 3 Brunswick County Leland
PLAN DATE: October 2021 REVIEWED BY: T. Joyce
PREPARED BY: C. Strickland REVIEWED BY:

REVISIONS	INIT.	DATE

DOCUMENT NOT CONSIDERED FINAL UNLESS ALL SIGNATURES COMPLETED

DocuSigned by:
10/28/2021
DATE
SIG. INVENTORY NO. 03-0966