

# OPERATIONS SHEET

Location: Keppel Rd / Shenton Way / ECP

Int. No: 101

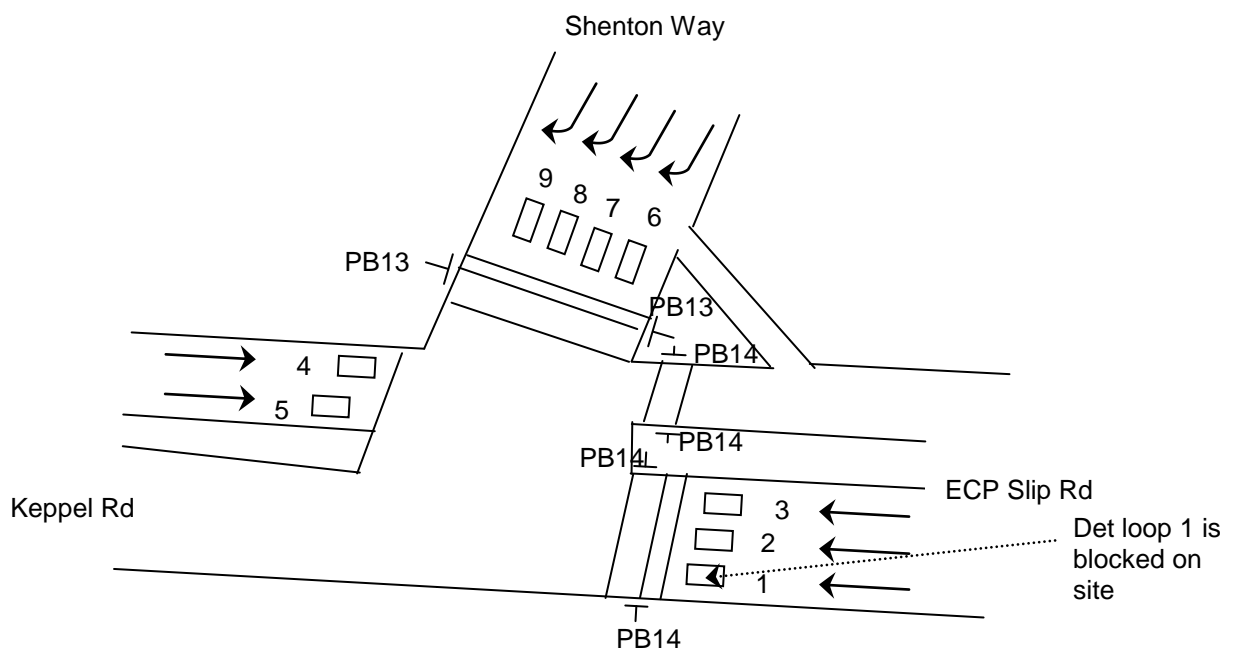
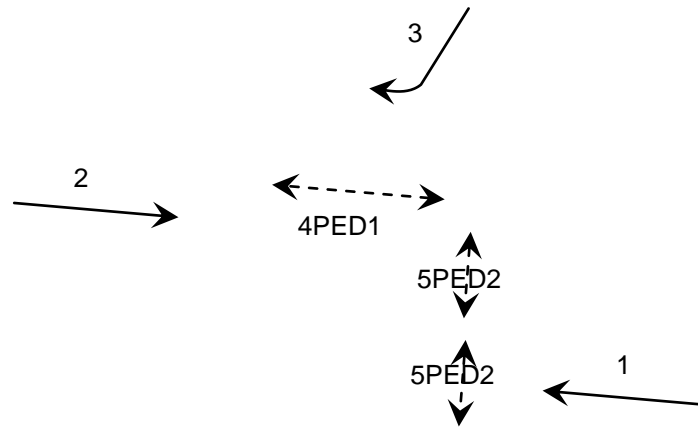
Prepared by: Lang Jie Date: 24 / 11 / 2015

