

FYA SIGNAL OUTPUT REMAPPING ASSIGNMENT PROGRAMMING DETAIL
FOR SIGNAL HEAD 61

(program controller as shown below)

FROM MAIN MENU PRESS '6' (OUTPUTS), THEN
'1' (OUTPUT ASSIGNMENTS).
WITH CURSOR IN "OUTPUT ASSIGNMENT#" POSITION, ENTER "14"

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

PAGE:1 C1 PIN:16 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....14
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.....
VEHICLE OVERLAP.....
PEDESTRIAN OVERLAP.....Y
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:16 VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...1
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 INPUTTING DATA,
THEN 'ESC'.

PAGE:1 C1 PIN:16 VEHICLE OVERLAP
OUTPUT ASSIGNMENT #.....14
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.....
PEDESTRIAN PHASE.....
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 15

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

PAGE:1 C1 PIN:17 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....15
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.....
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:17 VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...1
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 INPUTTING DATA,
THEN 'ESC'.

PAGE:1 C1 PIN:17 VEHICLE OVERLAP
OUTPUT ASSIGNMENT #.....15
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.....
PEDESTRIAN PHASE.....
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 16

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

PAGE:1 C1 PIN:18 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....16
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.....
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:18 VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...1
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 INPUTTING DATA,
THEN 'ESC'.

PAGE:1 C1 PIN:18 VEHICLE OVERLAP
OUTPUT ASSIGNMENT #.....16
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.....
PEDESTRIAN PHASE.....
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.....

OVERLAP PROGRAMMING DETAIL

(program controller as shown below)

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

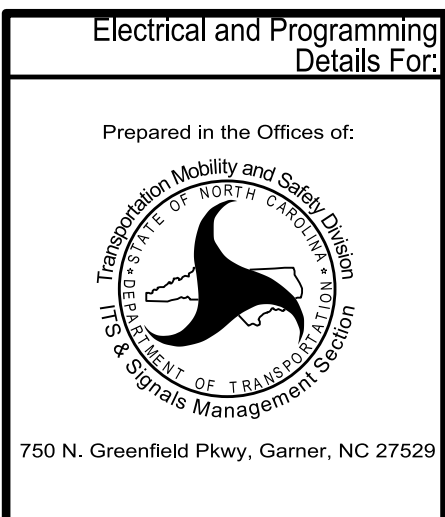
PAGE 1: VEHICLE OVERLAP 'A' SETTINGS
PHASE: 12345678910111213141516
VEH OVL PARENTS: X
VEH OVL NOT VEH:
VEH OVL NOT PED:
VEH OVL GRN EXT:
STARTUP COLOR: RED YELLOW GREEN
FLASH COLORS: RED YELLOW X GREEN
SELECT VEHICLE OVERLAP OPTIONS: (Y/N)
FLASH YELLOW IN CONTROLLER FLASH?...N
GREEN EXTENSION (0-255 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

OVERLAP PROGRAMMING COMPLETE

THIS ELECTRICAL DETAIL IS FOR
THE SIGNAL DESIGN: 09-0327T1
DESIGNED: September 2024
SEALED: 01-02-25
REVISED: N/A

Electrical Detail - Sheet 2 of 2 - Temporary Design 1 (TMP Phase I)



SR 2741 (Clemmonsville Road)
at
I-40 EB Ramp and
SR 3826 (I-40 EB Frontage Road)

Division 9	Forsyth County	Winston-Salem
PLAN DATE: November 2022	REVIEWED BY:	
PREPARED BY: James Peterson	REVIEWED BY:	
REVISIONS	INIT.	DATE

DOCUMENT NOT CONSIDERED
FINAL UNLESS ALL
SIGNATURES COMPLETED

