

FYA SIGNAL OUTPUT REMAPPING ASSIGNMENT PROGRAMMING DETAIL
FOR SIGNAL HEAD 11

(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.

```

PAGE1 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.....Y
PEDESTRIAN OVERLAP.....
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
OUT OF PHASE FLASHER.....
CONTAINER 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)...7
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 INPUTING DATA.
THEN 'ESC'.

```

PAGE 1      C1 PIN16  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.

```

PAGE1:  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=SQLD,1=FLASH).....0
SELECT ASSIGNMENT:
NOT ENABLE.....Y
VEHICLE PHASE.....Y
PEDESTRIAN PHASE.....Y
VEHICLE OVERLAP.....Y
PEDESTRIAN OVERLAP.....Y
WATCHDOG.....
DETECTOR RESET.....
ADVANCE BEACON.....
DOWN OF PHASE FLASHER.....
CONTROLLER FLASH.....
RUN FREE.....
RESERVED.....
PREEMPT.....
SOFT 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)...7
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 INPUTING DATA.
THEN 'ESC'.

```

PAGE1: 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=SSLD,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.....
REVERSE.....
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.

```

PAGE1: C1 PIN:18 VEHICLE PHASE
OUTPUT ASSIGNMENT #.....16
FREQUENCY (0=DEFAULT) (0-25.5 HZ)....0
DUTY CYCLE (0=DEFAULT) (0 - 100%)....0
MODE (0=SQLID,1=FLASH).....0
SELECT ASSIGNMENT:
NOT ENABLED.....Y
VEHICLE PHASE.....Y
PEDESTRIAN PHASE.....Y
VEHICLE OVERLAP.....Y
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:18 VEHICLE PHASE
SELECT VEHICLE OVERLAP (A=1,P=16)...7
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 INPUTING DATA.
THEN 'ESC'.

```

PAGE1:  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=SQL ID,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.....
RESEED.....
PREEMPT.....
SOFT PREEMPT.....
ANY PREEMPT.....
COORDINATION PLAN.....
OFFSET.....
PHASE CHECK.....
PHASE ON.....
PHASE NEXT.....

```

OUTPUT PROGRAMMING FOR HEAD 11 COMPLETE

THIS ELECTRICAL DETAIL IS FOR
THE SIGNAL DESIGN: 09-0600T2
DESIGNED: September 2024
SEALED: 01-02-25
REVISED: N/A