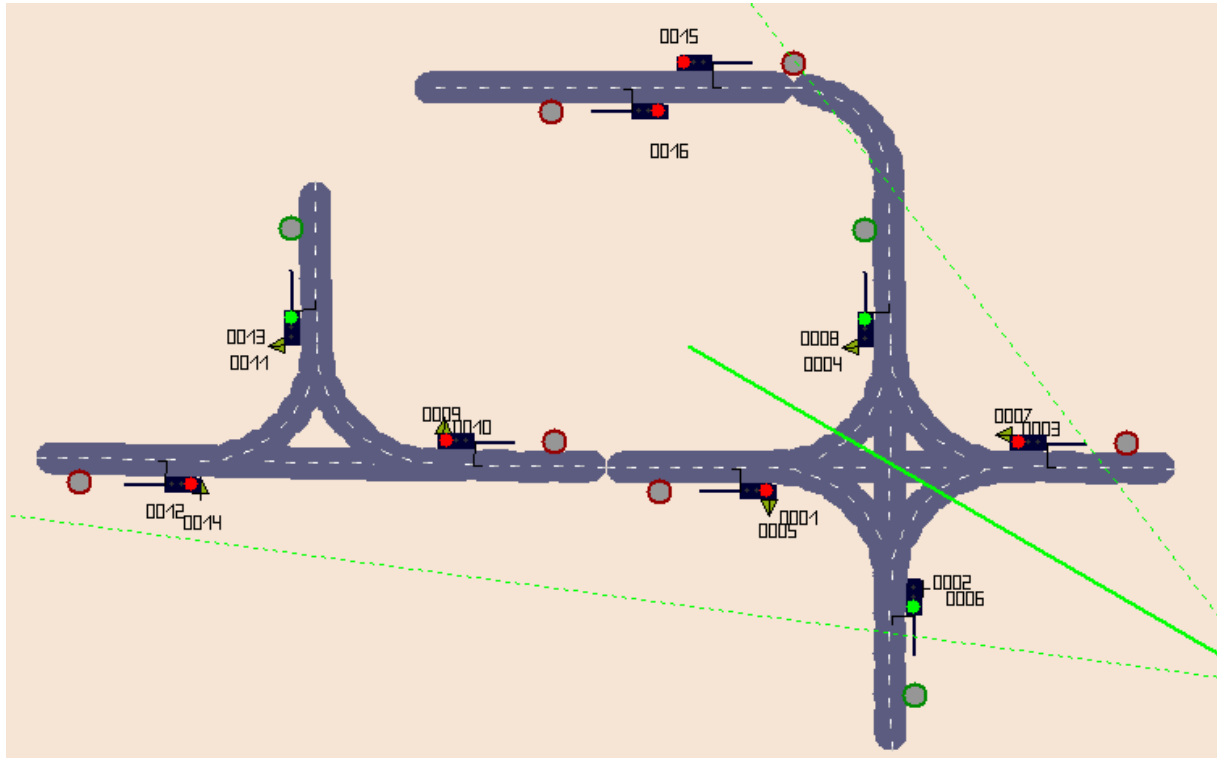


## EEPNotie LUA script for Traffic lights

EEP-X Plugin 2 includes the scripting language LUA. This example script handles the control over traffic lights.

Example with a straight road, a T-crossing and a 4-way crossing :



Only 2 small parts of the script have to be edited, they are marked by the text “EDIT THIS PART”.