Signal ID: 355

Checked by: Jeremy Chung

Approved by: Simon Ho

Upgrade controller



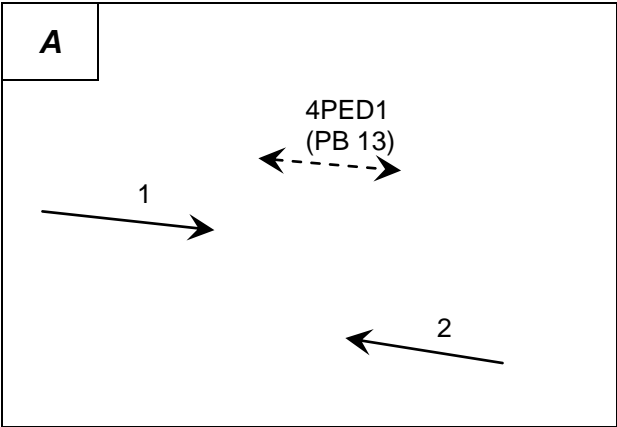
Wef. 1<sup>st</sup> April 2005

## REMARKS

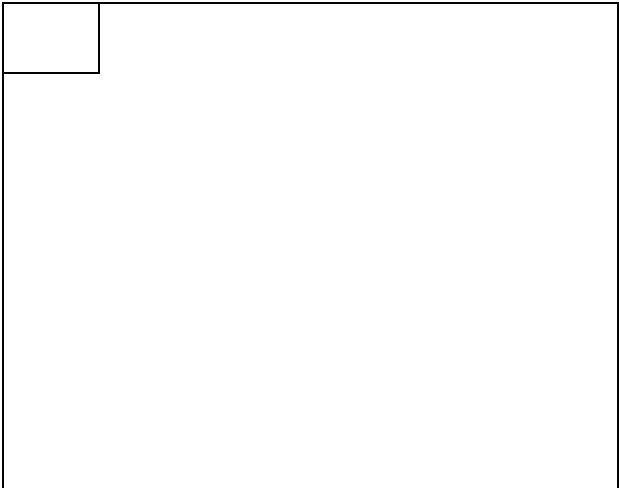
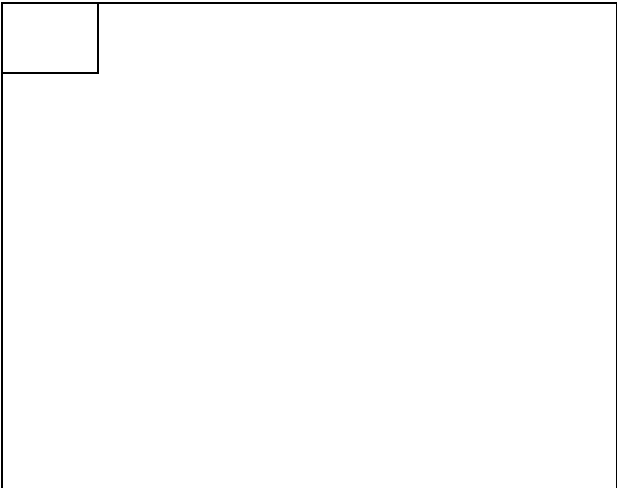
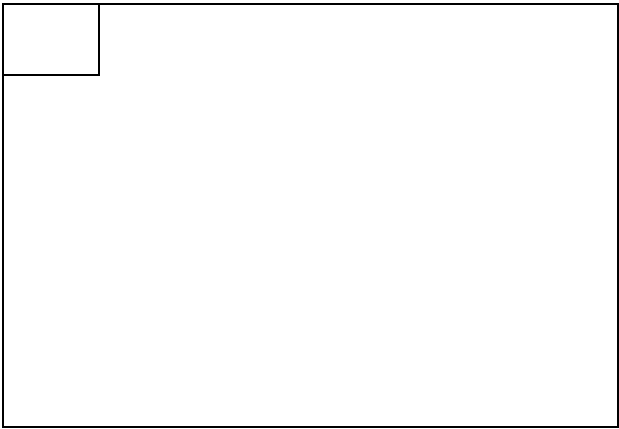
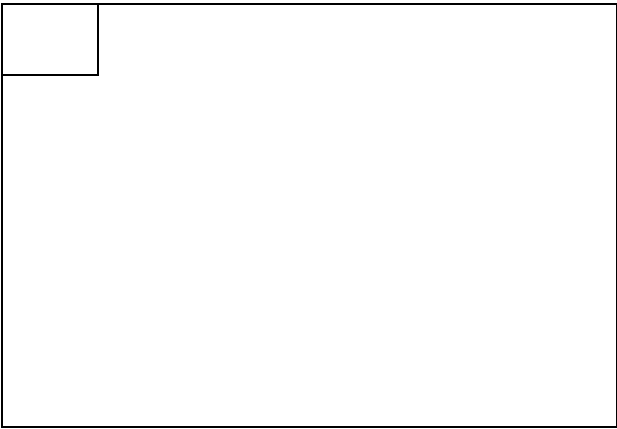
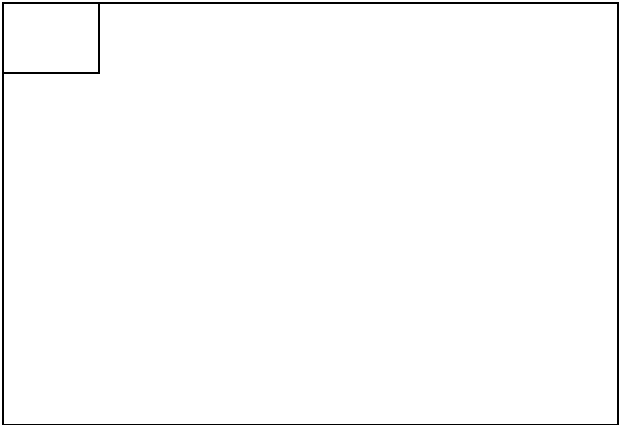
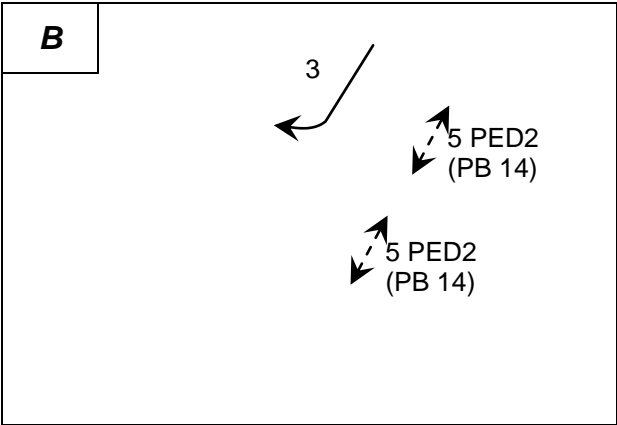
Int. No: 101

