

### 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, 3, 4, 5, AND 6.
- 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

PRESS '+'

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

PRESS '+'

NOTE: LOGIC FOR SWITCHING FLASHING 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

PRESS '+'

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

LOGICAL I/O COMMAND #4 (+/-COMMAND#)  
IF ACTIVE PHASE #5 IS ON  
AND RED CLEAR ON PHASE #5 IS ON

SCROLL DOWN

THEN:  
SET OUTPUT ASSIGNMENT #42 ON  
SET OUTPUT ASSIGNMENT #43 OFF

PRESS '+'

NOTE: LOGIC FOR PHASE 5 RED CLEAR WHEN TRANSITIONING FROM PHASE 5 TO PHASE 6 (HEAD 51).

LOGICAL I/O COMMAND #5 (+/-COMMAND#)  
IF ACTIVE PHASE #5 IS ON

SCROLL DOWN

THEN:  
SET OUTPUT ASSIGNMENT #44 OFF

PRESS '+'

NOTE: LOGIC FOR SWITCHING FLASHING YELLOW ARROW "OFF" DURING PHASE 5 (HEAD 51).

LOGICAL I/O COMMAND #6 (+/-COMMAND#)  
IF YELLOW ON PHASE #5 IS ON

SCROLL DOWN

THEN:  
SET OUTPUT ASSIGNMENT #43 ON

PRESS '+'

NOTE: LOGIC FOR YELLOW ARROW CLEARANCE FROM PHASE 5 (HEAD 51).

LOGIC I/O PROCESSOR PROGRAMMING COMPLETE

### 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)...0.0  
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

PAGE 1: VEHICLE OVERLAP 'B' 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?...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

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)...0.0  
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

PAGE 1: VEHICLE OVERLAP 'D' 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?...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

PAGE 1: VEHICLE OVERLAP 'E' 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)...0.0  
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

PAGE 1: VEHICLE OVERLAP 'F' 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)...0.0  
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

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)...0.0  
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

NOTICE PAGE 2 → PAGE 2: VEHICLE OVERLAP 'B' 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?...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 - GREEN

SELECT VEHICLE OVERLAP OPTIONS: (Y/N)  
FLASH YELLOW IN CONTROLLER FLASH?...Y  
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

PRESS '+'

NOTICE PAGE 2

NOTICE PAGE 2 → PAGE 2: VEHICLE OVERLAP 'D' 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?...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  
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)...0.0  
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 'F' 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)...0.0  
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

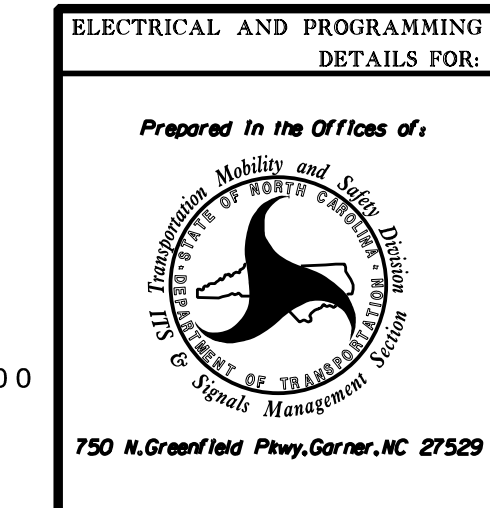
OVERLAP PROGRAMMING COMPLETE

OUTPUT REFERENCE SCHEDULE	
USE TO INTERPRET LOGIC PROCESSOR	
OUTPUT 42 =	Overlap C Red
OUTPUT 43 =	Overlap C Yellow
OUTPUT 44 =	Overlap C Green
OUTPUT 50 =	Overlap A Red
OUTPUT 51 =	Overlap A Yellow
OUTPUT 52 =	Overlap A Green

THIS ELECTRICAL DETAIL IS FOR THE SIGNAL DESIGN: 03-1139  
DESIGNED: May 2022  
SEALED: 5/17/2024  
REVISED:

Signal Upgrade - Final Design  
Electrical Detail - Sheet 2 of 7

DOCUMENT NOT CONSIDERED FINAL UNLESS ALL SIGNATURES COMPLETED



SR 2048 (Gordon Rd) at SR 2135 (Blount Dr)/ Lewis Landing Ave		
Division 3	New Hanover County	Wilmington
PLAN DATE: August 2023	REVIEWED BY: N.K. Vlanich	
PREPARED BY: E.E. Tiller	REVIEWED BY: N.R. Simmons	
REVISIONS	INIT.	DATE

