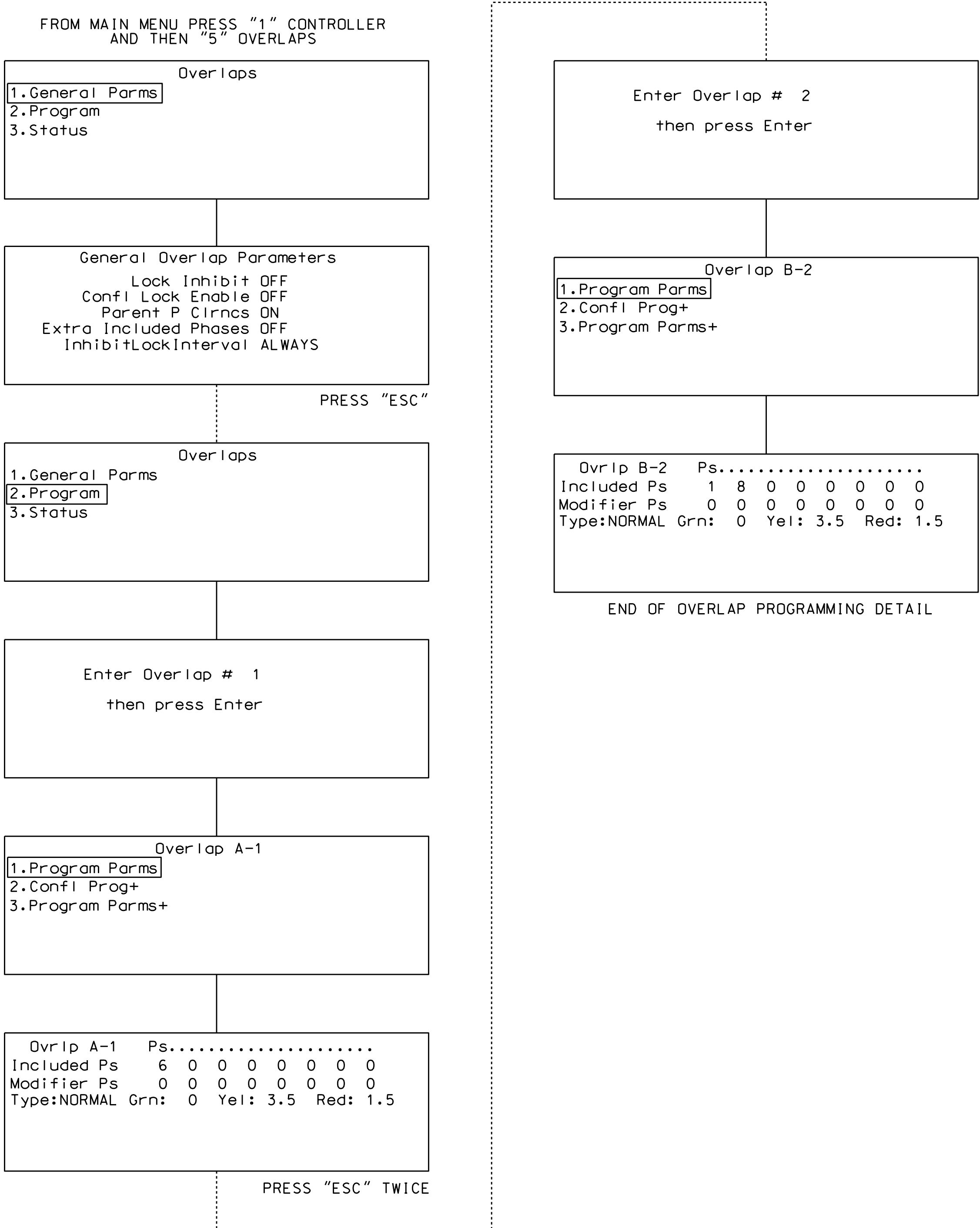## OVERLAP PROGRAMMING DETAIL
FOR OVERLAPS A and B*