- ☒ If phase change switch is equal or more than TSM15, controller is to send out MSS15 flag
- ☐ If phase \_\_\_\_\_ is not introduced, SG \_\_\_\_\_ will flash for 3 seconds (TSM 14) in All-Red.
- ☐ If phase \_\_\_\_\_ is not introduced, SG \_\_\_\_\_ will flash for 3 seconds (TSM 14) in All-Red.
- ☒ B phase(s) is/are demand dependent.
- ☒ A phase(s) is/are placed on permanent demand in all Modes.
- ☒ PED 1 is introduced when Push Button 13 is activated.
- ☒ PED 2 is introduced when Push Button 14 is activated.
- ☐ PED \_\_\_\_\_ is introduced when Push Button \_\_\_\_\_ is activated.
- ☐ PED \_\_\_\_\_ is introduced when Push Button \_\_\_\_\_ is activated.
- ☐ During \_\_\_\_\_ phase, disable detector loop(s) \_\_\_\_\_ call for \_\_\_\_\_ phase.
- ☐ During \_\_\_\_\_ phase, after the lock call timer has expired (more than TSM \_\_\_\_\_), detector loop(s) \_\_\_\_\_ will cancel demand for \_\_\_\_\_ phase.
- ☐ During \_\_\_\_\_ phase, after the lock call timer has expired (more than TSM \_\_\_\_\_), detector loop(s) \_\_\_\_\_ will cancel demand for \_\_\_\_\_ phase.
- ☐ During \_\_\_\_\_ phase, after the lock call timer has expired (more than TSM \_\_\_\_\_), detector loop(s) \_\_\_\_\_ will cancel demand for \_\_\_\_\_ phase.
- ☐ Left Turn Green Arrow SG \_\_\_\_\_
1. It is introduced in \_\_\_\_\_ phase.
  2. SG \_\_\_\_\_ terminates with SG/Phase \_\_\_\_\_ with green arrow flashing for 3 seconds.
- ☐ Left Turn Green Arrow SG \_\_\_\_\_
1. It is introduced in \_\_\_\_\_ phase.
  2. SG \_\_\_\_\_ terminates with SG/Phase \_\_\_\_\_ with green arrow flashing for 3 seconds.

