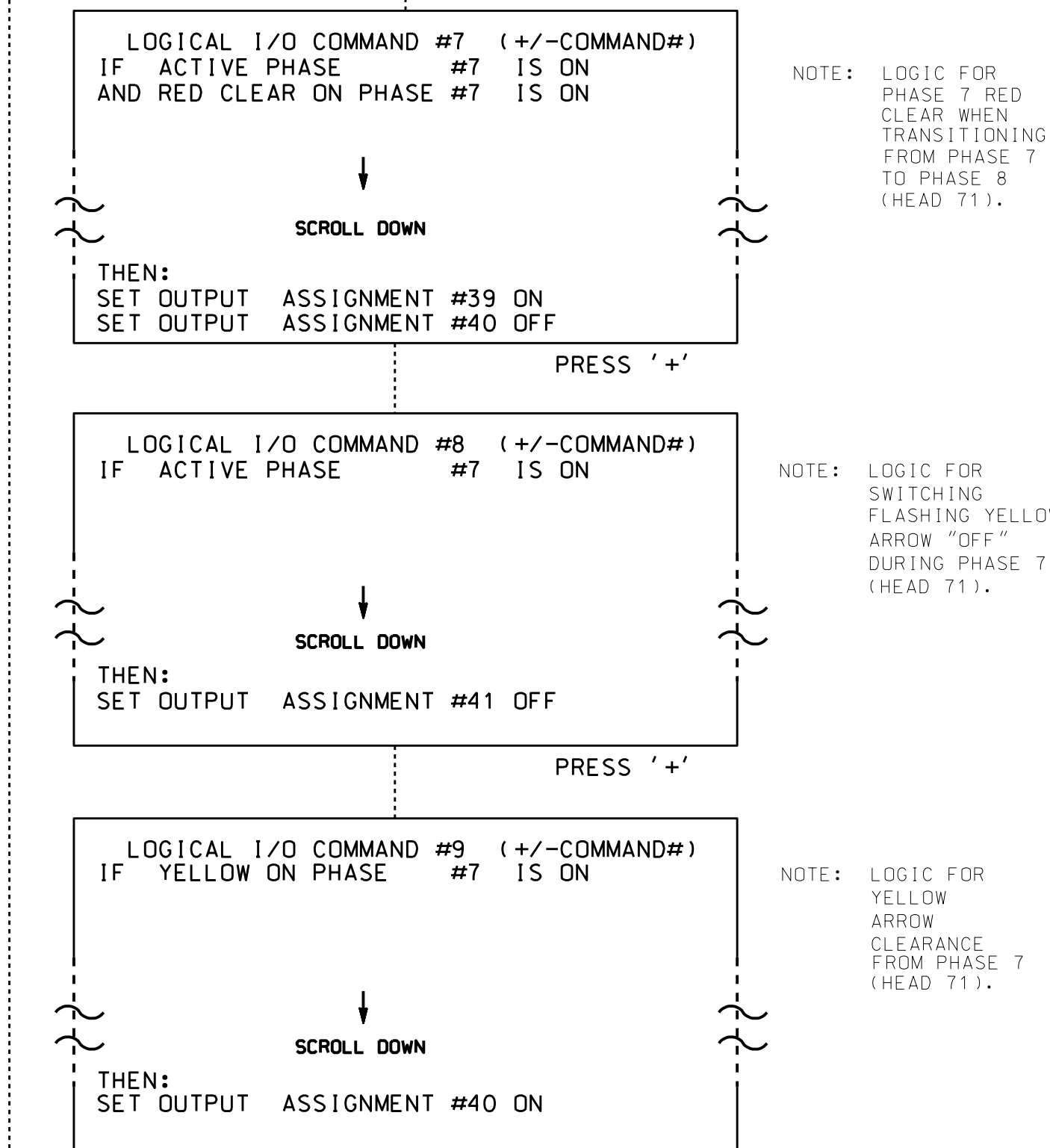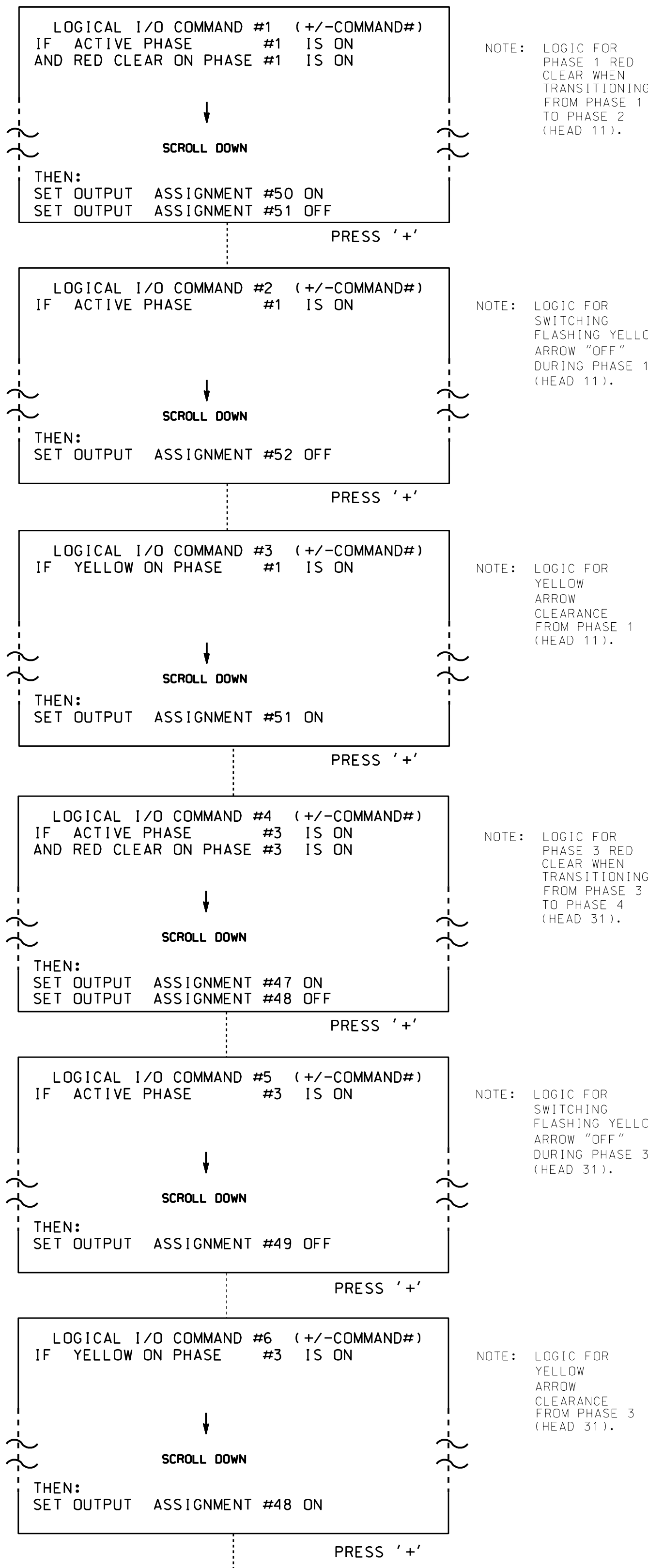## LOGICAL I/O PROCESSOR PROGRAMMING DETAIL

