

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 '+' TWICE

PAGE 1: 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

← 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 - 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

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 - 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 '+' TWICE

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

← NOTICE GREEN FLASH

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 - 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

OVERLAP PROGRAMMING COMPLETE

LOGICAL I/O PROCESSOR PROGRAMMING DETAIL TO PRODUCE SPECIAL FYA-PPLT SIGNAL SEQUENCE

(program controller as shown below)

- FROM MAIN MENU PRESS '2' (PHASE CONTROL), THEN '1' (PHASE CONTROL FUNCTIONS), SCROLL TO THE BOTTOM OF THE MENU AND ENABLE ACT LOGIC COMMANDS 1, 2 AND 3.
- FROM MAIN MENU PRESS '6' (OUTPUTS), THEN '3' (LOGICAL I/O PROCESSOR).

LOGICAL I/O COMMAND #1 (+/-COMMAND#)
 IF ACTIVE PHASE #1 IS ON
 AND RED CLEAR ON PHASE #1 IS ON
 ↓
 SCROLL DOWN
 THEN:
 SET OUTPUT ASSIGNMENT #50 ON
 SET OUTPUT ASSIGNMENT #51 OFF

NOTE: LOGIC FOR PHASE 1 RED CLEAR WHEN TRANSITIONING FROM PHASE 1 TO PHASE 2 (HEAD 11).

LOGICAL I/O COMMAND #2 (+/-COMMAND#)
 IF ACTIVE PHASE #1 IS ON
 ↓
 SCROLL DOWN
 THEN:
 SET OUTPUT ASSIGNMENT #52 OFF

NOTE: LOGIC FOR SWITCHING YELLOW ARROW "OFF" DURING PHASE 1 (HEAD 11).

LOGICAL I/O COMMAND #3 (+/-COMMAND#)
 IF YELLOW ON PHASE #1 IS ON
 ↓
 SCROLL DOWN
 THEN:
 SET OUTPUT ASSIGNMENT #51 ON

NOTE: LOGIC FOR YELLOW ARROW CLEARANCE FROM PHASE 1 (HEAD 11).

LOGIC I/O PROCESSOR PROGRAMMING COMPLETE

OUTPUT REFERENCE SCHEDULE
 OUTPUT 50 = Overlap A Red
 OUTPUT 51 = Overlap A Yellow
 OUTPUT 52 = Overlap A Green

FLASHER CIRCUIT MODIFICATION DETAIL

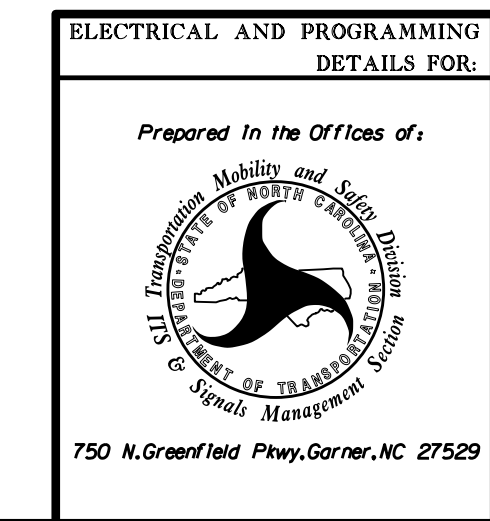
IN ORDER TO INSURE THAT SIGNALS FLASH CONCURRENTLY ON THE SAME APPROACH, MAKE THE FOLLOWING FLASHER CIRCUIT CHANGES:

- ON REAR OF PDA - REMOVE WIRE FROM TERM. T2-4 AND TERMINATE ON T2-2.
- ON REAR OF PDA - REMOVE WIRE FROM TERM. T2-5 AND TERMINATE ON T2-3.
- REMOVE FLASHER UNIT 2.

THE CHANGES LISTED ABOVE TIES ALL PHASES AND OVERLAPS TO FLASHER UNIT 1.

THIS ELECTRICAL DETAIL IS FOR THE SIGNAL DESIGN: 09-1065
 DESIGNED: September 2021
 SEALED: 9/30/2021
 REVISED:

Electrical Detail - Sheet 2 of 4



US 70 (Statesville Boulevard) at SR 1728 (Barringer Rd.)
 Division 9 Rowan County W. of Salisbury
 PLAN DATE: September 2021 REVIEWED BY: T. Joyce
 PREPARED BY: C. Strickland REVIEWED BY:
 REVISIONS INIT. DATE
 D. Todd Joyce 10/1/2021
 SIG. INVENTORY NO. 09-1065

DOCUMENT NOT CONSIDERED FINAL UNLESS ALL SIGNATURES COMPLETED