## PHASING DIAGRAM



PHASE	PROHIBITED PHASE CHANGES TO	REVERSION ON MAXIMUM	MAXIMUM V. I. G. ON MAXIMUN
A			
B			
C			
D			
E			
F			
G			



V. A. Sequence: \_\_\_\_\_

## DETECTOR FUNCTION

Int. No: 101

DETECTOR NO	CALL PHASE	LOCKING	NON LOCKING	SET VIG ON PHASE	EXTEND PHASE	SPECIAL		DETECTOR ALARMS			PLAN REFERENCE
								FAULT SIMULATION			
								CALL & EXTEND	CALL ONLY	DISABLE	
1	A	A			A			✓			
2	A	A			A			✓			
3	A	A			A			✓			
4	A	A			A			✓			
5	A	A			A			✓			
6	B	B			B			✓			
7	B	B			B			✓			
8	B	B			B			✓			
9	B	B			B			✓			
10											
11											
12											
13	A	A				PUSH BUTTON PED 1			✓		
14	B	B				PUSH BUTTON PED 2			✓		
15						PHASE CHANGE SWITCH				✓	
16						POLICE CONTROL SWITCH				✓	

TICK IF DETECTOR  
FAILURE CAUSES AN  
ALARM ON DET. 16.

## **APPROACH TIMING**

Int. No: 101

<b>APPROACH</b>	<b>EXTENDING DETECTORS</b>	<b>SIGNAL GROUP</b>	<b>COMMENTS</b>
A1	<b>1</b>	<b>1</b>	
A2	<b>2, 3</b>	<b>1</b>	
A3	<b>4</b>	<b>1</b>	
A4	<b>5</b>	<b>1</b>	
B1	<b>6</b>	<b>3</b>	
B2	<b>7</b>	<b>3</b>	
B3	<b>8</b>	<b>3</b>	
B4	<b>9</b>	<b>3</b>	
C1			
C2			
C3			
C4			
D1			
D2			
D3			
D4			
E1			
E2			
E3			
E4			
F1			
F2			
F3			
F4			
G1			
G2			
G3			
G4			

**NOTE:** MAXIMUM NUMBER OF APPROACHES IS 16

## INTERGREEN, PEDESTRIAN TIMES AND SPECIAL FUNCTIONS

Int. No: 101

PHASE	CLEARANCE MOVEMENT	CLEARANCE DISTANCE	INTERGREEN		
			AMBER	RED	TOTAL
A			<b>3</b>	<b>3</b>	<b>6</b>
B			<b>3</b>	<b>4</b>	<b>7</b>
C					
D					
E					
F					
G					

PED NO.	PHASE	WALK		CLEARANCE TIME	
		DISTANCE (m)	GREEN TIME	1	2
1	<b>A</b>	<b>17</b>	<b>6</b>	<b>15</b>	
2	<b>B</b>	<b>11</b>	<b>12</b>	<b>10</b>	
3					
4					
5					
6					
7					

Pedestrian Walking Speed: 1.2 m/s

### SPECIAL FACILITIES

SIGNAL GROUP	HOUR	MINUTE	SECOND	FUNCTION

### PRE-EMPTION

SIGNAL GROUP	PHASE	FUNCTION	REMARKS

## CONTROLLER TIMESETTING

Int. No: 101

### SPECIAL MOVEMENT (S. M.) TIME

('B' ENTER)

	S. M.	1	2	3	4	5	6	7	8
	INTERVAL								
MINIMUM GREEN	1								
AMBER	2								
RED	3								
GAP	4								
HEADWAY	5								
WASTE	6								
MAXIMUM	7								
SIGNAL GROUP									
DETECTORS									

### PRESENCE (RANGE 0 –5)

('D' ENTER)

### ALTERNATE TIME SETTING (RANGE 0-200)

('B' ENTER)

DET. NO	PRESENCE TIME	DET. NO	PRESENCE TIME	ALT. NO	TIME	ALT. NO	TIME
1	Secs	13	Secs	1		17	
2	Secs	14	Secs	2		18	
3	Secs	15	Secs	3		19	
4	Secs	16	Secs	4		20	*5 Sec
5	Secs	17	Secs	5		21	
6	Secs	18	Secs	6		22	
7	Secs	19	Secs	7		23	
8	Secs	20	Secs	8		24	
9	Secs	21	Secs	9		25	
10	Secs	22	Secs	10		26	
11	Secs	23	Secs	11		27	
12	Secs	24	Secs	12		28	
				13		29	
				14		30	
				15	50 Sec	31	
				16		32	

