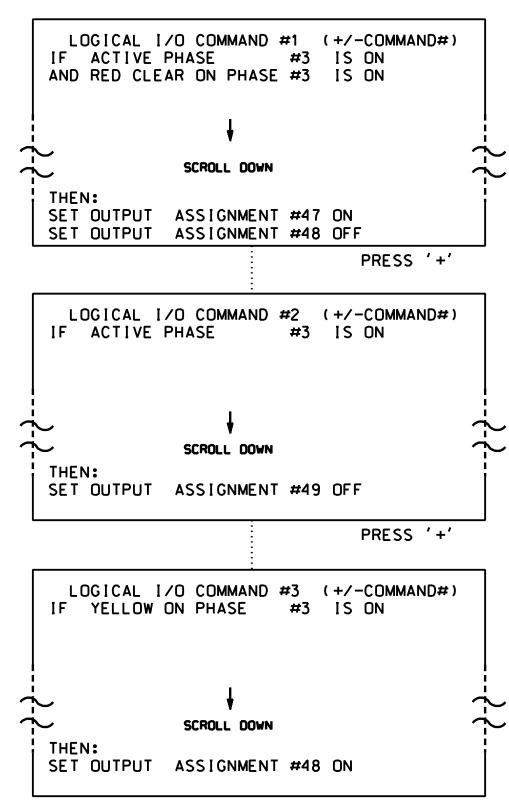
## LOGICAL I/O PROCESSOR PROGRAMMING D

## TO PRODUCE SPECIAL FYA-PPLT SIGNAL SI

(program controller as shown below)

1. FROM MAIN MENU PRESS '2' (PHASE CONTROL), THEN ' CONTROL FUNCTIONS). SCROLL TO THE BOTTOM OF THE ENABLE ACT LOGIC COMMANDS 1, 2, AND 3.



LOGIC I/O PROCESSOR PROGRAMMING COMPLETE

| USE TO INTERPRET LOGIC PROCESSOR<br>OUTPUT 47 = Overlap B Red<br>OUTPUT 48 = Overlap B Yellow | ſ | OUTPUT REFERENCE SCHEDULE        |
|-----------------------------------------------------------------------------------------------|---|----------------------------------|
| OUTPUT 48 = Overlap B Yellow                                                                  |   | USE TO INTERPRET LOGIC PROCESSOR |
| I UUIPUI 49 = UVERIAD B GREEN II                                                              |   |                                  |

| <u>DETAIL</u><br>SEQUENCE                                                                           | OVERLAP PROGRAMMING DETAIL                                                                                                                                                                                                                                                                                                                                                    |
|-----------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| '1' (PHASE<br>MENU AND                                                                              | FROM MAIN MENU PRESS '8' (OVERLAPS), THEN<br>(1' (VEHICLE OVERLAP SETTINGS).                                                                                                                                                                                                                                                                                                  |
| NOTE: LOGIC FOR<br>PHASE 3 RED CLEAR<br>WHEN TRANSITIONING<br>FROM PHASE 3 TO<br>PHASE 6 (HEAD 31). | PRESS '+'<br>PAGE 1: VEHICLE OVERLAP 'B' SETTINGS<br>PHASE:  12345678910111213141516<br>VEH OVL PARENTS:   X X                                                                                                                                                                                                                                                                |
| NOTE: LOGIC FOR<br>SWITCHING FLASHING<br>YELLOW ARROW OFF                                           | VEH OVL NOT VEH:<br>VEH OVL NOT PED:<br>VEH OVL GRN EXT:<br>STARTUP COLOR: _ RED _ YELLOW _ GREEN<br>FLASH COLORS: _ RED _ YELLOW X GREEN<br>SELECT VEHICLE OVERLAP OPTIONS: (Y/N)<br>FLASH YELLOW IN CONTROLLER FLASH?Y<br>GREEN EXTENSION (0-255 SEC)00<br>YELLOW CLEAR (0=PARENT.3-25.5 SEC)00<br>RED CLEAR (0=PARENT.0.1-25.5 SEC)00<br>OUTPUT AS PHASE # (0=NONE. 1-16)0 |
| DURING PHASE 3<br>(HEAD 31).                                                                        | PRESS '+' TWICE<br>PAGE 1: VEHICLE OVERLAP 'D' SETTINGS<br>PHASE: 12345678910111213141516<br>VEH OVL PARENTS: X<br>VEH OVL NOT VEH: VEH OVL NOT PED: VEH OVL NOT PED: VEH OVL GRN EXT: STARTUP COLOR: _ RED _ YELLOW _ GREEN                                                                                                                                                  |
| NOTE: LOGIC FOR<br>YELLOW ARROW<br>CLEARANCE FROM<br>PHASE 3 (HEAD 31).                             | FLASH COLORS:REDYELLOWX GREENSELECT VEHICLE OVERLAP OPTIONS:(Y/N)FLASH YELLOW IN CONTROLLER FLASH?NGREEN EXTENSION (0-255 SEC)0YELLOW CLEAR (0=PARENT.3-25.5 SEC)0.0RED CLEAR (0=PARENT.0.1-25.5 SEC)0.0OUTPUT AS PHASE # (0=NONE. 1-16)0                                                                                                                                     |
|                                                                                                     | OVERLAP PROGRAMMING COMPLETE                                                                                                                                                                                                                                                                                                                                                  |
|                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                               |

