

# ITSP-V100 and V200E "Quick Set-up"

1

Plug Monitor into BNC Output.  
Plug Mouse into USB port.  
Click "Set up".

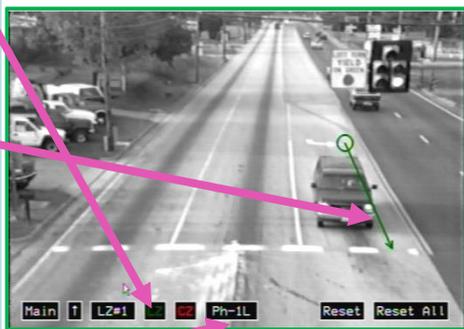


2

Click "Draw LZs" to draw up to 30 Line Zones (LZ) or Circle Zones (CZ).

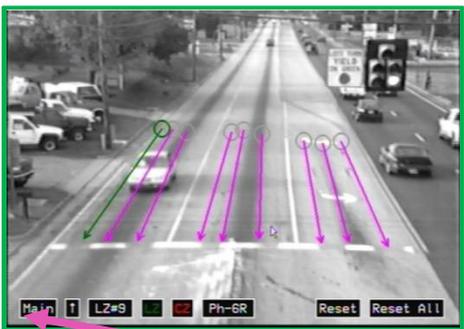


Click "LZ" or "CZ"  
Green = ON  
Red = OFF  
Left click and drag to draw Line Zones for presence detection.  
Left click to place Circle Zones for vehicle counting or advanced detection.  
Change Ph-No to proper phase (1L, 6T, etc.)



Select next LZ # and repeat until all lines drawn

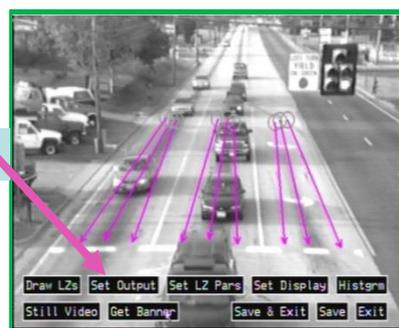
Repeat until all Line Zones are Drawn



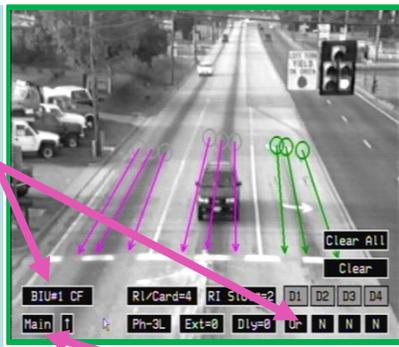
When Finished Click "Main"

3

Click "Set Output"



If using T170 or SDLC, click BIU # CF down to select appropriate output.  
Click Ph-No til phase lines turn green  
Under D1, D2, D3 or D4, change "N" to "Or" ("OrM" depending on version) to output to corresponding rack slot  
Repeat for each phase



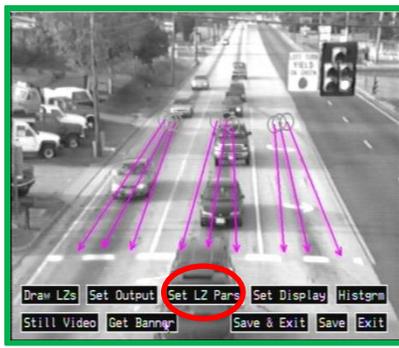
When Finished Click "Main"

## Note:

Soft tabs are directional. Click to top half to scroll up, bottom half to scroll down.

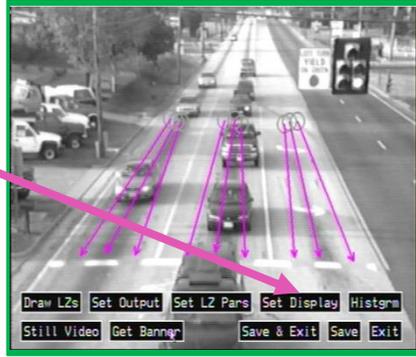


Set LZ Pars: Line Zone Parameters are to only be adjusted by ITS Plus Technical Staff.  
Factory Settings are optimized for the majority of intersections.



4

Click "Set Display"



Set the appropriate date/time then click "Set Clock"



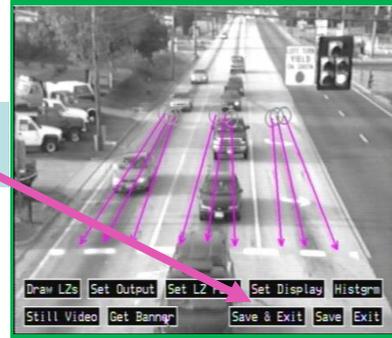
When Finished Click "Main"

Click and drag Fog Zone for Maximum Contrast Number. Best place for Fog Zone is on a sign away from traffic. When the Maximum Contrast Number goes below the "Vis Thr" setting, the card sends a constant output to the controller and the green box outline goes blue.

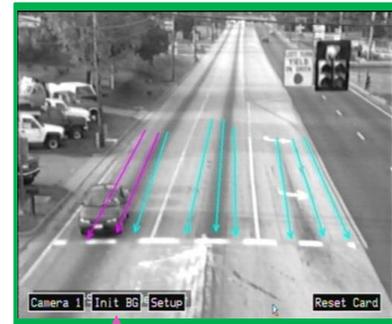


6

Click "Save & Exit"

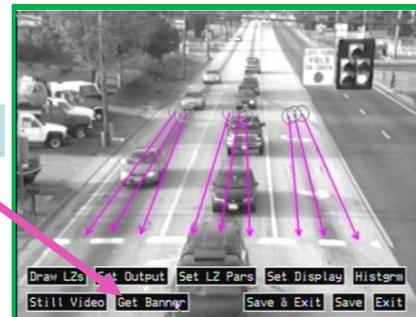


To enter the street location click "Edit". "BkSp" to retype street name then click "Enter" When completed click "Main" Note: One can click and drag the street label to any desired location on the screen.



5

Click "Get Banner"



Click "Init BG" to Initialize All LZ Backgrounds - only when there are no vehicles present in the detection zones. When clicked the card will "learn" the background / pavement markings. Without clicking "Init BG", card will learn in 2-3 cycles.