**\*Note:** During start-up of controller, there will be a 5 seconds All Red (TSM20)

## CONTROLLER TIMESETTING

Int. No: 101

	PHASE	A	B	C	D	E	F	G	H	
	INTERVAL	1	2	3	4	5	6	7	8	<u>Range</u>
RED/YELLOW	1									0 – 5
LATE START	2									0 – 20
MINIMUM GREEN	3	10	7							5 – 20
INCREMENT	4									0 – 5
MAX. V. I. G.	5									0 – 40
MAX. EXT. GREEN	6	37	25							0 – 150
EARLY CUT-OFF	7									0 – 20
AMBER	8	3	3							3 – 7
ALL RED	9	3	4							0 – 15
SPECIAL ALL RED	10									0 – 15
GAP 1	11	3	3							0 – 10
GAP 2	12	3	3							0 – 10
GAP 3	13	3	3							0 – 10
GAP 4	14	3	3							0 – 10
HEADWAY 1	15	1.2	1.2							0 – 5
HEADWAY 2	16	0.6	1.2							0 – 5
HEADWAY 3	17	1.2	1.2							0 – 5
HEADWAY 4	18	1.2	1.2							0 – 5
WASTE 1	19	7	7							0 – 50
WASTE 2	20	7	7							0 – 50
WASTE 3	21	7	7							0 – 50
WASTE 4	22	7	7							0 – 50
MAXIMUM 1	23									0 – 150
MAXIMUM 2	24									0 – 150
MAXIMUM 3	25									0 – 150
MAXIMUM 4	26									0 – 150

Maximum V. A. Cycle Time: \_\_\_\_\_

☐ Use Special All Red if going from \_\_\_\_\_ phase to \_\_\_\_\_ phase

☐ Use Special All Red if going from \_\_\_\_\_ phase to \_\_\_\_\_ phase

☐ Use Special All Red if going from \_\_\_\_\_ phase to \_\_\_\_\_ phase

	PEDESTRIAN NO.	1	2	3	4	5	6	7	8	
	INTERVAL	17	18	19	20	21	22	23	24	<u>Range</u>
DELAY	1									0 – 20
WALK	2	6	6							0 – 40
CLEARANCE 1	3	15	10							0 – 40
CLEARANCE 2	4									0 – 10



## CO-ORDINATION DATA

Int. No: 101

### MASTERLINK & FLEXILINK SPECIAL FLAGS

SIGNAL	FUNCTION
Y- FLEXI	<b>CONTINUOUS</b>
Y- MASTER	AUTO CALL PUSH BUTTON PED <b>1, 2</b>
Y+ FLEXI	
Z- FLEXI	AUTO CALL PUSH BUTTON PED <b>1</b>
Z- MASTER	
Z+ FLEXI	
Z+ MASTER	
R- FLEXI	<b>B</b> PHASE RELEASE PULSE
R+ FLEXI	PHASE RELEASE PULSE
Q- FLEXI	<b>A</b> PHASE RELEASE PULSE
Q+ FLEXI	
Z1 MASTER	
Z MASTER	
Z MASTER	
Z MASTER	

### LOOK AHEADS AND RELEASES

Phase Sequence 1			Phase Sequence 2		
PHASE	LOOK AHEAD	RELEASE	PHASE	LOOK AHEAD	RELEASE
A	<b>NO</b>	<b>Q-</b>	A		
B	<b>Yes to A</b>	<b>R-</b>	B		
C			C		
D			D		
E			E		
F			F		
G			G		

The following phases can be inhibited in Flexilink by omitting the call pulses in the plan data \_\_\_\_\_

NO	PHASE SEQUENCE
1 (No Z-)	<b>AB</b>
2 (Z-)	

## GLIDE INTERSECTION DATA

Int. No: 101

**Note:** The data shown on this page should be entered when the intersection is first placed on line. This data is not necessarily used for Master Link operation.

SLOT 1 = 2, 4, 2	E.g. x, y, z. x = No of Phases y = No of Split Plans z = No of PEDs			
INT = 101	Date:		Date:	
VC =	PP1 = 0, 0B		PP1 =	
CS =	PP2 = 0, 0B		PP2 =	
COM = 3	PP3 = 0, 0B		PP3 =	
PK =	PP4 = 0, 0B		PP4 =	
S# =				
LM = MF	<b>Note:</b> Always LM = F initially			
RMN =				
DCL =				
VOLS = 1 – 9				
VP# =				
AT = 6				
BT = 7				
CT =				
DT =				
ET =				
FT =				
GT =				
W1 = 0				
W1T = 21	P-			
W2 = -24				
W2T = 17	P-	P+		
W3 =				
W3T =	P-	P+		

