# BROWARD COUNTY
# ADVANCED TRANSPORTATION MANAGEMENT SYSTEM (ATMS) SOFTWARE

## NTCIP COMPLIANCE TESTING PLAN

**FPID No. 228087-1-32-01/228089-1-32-01**



Prepared For

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## INTRODUCTION

The National Transportation Communications for ITS Protocol (NTCIP) is a communications protocol that is becoming widely adopted in the Intelligent Transportation System (ITS) industry. A communication protocol is a set of rules for how messages and data elements are coded and transmitted between electronic devices. The equipment at each end of a data transmission must use the same protocol to successfully communicate.

The NTCIP standards are intended for use in all types of management systems dealing with the transportation environment, including those for freeways, traffic signals, transit, emergency management, traveler information and data archiving.

The proper use of NTCIP open-standards in an ITS deployment will allow the future expansion of the system to benefit from cost efficiencies related to the interchangeability and interoperability of various types of field devices.

The NTCIP offers increased flexibility and choices for agencies operating transportation management systems. It removes barriers to interagency coordination and allows equipment of different types and manufacturers to be mixed on the same communications line. For these reasons, operating agencies will benefit from specifying the NTCIP in future purchases and upgrades, even if the NTCIP is not used initially. NTCIP standards are beneficial and helpful in avoiding early equipment obsolescence, providing a choice of manufacturer, enabling inter-agency coordination and using one communications network for all purposes.

There are approximately 70 standards for various devices either under development, in ballot, approved or published. Currently the NTCIP standards for dynamic message signs (DMSs), closed circuit television (CCTV) camera control and actuated signal controllers (ASC) have been approved and the data collection standard is under development.

## TESTING PROCEDURE

The NTCIP Compliance Test will determine if the Advanced Transportation Management System (ATMS) software provided by the Vendors is in compliance with the NTCIP standards for CCTV cameras, DMS and ASC. The ATMS software will be tested using the DeviceTester for NTCIP provided by Intelligent Devices, Inc. shown in Figure 1.

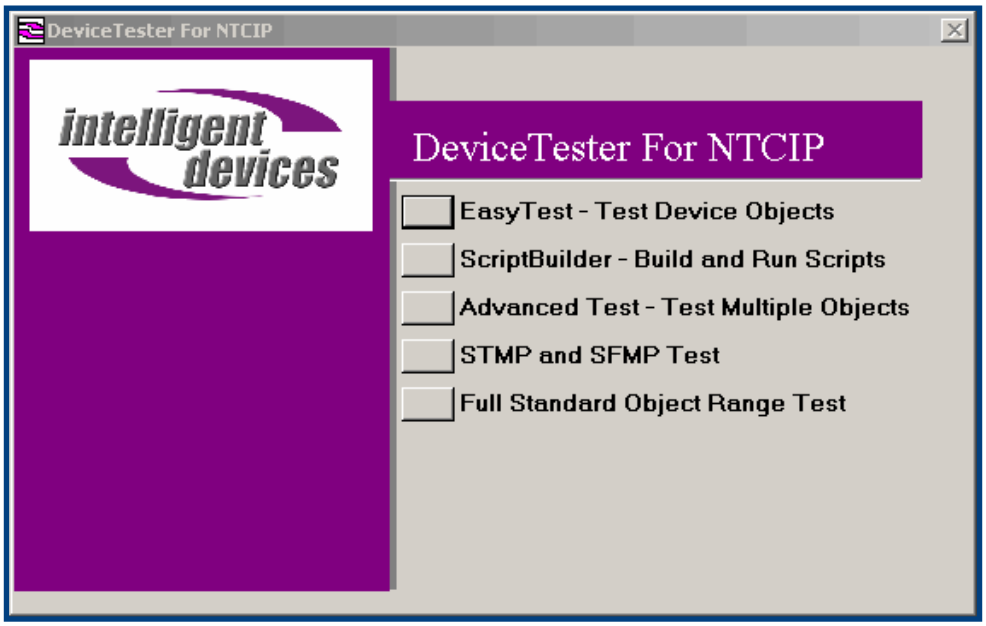


**FIGURE 1: DEVICETESTER**

The DeviceTester for NTCIP will simulate a field device (i.e., CCTV camera, DMS, or ASC) that sends and receives commands to and from the ATMS software. The DeviceTester will use the official NTCIP or the Florida Department of Transportation's (FDOT's) approved Management Information Bases (MIBs) to simulate NTCIP compliant field devices. Figure 2 shows a sample test with a listing of some of the various MIB objects to be tested. The DeviceTester will log the results of each test. Sample logs from DeviceTester are included in Appendix A.

The NTCIP Compliance Test will be conducted in Gray-Calhoun & Associates, Inc.'s (GCA's) ITS Lab. Personnel from Broward County and FDOT may attend and observe the tests, if so desired.

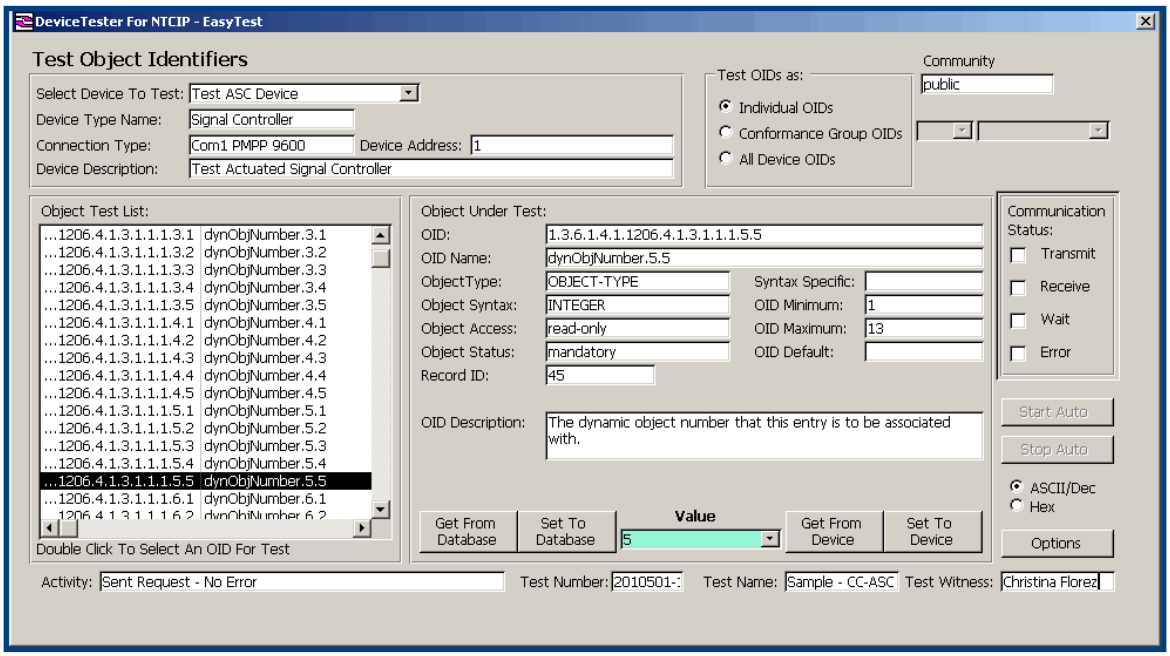


**FIGURE 2: DEVICE TEST SCREEN**

The following equipment and materials are required for the test:

- Two workstations: The DeviceTester will be installed in one workstation and the ATMS software will be installed in the second workstation.
- DeviceTester for NTCIP software
- Transmission Control Protocol/Internet Protocol (TCP/IP) network
- ATMS software
- Device MIBs
- Test operator(s)

**MIB Installation**

The MIBs for field devices such as CCTV cameras, DMSs and ASCs can be imported for the flexible testing of any device type, and to accurately simulate a field device. MIBs to be imported will be:

*FDOT Approved MIBs*

- Standard Global MIB (1201) (subset)
- Standard DMS MIB (1203) (subset)
- FDOT specific MIB for DMS

*NTCIP Standard MIBs*

- CCTV camera control (1205)
- ASC (1202)

For detailed MIB information, refer to Appendix B.

The object categories which will be tested within these MIBs are:

CCTV Camera Objects:

- Pan/Tilt/Zoom Conformance – CCTV Range Objects
- CCTV Preset Objects
- CCTV System Feature Control Objects
- CCTV Discrete Input Objects
- CCTV Zone Objects
- CCTV On-screen Camera Menu Objects
- CCTV Timeout Objects
- CCTV Positioning Objects
- CCTV Alarm Objects
- CCTV Discrete Output Objects
- CCTV Label Objects

DMS Objects:

- Sign Configuration and Capability Objects
- Font Definition Objects
- Message Objects
- Illumination/Brightness Objects
- Auxiliary Input/Output Objects
- DMS Configuration Objects
- Multi Configuration Objects
- Sign Control Objects
- Scheduling Action Objects
- Sign Status Objects

ASC Objects:

- Phase Parameter
- Unit Parameters
- Time Base Parameters
- Ring Parameters
- Overlap Parameters
- Detector Parameters
- Coordination Parameters
- Pre-empt Parameters
- Channel Parameters
- TS2 Port 1 Parameters

**Testing Plan**

As a minimum, the following operations will be tested to verify that NTCIP commands are sent and received without errors. Any errors that arise will be indicated in the Log Report. The test for function that failed will be repeated for verification. The test will fail if communication protocols or values do not meet the NTCIP standards. The values for the various functions of each field device type will be preloaded into the database for each field device type. All preloaded values will be within the acceptable range as defined by the NTCIP standards. Any additional functions offered in the software will be tested for NTCIP compliance.

The test will be performed by operating the central software package connected to DeviceTester. Each function of the central software which would require communications with a field device will be initiated, and both the command and response will be logged by DeviceTester.

Following are classes of operation which will be tested:

<u>CCTV Camera Operation</u>

1. Pan
2. Tilt
3. Zoom
4. Presets
5. Focus
6. Iris
7. Camera Feature Control (i.e., Camera Power, Heater Power, Wiper, Washer, etc…)
8. Camera Feature Status
9. Camera Equipped
10. Lens Feature Control
11. Lens Feature Status
12. Lens Feature Equipped
13. Alarm Status

DMS Operation

1. Sign Configuration
2. Font Configuration
3. Message Configuration
4. Receive Status Messages
5. Control Sign (i.e., New Message, Change Message, Remove Message)
6. Communications Status
7. Control Illumination/Brightness
8. Schedule Action
9. Status Reports

ASC Operation

1. Phase Parameters
2. Detector Parameters
3. Unit Parameters
4. Coordination Parameters
5. Time Base Parameters
6. Pre-empt Parameters
7. Ring Parameters
8. Channel Parameters
9. Overlap Parameters
10. TS2 Port 1 Parameters

**RESULTS**

GCA will submit for approval and acceptance a Log Report containing the date, time, Object Identification (OID), OID Name, value and result of each test performed for each Vendor. Each test will have a designated Test Number, Test Name and Witness. GCA will also submit an Overall NTCIP Compliance Results spreadsheet for each ATMS software package that is tested. For sample Log Reports and a results spreadsheet, refer to Appendices A and C, respectively.

