ECONOLITE ASC/3-2070 OVERLAP PROGRAMMING DETAIL

(program controller as shown)

1. From Main Menu select   2. CONTROLLER

2. From CONTROLLER Submenu select   2. VEHICLE OVERLAPS

OVERLAP A

Select TMG VEH OVLP [A] and 'PPLT FYA'

```
TMG VEH OVLP...[A] TYPE: .....  PPLT FYA

PROTECTED LEFT TURN....    PHASE    1
OPPOSING THROUGH.......    PHASE    2

FLASHING ARROW OUTPUT.....CH13 ISOLATE

DELAY START OF: FYA..0.0 CLEARANCE..0.0
ACTION PLAN SF BIT DISABLE........... 1      ◄── NOTICE ACTION
                                                 PLAN SF BIT "1"
```
                              Toggle Once

OVERLAP B

Select TMG VEH OVLP [B] and 'PPLT FYA'

```
TMG VEH OVLP...[B] TYPE: .....  PPLT FYA

PROTECTED LEFT TURN....    PHASE    3
OPPOSING THROUGH.......    PHASE    4

FLASHING ARROW OUTPUT.....CH14 ISOLATE

DELAY START OF: FYA..0.0 CLEARANCE..0.0
ACTION PLAN SF BIT DISABLE........... 0
```
                              Toggle Once

OVERLAP C

Select TMG VEH OVLP [C] and 'PPLT FYA'

```
TMG VEH OVLP...[C] TYPE: .....  PPLT FYA

PROTECTED LEFT TURN....    PHASE    5
OPPOSING THROUGH.......    PHASE    6

FLASHING ARROW OUTPUT.....CH15 ISOLATE

DELAY START OF: FYA..0.0 CLEARANCE..0.0
ACTION PLAN SF BIT DISABLE........... 5      ◄── NOTICE ACTION
                                                 PLAN SF BIT "5"
```

END PROGRAMMING

ECONOLITE ASC/3-2070 SPECIAL MMU PROGRAMMING

(program controller as shown)

1. From Main Menu select   1. CONFIGURATION

2. From CONFIGURATION Submenu select   4. PORT 1 (SDLC)

3. From PORT 1 (SDLC) Submenu select   2. MMU PROGRAM

CAUTION!

Set intersection to Flash before attempting
to enter or change any MMU programming data.

This programming and that of the MMU programming
card must match exactly. If they do not, the
intersection will be placed into Flash.

```
MMU PROGRAM [    MANUAL]

    CH  6 5 4 3 2 1 0 9 8 7 6 5 4 3 2
     1  . X . X . X . . . . X X . . .
     2  . X . X . X . X . . X X . . .
     3  . X . . . . . . X X . . . .
     4  . X . . . X . X X . . .
     5  . X . X . . . X . . .
     6  . X . X . X . X . .
     7  . . X . . . X . . .
     8  . . X . . . X .
     9  . X . X . X .
    10  . . X . . .
    11  . X . X .
    12  . . . .
    13  . X .
    14  . .
    15  .
```

END PROGRAMMING