

**OUTPUT REASSIGNMENT PROGRAMMING DETAIL
FOR LOAD SWITCH S5 (OVERLAP G)**
(program controller as shown below)

FROM MAIN MENU PRESS '6' (OUTPUTS), THEN '1' (OUTPUT ASSIGNMENTS), WITH CURSOR IN 'OUTPUT ASSIGNMENT#' POSITION, ENTER '30'

```

PAGE:1 C1 PIN:32 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....30
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....Y
PEDESTRIAN PHASE.....Y
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....
    
```

THE OUTPUT IS SET AS A VEHICLE PHASE BY DEFAULT. THIS "Y" WILL REMAIN UNTIL THE OUTPUT IS CHANGED.
ENTER A "Y" FOR VEHICLE OVERLAP.

```

PAGE:1 C1 PIN:32 VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...7
SELECT COLOR(0=RED,1=YEL,2=GRN)...0
    
```

WHEN A 'Y' IS ENTERED FOR 'VEHICLE OVERLAP' THE SCREEN SHOWN ABOVE WILL APPEAR. ENTER DATA AS SHOWN.
PRESS THE 'ENT' KEY AFTER ENTERING DATA, THEN 'ESC'.

DISPLAY WILL NOW SHOW THE SPECIFIED OUTPUT ASSIGNED AS 'VEHICLE OVERLAP' AS SHOWN BELOW.

```

PAGE:1 C1 PIN:32 VEHICLE OVERLAP
OUTPUT ASSIGNMENT #.....30
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....Y
PEDESTRIAN PHASE.....Y
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....
    
```

PRESS "+" KEY FOR OUTPUT 31

DISPLAY WILL NOW SHOW THE SPECIFIED OUTPUT ASSIGNED AS 'VEHICLE OVERLAP' AS SHOWN BELOW.

```

PAGE:1 C1 PIN:33 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....31
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....Y
PEDESTRIAN PHASE.....Y
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....
    
```

THE OUTPUT IS SET AS A VEHICLE PHASE BY DEFAULT. THIS "Y" WILL REMAIN UNTIL THE OUTPUT IS CHANGED.
ENTER A "Y" FOR VEHICLE OVERLAP.

```

PAGE:1 C1 PIN:33 VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...7
SELECT COLOR(0=RED,1=YEL,2=GRN)...1
    
```

WHEN A 'Y' IS ENTERED FOR 'VEHICLE OVERLAP' THE SCREEN SHOWN ABOVE WILL APPEAR. ENTER DATA AS SHOWN.
PRESS THE 'ENT' KEY AFTER ENTERING DATA, THEN 'ESC'.

PRESS "+" KEY FOR OUTPUT 32

DISPLAY WILL NOW SHOW THE SPECIFIED OUTPUT ASSIGNED AS 'VEHICLE OVERLAP' AS SHOWN BELOW.

```

PAGE:1 C1 PIN:34 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....32
FREQUENCY (0=DEFAULT) (0-25.5 HZ)...0.0
DUTY CYCLE (0=DEFAULT) (0 - 100%)...0
MODE (0=SOLID,1=FLASH)...0
SELECT ASSIGNMENT:
NOT ENABLED.....
VEHICLE PHASE.....Y
PEDESTRIAN PHASE.....Y
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....
    
```

THE OUTPUT IS SET AS A VEHICLE PHASE BY DEFAULT. THIS "Y" WILL REMAIN UNTIL THE OUTPUT IS CHANGED.
ENTER A "Y" FOR VEHICLE OVERLAP.

```

PAGE:1 C1 PIN:34 VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...7
SELECT COLOR(0=RED,1=YEL,2=GRN)...2
    
```

WHEN A 'Y' IS ENTERED FOR 'VEHICLE OVERLAP' THE SCREEN SHOWN ABOVE WILL APPEAR. ENTER DATA AS SHOWN.
PRESS THE 'ENT' KEY AFTER ENTERING DATA, THEN 'ESC'.

OUTPUT PROGRAMMING FOR LOAD SWITCH S5 COMPLETE

OVERLAP PROGRAMMING DETAIL
(program controller as shown below)

FROM MAIN MENU PRESS '8' (OVERLAPS), THEN '1' (VEHICLE OVERLAP SETTINGS).

PRESS '+' TO ADVANCE TO OVERLAP 'G'


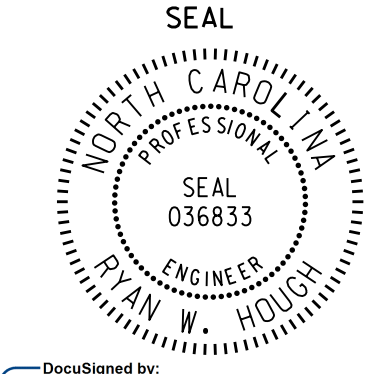
```

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?...N
GREEN EXTENSION (0-255 SEC)...0.0
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: 03-0979
DESIGNED: October 2021
SEALED: 10/26/2021
REVISED: N/A

Electrical Detail - Sheet 2 of 2

ELECTRICAL AND PROGRAMMING DETAILS FOR: Prepared In the Offices of:  750 N. Greenfield Pkwy, Garner, NC 27529	US 17 (Ocean Highway) at Brunswick Forest Parkway		SEAL  SEAL 036833 ENGINEER RYAN W. HOUGH
	Division 3 Brunswick County Leland		
PLAN DATE: October 2021 PREPARED BY: S. Armstrong	REVIEWED BY: REVIEWED BY:	DATE: 10/27/2021 DATE:	
REVISIONS INIT. DATE			
DocuSigned by: Ryan W. Hough 130320FAA2854C3			DATE: 10/27/2021 DATE:
SIG. INVENTORY NO. 03-0979			