# APPENDIX A
# SAMPLE LOG REPORTS

# AutoTest Log Report

| Date Time | OID | OID Name | Value | Result |
|---|---|---|---|---|

## Get Request

***Test Number: 2010501-1*** ***Test Name: Sample - ASC*** ***Witness: Christina Florez***

| | | | | |
|---|---|---|---|---|
| 1/8/2004 10:17:29 AM | 1.3.6.1.4.1.1206.4.1.3.1.1.2.5.5 | dynObjIndex.5.5 | 5 | Success |
| 1/8/2004 10:18:00 AM | 1.3.6.1.4.1.1206.4.1.3.1.1.2.5.5 | dynObjIndex.5.5 | 1 | Success |
| 1/8/2004 10:19:28 AM | 1.3.6.1.4.1.1206.4.1.3.1.1.5.8.4 | dynObjStatus.8.4 | 4 | Success |
| 1/8/2004 10:20:45 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.1.7 | phaseNumber.7 | 7 | Success |
| 1/8/2004 10:21:01 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.4.5 | phaseMinimumGreen.5 | 8 | Success |
| 1/8/2004 10:21:11 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.5.8 | phasePassage.8 | 40 | Success |
| 1/8/2004 10:21:20 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.6.6 | phaseMaximum1.6 | 30 | Success |
| 1/8/2004 10:31:23 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.7 | phaseYellowChange.7 | 10 | Success |
| 1/8/2004 10:31:30 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.7 | phaseYellowChange.7 | 40 | Success |
| 1/8/2004 10:31:44 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.9.2 | phaseRedClear.2 | 20 | Success |
| 1/8/2004 10:32:03 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.4 | phaseAddedInitial.4 | 0 | Success |
| 1/8/2004 10:32:20 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.4 | phaseAddedInitial.4 | 216 | Success |
| 1/8/2004 10:32:25 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.4 | phaseAddedInitial.4 | 0 | Success |
| 1/8/2004 10:32:41 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.13.2 | phaseTimeBeforeReduction.2 | 0 | Success |
| 1/8/2004 10:33:04 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup.6 | 5 | Success |
| 1/8/2004 10:33:31 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup.6 | 6 | Success |
| 1/8/2004 10:33:38 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup.6 | 5 | Success |
| 1/8/2004 10:33:44 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.7 | phaseStartup.7 | 2 | Success |
| 1/8/2004 10:33:56 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.2 | phaseOptions.2 | 2241 | Success |
| 1/8/2004 10:37:57 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.2 | phaseOptions.2 | 2 | Success |
| 1/8/2004 10:38:03 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.2 | phaseOptions.2 | 2241 | Success |
| 1/8/2004 10:38:59 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.8 | phaseOptions.8 | 2113 | Success |
| 1/8/2004 10:39:15 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.22.4 | phaseRing.4 | 1 | Success |
| 1/8/2004 10:40:21 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.2 | phaseConcurrency.2 | 05 06 | Success |
| 1/8/2004 10:41:05 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.2 | phaseConcurrency.2 | 05 | Success |
| 1/8/2004 10:41:10 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.2 | phaseConcurrency.2 | 05 05 | Success |

## Set Request

***Test Number: 2010501-1*** ***Test Name: Sample - ASC*** ***Witness: Christina Florez***

| | | | | |
|---|---|---|---|---|
| 1/8/2004 10:17:46 AM | 1.3.6.1.4.1.1206.4.1.3.1.1.2.5.5 | dynObjIndex.5.5 | 1 | Success |
| 1/8/2004 10:18:06 AM | 1.3.6.1.4.1.1206.4.1.3.1.1.2.5.5 | dynObjIndex.5.5 | 5 | Success |
| 1/8/2004 10:31:13 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.7 | phaseYellowChange.7 | 10 | Success |
| 1/8/2004 10:31:28 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.7 | phaseYellowChange.7 | 40 | Success |
| 1/8/2004 10:32:13 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.4 | phaseAddedInitial.4 | 216 | Success |
| 1/8/2004 10:32:24 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.4 | phaseAddedInitial.4 | 0 | Success |
| 1/8/2004 10:33:14 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup.6 | 2 | Success |
| 1/8/2004 10:33:19 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup.6 | 1 | Success |
| 1/8/2004 10:33:28 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup.6 | 6 | Success |
| 1/8/2004 10:33:37 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup.6 | 5 | Success |
| 1/8/2004 10:37:45 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.2 | phaseOptions.2 | 60030 | Success |
| 1/8/2004 10:37:55 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.2 | phaseOptions.2 | 2 | Success |
| 1/8/2004 10:38:02 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.2 | phaseOptions.2 | 2241 | Success |
| 1/8/2004 10:40:55 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.2 | phaseConcurrency.2 | 05 | Success |
| 1/8/2004 10:41:09 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.2 | phaseConcurrency.2 | 05 05 | Success |

# Script Log Report

**Test** *Sample - ASC* **Witness** Christina Florez **Test Number** 2010501-1

| Time | Function | Object | Result | Value |
|---|---|---|---|---|
| 1/8/2004 10:17:29 AM | Get Request | dynObjIndex.5.5 | Success | 5 |
| 1/8/2004 10:17:46 AM | Set Request | dynObjIndex.5.5 | Success | 1 |
| 1/8/2004 10:18:00 AM | Get Request | dynObjIndex.5.5 | Success | 1 |
| 1/8/2004 10:18:06 AM | Set Request | dynObjIndex.5.5 | Success | 5 |
| 1/8/2004 10:19:28 AM | Get Request | dynObjStatus.8.4 | Success | 4 |
| 1/8/2004 10:20:45 AM | Get Request | phaseNumber.7 | Success | 7 |
| 1/8/2004 10:21:01 AM | Get Request | phaseMinimumGreen.5 | Success | 8 |
| 1/8/2004 10:21:11 AM | Get Request | phasePassage.8 | Success | 40 |
| 1/8/2004 10:21:20 AM | Get Request | phaseMaximum1.6 | Success | 30 |
| 1/8/2004 10:31:13 AM | Set Request | phaseYellowChange.7 | Success | 10 |
| 1/8/2004 10:31:23 AM | Get Request | phaseYellowChange.7 | Success | 10 |
| 1/8/2004 10:31:28 AM | Set Request | phaseYellowChange.7 | Success | 40 |
| 1/8/2004 10:31:30 AM | Get Request | phaseYellowChange.7 | Success | 40 |
| 1/8/2004 10:31:44 AM | Get Request | phaseRedClear.2 | Success | 20 |
| 1/8/2004 10:32:03 AM | Get Request | phaseAddedInitial.4 | Success | 0 |
| 1/8/2004 10:32:13 AM | Set Request | phaseAddedInitial.4 | Success | 216 |
| 1/8/2004 10:32:20 AM | Get Request | phaseAddedInitial.4 | Success | 216 |
| 1/8/2004 10:32:24 AM | Set Request | phaseAddedInitial.4 | Success | 0 |
| 1/8/2004 10:32:25 AM | Get Request | phaseAddedInitial.4 | Success | 0 |
| 1/8/2004 10:32:41 AM | Get Request | phaseTimeBeforeReduction.2 | Success | 0 |
| 1/8/2004 10:33:04 AM | Get Request | phaseStartup.6 | Success | 5 |
| 1/8/2004 10:33:14 AM | Set Request | phaseStartup.6 | Success | 2 |
| 1/8/2004 10:33:19 AM | Set Request | phaseStartup.6 | Success | 1 |
| 1/8/2004 10:33:28 AM | Set Request | phaseStartup.6 | Success | 6 |
| 1/8/2004 10:33:31 AM | Get Request | phaseStartup.6 | Success | 6 |
| 1/8/2004 10:33:37 AM | Set Request | phaseStartup.6 | Success | 5 |
| 1/8/2004 10:33:38 AM | Get Request | phaseStartup.6 | Success | 5 |
| 1/8/2004 10:33:44 AM | Get Request | phaseStartup.7 | Success | 2 |
| 1/8/2004 10:33:56 AM | Get Request | phaseOptions.2 | Success | 2241 |
| 1/8/2004 10:37:45 AM | Set Request | phaseOptions.2 | Success | 60030 |

**Test** *Sample - ASC* **Witness** Christina Florez **Test Number** 2010501-1

| Time | Function | Object | Result | Value |
|---|---|---|---|---|
| 1/8/2004 10:37:55 AM | Set Request | phaseOptions.2 | Success | 2 |
| 1/8/2004 10:37:57 AM | Get Request | phaseOptions.2 | Success | 2 |
| 1/8/2004 10:38:02 AM | Set Request | phaseOptions.2 | Success | 2241 |
| 1/8/2004 10:38:03 AM | Get Request | phaseOptions.2 | Success | 2241 |
| 1/8/2004 10:38:59 AM | Get Request | phaseOptions.8 | Success | 2113 |
| 1/8/2004 10:39:15 AM | Get Request | phaseRing.4 | Success | 1 |
| 1/8/2004 10:40:21 AM | Get Request | phaseConcurrency.2 | Success | 05 06 |
| 1/8/2004 10:40:55 AM | Set Request | phaseConcurrency.2 | Success | 05 |
| 1/8/2004 10:41:05 AM | Get Request | phaseConcurrency.2 | Success | 05 |
| 1/8/2004 10:41:09 AM | Set Request | phaseConcurrency.2 | Success | 05 05 |
| 1/8/2004 10:41:10 AM | Get Request | phaseConcurrency.2 | Success | 05 05 |