## 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, 6, 7, 8 and 9.

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

```
LOGICAL I/O COMMAND #1  (+/-COMMAND#)
IF  ACTIVE PHASE      #1  IS ON
AND RED CLEAR ON PHASE #1  IS ON

            SCROLL DOWN

THEN:
SET OUTPUT  ASSIGNMENT #50 ON
SET OUTPUT  ASSIGNMENT #51 OFF
```
NOTE: LOGIC FOR PHASE 1 RED CLEAR WHEN TRANSITIONING FROM PHASE 1 TO PHASE 2 (HEAD 11).

PRESS '+'

```
LOGICAL I/O COMMAND #2  (+/-COMMAND#)
IF  ACTIVE PHASE      #1  IS ON

            SCROLL DOWN

THEN:
SET OUTPUT  ASSIGNMENT #52 OFF
```
NOTE: LOGIC FOR SWITCHING FLASHING YELLOW ARROW "OFF" DURING PHASE 1 (HEAD 11).

PRESS '+'

```
LOGICAL I/O COMMAND #3  (+/-COMMAND#)
IF  YELLOW ON PHASE    #1  IS ON

            SCROLL DOWN

THEN:
SET OUTPUT  ASSIGNMENT #51 ON
```
NOTE: LOGIC FOR YELLOW ARROW CLEARANCE FROM PHASE 1 (HEAD 11).

PRESS '+'

```
LOGICAL I/O COMMAND #4  (+/-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 4 (HEAD 31).

PRESS '+'

```
LOGICAL I/O COMMAND #5  (+/-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 #6  (+/-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).

PRESS '+'

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

            SCROLL DOWN

THEN:
SET OUTPUT  ASSIGNMENT #39 ON
SET OUTPUT  ASSIGNMENT #40 OFF
```
NOTE: LOGIC FOR PHASE 7 RED CLEAR WHEN TRANSITIONING FROM PHASE 7 TO PHASE 8 (HEAD 71).

PRESS '+'

```
LOGICAL I/O COMMAND #8  (+/-COMMAND#)
IF  ACTIVE PHASE      #7  IS ON

            SCROLL DOWN

THEN:
SET OUTPUT  ASSIGNMENT #41 OFF
```
NOTE: LOGIC FOR SWITCHING FLASHING YELLOW ARROW "OFF" DURING PHASE 7 (HEAD 71).

PRESS '+'

```
LOGICAL I/O COMMAND #9  (+/-COMMAND#)
IF  YELLOW ON PHASE    #7  IS ON

            SCROLL DOWN

THEN:
SET OUTPUT  ASSIGNMENT #40 ON
```
NOTE: LOGIC FOR YELLOW ARROW CLEARANCE FROM PHASE 7 (HEAD 71).

LOGIC I/O PROCESSOR PROGRAMMING COMPLETE

### OUTPUT REFERENCE SCHEDULE

USE TO INTERPRET LOGIC PROCESSOR

```
OUTPUT 39 = Overlap D Red
OUTPUT 40 = Overlap D Yellow
OUTPUT 41 = Overlap D Green
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

*(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::XX
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::  XX
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?...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
```
← NOTICE GREEN FLASH

PRESS '+' TWICE

```
PAGE 1: VEHICLE OVERLAP 'D' SETTINGS
 PHASE:          :12345678910111213141516
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
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
```
← NOTICE GREEN FLASH

OVERLAP PROGRAMMING COMPLETE

## FLASHER CIRCUIT MODIFICATION DETAIL

IN ORDER TO INSURE 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.

## COUNTDOWN PEDESTRIAN SIGNAL OPERATION

Countdown Ped Signals are required to display timing only during Ped Clearance Interval. Consult Ped Signal Module user's manual for instructions on selecting this feature.

Electrical Detail - Sheet 2 of 6