

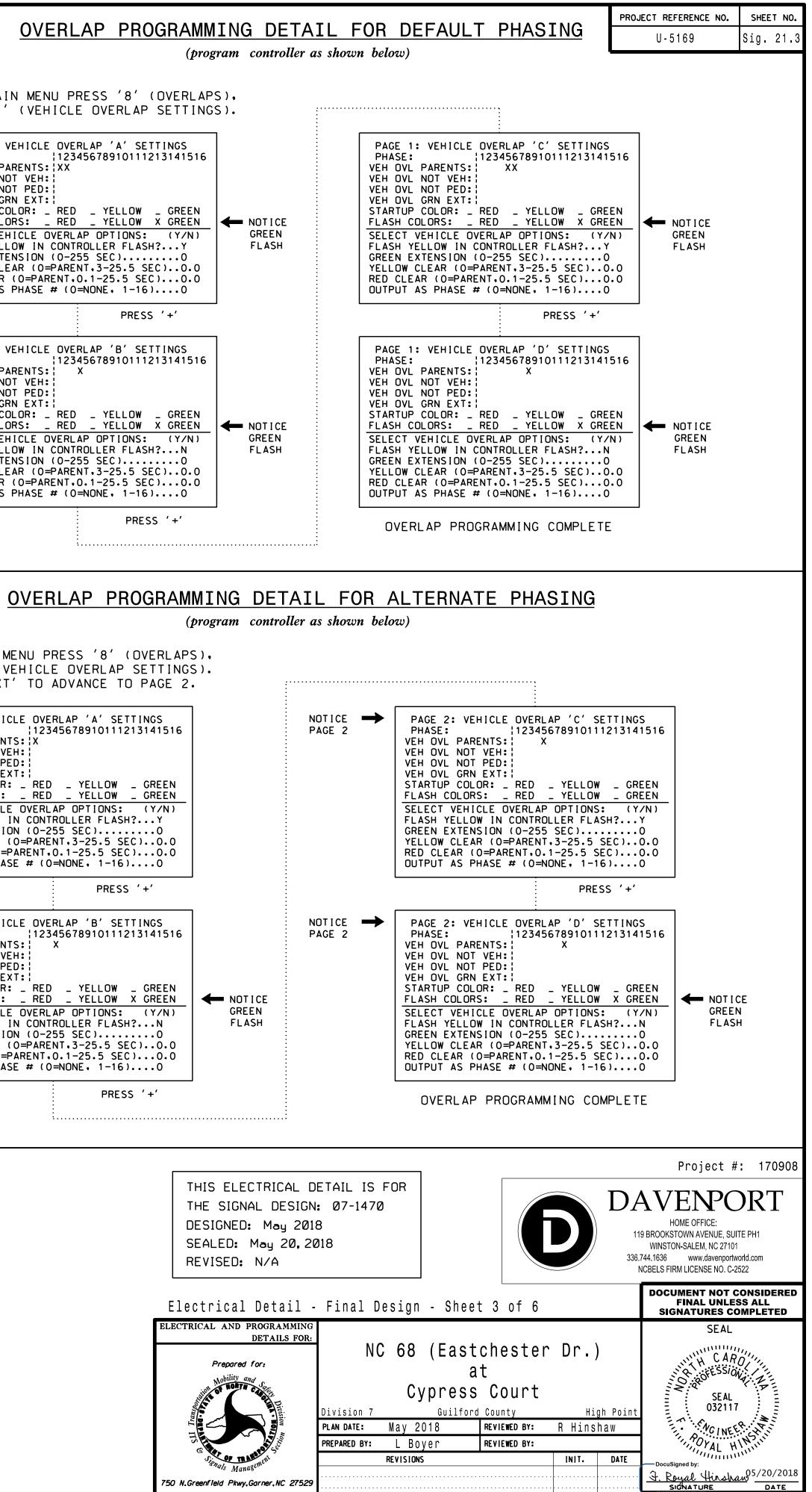
## FROM MAIN MENU PRESS '8' (OVERLAPS), THEN '1' (VEHICLE OVERLAP SETTINGS). PAGE 1: VEHICLE OVERLAP 'A' SETTINGS PHASE: 12345678910111213141516 VEH OVL PARENTS: XX VEH OVL NOT VEH: | VEH OVL NOT PED: VEH OVL GRN EXT: STARTUP COLOR: \_ RED \_ YELLOW \_ GREEN FLASH COLORS: \_ RED \_ YELLOW X GREEN SELECT VEHICLE OVERLAP OPTIONS: (Y/N) FLASH YELLOW IN CONTROLLER FLASH?...Y GREEN EXTENSION (0-255 SEC).....0 YELLOW CLEAR (O=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 '+' TRANSITIONING PAGE 1: 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 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 FLASHING YELLOW PRESS '+' FROM MAIN MENU PRESS '8' (OVERLAPS). THEN '1' (VEHICLE OVERLAP SETTINGS). PRESS 'NEXT' TO ADVANCE TO PAGE 2. NOTICE -PAGE 2: VEHICLE OVERLAP 'A' SETTINGS PAGE 2 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 (O=PARENT, 3-25.5 SEC)..0.0 RED CLEAR (O=PARENT.0.1-25.5 SEC)...0.0 OUTPUT AS PHASE # (0=NONE, 1-16)....0 PRESS '+' NOTICE 🔶 PAGE 2: VEHICLE OVERLAP 'B' SETTINGS ¦12345678910111213141516 PAGE 2 PHASE: 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 | I NOTICE 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 # (O=NONE, 1-16)....0 PRESS '+' FLASHING YELLOW DURING PHASE 5

THEN: SET OUTPUT ASSIGNMENT #43 ON LOGIC I/O PROCESSOR PROGRAMMING COMPLETE

SCROLL DOWN

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OUTPUT	REFERENCE SCHEDULE
USE TO	INTERPRET LOGIC PROCESSOR
OUTPUT OUTPUT OUTPUT OUTPUT	42 = Overlap C Red 43 = Overlap C Yellow 44 = Overlap C Green 50 = Overlap A Red 51 = Overlap A Yellow 52 = Overlap A Green



SIG. INVENTORY NO. 07-1470