# AutoTest Log Report

| Date Time | OID | OID Name | Value | Result |
|---|---|---|---|---|

## Manual Get From Device

***Test Number: 2010501-1*** ***Test Name: Sample - CC-ASC*** ***Witness: Christina Florez***

| | | | | |
|---|---|---|---|---|
| 1/8/2004 10:13:42 AM | 1.3.6.1.4.1.1206.4.1.3.1.1.2.5.5 | dynObjIndex.5.5 | 5 | Success |
| 1/8/2004 10:14:13 AM | 1.3.6.1.4.1.1206.4.1.3.1.1.2.5.5 | dynObjIndex.5.5 | 1 | Success |
| 1/8/2004 10:15:41 AM | 1.3.6.1.4.1.1206.4.1.3.1.1.5.8.4 | dynObjStatus.8.4 | 4 | Success |
| 1/8/2004 10:16:58 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.1.7 | phaseNumber.7 | 7 | Success |
| 1/8/2004 10:17:14 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.4.5 | phaseMinimumGreen.5 | 8 | Success |
| 1/8/2004 10:17:24 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.5.8 | phasePassage.8 | 40 | Success |
| 1/8/2004 10:17:32 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.6.6 | phaseMaximum1.6 | 30 | Success |
| 1/8/2004 10:27:36 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.7 | phaseYellowChange.7 | 10 | Success |
| 1/8/2004 10:27:43 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.7 | phaseYellowChange.7 | 40 | Success |
| 1/8/2004 10:27:57 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.9.2 | phaseRedClear.2 | 20 | Success |
| 1/8/2004 10:28:16 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.4 | phaseAddedInitial.4 | 0 | Success |
| 1/8/2004 10:28:32 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.4 | phaseAddedInitial.4 | 216 | Success |
| 1/8/2004 10:28:38 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.4 | phaseAddedInitial.4 | 0 | Success |
| 1/8/2004 10:28:54 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.13.2 | phaseTimeBeforeReduction.2 | 0 | Success |
| 1/8/2004 10:29:17 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup.6 | 5 (yellowChange) | Success |
| 1/8/2004 10:29:44 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup.6 | 6 (redClear) | Success |
| 1/8/2004 10:29:51 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup.6 | 5 (yellowChange) | Success |
| 1/8/2004 10:29:57 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.7 | phaseStartup.7 | 2 (phaseNotOn) | Success |
| 1/8/2004 10:30:09 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.2 | phaseOptions.2 | 2241 | Success |
| 1/8/2004 10:34:10 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.2 | phaseOptions.2 | 2 | Success |
| 1/8/2004 10:34:16 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.2 | phaseOptions.2 | 2241 | Success |
| 1/8/2004 10:35:12 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.8 | phaseOptions.8 | 2113 | Success |
| 1/8/2004 10:35:28 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.22.4 | phaseRing.4 | 1 | Success |
| 1/8/2004 10:36:34 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.2 | phaseConcurrency.2 | 05 06 | Success |
| 1/8/2004 10:37:18 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.2 | phaseConcurrency.2 | 05 | Success |
| 1/8/2004 10:37:23 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.2 | phaseConcurrency.2 | 05 05 | Success |

## Manual Set To Device

***Test Number: 2010501-1*** ***Test Name: Sample - CC-ASC*** ***Witness: Christina Florez***

| | | | | |
|---|---|---|---|---|
| 1/8/2004 10:13:59 AM | 1.3.6.1.4.1.1206.4.1.3.1.1.2.5.5 | dynObjIndex.5.5 | 1 | Success |
| 1/8/2004 10:14:19 AM | 1.3.6.1.4.1.1206.4.1.3.1.1.2.5.5 | dynObjIndex.5.5 | 5 | Success |
| 1/8/2004 10:27:25 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.7 | phaseYellowChange.7 | 10 | Success |
| 1/8/2004 10:27:41 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.7 | phaseYellowChange.7 | 40 | Success |
| 1/8/2004 10:28:26 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.4 | phaseAddedInitial.4 | 216 | Success |
| 1/8/2004 10:28:37 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.4 | phaseAddedInitial.4 | 0 | Success |
| 1/8/2004 10:29:27 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup.6 | 2 (phaseNotOn) | Success |
| 1/8/2004 10:29:32 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup.6 | 1 (other) | Success |
| 1/8/2004 10:29:41 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup.6 | 6 (redClear) | Success |
| 1/8/2004 10:29:50 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup.6 | 5 (yellowChange) | Success |
| 1/8/2004 10:33:58 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.2 | phaseOptions.2 | 60030 | Success |
| 1/8/2004 10:34:07 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.2 | phaseOptions.2 | 2 | Success |
| 1/8/2004 10:34:15 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.2 | phaseOptions.2 | 2241 | Success |
| 1/8/2004 10:37:08 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.2 | phaseConcurrency.2 | 05 | Success |
| 1/8/2004 10:37:21 AM | 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.2 | phaseConcurrency.2 | 05 05 | Success |

# Script Log Report

**Test** *Sample - CC-ASC* **Witness** Christina Florez **Test Number** 2010501-1

| Time | Function | Object | Result | Value |
|---|---|---|---|---|
| 1/8/2004 10:13:42 AM | Manual Get From Device | dynObjIndex.5.5 | Success | 5 |
| 1/8/2004 10:13:59 AM | Manual Set To Device | dynObjIndex.5.5 | Success | 1 |
| 1/8/2004 10:14:13 AM | Manual Get From Device | dynObjIndex.5.5 | Success | 1 |
| 1/8/2004 10:14:19 AM | Manual Set To Device | dynObjIndex.5.5 | Success | 5 |
| 1/8/2004 10:15:41 AM | Manual Get From Device | dynObjStatus.8.4 | Success | 4 |
| 1/8/2004 10:16:58 AM | Manual Get From Device | phaseNumber.7 | Success | 7 |
| 1/8/2004 10:17:14 AM | Manual Get From Device | phaseMinimumGreen.5 | Success | 8 |
| 1/8/2004 10:17:24 AM | Manual Get From Device | phasePassage.8 | Success | 40 |
| 1/8/2004 10:17:32 AM | Manual Get From Device | phaseMaximum1.6 | Success | 30 |
| 1/8/2004 10:27:25 AM | Manual Set To Device | phaseYellowChange.7 | Success | 10 |
| 1/8/2004 10:27:36 AM | Manual Get From Device | phaseYellowChange.7 | Success | 10 |
| 1/8/2004 10:27:41 AM | Manual Set To Device | phaseYellowChange.7 | Success | 40 |
| 1/8/2004 10:27:43 AM | Manual Get From Device | phaseYellowChange.7 | Success | 40 |
| 1/8/2004 10:27:57 AM | Manual Get From Device | phaseRedClear.2 | Success | 20 |
| 1/8/2004 10:28:16 AM | Manual Get From Device | phaseAddedInitial.4 | Success | 0 |
| 1/8/2004 10:28:26 AM | Manual Set To Device | phaseAddedInitial.4 | Success | 216 |
| 1/8/2004 10:28:32 AM | Manual Get From Device | phaseAddedInitial.4 | Success | 216 |
| 1/8/2004 10:28:37 AM | Manual Set To Device | phaseAddedInitial.4 | Success | 0 |
| 1/8/2004 10:28:38 AM | Manual Get From Device | phaseAddedInitial.4 | Success | 0 |
| 1/8/2004 10:28:54 AM | Manual Get From Device | phaseTimeBeforeReduction.2 | Success | 0 |
| 1/8/2004 10:29:17 AM | Manual Get From Device | phaseStartup.6 | Success | 5 (yellowChange) |
| 1/8/2004 10:29:27 AM | Manual Set To Device | phaseStartup.6 | Success | 2 (phaseNotOn) |
| 1/8/2004 10:29:32 AM | Manual Set To Device | phaseStartup.6 | Success | 1 (other) |
| 1/8/2004 10:29:41 AM | Manual Set To Device | phaseStartup.6 | Success | 6 (redClear) |
| 1/8/2004 10:29:44 AM | Manual Get From Device | phaseStartup.6 | Success | 6 (redClear) |
| 1/8/2004 10:29:50 AM | Manual Set To Device | phaseStartup.6 | Success | 5 (yellowChange) |
| 1/8/2004 10:29:51 AM | Manual Get From Device | phaseStartup.6 | Success | 5 (yellowChange) |
| 1/8/2004 10:29:57 AM | Manual Get From Device | phaseStartup.7 | Success | 2 (phaseNotOn) |
| 1/8/2004 10:30:09 AM | Manual Get From Device | phaseOptions.2 | Success | 2241 |
| 1/8/2004 10:33:58 AM | Manual Set To Device | phaseOptions.2 | Success | 60030 |

**Test** *Sample - CC-ASC* **Witness** Christina Florez **Test Number** 2010501-1

| Time | Function | Object | Result | Value |
|---|---|---|---|---|
| 1/8/2004 10:34:07 AM | Manual Set To Device | phaseOptions.2 | Success | 2 |
| 1/8/2004 10:34:10 AM | Manual Get From Device | phaseOptions.2 | Success | 2 |
| 1/8/2004 10:34:15 AM | Manual Set To Device | phaseOptions.2 | Success | 2241 |
| 1/8/2004 10:34:16 AM | Manual Get From Device | phaseOptions.2 | Success | 2241 |
| 1/8/2004 10:35:12 AM | Manual Get From Device | phaseOptions.8 | Success | 2113 |
| 1/8/2004 10:35:28 AM | Manual Get From Device | phaseRing.4 | Success | 1 |
| 1/8/2004 10:36:34 AM | Manual Get From Device | phaseConcurrency.2 | Success | 05 06 |
| 1/8/2004 10:37:08 AM | Manual Set To Device | phaseConcurrency.2 | Success | 05 |
| 1/8/2004 10:37:18 AM | Manual Get From Device | phaseConcurrency.2 | Success | 05 |
| 1/8/2004 10:37:21 AM | Manual Set To Device | phaseConcurrency.2 | Success | 05 05 |
| 1/8/2004 10:37:23 AM | Manual Get From Device | phaseConcurrency.2 | Success | 05 05 |

