OVERLAP PROGRAMMING DETAIL

1. From Main Menu select [4 - UNIT DATA]

2. From UNIT DATA Submenu select [3 - OVERLAP DATA]

Use Up/Dn/Left/Right keys to position cursor on the desired Overlap. Use the NEXT key to select the overlap type. Press the ENT key and then program as per the Overlap screen(s) shown.

```
OVERLAP DATA

  A: FYA   E: ---   I: ---   M: ---
  B: FYA   F: ---   J: ---   N: ---
  C: ---   G: STD   K: ---   O: ---
  D: ---   H: ---   L: ---   P: ---

PREV/NEXT TO CYCLE
```

OVERLAP A

Use Up/Dn/Left/Right keys to position cursor on Overlap 'A', use the NEXT key to select 'FYA', then press ENT

```
FYA OVERLAP - A          DELAY/10:   0
             PHASES..12345678 90123456
    PERM PHASES: 01000000 00000000
    PROT PHASES: 10000000 00000000
    -PED PHASES: 00000000 00000000
        OVERLAPS..ABCDEFGH IJKLMNOP
    PERM OVERLAPS: x0000000 00000000
    PROT OVERLAPS: x0000000 00000000
                              Press ESC
```

◄ NOTICE DELAY/10 = 0

OVERLAP B

Use Up/Dn/Left/Right keys to position cursor on Overlap 'B', use the NEXT key to select 'FYA', then press ENT

```
FYA OVERLAP - B          DELAY/10:   0
             PHASES..12345678 90123456
    PERM PHASES: 00000001 00000000
    PROT PHASES: 10000000 00000000
    -PED PHASES: 00000000 00000000
        OVERLAPS..ABCDEFGH IJKLMNOP
    PERM OVERLAPS: 0x000000 00000000
    PROT OVERLAPS: 0x000000 00000000
                              Press ESC
```

◄ NOTICE DELAY/10 = 0

OVERLAP G

Use Up/Dn/Left/Right keys to position cursor on Overlap 'G', use the NEXT key to select 'STD', then press ENT

```
OVERLAP - G     12345678 90123456
      PARENTS: 10000000 00000000
   +GRN PHASES: 00000000 00000000
   -G/Y PHASES: 00000000 00000000
   -PED PHASES: 00000000 00000000
TRAIL GREEN STANDARD:   0  YEL/10: 40
TRAIL GREEN  PREEMPT:   0  RED/10: 20
```

END OVERLAP PROGRAMMING

INIT & N.A. RESP PROGRAMMING DETAIL

1. From Main Menu select [3 - PHASE DATA]

2. From PHASE DATA Submenu select [4 - INIT & N.A RESP+]

```
PHASE......1...2...3...4...5...6...7...8...9
INITIAL    1   6   0   1   0   6   0   1   0
NA RESP    0   1   0   2   0   1   0   2   0

CODES.......0....1....2....3....4....5....6
INITIAL   NONE INACT RED  YEL  GRN  DRK  G/DW
NA RESP   NONE  NA1  NA2 BOTH  ---  ---
A-UP B-DN C-LT D-RT E-ENTER F-PRIOR MENU
```

INIT & N.A. RESP programming complete.

* CODE 6 (G/DW) ALLOWS PHASE 2 TO START IN GREEN AND SKIP THE PED PHASE. PHASE 6 INCLUDED FOR TIMING PURPOSES.

ADVANCE WALK PED PROGRAMMING DETAIL

(program controller as shown below)

1. From Main Menu select [3 - PHASE DATA]

2. From PHASE DATA Submenu select [3 - PEDESTRIAN DATA]

3. From DETECTOR DATA Submenu select [3 - PED OFFSET +]

```
PHASE......1...2...3...4...5...6...7...8
WOFF/10   0  40   0   0   0   0   0  40
MODE*     0   0   0   0   0   0   0   0

CODES:*  0=ADVANCE   1=DELAY
```

Advance Walk PED programming complete.

ACCESSIBLE PEDESTRIAN SIGNAL (APS) INSTALLATION NOTES

1. Install push buttons and APS equipment per manufacturer's instructions.

2. Provide a dedicated cable to each push button per manufacturer's instructions.

3. If APS equipment is mounted in cabinet, use filtered power (i.e., Controller Receptacle) to power APS equipment. Do not use Equipment Receptacle, which is a GFCI outlet.

4. Never attempt to operate a standard contact closure push button with the APS system unless cabinet is re-wired for standard button operation or unless explicitly allowed by the manufacturer.

5. Place manufacturer's instructions in cabinet with cabinet prints, signal plans, and electrical details.

LOAD SWITCH MAPPING DETAIL

1. From Main Menu select [4 - UNIT DATA]

2. From UNIT DATA Submenu select [9 - OUTPUT MAPPING]

USE ENTER AND NEXT KEYS TO MAP 'LDSW 4' AS 'OLG'

```
OUTPUT MAPPING         EDIT MODE: LDSW
                       E-TOGGLE MODE
LDSW ..1.. ..2.. ..3.. ..4.. ..5.. ..6..
RED  PH1   PH2   PD2   OLG   PH4   PD4
YEL   -     -     -     -     -     -
GRN   -     -     -     -     -     -
FIO   1     2     3     4     5     6
PREV/NEXT TO CYCLE     D-DISPLAY COMPAT
```
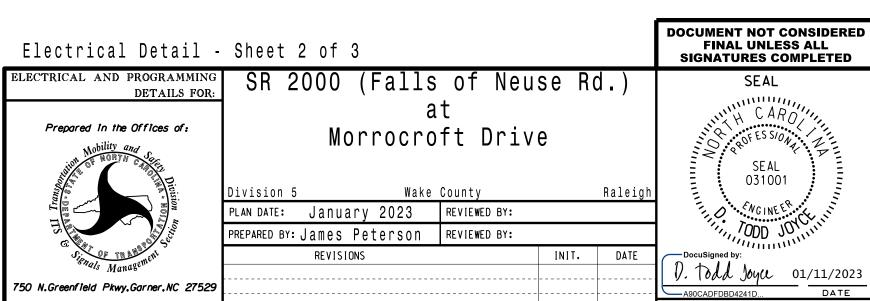
LOAD SWITCH MAPPING COMPLETE

FLASHER CIRCUIT MODIFICATION DETAIL

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

1. ON REAR OF PDA - REMOVE WIRE FROM TERM. T2-4 AND TERMINATE ON T2-2.

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

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: 05-2293
DESIGNED: January 2023
SEALED: 01/03/23
REVISED: N/A
```

Electrical Detail - Sheet 2 of 3