

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
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
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 '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
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

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 '+'

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
```

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PRESS '+'

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
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
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
```

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PRESS '+'

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
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
```

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NOTICE PAGE 2 →

```
PAGE 2: VEHICLE OVERLAP 'F' SETTINGS
PHASE: :12345678910111213141516
VEH OVL PARENTS: :X
VEH OVL NOT VEH: :
VEH OVL NOT PED: :
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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

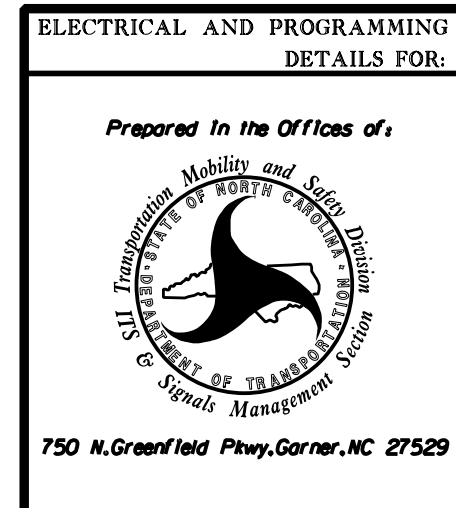
OVERLAP PROGRAMMING COMPLETE

THIS ELECTRICAL DETAIL IS FOR THE SIGNAL DESIGN: 03-0847
DESIGNED: May 2022
SEALED: 5/17/2024
REVISED:

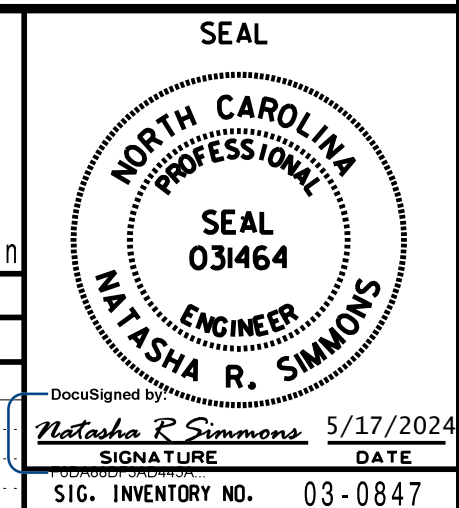
Signal Upgrade - Final Design
Electrical Detail - Sheet 3 of 8

DOCUMENT NOT CONSIDERED FINAL UNLESS ALL SIGNATURES COMPLETED

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SR 2048 (Gordon Rd) at SR 2698 (Netherlands Dr/ Eaton Elementary School)	
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



DocuSigned by:
Netasha R. Simmons 5/17/2024
SIGNATURE DATE
SIG. INVENTORY NO. 03-0847