

### OVERLAP PROGRAMMING DETAIL FOR DEFAULT PHASING

(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
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

PRESS '+'

```

PAGE 1: VEHICLE OVERLAP 'B' SETTINGS
PHASE: :12345678910111213141516
VEH OVL PARENTS: :X 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
  
```

← NOTICE GREEN FLASH

PRESS '+'

```

PAGE 1: VEHICLE OVERLAP 'C' 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 (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

PRESS '+'

```

PAGE 1: VEHICLE OVERLAP 'D' SETTINGS
PHASE: :12345678910111213141516
VEH OVL PARENTS: :X 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
  
```

← NOTICE GREEN FLASH

PRESS '+'

```

PAGE 1: VEHICLE OVERLAP 'E' SETTINGS
PHASE: :12345678910111213141516
VEH OVL PARENTS: :X 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
  
```

← NOTICE GREEN FLASH

PRESS '+' TWICE

```

PAGE 1: VEHICLE OVERLAP 'G' 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 - GREEN
SELECT VEHICLE OVERLAP OPTIONS: (Y/N)
FLASH YELLOW IN CONTROLLER FLASH?...Y
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
  
```

OVERLAP PROGRAMMING COMPLETE

### OVERLAP PROGRAMMING DETAIL FOR ALTERNATE PHASING

(program controller as shown below)

FROM MAIN MENU PRESS '8' (OVERLAPS), THEN '1' (VEHICLE OVERLAP SETTINGS). PRESS 'NEXT' TO ADVANCE TO PAGE 2.

NOTICE PAGE 2 →

```

PAGE 2: VEHICLE OVERLAP 'A' 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?...Y
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
  
```

PRESS '+'

NOTICE PAGE 2 →

```

PAGE 2: VEHICLE OVERLAP 'B' SETTINGS
PHASE: :12345678910111213141516
VEH OVL PARENTS: :X 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
  
```

PRESS '+'

← NOTICE GREEN FLASH

NOTICE PAGE 2 →

```

PAGE 2: VEHICLE OVERLAP 'C' 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?...Y
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
  
```

PRESS '+'

NOTICE PAGE 2 →

```

PAGE 2: VEHICLE OVERLAP 'D' SETTINGS
PHASE: :12345678910111213141516
VEH OVL PARENTS: :X 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
  
```

PRESS '+'

← NOTICE GREEN FLASH

NOTICE PAGE 2 →

```

PAGE 2: VEHICLE OVERLAP 'E' SETTINGS
PHASE: :12345678910111213141516
VEH OVL PARENTS: :X 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
  
```

PRESS '+' TWICE

← NOTICE GREEN FLASH

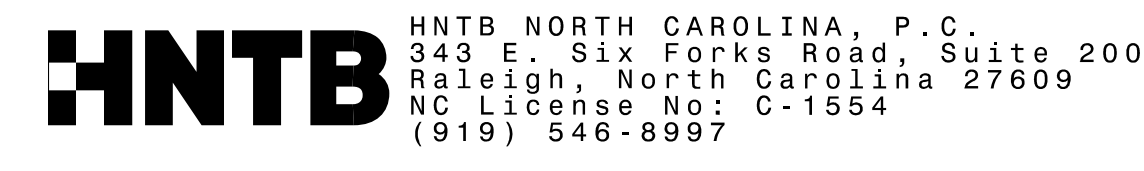
NOTICE PAGE 2 →

```

PAGE 2: VEHICLE OVERLAP 'G' 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 - GREEN
SELECT VEHICLE OVERLAP OPTIONS: (Y/N)
FLASH YELLOW IN CONTROLLER FLASH?...Y
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
  
```

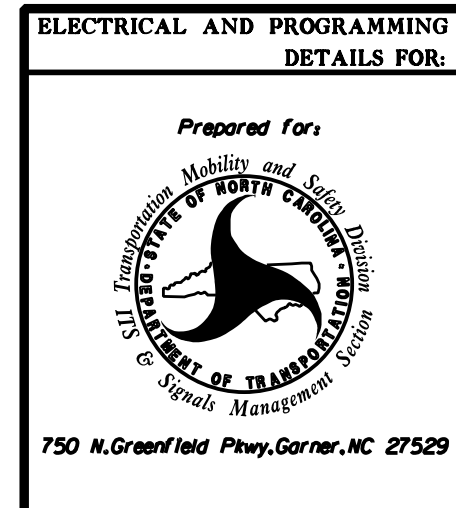
OVERLAP PROGRAMMING COMPLETE

THIS ELECTRICAL DETAIL IS FOR THE SIGNAL DESIGN: 03-1125  
 DESIGNED: June 2017  
 SEALED: 9/10/2021  
 REVISED: N/A



Electrical Detail - Sheet 3 of 8  
 New Installation  
 Final Design

**DOCUMENT NOT CONSIDERED FINAL UNLESS ALL SIGNATURES COMPLETED**



Prepared for:		NC 133 (Long Beach Road) at SR 1969 (Old Long Beach Road) / Southport Crossing Entrance	
Division 03	Brunswick Co.	Southport	
PLAN DATE:	June 2017	REVIEWED BY:	A.D. Klinksiek
PREPARED BY:	A.H. Thornburg	REVIEWED BY:	N.R. Simmons
REVISIONS	INIT.	DATE	

SEAL	
NORTH CAROLINA PROFESSIONAL ENGINEER SEAL 031464	
NATASHA R. SIMMONS	
SIGNATURE	DATE
<i>Natasha Simmons</i>	9/10/2021
SIG. INVENTORY NO.	03-1125