| PROJECT REFERENCE NO. | SHEET NO. |
|---|---|
| R-2577A | Sig. 10.2 |

# 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

SCROLL DOWN

THEN:
SET OUTPUT  ASSIGNMENT #47 ON
SET OUTPUT  ASSIGNMENT #48 OFF
```

NOTE: LOGIC FOR PHASE 3 RED CLEAR WHEN TRANSITIONING FROM PHASE 3 TO PHASE 6 (HEAD 31).

PRESS '+'

```
LOGICAL I/O COMMAND #2  (+/-COMMAND#)
IF  ACTIVE PHASE       #3  IS ON

SCROLL DOWN

THEN:
SET OUTPUT  ASSIGNMENT #49 OFF
```

NOTE: LOGIC FOR SWITCHING FLASHING YELLOW ARROW "OFF" DURING PHASE 3 (HEAD 31).

PRESS '+'

```
LOGICAL I/O COMMAND #3  (+/-COMMAND#)
IF  YELLOW ON PHASE    #3  IS ON

SCROLL DOWN

THEN:
SET OUTPUT  ASSIGNMENT #48 ON
```

NOTE: LOGIC FOR YELLOW ARROW CLEARANCE FROM PHASE 3 (HEAD 31).

```
LOGICAL I/O COMMAND #4  (+/-COMMAND#)
IF  ACTIVE OVERLAP     #7  IS ON
AND RED CLEAR ON OVL   #7  IS ON

SCROLL DOWN

THEN:
SET OUTPUT  ASSIGNMENT #50 ON
SET OUTPUT  ASSIGNMENT #51 OFF
```

NOTE: LOGIC FOR PHASE 3 RED CLEAR WHEN TRANSITIONING FROM OLG TO PHASE 6 (HEAD 32).

PRESS '+'

```
LOGICAL I/O COMMAND #5  (+/-COMMAND#)
IF  ACTIVE OVERLAP     #7  IS ON

SCROLL DOWN

THEN:
SET OUTPUT  ASSIGNMENT #52 OFF
```

NOTE: LOGIC FOR SWITCHING FLASHING YELLOW ARROW "OFF" DURING OLG (HEAD 32).

PRESS '+'

```
LOGICAL I/O COMMAND #6  (+/-COMMAND#)
IF  YELLOW ON OVERLAP  #7  IS ON

SCROLL DOWN

THEN:
SET OUTPUT  ASSIGNMENT #51 ON
```

NOTE: LOGIC FOR YELLOW ARROW CLEARANCE FROM OLG (HEAD 32).

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
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
```

← NOTICE GREEN FLASH

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
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
```

← NOTICE GREEN FLASH

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
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
```

← NOTICE GREEN FLASH

PRESS '+' TWO TIMES

```
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
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
```

← NOTICE GREEN FLASH

PRESS '+' TWO TIMES

```
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: 09-0975
DESIGNED: February 2024
SEALED: February 12, 2024
REVISED:


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Signal Upgrade - Final Design
Electrical Detail - Sheet 2 of 5

**DOCUMENT NOT CONSIDERED FINAL UNLESS ALL SIGNATURES COMPLETED**

ELECTRICAL AND PROGRAMMING DETAILS FOR:

US 158 WB (Reidsville Rd.)
at
SR 2396 (Old Belews Creek Rd.)

Division 9 | Forsyth County | Winston-Salem

PLAN DATE: February 2024 | REVIEWED BY: DT Sears
PREPARED BY: WP Erickson-Jones | REVIEWED BY:

| REVISIONS | INIT. | DATE |
|---|---|---|
| | | |

Prepared for the Offices of:
NC Department of Transportation Mobility and Safety Division
Traffic Engineering Branch
750 N.Greenfield Pkwy,Garner,NC 27529

SEAL
NORTH CAROLINA PROFESSIONAL SEAL 056142 ENGINEER PORTER JONES

DocuSigned by: Porter Jones 2/12/2024
SIGNATURE DATE

SIG. INVENTORY NO. 09-0975

2/12/2024
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wpjones