(program controller as shown below)
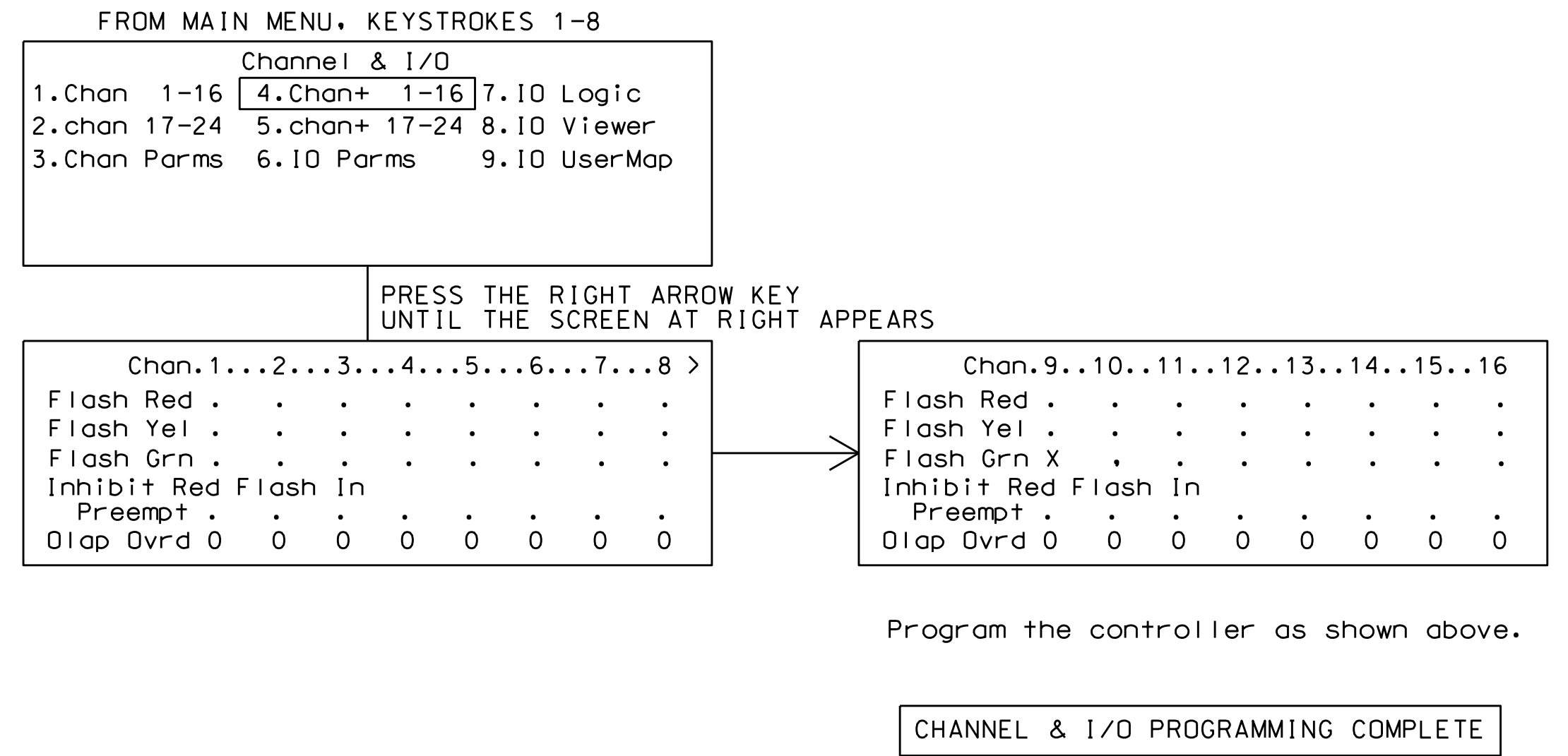
*NOTE FOR ALL OVERLAPS: Use Default values for Overlap 'PLUS' programming details.