# APPENDIX B
# DETAILED MIB INFORMATION

```
--The following MIB has been developed for use by FDOT. This MIB
--contains new objects specifically developed to fulfill FDOT-specific
--functional requirements.

--Author: Joerg 'Nu' Rosenbohm (PB Farradyne Inc)
--Development Date: March 15, 2001
--Version: v02
--Compiled using the NTCIP Exerciser 3.3b

--Filename:    FDOT-specific DMS MIB v02.MIB
--Discription: This MIB describes the FDOT Specific DMS Objects

--*********************************************************************
--05/01/02  This MIB was Modified by the FDOT-TERL as follows:
--          Changed filename from FDOT-specific DMS MIB v01c.MIB
--          to FDOT-specific DMS MIB v02.MIB
--          Changed status of fdotCriticalMaxTemperature.0 object
--          from mandatory to optional.
--          Changed description of fdotCriticalMaxTemperature.0 object.
--          Changed description of fdotLog90Full.0 object to reflect
--          that this object is to reflect whether or not any configured
--          event class is 90% full.
--          Changed status of dmsNoActivityTime.0 from mandatory to
--          optional.
--*********************************************************************

FDOT-DMS-MIB DEFINITIONS ::= BEGIN
IMPORTS
  OBJECT-TYPE
      FROM RFC-1212
  nemaPrivate
      FROM NEMA_SMI
   devices, protocols, profiles, DisplayString
        FROM TMIB-II
   Opaque, Counter, Gauge
        FROM RFC1155-SMI
   MessageIDCode
        FROM DMS-MIB;


   farradyne OBJECT IDENTIFIER ::= {nemaPrivate 6}


fdot-dms    OBJECT IDENTIFIER ::= {farradyne 11}
-- This node is an identifier used to group all objects specifically developed
for
-- Florida DOT's deployment of 'NTCIP-compliant' DMS signs.  The functionalities
of
-- these objects have not been addressed in any NTCIP or NTCIP-referenced
standards
-- or draft standards.

--the following objects indicate whether any of the power supplies have failed.
--Additionally, a table includes objects to query the various power supply
voltages.
fdotPowerSupplyFailures OBJECT-TYPE
SYNTAX      OCTET STRING (SIZE (0..4))
```

```
ACCESS      read-only
STATUS      ~~mandatory~~ optional
DESCRIPTION "Indicates whether each power supply within a DMS is operational,
expressed as a bitmap.  If a power supply failed, its associated bit is set to a
value greater than zero (>0).  Each power supply is associated with a bit (bit-
power supply correlation order specified by manufacturer) allowing for up to 32
power supply to report failure status."
::= {fdot-dms 1}

fdotPowerSupplyTableRows OBJECT-TYPE
SYNTAX      INTEGER (0..255)
ACCESS      read-only
STATUS      ~~mandatory~~ optional
DESCRIPTION "Indicates the maximum number of rows in the fdotPowerSupplyTable.
Each row represents a particular power supply."
::={fdot-dms 2}

fdotPowerSupplyTable OBJECT-TYPE
SYNTAX      SEQUENCE OF FdotPowerSupplyEntry
ACCESS      not-accessible
STATUS      ~~mandatory~~ optional
DESCRIPTION  "A table containing the detected power supply voltages, power
supply status, and descriptions for each power supply associated with this
device.  The number of rows is given by the value of fdotPowerSupplyTableRows-
object."
::= { fdot-dms 3}

fdotPowerSupplyEntry OBJECT-TYPE
SYNTAX      FdotPowerSupplyEntry
ACCESS      not-accessible
STATUS      optional
DESCRIPTION "Parameters of the FDOT-specific Power Supply Status Table."
INDEX {fdotPowerSupplyNumber}
::={ fdotPowerSupplyTable 1}

FdotPowerSupplyEntry ::= SEQUENCE {
fdotPowerSupplyNumber   INTEGER,
fdotPowerSupplyType           INTEGER,
fdotPowerSupplyDescription    OCTET STRING,
fdotPowerSupplyVoltage  INTEGER,
fdotPowerSupplyStatus   INTEGER}

fdotPowerSupplyNumber   OBJECT-TYPE
SYNTAX      INTEGER (1..32)
ACCESS      read-only
STATUS      ~~mandatory~~ optional
DESCRIPTION  "The number assigned by the device vendor to a power supply.  This
value is the first and only index into this table.  It shall be mandatory that
the vendor assign the power supply numbers sequentially."
::= { fdotPowerSupplyEntry 1}

fdotPowerSupplyType   OBJECT-TYPE
SYNTAX      INTEGER {
            other (1),
            displayModule (2),
cabinetPower (3),
upsPower (4),
```

```
signHousingPower (5)
}
ACCESS      read-only
STATUS      mandatory optional
DESCRIPTION  "indicates the type of power supply associated with this row in the
table.  The values are:
other (1) - an type other than the ones explained below.  Refer to device
manual.
displayModule (2) - the power supplies associated with the various display
modules which assemble one or more characters.
cabinetPower (3) - the power supplies associated with powering the sign
controller cabinet including the sign controller, communications equipment and
other cabinet electronics.
upsPower (4) - the un-interrupted power supplies within the sign housing and/or
the sign controller cabinet.
signHousingPower (5) - the power supplies associated with powering the sign
housing and other non-display associated electronics.  This type may be covered
as part of the displayModule power supplies."
::= { fdotPowerSupplyEntry 2}

fdotPowerSupplyDescription   OBJECT-TYPE
SYNTAX      OCTET STRING (SIZE (0..40))  --Assumed that 40 characters of
description
  --is sufficient.
ACCESS      read-only
STATUS      optional    --this object may not be needed, since this information
--can be maintained at central.
DESCRIPTION  "indicates the description assigned by the vendor to this
particular power supply."
::= { fdotPowerSupplyEntry 3}

fdotPowerSupplyVoltage   OBJECT-TYPE
SYNTAX      INTEGER (0..65535)
ACCESS      read-only
STATUS      mandatory optional
DESCRIPTION  "Indicates the detected voltage, in hundredth (1/100) of a volt, of
this power supply.  The maximum value (0xFFFF) corresponds to a voltage of
655.35 volts."
::= { fdotPowerSupplyEntry 4}

fdotPowerSupplyStatus   OBJECT-TYPE
SYNTAX      INTEGER (0..1)
ACCESS      read-only
STATUS      mandatory optional
DESCRIPTION  "Indicates whether this power supply is operational.  A value of
zero (0) indicates that the power supply is operational, while a value of
greater than zero (>0) indicates a non-operational power supply."
::= { fdotPowerSupplyEntry 5}


--the following object is used to set the critical threshold for the maximum
--sign housing temperature.
fdotCriticalMaxTemperature OBJECT-TYPE
SYNTAX      INTEGER (-128..127)
ACCESS      read-write
STATUS      mandatory optional
```

```
DESCRIPTION "Indicates the maximum user-defined temperature, in degrees Celcius,
within the sign housing.  If this threshold is reached or exceeded, the sign
shall be blanked and ~~an~~ the error ~~message be send to the central computer~~
reflected by the fdotMsgSourceModeExtension object (set to a value of (3)),
which also requires that the 'dmsMsgSourceMode' object is set to a value of
'other' (1)..  Additionally, the 'temperature error' bit (BIT 9) within the
shortErrorStatus object shall be set to a value of (1) to indicate that a
temperature value was exceeded."
::={fdot-dms 4}

--the following 2 objects are used to disable the alarm and error generation
when the
--sign controller was not polled for a user-defined time.
fdotDmsMaxPollTime OBJECT-TYPE
SYNTAX      INTEGER (0..65535)
ACCESS      read-write
STATUS      mandatory
DESCRIPTION "Indicates the maximum time, in minutes, between communications
between the central computer and the sign.  This threshold is being used to
determine whether to disable the generation of errors and failures that are to
be logged (to avoid logging overrun).  The value of 65535 indicates an infinite
duration."
::= {fdot-dms 5}

fdotDmsErrorGenerationToggle OBJECT-TYPE
SYNTAX      INTEGER (0..1)
ACCESS      read-write
STATUS      mandatory
DESCRIPTION "Indicates whether to stop the generation of new errors and
failures, which are to be logged (to avoid logging overruns).  A value of zero
(0) indicates that all errors and failures are being generated even after the
threshold (see fdotDmsMaxPollTime) has been exceeded.  A value of greater than
zero (>0) indicates that the generation of additional errors and failures is to
be terminated after the threshold indicated by the fdotDmsMaxPollTime has been
exceeded."
DEFVAL {0}
::= {fdot-dms 6}

--the following object is used to SET the threshold at which the number of
failed
--pixels will lead to the 'blanking' of the sign display.
fdotMaxNumPixelFailure OBJECT-TYPE
SYNTAX      INTEGER (0..4294967295)
ACCESS      read-write
STATUS      ~~optional~~ mandatory
DESCRIPTION "Indicates the total number of failed pixels that cannot be exceed
before the sign must be blanked.  A pixel failure is considered to be either
stuck-on or stuck-off, i.e., cannot change its state.
Whether the sign display was blank based on exceeding this threshold is
indicated by a value of (1) within the fdotMsgSourceModeExtension object."
::= {fdot-dms 7}

--the following 2 objects are used for Hybrid Fiber/Flip signs.  The first
object
--allows to SET the threshold at which the duration of a power loss shall lead
--to the 'blanking' of the sign display.  The second object allows to SET the
--message (blank) that is to be displayed if the threshold is being exceeded.
```

```
fdotLongPowerLossTime OBJECT-TYPE
SYNTAX      INTEGER (0..65535)
ACCESS      read-write
STATUS      optional
DESCRIPTION "the time (inclusive), in seconds, that must elapse before a long
power loss is assumed.  If this object is set to zero (0), no differentiation
between long power loss and short power loss shall be made."
DEFVAL {600}  -- suggested value for FDOT (10 minutes)
::= {fdot-dms 8}

dmsLongPowerLossMessage   OBJECT-TYPE
SYNTAX      MessageIDCode
ACCESS      read-write
STATUS      optional
DESCRIPTION "Indicates the message that is displayed after the value indicated
in the fdotLongPowerLossTime object has elapsed."
--DEFVAL {0x07 0x01 0x00 0x00}  - required value for FDOT (blank the sign)
::= { fdot-dms 9}

--the following object indicates whether the log is 90% full.
fdotLog90Full OBJECT-TYPE
SYNTAX      INTEGER (0..1)
ACCESS      read-only
STATUS      mandatory
DESCRIPTION "Indicates whether any of the configured event classes within the
log are 90% full.  A value of zero (0) indicates that ~~the log has not~~ none of
the configured event classes within the log have exceeded 90% of ~~its~~ capacity."
::= {fdot-dms 10}

--the following object is used to SET the threshold at which the user is being
logged
--off from the sign controller, if not communication activity occurs.
dmsNoActivityTime   OBJECT-TYPE
SYNTAX      INTEGER (0..65535)
ACCESS      read-write
STATUS      ~~mandatory~~ ~~optional~~Deprecated
DESCRIPTION "the time (inclusive), in seconds, that must elapse before a user is
being logged off due to no communication activity.  If this object is set to
65535, a user shall never be logged off."
DEFVAL {600}  -- suggested value for FDOT (10 minutes)
::= { fdot-dms 11}

--the following object is an extension to the dmsMsgSourceMode and indicates
--additional reasons/conditions that led to the display of the current
--message, typically a blank message.
fdotMsgSourceModeExtension   OBJECT-TYPE
SYNTAX      INTEGER {
blankPixelFailure (1),
reserved (2),
excessLedTemperature (3),
longPowerLoss (4) }
ACCESS      read-only
STATUS      mandatory
DESCRIPTION "Indicates additional sources/reasons that initiated the currently
displayed message.  The object values are based on agency-specific requirements
and will typically lead to a blanked message.  Their meaning is:
BlankPixelFailure (1) = if threshold of all failed pixels is exceeded
```

```
reserved (2) = value cannot be used in FDOT implementations.
excessLedTemperature (3) = if temperature exceeds 'rated operating temperature
of LEDs'
longPowerLoss (4) = if the duration of a power loss exceeds the value indicated
in the fdotLongPowerLossTime object has been elapsed.
"
::= {fdot-dms 12}

END
```

