LOGICAL I/O PROCESSOR PROGRAMMING DETAIL
TO PRODUCE SPECIAL FYA-PPLT SIGNAL SEQUENCE

(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 ACT LOGIC COMMANDS 1,2,3,4,5 and 6.

2. FROM MAIN MENU PRESS '6' (OUTPUTS), THEN '3' (LOGICAL I/O PROCESSOR).

```
LOGICAL I/O COMMAND #1  (+/-COMMAND#)
IF  ACTIVE PHASE      #3  IS ON
AND RED CLEAR ON PHASE #3  IS ON
```
NOTE: LOGIC FOR PHASE 3 RED CLEAR WHEN TRANSITIONING FROM PHASE 3 TO PHASE 6 (HEAD 31).

SCROLL DOWN
```
THEN:
SET OUTPUT  ASSIGNMENT #47 ON
SET OUTPUT  ASSIGNMENT #48 OFF
```
PRESS '+'

```
LOGICAL I/O COMMAND #2  (+/-COMMAND#)
IF  ACTIVE PHASE      #3  IS ON
```
NOTE: LOGIC FOR SWITCHING FLASHING YELLOW ARROW "OFF" DURING PHASE 3 (HEAD 31).

SCROLL DOWN
```
THEN:
SET OUTPUT  ASSIGNMENT #49 OFF
```
PRESS '+'

```
LOGICAL I/O COMMAND #3  (+/-COMMAND#)
IF  YELLOW ON PHASE   #3  IS ON
```
NOTE: LOGIC FOR YELLOW ARROW CLEARANCE FROM PHASE 3 (HEAD 31).

SCROLL DOWN
```
THEN:
SET OUTPUT  ASSIGNMENT #48 ON
```

```
LOGICAL I/O COMMAND #4  (+/-COMMAND#)
IF  ACTIVE OVERLAP     #7  IS ON
AND RED CLEAR ON OVL   #7  IS ON
```
NOTE: LOGIC FOR OLG RED CLEAR WHEN TRANSITIONING FROM OLG TO PHASE 6 (HEAD 32).

SCROLL DOWN
```
THEN:
SET OUTPUT  ASSIGNMENT #50 ON
SET OUTPUT  ASSIGNMENT #51 OFF
```
PRESS '+'

```
LOGICAL I/O COMMAND #5  (+/-COMMAND#)
IF  ACTIVE OVERLAP     #7  IS ON
```
NOTE: LOGIC FOR SWITCHING FLASHING YELLOW ARROW "OFF" DURING OLG (HEAD 32).

SCROLL DOWN
```
THEN:
SET OUTPUT  ASSIGNMENT #52 OFF
```
PRESS '+'

```
LOGICAL I/O COMMAND #6  (+/-COMMAND#)
IF  YELLOW ON OVERLAP  #7  IS ON
```
NOTE: LOGIC FOR YELLOW ARROW CLEARANCE FROM OLG (HEAD 32).

