EMERGENCY VEHICLE PREEMPTION PROGRAMMING

1. Program EVB preempt as follows:
   Main Menu – 2) PREEMPT – 4) EMERGENCY VEHICLE
         EVB Clear = 2
         EVB Clearance Phases = 3,8

2. Program general preemption parameters as follows:
   Main Menu – 2) PREEMPT – 6) MISC PREEMPTION PARAMETERS
         Min Time Before PE ForceOff = 1

3. Ped Clear Before Preempt is a pedestrian timing
   parameter, and is programmed as follows:
   Main Menu – 1) PHASE – 5) PEDESTRIAN TIMING
         PHASE 2 MIN FDW = 7
         PHASE 4 MIN FDW = 7
         PHASE 8 MIN FDW = 9

> Program extend time on optical detector units for 2.0 sec for EVB

FYA PPLT PROGRAMMING
(SIGNAL HEAD 31)

1. Program Flashing Yellow Arrow phases as follows:
   Main Menu – 1) PHASE – 2) PHASE FUNCTIONS PAGE TWO
         PPLT FYA = PHASE 3

2. Assign output pin for Flashing Yellow Arrow as follows:
   Main Menu – 6) OUTPUTS – F) FYA PPLT
         Phase 3 = 96

3. Redirect RED and YELLOW outputs for the left turn phases
   as follows:
   Main Menu – 6) OUTPUTS – 8) REDIRECT PHASE
         Phase 3 RED = 94, Phase 3 YELLOW = 95

SPECIAL NOTE EV PREEMPT PROGRAMMING

Setting 'FYA DURING PREEMPT' to 'Y' eliminates yellow trap
when transitioning to preempt from adjacent through phase.
Main Menu – 9) UTILITIES – 9) MISC
      FYA DURING PREEMPT (Y/N) = Y

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.

MIN WALK DURING PREEMPTION
PROGRAMMING

To disable MIN WALK pedestrian timing during preemption,
program the controller as follows:
Main Menu – 9) UTILITIES – 5) CONFIGURATION
      EXTRA TWO = 3

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.

OVERLAPS (1), (3) & (4) PROGRAMMING DETAIL

Program overlaps as follows:
Main Menu – 4) OVERLAP

OVERLAP [1]:
      LOADSWITCH = 9
      VEH SET 1 = 2,6
      YELLOW CLEARANCE = 3,8
      RED CLEARANCE = 1,8

Press "+" Twice

OVERLAP [3]:
      LOADSWITCH = 11
      VEH SET 1 = 2,6
      YELLOW CLEARANCE = 3,8
      RED CLEARANCE = 1,8

Press "+"

OVERLAP [4]:
      LOADSWITCH = 12
      VEH SET 1 = 4,8
      YELLOW CLEARANCE = 4,4
      RED CLEARANCE = 1,4

END OF OVERLAP PROGRAMMING

STARTUP CALLS PROGRAMMING

Prevents Veh Call to phase 3 during Startup. Phase 3 used
only during Preempt.
Main Menu – 9) UTILITIES – 1) STARTUP
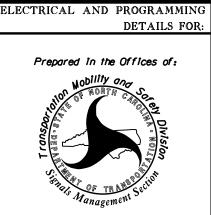   VEHICLE CALLS 2,4,6,8

OVERLAP GREEN FLASH PROGRAMMING
(SIGNAL HEAD 21, 41 & 61)

The following will cause the overlap green output to flash, which
is wired to the FYA. Program as follows:

Main Menu – 1) PHASE – 2) PHASE FUNCTIONS PAGE TWO
      OLAP G FL = 1, 3, 4