W4 =		
W4T =	P-	P+
W5 =		
W5T =	P-	P+
W6 =		
W6T =	P-	P+

### Variation Parameter (VP)

VP1 =	VP8 =	VP15 =	VP22 =	VP29 =
VP2 =	VP9 =	VP16 =	VP23 =	VP30 =
VP3 =	VP10 =	VP17 =	VP24 =	VP31 =
VP4 =	VP11 =	VP18 =	VP25 =	VP32 =
VP5 =	VP12 =	VP19 =	VP26 =	VP33 =
VP6 =	VP13 =	VP20 =	VP27 =	VP34 =
VP7 =	VP14 =	VP21 =	VP28 =	VP35 =

### SPLIT PLANS

	SF	1	2	3	4
FEATURES					
A	0 P D B	0 B	0 B	0 B	0 B
B	NG A	43A	38A	34A	50 A
C					
D					
E					
F					
G					

	SF	5	6	7	8
FEATURES					

## PLAN DATA

Int. No: 101

### PLAN

('E' ENTER)

		1	2	3	4	5	6	7	8	9	10
0	<b>CL</b>	120	120	120	125	100	110	120	120		
1	<b>A</b>	6	3	0	3	89	3	3	3		
2	<b>B</b>	66	63	63	69	69	58	67	67		
3	<b>C</b>										
4	<b>D</b>										
5	<b>E</b>										
6	<b>F</b>										
7	<b>G</b>										
8	<b>R-</b>	C	C		C	C	C	C	C		
9	<b>R+</b>										
10	<b>Y-</b>	C	C		C	C	C	C	C		
11	<b>Y+</b>										
12	<b>Z-</b>										
13	<b>Z+</b>										
14	<b>Q-</b>	56	53	53	59	59	48	57	57		
15	<b>Q+</b>										
16	<b>XSF (9-16)*</b>										
17	<b>XSF (1-8)*</b>										

\* A digit hexadecimal number which signifies which XSF bits are used; e.g. AO signifies bits 14 & 16 are set.

**NOTE:** C = Continuous (255) N = Not Used (254)

### PLAN SCHEDULE

('F' ENTER)

CODE	HOUR	MINUTE	PLAN
8	0	0	5
8	6	30	1
8	<b>7</b>	30	1
8	<b>9</b>	30	7
8	<b>10</b>	30	2
8	<b>17</b>	<b>30</b>	4
8	<b>19</b>	30	6
7	0	0	5
7	<b>6</b>	30	1
7	07	30	3

CODE	HOUR	MINUTE	PLAN
7	10	30	8
7	16	30	2
7	<b>19</b>	30	4
7	23	0	5
1	0	0	5
1	7	0	7
1	10	30	3
1	12	0	2
1	<b>19</b>	30	6
1	23	0	5

## Pedestrian and Vehicle Signal Groups Interlock Table

Int. No: 101

	Phase A	Phase B	Phase C	Phase D	Phase E	Phase F	Phase G
<b>SG 1</b>	<b><i>GAR</i></b>	<b><i>RED</i></b>					
<b>SG 2</b>	<b><i>GAR</i></b>	<b><i>RED</i></b>					
<b>SG 3</b>	<b><i>RED</i></b>	<b><i>GAR</i></b>					
<b>SG 4</b>	<b><i>WALK</i></b>	<b><i>DON'T</i></b>					
<b>SG 5</b>	<b><i>DON'T</i></b>	<b><i>WALK</i></b>					
<b>SG 6</b>							
<b>SG 7</b>							
<b>SG 8</b>							
<b>SG 9</b>							
<b>SG 10</b>							
<b>SG 11</b>							
<b>SG 12</b>							
<b>SG 13</b>							
<b>SG 14</b>							
<b>SG 15</b>							
<b>SG 16</b>							

### Legend:

GAR	Green, Amber, Red
GEAR	Green, Amber, Red (With ECO)
RED	Red
SGRN	Special Green
SOFF	Special Off
WALK	PED Walk, Clearance 1 and Clearance 2
SWALK	Special PED Walk, Clearance 1 and Clearance 2
DON'T	PED Red

**Signal Groups Conflict Matrix**Int. No: 101

('C16' ENTER)

SG	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1			X		X											
2			X		X											
3	X	X		X												
4			X													
5	X	X														
6																
7																
8																
9																
10																
11																
12																
13																
14																
15																
16																