

LED STOP/GO DISPLAY

An intelligent LED traffic light for parking and access control applications.



FEATURES AND BENEFITS

- Energy efficient; no light bulbs
- Low maintenance
- Affordable
- Compact and neat size (280mm w x 115mm h)
- Aesthetic ultramodern design complements all parking systems
- Robust; 1.5mm mild steel powder coated housing
- Weatherproof
- Features eight modes of operation, three of which are program driven for; Parking (Pay on Foot or Manual Kiosk), Drive-Thru's, or Manual Operation
- The other five modes can seamlessly interface to other parking systems or electronic devices with programmable IO's
- Configurable to use with or without beams or loop detectors.
- Aids in preventing lane congestion when the boom fails, ticket dispensers are empty, printer failure, scanner failure, broken-down vehicles, confused or preoccupied drivers. If one of these events occur an output (Lane Closed) alerts the parking system and/or management office of the failure.
- A "Hurry Up" output is used to trigger a voice board and/or buzzer to indicate the driver to proceed.
- Allows the management office or parking system to close a lane.
- Three LED Light Signals:
 1. solid **STOP / GO**
 2. flashing **STOP / GO**
 3. crazy **STOP / GO** (a compilation of the solid and flashing patterns whilst letters light up individually in a left to right to sequence)
- Three Mount Options: (from the same cable managed bracket)
 1. Wall
 2. Ceiling
 3. Surface
- 24 month walk in warranty

APPLICATIONS

- Replace Robot Lights at Booms, gates, bollard's or any type of barrier
- Manual Check Points; entrances to buildings, car parks, or gates
- Parking Systems; special software for parking systems; stop, go, alert, hurry, lane blocked
- Drive Thru; fast foods and car washes
- Road Blocks; police, army or any other security service
- Road Work Controls; Stop at one end of the road and Go on the other end of the road
- Custom IO ports to interface to third party electronics
- Can interface with multiple entrances and exits in a parking system with the use of IO's

SIGNALS

Signals work automatically when running in a program mode.



1. Solid STOP / GO :
signals normal operation



2. Flashing STOP :
signals a caution or signals to remain stationary while a boom or gate opens, or that a lane is closed in a parking system.

Flashing GO :
signals to hurry up or proceed with caution

3. Crazy STOP :
is an "exclamation" used to grab the attention of an end-user

Crazy GO :
is an "exclamation" used to grab the attention of a user that is taking far too long to proceed