First edit these parameters :

```
crossings=3          -- number of crossings in the layout
tmr_cycle1=100        -- duration of cycle 1
tmr_cycle2=110        -- duration of cycle 2
tmr_cycle3=210        -- duration of cycle 3
tmr_cycle4=220        -- duration of cycle 4

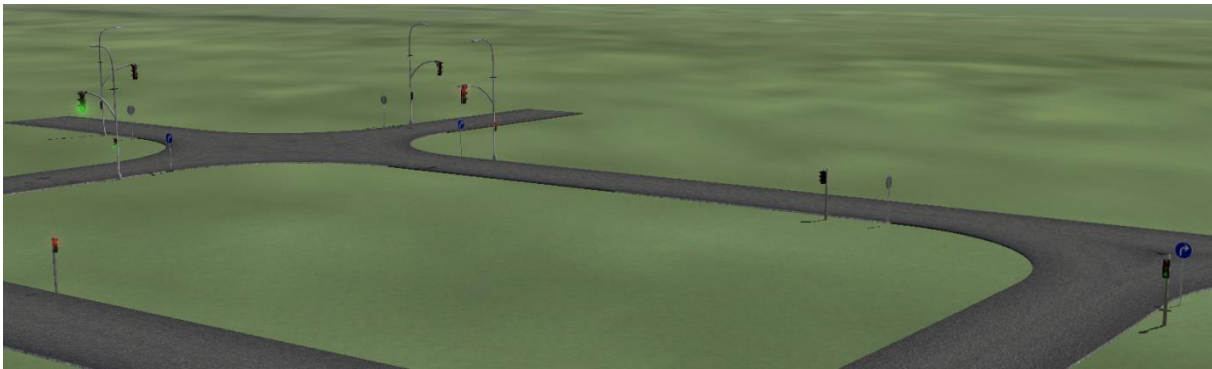
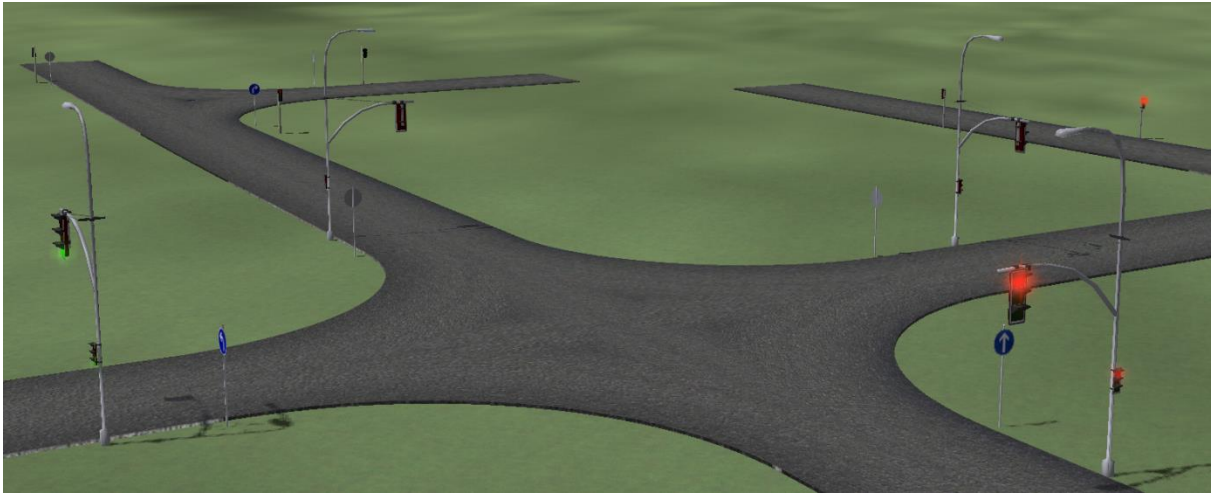
-- a counter of 5 = 1 second
-- values should be added to the previous cycle, e.g. if the first cycle = 20
-- seconds and the second cycle = 2 seconds then value for the first cycle = 100
-- and for the second cycle = 100 + 10 (110)
-- and so on...
```

Also edit the crossing table (add lines as many as you have crossings) :

```
-- example : data_amp[A][signals]={B,C,D,E}
-- where A   = the number of the crossing (always start with 1 as first)
--           B->E = the signal numbers on the crossing

data_amp[1][signals]={5,7,6,8}      -- numbers of the signals (paired)
data_amp[2][signals]={9,14,13,999}  -- use 999 or high value as dummy signals
data_amp[3][signals]={15,16,999,999}
```

Some views :



Included are these files :

- Layout
- LUA script