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:          |1234567891011121314156
VEH OVL PARENTS:|X        X
VEH OVL NOT VEH:|
VEH OVL NOT PED:|
VEH OVL GRN EXT:|
STARTUP COLOR: _ RED  _ YELLOW  _ GREEN
FLASH COLORS:  _ RED  _ YELLOW  X GREEN    ◄─── NOTICE GREEN FLASH

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
```
PRESS '+'

```
PAGE 1: VEHICLE OVERLAP 'B' SETTINGS
 PHASE:          |1234567891011121314156
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    ◄─── NOTICE GREEN FLASH

SELECT VEHICLE OVERLAP OPTIONS:   (Y/N)
FLASH YELLOW IN CONTROLLER FLASH?...Y
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
```
PRESS '+'

```
PAGE 1: VEHICLE OVERLAP 'C' SETTINGS
 PHASE:          |1234567891011121314156
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    ◄─── NOTICE GREEN FLASH

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
```
PRESS '+'

```
PAGE 1: VEHICLE OVERLAP 'D' SETTINGS
 PHASE:          |1234567891011121314156
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    ◄─── NOTICE GREEN FLASH

SELECT VEHICLE OVERLAP OPTIONS:   (Y/N)
FLASH YELLOW IN CONTROLLER FLASH?...Y
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
```
PRESS '+'

```
PAGE 1: VEHICLE OVERLAP 'E' SETTINGS
 PHASE:          |1234567891011121314156
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
```
PRESS '+'

```
PAGE 1: VEHICLE OVERLAP 'F' SETTINGS
 PHASE:          |1234567891011121314156
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
```
PRESS '+'

```
PAGE 1: VEHICLE OVERLAP 'G' SETTINGS
 PHASE:          |1234567891011121314156
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
```
PRESS '+'

```
PAGE 1: VEHICLE OVERLAP 'H' SETTINGS
 PHASE:          |1234567891011121314156
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

ADVANCED WALK NOTE

From Main Menu press '2' (Phase Control), then '1' (Phase Control
Functions). Program phase 2, 4, 6 and 8 for 'Advanced Walk'.
Make sure the Walk Advance Time shown on the Signal Design plans
are programmed in the 'Phase Timing' menu.

FLASHER CIRCUIT MODIFICATION DETAIL

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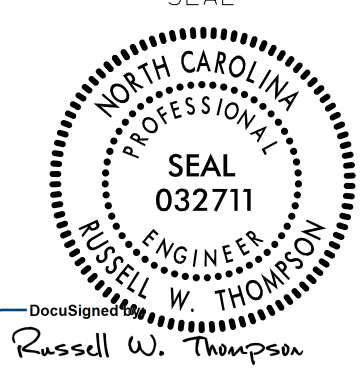SAME APPROACH, MAKE THE FOLLOWING FLASHER CIRCUIT CHANGES:

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: 09-0557
DESIGNED: March 2023
SEALED: April 25, 2023
REVISED:

Electrical Detail - Sheet 5 of 5

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ELECTRICAL AND PROGRAMMING
DETAILS FOR:

SR 4000 (University Parkway)
at
SR 1672 (Hanes Mill Rd)

Division 9	Forsyth County	Winston-Salem
PLAN DATE:	March 2023	REVIEWED BY:	RW Thompson
PREPARED BY:	LD Stouchko	REVIEWED BY:	

750 N.Greenfield Pkwy,Garner,NC 27529

SEAL
NORTH CAROLINA
SEAL
032711
RUSSELL W. THOMPSON
Russell W. Thompson

REVISIONS | INIT. | DATE

SIG. INVENTORY NO. 09-0557