

FYA SIGNAL OUTPUT REMAPPING ASSIGNMENT PROGRAMMING DETAIL FOR LOADSWITCHES S1 & S3 (SIGNAL HEAD 11)

(program controller as shown below)

FROM MAIN MENU PRESS '6' (OUTPUTS), THEN '1' (OUTPUT ASSIGNMENTS), WITH CURSOR IN "OUTPUT ASSIGNMENT#" POSITION, ENTER "14"

```
PAGE:1 C1 PIN:16 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....14
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....Y
PEDESTRIAN PHASE.....
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....
```

THE OUTPUT IS SET AS A VEHICLE PHASE BY DEFAULT, THIS "Y" WILL REMAIN UNTIL THE OUTPUT IS CHANGED.
ENTER A "Y" FOR VEHICLE OVERLAP.

```
PAGE:1 C1 PIN:16 VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...1
SELECT COLOR(0=RED,1=YEL,2=GRN)...0
```

WHEN A 'Y' IS ENTERED FOR 'VEHICLE OVERLAP' THE SCREEN SHOWN ABOVE WILL APPEAR. ENTER DATA AS SHOWN.
PRESS THE 'ENT' KEY AFTER ENTERING DATA, THEN 'ESC'.

DISPLAY WILL NOW SHOW THE SPECIFIED OUTPUT ASSIGNED AS 'VEHICLE OVERLAP' AS SHOWN BELOW.

```
PAGE:1 C1 PIN:16 VEHICLE OVERLAP
OUTPUT ASSIGNMENT #.....14
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....Y
PEDESTRIAN PHASE.....
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....
```

PRESS "+" KEY FOR OUTPUT 15

```
PAGE:1 C1 PIN:17 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....15
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....Y
PEDESTRIAN PHASE.....
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....
```

THE OUTPUT IS SET AS A VEHICLE PHASE BY DEFAULT, THIS "Y" WILL REMAIN UNTIL THE OUTPUT IS CHANGED.
ENTER A "Y" FOR VEHICLE OVERLAP.

```
PAGE:1 C1 PIN:17 VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...1
SELECT COLOR(0=RED,1=YEL,2=GRN)...1
```

WHEN A 'Y' IS ENTERED FOR 'VEHICLE OVERLAP' THE SCREEN SHOWN ABOVE WILL APPEAR. ENTER DATA AS SHOWN.
PRESS THE 'ENT' KEY AFTER ENTERING DATA, THEN 'ESC'.

DISPLAY WILL NOW SHOW THE SPECIFIED OUTPUT ASSIGNED AS 'VEHICLE OVERLAP' AS SHOWN BELOW.

```
PAGE:1 C1 PIN:17 VEHICLE OVERLAP
OUTPUT ASSIGNMENT #.....15
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....Y
PEDESTRIAN PHASE.....
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....
```

PRESS "+" KEY FOR OUTPUT 16

```
PAGE:1 C1 PIN:18 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....16
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....Y
PEDESTRIAN PHASE.....
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....
```

THE OUTPUT IS SET AS A VEHICLE PHASE BY DEFAULT, THIS "Y" WILL REMAIN UNTIL THE OUTPUT IS CHANGED.
ENTER A "Y" FOR VEHICLE OVERLAP.

```
PAGE:1 C1 PIN:18 VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...1
SELECT COLOR(0=RED,1=YEL,2=GRN)...2
```

WHEN A 'Y' IS ENTERED FOR 'VEHICLE OVERLAP' THE SCREEN SHOWN ABOVE WILL APPEAR. ENTER DATA AS SHOWN.
PRESS THE 'ENT' KEY AFTER ENTERING DATA, THEN 'ESC'.

DISPLAY WILL NOW SHOW THE SPECIFIED OUTPUT ASSIGNED AS 'VEHICLE OVERLAP' AS SHOWN BELOW.

```
PAGE:1 C1 PIN:18 VEHICLE OVERLAP
OUTPUT ASSIGNMENT #.....16
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....Y
PEDESTRIAN PHASE.....
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....
```

PRESS "+" UNTIL OUTPUT 33 IS REACHED.

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)...0.0
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

DISPLAY WILL NOW SHOW THE SPECIFIED OUTPUT ASSIGNED AS 'VEHICLE PHASE' AS SHOWN BELOW.

```
PAGE:1 C1 PIN:35 NOT ENABLED
OUTPUT ASSIGNMENT #.....33
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....Y
PEDESTRIAN PHASE.....
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....
```

THE OUTPUT IS SET AS "NOT ENABLED" BY DEFAULT, THIS "Y" WILL REMAIN UNTIL THE OUTPUT IS CHANGED.
ENTER A "Y" FOR VEHICLE PHASE.


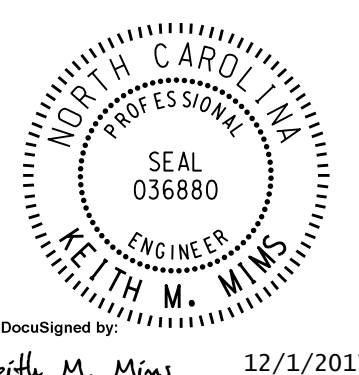
```
PAGE:1 C1 PIN:35 NOT ENABLED
SELECT VEHICLE PHASE (1-16)...1
SELECT COLOR(0=RED,1=YEL,2=GRN)...2
```

WHEN A 'Y' IS ENTERED FOR 'VEHICLE PHASE' THE SCREEN SHOWN ABOVE WILL APPEAR. ENTER DATA AS SHOWN.
PRESS THE 'ENT' KEY AFTER ENTERING DATA, THEN 'ESC'.

OUTPUT PROGRAMMING COMPLETE

THIS ELECTRICAL DETAIL IS FOR THE SIGNAL DESIGN: 06-0946T1
DESIGNED: September 2017
SEALED: 11-28-17
REVISED: N/A

01-DEC-2017 11:45
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J.peterson

Electrical Detail -Sheet 2 of 3 - Temp. 1 (Phase I)		DOCUMENT NOT CONSIDERED FINAL UNLESS ALL SIGNATURES COMPLETED	
	DETAILS FOR: NC 59 (South Main Street) at I-95 Bus./US 301 SB Ramp/ SR 2285 (Shipman Road)	SEAL 	
Prepared In the Offices of: James Peterson Signal Management Systems	Division 6 Cumberland County Hope Mills PLAN DATE: November 2017 REVIEWED BY: PREPARED BY: James Peterson REVIEWED BY:	Keith M. Mims 12/1/2017 DATE	
		REVISIONS INIT. DATE	DATE
		Keith M. Mims 280798E60244S DATE	
		SIG. INVENTORY NO. 06-0946T1	