SCROLL DOWN
```
THEN:
SET OUTPUT  ASSIGNMENT #51 ON
```

LOGIC I/O PROCESSOR PROGRAMMING COMPLETE

OUTPUT REFERENCE SCHEDULE
```
OUTPUT 47 = Overlap B Red
OUTPUT 48 = Overlap B Yellow
OUTPUT 49 = Overlap B Green
OUTPUT 50 = Overlap A Red
OUTPUT 51 = Overlap A Yellow
OUTPUT 52 = Overlap A Green
```
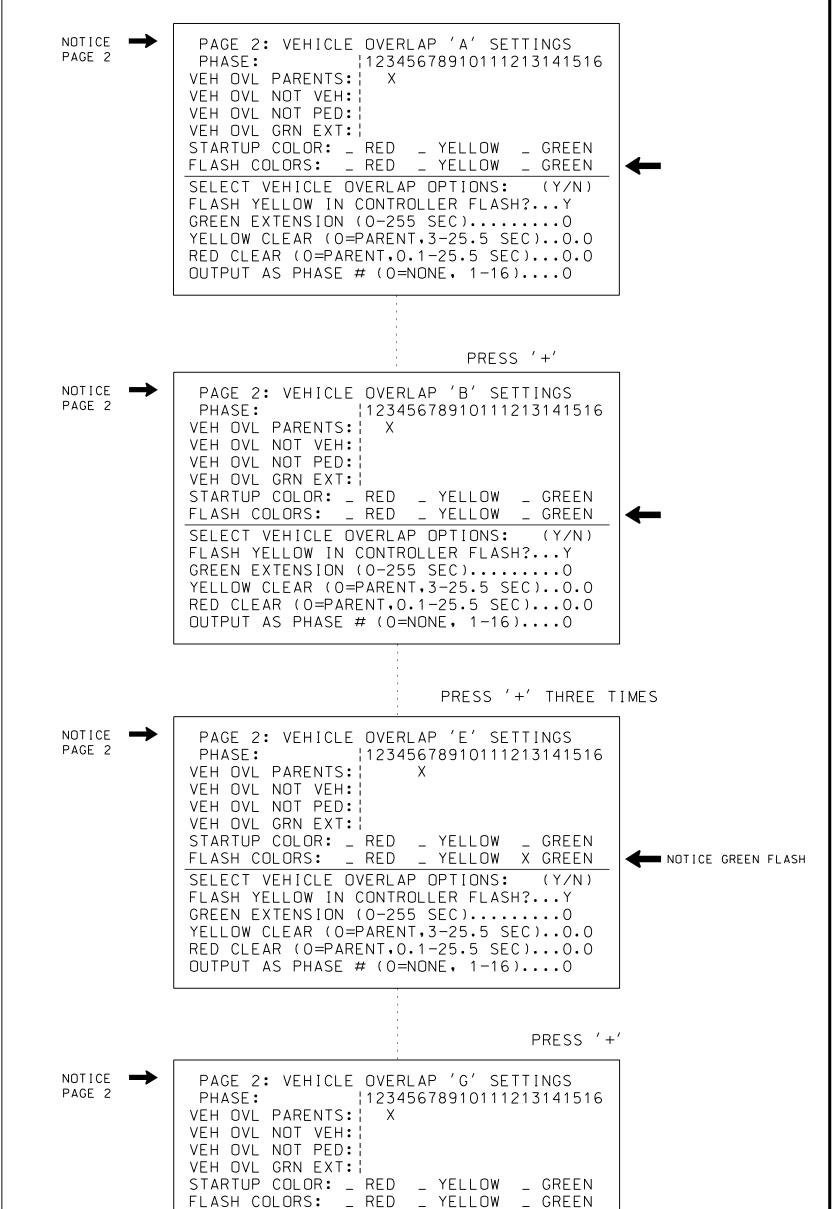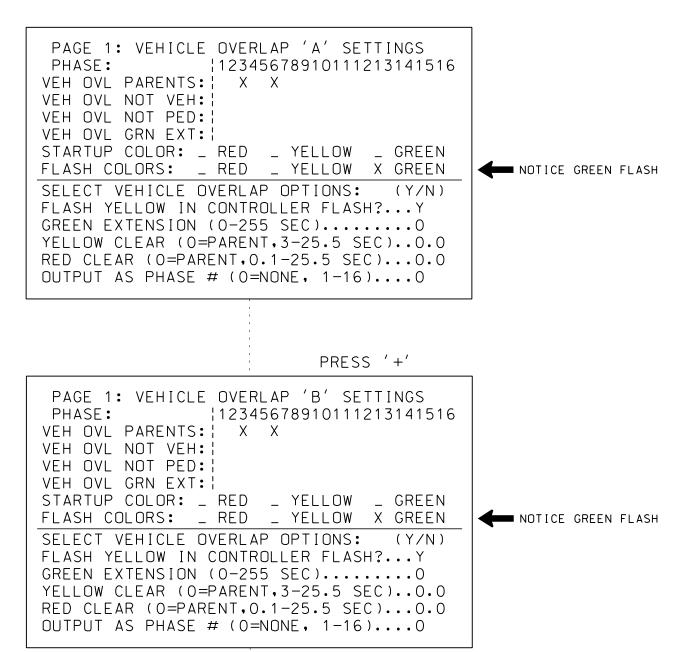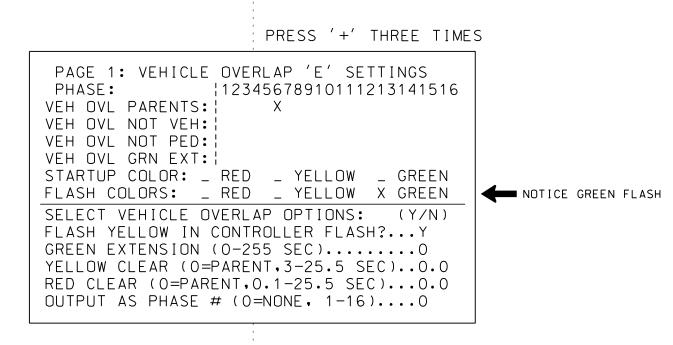
OVERLAP PROGRAMMING DETAIL
FOR DEFAULT PHASING

(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  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?...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 'B' SETTINGS
PHASE:        |12345678910111213141516
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?...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 '+' THREE TIMES

```
PAGE 1: VEHICLE OVERLAP 'E' 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  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 '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

OVERLAP PROGRAMMING DETAIL
FOR ALTERNATE PHASING

(program controller as shown below)

FROM MAIN MENU PRESS '8' (OVERLAPS), THEN '1' (VEHICLE OVERLAP SETTINGS). PRESS 'NEXT' TO ADVANCE TO PAGE 2.

NOTICE PAGE 2 →
```
PAGE 2: 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:  _ RED  _ YELLOW  _ GREEN       ←
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 '+'

NOTICE PAGE 2 →
```
PAGE 2: 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:  _ RED  _ YELLOW  _ GREEN       ←
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 '+' THREE TIMES

NOTICE PAGE 2 →
```
PAGE 2: VEHICLE OVERLAP 'E' 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  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 '+'

NOTICE PAGE 2 →
```
PAGE 2: 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

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