FROM MAIN MENU PRESS "1" CONTROLLER
AND THEN "5" OVERLAPS

```
            Overlaps
 1.General Parms
 2.Program
 3.Status
```

```
      General Overlap Parameters
        Lock Inhibit OFF
      Confl Lock Enable OFF
        Parent P Clrncs ON
    Extra Included Phases OFF
     InhibitLockInterval ALWAYS
```
PRESS "ESC"

```
            Overlaps
 1.General Parms
 2.Program
 3.Status
```

```
      Enter Overlap # 1

       then press Enter
```

```
          Overlap A-1
 1.Program Parms
 2.Confl Prog+
 3.Program Parms+
```

```
 Ovrlp A-1   Ps.....................
 Included Ps   6  0  0  0  0  0  0  0
 Modifier Ps   0  0  0  0  0  0  0  0
 Type:NORMAL Grn:  0  Yel: 3.5  Red: 1.5
```
PRESS "ESC" TWICE

```
      Enter Overlap # 2

       then press Enter
```

```
          Overlap B-2
 1.Program Parms
 2.Confl Prog+
 3.Program Parms+
```

```
 Ovrlp B-2   Ps.....................
 Included Ps   1  8  0  0  0  0  0  0
 Modifier Ps   0  0  0  0  0  0  0  0
 Type:NORMAL Grn:  0  Yel: 3.5  Red: 1.5
```

END OF OVERLAP PROGRAMMING DETAIL

CHANNEL & I/O PROGRAMMING DETAIL
FOR FYA OPERATION

(program controller as shown below)

This programming takes the output that drives a Flashing
Yellow Arrow and makes it flash.

FROM MAIN MENU, KEYSTROKES 1-8

```
               Channel & I/O
 1.Chan  1-16   4.Chan+  1-16  7.IO Logic
 2.chan 17-24   5.chan+ 17-24  8.IO Viewer
 3.Chan Parms   6.IO Parms     9.IO UserMap
```

PRESS THE RIGHT ARROW KEY
UNTIL THE SCREEN AT RIGHT APPEARS

```
    Chan.1...2...3...4...5...6...7...8 >
 Flash Red .    .    .    .    .    .
 Flash Yel .    .    .    .    .    .
 Flash Grn .    .    .    .    .    .
 Inhibit Red Flash In
   Preempt .    .    .    .    .    .
 Olap Ovrd 0  0  0  0  0  0  0  0
```

```
    Chan.9...10..11..12..13..14..15..16
 Flash Red .    .    .    .    .    .
 Flash Yel .    .    .    .    .    .
 Flash Grn X .    .    .    .    .    .
 Inhibit Red Flash In
   Preempt .    .    .    .    .    .
 Olap Ovrd 0  0  0  0  0  0  0  0
```

Program the controller as shown above.

CHANNEL & I/O PROGRAMMING COMPLETE

FLASHER CIRCUIT MODIFICATION DETAIL

IN ORDER TO ENSURE 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.

Electrical Detail - Sheet 2 of 2

THIS ELECTRICAL DETAIL IS FOR
THE SIGNAL DESIGN: 07-1722
DESIGNED: September 2017
SEALED: 10/24/2017
REVISED:

ELECTRICAL AND PROGRAMMING
DETAILS FOR:

Prepared In the Offices of:
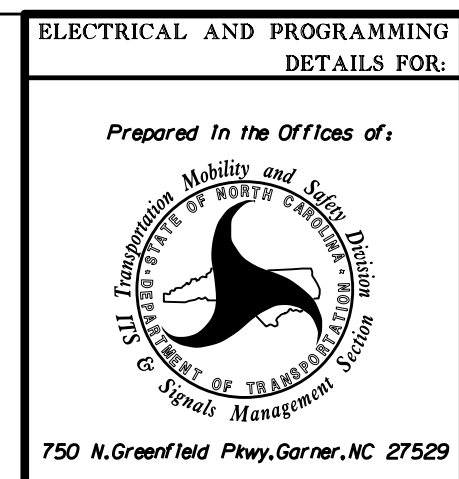
N. Elm Street
at
I-840 WB Ramps

Division 7	Guilford County	Greensboro
PLAN DATE: October 2017	REVIEWED BY: T. Joyce	
PREPARED BY: C. Strickland	REVIEWED BY:	

REVISIONS	INIT.	DATE

SEAL

NORTH CAROLINA
PROFESSIONAL
SEAL
031001
ENGINEER
TODD JOYCE

DocuSigned by:
D. Todd Joyce   10/30/2017
A90CADFDBD4241D...   DATE

SIG. INVENTORY NO. 07-1722

750 N.Greenfield Pkwy.Garner,NC 27529