# FDOT APPROVED GLOBAL - OID 1201

| OID | OID_Name | OID_SyntaxTypeName | OID_Description |
|---|---|---|---|
| 1.3.6.1.4.1.1206.4.1.2.2 | profilesSTMP | reg point | |
| 1.3.6.1.4.1.1206.4.1.2.3 | profilesPMPP | reg point | |
| 1.3.6.1.4.1.1206.4.2.6.1 | globalConfiguration | reg point | |
| 1.3.6.1.4.1.1206.4.2.6.1.1.0 | globalSetIDParameter | INTEGER | Specifies a relatively unique ID for all user-changable para meters of the particular device-type currently implemented in the device. Often this ID is calculated using a CRC algorithm. |
| 1.3.6.1.4.1.1206.4.2.6.1.2.0 | globalMaxModules | INTEGER | The number of rows that are listed in the Global Module Table. |
| 1.3.6.1.4.1.1206.4.2.6.1.3 | globalModuleTable | SEQUENCE | A table containing information regarding manufacturer of software and hardware and the associated module models and version numbers as well as an indicator if the module is hardware or software related. The number of rows in this table shall equal the va |
| 1.3.6.1.4.1.1206.4.2.6.1.3.1 | moduleTableEntry | SEQUENCE | This object defines an entry in the module table. |
| 1.3.6.1.4.1.1206.4.2.6.1.3.1.1 | moduleNumber | INTEGER | This object contains the row number (1..255) within this table for the associated module. |
| 1.3.6.1.4.1.1206.4.2.6.1.3.1.2 | moduleDeviceNode | OBJECT IDENTIFIER | This object contains the device node number of the device-type. |
| 1.3.6.1.4.1.1206.4.2.6.1.3.1.3 | moduleMake | OCTET STRING | This object specifies the manufacturer of the associated module. A null- string shall be transmitted if this object has no entry. |
| 1.3.6.1.4.1.1206.4.2.6.1.3.1.4 | moduleModel | OCTET STRING | This object specifies the model number (hardware) or firmware reference (software) of the associated module. A null-string shall be transmitted if this object has no entry. |
| 1.3.6.1.4.1.1206.4.2.6.1.3.1.5 | moduleVersion | OCTET STRING | This object specifies the version of the associated module. A null-string shall be transmitted if this object has no entry. |
| 1.3.6.1.4.1.1206.4.2.6.1.3.1.6 | moduleType | Enum | This object specifies if the associated module is a hardware or software module. |
| 1.3.6.1.4.1.1206.4.2.6.2 | globalDBManagement | reg point | |
| 1.3.6.1.4.1.1206.4.2.6.3 | globalTimeManagement | reg point | |
| 1.3.6.1.4.1.1206.4.2.6.3.1.0 | globalTime | Counter | The current time in seconds since the epoch of 00:00:00 (midnight) January 1, 1970 UTC (a.k.a Zulu). |
| 1.3.6.1.4.1.1206.4.2.6.3.2.0 | globalDaylightSaving | Enum | This object specifies if the Daylight Savings Time (DST) is enabled, disabled or some other form of daylight savings time is active. disableDST - DST clock adjustments shall NOT occur. enableUSDST - DST clock adjustments shall occur. In accordance |
| 1.3.6.1.4.1.1206.4.2.6.3.4.0 | globalLocalTimeDifferential | INTEGER | Indicates the number of seconds offset between local time and GMT. Positive values indicate local times in the Eastern Hemisphere up to the International Date Line and negative values indicate local times in the Western Hemisphere back to the Internation |
| 1.3.6.1.4.1.1206.4.2.6.4 | globalReport | reg point | |
| 1.3.6.1.4.1.1206.4.2.6.4.1.0 | maxEventLogConfigs | INTEGER | The number of rows that exist in the static eventLogConfig table for this device. |
| 1.3.6.1.4.1.1206.4.2.6.4.2 | eventLogConfigTable | SEQUENCE | A table containing Event Log Configuration information. The number of rows in this table is equal to the maxEventLogConfigs object. |
| 1.3.6.1.4.1.1206.4.2.6.4.2.1 | eventLogConfigEntry | SEQUENCE | This object defines an entry in the event log configuration table. |
| 1.3.6.1.4.1.1206.4.2.6.4.2.1.1 | eventConfigID | INTEGER | This object contains the row number which is used to identify the event associated with this row in the eventLogConfigTable. The number of event IDs shall not exceed the value indicated in the maxEventLogConfigs object. The value zero (0) is not allowed |
| 1.3.6.1.4.1.1206.4.2.6.4.2.1.2 | eventConfigClass | INTEGER | This object contains the class value to assign to the event associated with this row in the event configuration table. This value is used in the event log table to organize various events defined in this table into logical groupings. |
| 1.3.6.1.4.1.1206.4.2.6.4.2.1.3 | eventConfigMode | Enum | This object specifies the mode of operation for this event. All checks and entries to the table must occur within one second of the condition becoming true. The modes are defined as follows: VALUE DESCRIPTION onChange create a l |
| 1.3.6.1.4.1.1206.4.2.6.4.2.1.4 | eventConfigCompareValue | INTEGER | This object contains the comparision value to use with eventConfigMode values (greaterThanValue, smallerThanValue, hysteresisBound ). No value within this object is necessary when the eventConfigMode-object has the value onChange (2). |
| 1.3.6.1.4.1.1206.4.2.6.4.2.1.5 | eventConfigCompareValue2 | INTEGER | If the eventConfigMode is set to hysteresisBound, this object specifies the second comparison value for the hysteresis. If the eventConfigMode is set to greaterThanValue or smallerThanValue, this object specifies the time (in tenths of seconds) for which |
| 1.3.6.1.4.1.1206.4.2.6.4.2.1.6 | eventConfigCompareOID | OBJECT IDENTIFIER | This object contains the object identifier which references the value against which the comparison is made. If the eventConfigMode is set to periodic, the value of this object shall be ignored. |
| 1.3.6.1.4.1.1206.4.2.6.4.2.1.7 | eventConfigLogOID | OBJECT IDENTIFIER | This object contains the object identifier which indicates what value to log when a condition or event occurs (e.g., log the phase display when the watchdog alarm status changes). |
| 1.3.6.1.4.1.1206.4.2.6.4.2.1.8 | eventConfigAction | Enum | This value of this object indicates the action that will take place when the event described in this row of the event configuration table occurs. disabled - no entry will be recorded due to this event. log - an entry will be recorded in the event log tab |
| 1.3.6.1.4.1.1206.4.2.6.4.3.0 | maxEventLogSize | INTEGER | The maximum, fixed number of rows that can be utilized within the Event Log Table. |
| 1.3.6.1.4.1.1206.4.2.6.4.4 | eventLogTable | SEQUENCE | A table containing Event History data collected. |
| 1.3.6.1.4.1.1206.4.2.6.4.4.1 | eventLogEntry | SEQUENCE | This object defines an entry in the event log table |
| 1.3.6.1.4.1.1206.4.2.6.4.4.1.1 | eventLogClass | INTEGER | This object contains the class of the associated event as defined in the eventLogConfig Table. |
| 1.3.6.1.4.1.1206.4.2.6.4.4.1.2 | eventLogNumber | INTEGER | The event number within this class for this event. Event numbers shall be assigned starting at 1 and shall increase to the value specified by the associated eventClassLimit for the class associated with the rows. Events shall maintain a chronological or |
| 1.3.6.1.4.1.1206.4.2.6.4.4.1.3 | eventLogID | INTEGER | This object contains the event configuration ID (from the eventLogConfigTable) that caused this table entry. It indicates the row in the eventLogConfig table reponsible for this event entry. If this object is set to zero (0) then the associated row (in |
| 1.3.6.1.4.1.1206.4.2.6.4.4.1.4 | eventLogTime | Counter | The time that the event occurred in seconds since the epoch of 00:00:00 (midnight) January 1, 1970 per the device's globalTime object. If the device does not have valid date and time information, then this shall be the time in seconds since the device po |
| 1.3.6.1.4.1.1206.4.2.6.4.4.1.5 | eventLogValue | Opaque | The value of this object is set to the value referenced by the eventConfigLogOID of the associated eventLogID when the event was logged. Its length is variable. |
| 1.3.6.1.4.1.1206.4.2.6.4.5.0 | maxEventClasses | INTEGER | This object defines the maximum, fixed number of rows in the eventClassTable that this device supports. This places an upper limit on the number of classes that may be defined for events in this device. |
| 1.3.6.1.4.1.1206.4.2.6.4.6 | eventClassTable | SEQUENCE | This table is used to configure event logging limits and log table maintenance. |
| 1.3.6.1.4.1.1206.4.2.6.4.6.1 | eventClassEntry | SEQUENCE | This defines a row in the Event Class Table. |
| 1.3.6.1.4.1.1206.4.2.6.4.6.1.1 | eventClassNumber | INTEGER | This is a class value that is to be configured. |
| 1.3.6.1.4.1.1206.4.2.6.4.6.1.2 | eventClassLimit | INTEGER | This object specifies the maximum number of events of the associated class to store in the log. Once the limit is reached, the oldest entry of the matching class will be overwritten by any new entry of the same class. If the value of this object is set |
| 1.3.6.1.4.1.1206.4.2.6.4.6.1.3 | eventClassClearTime | Counter | This object is used to clear multiple event log entries from the event log table. Setting this value shall cause all events of this class that have an eventTime equal to or less than this object to be cleared from the eventLog table. The time is the num |
| 1.3.6.1.4.1.1206.4.2.6.4.6.1.4 | eventClassDescription | OCTET STRING | This object specifies a description of the class in ASCII characters. |
| 1.3.6.1.4.1.1206.4.2.6.4.6.1.5 | eventClassNumRowsInLog | INTEGER | The number of rows for this class that currently exist in the eventLogTable. |
| 1.3.6.1.4.1.1206.4.2.6.5 | security | reg point | |
| 1.3.6.1.4.1.1206.4.2.6.5.1.0 | communityNameAdmin | OCTET STRING | This object is the community name that must be used to specifically gain access to information under the security node. A message with this value in the community name field of an SNMP message has user read-write access to the security node objects and a |
| 1.3.6.1.4.1.1206.4.2.6.5.2.0 | communityNamesMax | INTEGER | This object specifies the maximum number of rows that are implemented in the community name table. |
| 1.3.6.1.4.1.1206.4.2.6.5.3 | communityNameTable | SEQUENCE | This table defines the community names that can appear in the community name field of the SNMP message and access privileges associated with that community name. |
| 1.3.6.1.4.1.1206.4.2.6.5.3.1 | communityNameTableEntry | SEQUENCE | This is the row index of information in the community name table. |
| 1.3.6.1.4.1.1206.4.2.6.5.3.1.1 | communityNameIndex | INTEGER | This object defines the row index into the communityNameTable. This value shall not exceed the communityNamesMax object value. |
| 1.3.6.1.4.1.1206.4.2.6.5.3.1.2 | communityNameUser | OCTET STRING | This object defines a community name value that a security administrator can assign user read-write access to information (other than security) in a device A message with this value in the community name field of an SNMP message has user access rights as |
| 1.3.6.1.4.1.1206.4.2.6.5.3.1.3 | communityNameAccessMask | GAUGE | This object defines a 32 bit mask that can be used to associate 'write access' with a community name. A value of 0x00000000 grants the community name user read-only access and overrides any individual object's read-write access clause. A value of OxFFFF |

# ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1 | iso | reg point | | | |
| 1.3 | org | reg point | | | |
| 1.3.6 | dod | reg point | | | |
| 1.3.6.1 | internet | reg point | | | |
| 1.3.6.1.1 | directory | reg point | | | |
| 1.3.6.1.2 | mgmt | reg point | | | |
| 1.3.6.1.3 | experimental | reg point | | | |
| 1.3.6.1.4 | private | reg point | | | |
| 1.3.6.1.4.1 | enterprises | reg point | | | |
| 1.3.6.1.4.1.1206 | nema | reg point | | | |
| 1.3.6.1.4.1.1206.1 | nemaMgmt | reg point | | | |
| 1.3.6.1.4.1.1206.2 | nemaExperimental | reg point | | | |
| 1.3.6.1.4.1.1206.3 | nemaPrivate | reg point | | | |
| 1.3.6.1.4.1.1206.4 | transportation | reg point | | | |
| 1.3.6.1.4.1.1206.4.1 | protocols | reg point | | | |
| 1.3.6.1.4.1.1206.4.1.1 | layers | reg point | | | |
| 1.3.6.1.4.1.1206.4.1.2 | profiles | reg point | | | |
| 1.3.6.1.4.1.1206.4.1.3 | dynObjMgmt | reg point | | | |
| 1.3.6.1.4.1.1206.4.1.3.1 | dynObjDef | SEQUENCE | A list of objects to be included in dynamic objects | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1 | dynObjEntry | SEQUENCE | A list of OBJECT IDENTIFIERs that make up a dynamic object | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.1 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.1.1 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.1.2 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.1.3 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.1.4 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.1.5 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.1 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.2 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.3 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.4 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.5 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.1 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.2 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.3 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.4 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.5 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.1 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.2 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.3 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.4 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.5 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.1 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.2 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.3 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.4 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.5 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.6.1 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.6.2 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.6.3 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.6.4 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.6.5 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.7.1 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.7.2 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.7.3 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.7.4 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.7.5 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.8.1 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.8.2 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.8.3 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.8.4 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.8.5 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.9.1 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.9.2 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.9.3 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.9.4 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.9.5 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.10.1 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.10.2 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.10.3 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.10.4 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.10.5 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.11.1 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.11.2 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.11.3 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.11.4 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.11.5 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.12.1 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.12.2 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.12.3 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.12.4 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.12.5 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.13.1 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.13.2 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.13.3 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.13.4 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |

# ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.1.3.1.1.1.13.5 | dynObjNumber | INTEGER | The dynamic object number that this entry is to be associated with. | 1 | 13 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.1.1 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.1.2 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.1.3 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.1.4 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.1.5 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.2.1 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.2.2 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.2.3 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.2.4 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.2.5 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.3.1 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.3.2 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.3.3 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.3.4 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.3.5 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.4.1 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.4.2 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.4.3 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.4.4 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.4.5 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.5.1 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.5.2 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.5.3 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.5.4 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.5.5 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.6.1 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.6.2 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.6.3 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.6.4 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.6.5 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.7.1 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.7.2 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.7.3 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.7.4 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.7.5 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.8.1 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.8.2 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.8.3 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.8.4 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.8.5 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.9.1 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.9.2 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.9.3 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.9.4 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.9.5 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.10.1 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.10.2 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.10.3 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.10.4 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.10.5 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.11.1 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.11.2 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.11.3 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.11.4 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.11.5 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.12.1 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.12.2 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.12.3 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.12.4 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.12.5 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.13.1 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.13.2 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.13.3 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.13.4 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.2.13.5 | dynObjIndex | INTEGER | An index that uniquely identifies an entry in the dynamic object table. Each entry defines an object that is to be associated with a dynamic object number. The dynObjIndex determines the order in which objects are transmitted for the dynamic object. The | 1 | 255 |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.1.1 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.1.2 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.1.3 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.1.4 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.1.5 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.2.1 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.2.2 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.2.3 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.2.4 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.2.5 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.3.1 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.3.2 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.3.3 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.3.4 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.3.5 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.4.1 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.4.2 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |

# ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.4.3 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.4.4 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.4.5 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.5.1 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.5.2 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.5.3 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.5.4 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.5.5 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.6.1 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.6.2 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.6.3 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.6.4 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.6.5 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.7.1 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.7.2 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.7.3 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.7.4 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.7.5 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.8.1 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.8.2 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.8.3 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.8.4 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.8.5 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.9.1 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.9.2 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.9.3 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.9.4 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.9.5 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.10.1 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.10.2 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.10.3 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.10.4 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.10.5 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.11.1 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.11.2 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.11.3 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.11.4 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.11.5 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.12.1 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.12.2 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.12.3 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.12.4 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.12.5 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.13.1 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.13.2 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.13.3 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.13.4 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.3.13.5 | dynObjVariable | OBJECT IDENTIFIER | The object identifier of the particular variable to be included in the specified dynamic object number. Care must be taken when defining dynamic objects that the maximum size of all the objects included in a dynamic object do not exceed the maximum pac | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.1.1 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.1.2 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.1.3 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.1.4 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.1.5 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.2.1 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.2.2 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.2.3 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.2.4 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.2.5 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.3.1 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.3.2 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.3.3 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.3.4 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.3.5 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.4.1 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.4.2 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.4.3 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.4.4 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.4.5 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.5.1 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.5.2 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.5.3 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.5.4 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.5.5 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.6.1 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.6.2 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.6.3 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.6.4 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.6.5 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.7.1 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.7.2 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.7.3 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.7.4 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.7.5 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.8.1 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |

# ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.8.2 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.8.3 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.8.4 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.8.5 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.9.1 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.9.2 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.9.3 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.9.4 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.9.5 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.10.1 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.10.2 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.10.3 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.10.4 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.10.5 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.11.1 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.11.2 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.11.3 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.11.4 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.11.5 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.12.1 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.12.2 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.12.3 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.12.4 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.12.5 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.13.1 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.13.2 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.13.3 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.13.4 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.4.13.5 | dynObjOwner | OwnerString | This object has been replaced with dynObjConfigOwner. The entity that configured this entry and is therefore using the resources assigned to it. This object may not be modified if the associated dynObjStatus object is equal to valid(1). This object has | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.1.1 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.1.2 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.1.3 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.1.4 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.1.5 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.2.1 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.2.2 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.2.3 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.2.4 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.2.5 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.3.1 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.3.2 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.3.3 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.3.4 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.3.5 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.4.1 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.4.2 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.4.3 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.4.4 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.4.5 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.5.1 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.5.2 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.5.3 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.5.4 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.5.5 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.6.1 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.6.2 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.6.3 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.6.4 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.6.5 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.7.1 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.7.2 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.7.3 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.7.4 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.7.5 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.8.1 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.8.2 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.8.3 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.8.4 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.8.5 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.9.1 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.9.2 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.9.3 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.9.4 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.9.5 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.10.1 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.10.2 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.10.3 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.10.4 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.10.5 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.11.1 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.11.2 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.11.3 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.11.4 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.11.5 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |

# ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.12.1 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.12.2 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.12.3 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.12.4 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.12.5 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.13.1 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.13.2 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.13.3 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.13.4 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.1.1.5.13.5 | dynObjStatus | Enum | This object has been replaced with dynObjConfigOwner. The status of this dynamic object definition entry. See description of EntryStatus above for restrictions on accesses This object has been replaced with dynObjConfigStatus. | | |
| 1.3.6.1.4.1.1206.4.1.3.2 | dynObjData | reg point | | | |
| 1.3.6.1.4.1.1206.4.1.3.2.1.0 | dynObj1 | OCTET STRING | The value of this object is determined by the dynObjDef entries with dynObjNumber equal to 1. Packed Encoding Rules are utilized to encode the objects for transmission. This object is intended for use with the Simple Transportation Management Protocol | | |
| 1.3.6.1.4.1.1206.4.1.3.2.2.0 | dynObj2 | OCTET STRING | The value of this object is determined by the dynObjDef entries with dynObjNumber equal to 2. Packed Encoding Rules are utilized to encode the objects for transmission. This object is intended for use with the Simple Transportation Management Protocol | | |
| 1.3.6.1.4.1.1206.4.1.3.2.3.0 | dynObj3 | OCTET STRING | The value of this object is determined by the dynObjDef entries with dynObjNumber equal to 3. Packed Encoding Rules are utilized to encode the objects for transmission. This object is intended for use with the Simple Transportation Management Protocol | | |
| 1.3.6.1.4.1.1206.4.1.3.2.4.0 | dynObj4 | OCTET STRING | The value of this object is determined by the dynObjDef entries with dynObjNumber equal to 4. Packed Encoding Rules are utilized to encode the objects for transmission. This object is intended for use with the Simple Transportation Management Protocol | | |
| 1.3.6.1.4.1.1206.4.1.3.2.5.0 | dynObj5 | OCTET STRING | The value of this object is determined by the dynObjDef entries with dynObjNumber equal to 5. Packed Encoding Rules are utilized to encode the objects for transmission. This object is intended for use with the Simple Transportation Management Protocol | | |
| 1.3.6.1.4.1.1206.4.1.3.2.6.0 | dynObj6 | OCTET STRING | The value of this object is determined by the dynObjDef entries with dynObjNumber equal to 6. Packed Encoding Rules are utilized to encode the objects for transmission. This object is intended for use with the Simple Transportation Management Protocol | | |
| 1.3.6.1.4.1.1206.4.1.3.2.7.0 | dynObj7 | OCTET STRING | The value of this object is determined by the dynObjDef entries with dynObjNumber equal to 7. Packed Encoding Rules are utilized to encode the objects for transmission. This object is intended for use with the Simple Transportation Management Protocol | | |
| 1.3.6.1.4.1.1206.4.1.3.2.8.0 | dynObj8 | OCTET STRING | The value of this object is determined by the dynObjDef entries with dynObjNumber equal to 8. Packed Encoding Rules are utilized to encode the objects for transmission. This object is intended for use with the Simple Transportation Management Protocol | | |
| 1.3.6.1.4.1.1206.4.1.3.2.9.0 | dynObj9 | OCTET STRING | The value of this object is determined by the dynObjDef entries with dynObjNumber equal to 9. Packed Encoding Rules are utilized to encode the objects for transmission. This object is intended for use with the Simple Transportation Management Protocol | | |
| 1.3.6.1.4.1.1206.4.1.3.2.10.0 | dynObj10 | OCTET STRING | The value of this object is determined by the dynObjDef entries with dynObjNumber equal to 10. Packed Encoding Rules are utilized to encode the objects for transmission. This object is intended for use with the Simple Transportation Management Protoco | | |
| 1.3.6.1.4.1.1206.4.1.3.2.11.0 | dynObj11 | OCTET STRING | The value of this object is determined by the dynObjDef entries with dynObjNumber equal to 11. Packed Encoding Rules are utilized to encode the objects for transmission. This object is intended for use with the Simple Transportation Management Protoco | | |
| 1.3.6.1.4.1.1206.4.1.3.2.12.0 | dynObj12 | OCTET STRING | The value of this object is determined by the dynObjDef entries with dynObjNumber equal to 12. Packed Encoding Rules are utilized to encode the objects for transmission. This object is intended for use with the Simple Transportation Management Protoco | | |
| 1.3.6.1.4.1.1206.4.1.3.2.13.0 | dynObj13 | OCTET STRING | The value of this object is determined by the dynObjDef entries with dynObjNumber equal to 13. Packed Encoding Rules are utilized to encode the objects for transmission. This object is intended for use with the Simple Transportation Management Pro | | |
| 1.3.6.1.4.1.1206.4.1.3.3 | dynObjConfig | reg point | | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1 | dynObjConfigTable | SEQUENCE | A table consisting of an owner and status for each of the 13 dynamic object definitions. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1 | dynObjConfigEntry | SEQUENCE | A table consisting of an owner and status for each of the 13 dynamic object definitions. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.1 | dynObjConfigOwner | OwnerString | The entity that configured the associated dynamic object. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.1.1 | dynObjConfigOwner | OwnerString | The entity that configured the associated dynamic object. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.1.2 | dynObjConfigOwner | OwnerString | The entity that configured the associated dynamic object. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.1.3 | dynObjConfigOwner | OwnerString | The entity that configured the associated dynamic object. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.1.4 | dynObjConfigOwner | OwnerString | The entity that configured the associated dynamic object. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.1.5 | dynObjConfigOwner | OwnerString | The entity that configured the associated dynamic object. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.1.6 | dynObjConfigOwner | OwnerString | The entity that configured the associated dynamic object. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.1.7 | dynObjConfigOwner | OwnerString | The entity that configured the associated dynamic object. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.1.8 | dynObjConfigOwner | OwnerString | The entity that configured the associated dynamic object. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.1.9 | dynObjConfigOwner | OwnerString | The entity that configured the associated dynamic object. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.1.10 | dynObjConfigOwner | OwnerString | The entity that configured the associated dynamic object. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.1.11 | dynObjConfigOwner | OwnerString | The entity that configured the associated dynamic object. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.1.12 | dynObjConfigOwner | OwnerString | The entity that configured the associated dynamic object. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.1.13 | dynObjConfigOwner | OwnerString | The entity that configured the associated dynamic object. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.2 | dynObjConfigStatus | Enum | Indicates the state of the associated dynamic object. Depending on the validity checks that are performed on the dynamic object definition, a set request may or may not be honored. See Section 4.1.4 for a complete description. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.2.1 | dynObjConfigStatus | Enum | Indicates the state of the associated dynamic object. Depending on the validity checks that are performed on the dynamic object definition, a set request may or may not be honored. See Section 4.1.4 for a complete description. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.2.2 | dynObjConfigStatus | Enum | Indicates the state of the associated dynamic object. Depending on the validity checks that are performed on the dynamic object definition, a set request may or may not be honored. See Section 4.1.4 for a complete description. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.2.3 | dynObjConfigStatus | Enum | Indicates the state of the associated dynamic object. Depending on the validity checks that are performed on the dynamic object definition, a set request may or may not be honored. See Section 4.1.4 for a complete description. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.2.4 | dynObjConfigStatus | Enum | Indicates the state of the associated dynamic object. Depending on the validity checks that are performed on the dynamic object definition, a set request may or may not be honored. See Section 4.1.4 for a complete description. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.2.5 | dynObjConfigStatus | Enum | Indicates the state of the associated dynamic object. Depending on the validity checks that are performed on the dynamic object definition, a set request may or may not be honored. See Section 4.1.4 for a complete description. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.2.6 | dynObjConfigStatus | Enum | Indicates the state of the associated dynamic object. Depending on the validity checks that are performed on the dynamic object definition, a set request may or may not be honored. See Section 4.1.4 for a complete description. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.2.7 | dynObjConfigStatus | Enum | Indicates the state of the associated dynamic object. Depending on the validity checks that are performed on the dynamic object definition, a set request may or may not be honored. See Section 4.1.4 for a complete description. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.2.8 | dynObjConfigStatus | Enum | Indicates the state of the associated dynamic object. Depending on the validity checks that are performed on the dynamic object definition, a set request may or may not be honored. See Section 4.1.4 for a complete description. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.2.9 | dynObjConfigStatus | Enum | Indicates the state of the associated dynamic object. Depending on the validity checks that are performed on the dynamic object definition, a set request may or may not be honored. See Section 4.1.4 for a complete description. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.2.10 | dynObjConfigStatus | Enum | Indicates the state of the associated dynamic object. Depending on the validity checks that are performed on the dynamic object definition, a set request may or may not be honored. See Section 4.1.4 for a complete description. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.2.11 | dynObjConfigStatus | Enum | Indicates the state of the associated dynamic object. Depending on the validity checks that are performed on the dynamic object definition, a set request may or may not be honored. See Section 4.1.4 for a complete description. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.2.12 | dynObjConfigStatus | Enum | Indicates the state of the associated dynamic object. Depending on the validity checks that are performed on the dynamic object definition, a set request may or may not be honored. See Section 4.1.4 for a complete description. | | |
| 1.3.6.1.4.1.1206.4.1.3.3.1.1.2.13 | dynObjConfigStatus | Enum | Indicates the state of the associated dynamic object. Depending on the validity checks that are performed on the dynamic object definition, a set request may or may not be honored. See Section 4.1.4 for a complete description. | | |
| 1.3.6.1.4.1.1206.4.2 | devices | reg point | | | |
| 1.3.6.1.4.1.1206.4.2.1 | asc | reg point | | | |
| 1.3.6.1.4.1.1206.4.2.1.1 | phase | reg point | | | |
| 1.3.6.1.4.1.1206.4.2.1.1.1.0 | maxPhases | INTEGER | The Maximum Number of Phases this Actuated Controller Unit supports. This object indicates the maximum rows which shall appear in the phaseTable object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2 | phaseTable | SEQUENCE | A table containing Actuated Controller Unit phase parameters. The number of rows in this table is equal to the maxPhases object. | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1 | phaseEntry | SEQUENCE | Parameters for a specific Actuated Controller Unit phase. | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.1 | phaseNumber | INTEGER | The phase number for objects in this row. This value shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.1.1 | phaseNumber | INTEGER | The phase number for objects in this row. This value shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.1.2 | phaseNumber | INTEGER | The phase number for objects in this row. This value shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.1.3 | phaseNumber | INTEGER | The phase number for objects in this row. This value shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.1.4 | phaseNumber | INTEGER | The phase number for objects in this row. This value shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.1.5 | phaseNumber | INTEGER | The phase number for objects in this row. This value shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.1.6 | phaseNumber | INTEGER | The phase number for objects in this row. This value shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.1.7 | phaseNumber | INTEGER | The phase number for objects in this row. This value shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.1.8 | phaseNumber | INTEGER | The phase number for objects in this row. This value shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.2 | phaseWalk | INTEGER | Phase Walk Parameter in seconds. This shall control the amount of time the Walk indication shall be displayed. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.2.1 | phaseWalk | INTEGER | Phase Walk Parameter in seconds. This shall control the amount of time the Walk indication shall be displayed. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.2.2 | phaseWalk | INTEGER | Phase Walk Parameter in seconds. This shall control the amount of time the Walk indication shall be displayed. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.2.3 | phaseWalk | INTEGER | Phase Walk Parameter in seconds. This shall control the amount of time the Walk indication shall be displayed. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.2.4 | phaseWalk | INTEGER | Phase Walk Parameter in seconds. This shall control the amount of time the Walk indication shall be displayed. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.2.5 | phaseWalk | INTEGER | Phase Walk Parameter in seconds. This shall control the amount of time the Walk indication shall be displayed. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.2.6 | phaseWalk | INTEGER | Phase Walk Parameter in seconds. This shall control the amount of time the Walk indication shall be displayed. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.2.7 | phaseWalk | INTEGER | Phase Walk Parameter in seconds. This shall control the amount of time the Walk indication shall be displayed. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.2.8 | phaseWalk | INTEGER | Phase Walk Parameter in seconds. This shall control the amount of time the Walk indication shall be displayed. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.3 | phasePedestrianClear | INTEGER | Phase Pedestrian Clear Parameter in seconds. This shall control the duration of the Pedestrian Clearance output (if present) and the flashing period of the Don't Walk output. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.3.1 | phasePedestrianClear | INTEGER | Phase Pedestrian Clear Parameter in seconds. This shall control the duration of the Pedestrian Clearance output (if present) and the flashing period of the Don't Walk output. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.3.2 | phasePedestrianClear | INTEGER | Phase Pedestrian Clear Parameter in seconds. This shall control the duration of the Pedestrian Clearance output (if present) and the flashing period of the Don't Walk output. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.3.3 | phasePedestrianClear | INTEGER | Phase Pedestrian Clear Parameter in seconds. This shall control the duration of the Pedestrian Clearance output (if present) and the flashing period of the Don't Walk output. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.3.4 | phasePedestrianClear | INTEGER | Phase Pedestrian Clear Parameter in seconds. This shall control the duration of the Pedestrian Clearance output (if present) and the flashing period of the Don't Walk output. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.3.5 | phasePedestrianClear | INTEGER | Phase Pedestrian Clear Parameter in seconds. This shall control the duration of the Pedestrian Clearance output (if present) and the flashing period of the Don't Walk output. refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.b | 0 | 255 |

## ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.3.6 | phasePedestrianClear | INTEGER | Phase Pedestrian Clear Parameter in seconds. This shall control the duration of the Pedestrian Clearance output (if present) and the flashing period of the Don't Walk output.  refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.3.7 | phasePedestrianClear | INTEGER | Phase Pedestrian Clear Parameter in seconds. This shall control the duration of the Pedestrian Clearance output (if present) and the flashing period of the Don't Walk output.  refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.3.8 | phasePedestrianClear | INTEGER | Phase Pedestrian Clear Parameter in seconds. This shall control the duration of the Pedestrian Clearance output (if present) and the flashing period of the Don't Walk output.  refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.2.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.4 | phaseMinimumGreen | INTEGER | Phase Minimum Green Parameter in seconds (NEMA TS 2 range: 1-255 sec). The first timed portion of the Green interval which may be set in consideration of the storage of vehicles between the zone of detection for the approach vehicle detector(s) and the st | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.4.1 | phaseMinimumGreen | INTEGER | Phase Minimum Green Parameter in seconds (NEMA TS 2 range: 1-255 sec). The first timed portion of the Green interval which may be set in consideration of the storage of vehicles between the zone of detection for the approach vehicle detector(s) and the st | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.4.2 | phaseMinimumGreen | INTEGER | Phase Minimum Green Parameter in seconds (NEMA TS 2 range: 1-255 sec). The first timed portion of the Green interval which may be set in consideration of the storage of vehicles between the zone of detection for the approach vehicle detector(s) and the st | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.4.3 | phaseMinimumGreen | INTEGER | Phase Minimum Green Parameter in seconds (NEMA TS 2 range: 1-255 sec). The first timed portion of the Green interval which may be set in consideration of the storage of vehicles between the zone of detection for the approach vehicle detector(s) and the st | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.4.4 | phaseMinimumGreen | INTEGER | Phase Minimum Green Parameter in seconds (NEMA TS 2 range: 1-255 sec). The first timed portion of the Green interval which may be set in consideration of the storage of vehicles between the zone of detection for the approach vehicle detector(s) and the st | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.4.5 | phaseMinimumGreen | INTEGER | Phase Minimum Green Parameter in seconds (NEMA TS 2 range: 1-255 sec). The first timed portion of the Green interval which may be set in consideration of the storage of vehicles between the zone of detection for the approach vehicle detector(s) and the st | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.4.6 | phaseMinimumGreen | INTEGER | Phase Minimum Green Parameter in seconds (NEMA TS 2 range: 1-255 sec). The first timed portion of the Green interval which may be set in consideration of the storage of vehicles between the zone of detection for the approach vehicle detector(s) and the st | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.4.7 | phaseMinimumGreen | INTEGER | Phase Minimum Green Parameter in seconds (NEMA TS 2 range: 1-255 sec). The first timed portion of the Green interval which may be set in consideration of the storage of vehicles between the zone of detection for the approach vehicle detector(s) and the st | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.4.8 | phaseMinimumGreen | INTEGER | Phase Minimum Green Parameter in seconds (NEMA TS 2 range: 1-255 sec). The first timed portion of the Green interval which may be set in consideration of the storage of vehicles between the zone of detection for the approach vehicle detector(s) and the st | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.5 | phasePassage | INTEGER | Phase Passage Parameter in tenth seconds (0-25.5 sec). Passage Time, Vehicle Interval, Preset Gap, Vehicle Extension: the extensible portion of the Green shall be a function of vehicle actuations that occur during the Green interval.  The phase shall rema | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.5.1 | phasePassage | INTEGER | Phase Passage Parameter in tenth seconds (0-25.5 sec). Passage Time, Vehicle Interval, Preset Gap, Vehicle Extension: the extensible portion of the Green shall be a function of vehicle actuations that occur during the Green interval.  The phase shall rema | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.5.2 | phasePassage | INTEGER | Phase Passage Parameter in tenth seconds (0-25.5 sec). Passage Time, Vehicle Interval, Preset Gap, Vehicle Extension: the extensible portion of the Green shall be a function of vehicle actuations that occur during the Green interval.  The phase shall rema | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.5.3 | phasePassage | INTEGER | Phase Passage Parameter in tenth seconds (0-25.5 sec). Passage Time, Vehicle Interval, Preset Gap, Vehicle Extension: the extensible portion of the Green shall be a function of vehicle actuations that occur during the Green interval.  The phase shall rema | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.5.4 | phasePassage | INTEGER | Phase Passage Parameter in tenth seconds (0-25.5 sec). Passage Time, Vehicle Interval, Preset Gap, Vehicle Extension: the extensible portion of the Green shall be a function of vehicle actuations that occur during the Green interval.  The phase shall rema | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.5.5 | phasePassage | INTEGER | Phase Passage Parameter in tenth seconds (0-25.5 sec). Passage Time, Vehicle Interval, Preset Gap, Vehicle Extension: the extensible portion of the Green shall be a function of vehicle actuations that occur during the Green interval.  The phase shall rema | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.5.6 | phasePassage | INTEGER | Phase Passage Parameter in tenth seconds (0-25.5 sec). Passage Time, Vehicle Interval, Preset Gap, Vehicle Extension: the extensible portion of the Green shall be a function of vehicle actuations that occur during the Green interval.  The phase shall rema | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.5.7 | phasePassage | INTEGER | Phase Passage Parameter in tenth seconds (0-25.5 sec). Passage Time, Vehicle Interval, Preset Gap, Vehicle Extension: the extensible portion of the Green shall be a function of vehicle actuations that occur during the Green interval.  The phase shall rema | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.5.8 | phasePassage | INTEGER | Phase Passage Parameter in tenth seconds (0-25.5 sec). Passage Time, Vehicle Interval, Preset Gap, Vehicle Extension: the extensible portion of the Green shall be a function of vehicle actuations that occur during the Green interval.  The phase shall rema | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.6 | phaseMaximum1 | INTEGER | Phase Maximum 1 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.6.1 | phaseMaximum1 | INTEGER | Phase Maximum 1 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.6.2 | phaseMaximum1 | INTEGER | Phase Maximum 1 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.6.3 | phaseMaximum1 | INTEGER | Phase Maximum 1 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.6.4 | phaseMaximum1 | INTEGER | Phase Maximum 1 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.6.5 | phaseMaximum1 | INTEGER | Phase Maximum 1 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.6.6 | phaseMaximum1 | INTEGER | Phase Maximum 1 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.6.7 | phaseMaximum1 | INTEGER | Phase Maximum 1 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.6.8 | phaseMaximum1 | INTEGER | Phase Maximum 1 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.7 | phaseMaximum2 | INTEGER | Phase Maximum 2 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.7.1 | phaseMaximum2 | INTEGER | Phase Maximum 2 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.7.2 | phaseMaximum2 | INTEGER | Phase Maximum 2 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.7.3 | phaseMaximum2 | INTEGER | Phase Maximum 2 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.7.4 | phaseMaximum2 | INTEGER | Phase Maximum 2 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.7.5 | phaseMaximum2 | INTEGER | Phase Maximum 2 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.7.6 | phaseMaximum2 | INTEGER | Phase Maximum 2 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.7.7 | phaseMaximum2 | INTEGER | Phase Maximum 2 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.7.8 | phaseMaximum2 | INTEGER | Phase Maximum 2 Parameter in seconds (NEMA TS 2 range: 1-255 sec). This time setting shall determine the maximum length of time this phase may be held Green in the presence of a serviceable conflicting call. In the absence of a serviceable conflicting cal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.8 | phaseYellowChange | INTEGER | Phase Yellow Change Parameter in tenth seconds (NEMA TS 2 range: 3-25.5 sec). Following the Green interval of each phase the CU shall provide a Yellow Change interval which is timed according to the Yellow Change parameter for that phase.  refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.1 | phaseYellowChange | INTEGER | Phase Yellow Change Parameter in tenth seconds (NEMA TS 2 range: 3-25.5 sec). Following the Green interval of each phase the CU shall provide a Yellow Change interval which is timed according to the Yellow Change parameter for that phase.  refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.2 | phaseYellowChange | INTEGER | Phase Yellow Change Parameter in tenth seconds (NEMA TS 2 range: 3-25.5 sec). Following the Green interval of each phase the CU shall provide a Yellow Change interval which is timed according to the Yellow Change parameter for that phase.  refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.3 | phaseYellowChange | INTEGER | Phase Yellow Change Parameter in tenth seconds (NEMA TS 2 range: 3-25.5 sec). Following the Green interval of each phase the CU shall provide a Yellow Change interval which is timed according to the Yellow Change parameter for that phase.  refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.4 | phaseYellowChange | INTEGER | Phase Yellow Change Parameter in tenth seconds (NEMA TS 2 range: 3-25.5 sec). Following the Green interval of each phase the CU shall provide a Yellow Change interval which is timed according to the Yellow Change parameter for that phase.  refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.5 | phaseYellowChange | INTEGER | Phase Yellow Change Parameter in tenth seconds (NEMA TS 2 range: 3-25.5 sec). Following the Green interval of each phase the CU shall provide a Yellow Change interval which is timed according to the Yellow Change parameter for that phase.  refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.6 | phaseYellowChange | INTEGER | Phase Yellow Change Parameter in tenth seconds (NEMA TS 2 range: 3-25.5 sec). Following the Green interval of each phase the CU shall provide a Yellow Change interval which is timed according to the Yellow Change parameter for that phase.  refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.7 | phaseYellowChange | INTEGER | Phase Yellow Change Parameter in tenth seconds (NEMA TS 2 range: 3-25.5 sec). Following the Green interval of each phase the CU shall provide a Yellow Change interval which is timed according to the Yellow Change parameter for that phase.  refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.8.8 | phaseYellowChange | INTEGER | Phase Yellow Change Parameter in tenth seconds (NEMA TS 2 range: 3-25.5 sec). Following the Green interval of each phase the CU shall provide a Yellow Change interval which is timed according to the Yellow Change parameter for that phase.  refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.9 | phaseRedClear | INTEGER | Phase Red Clearance Parameter in tenth seconds (0-25.5 sec).  Following the Yellow Change interval for each phase, the CU shall provide a Red Clearance interval which is timed according to the Red Clearance parameter for that phase.  refer: NEMA TS 2 Clau | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.9.1 | phaseRedClear | INTEGER | Phase Red Clearance Parameter in tenth seconds (0-25.5 sec).  Following the Yellow Change interval for each phase, the CU shall provide a Red Clearance interval which is timed according to the Red Clearance parameter for that phase.  refer: NEMA TS 2 Clau | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.9.2 | phaseRedClear | INTEGER | Phase Red Clearance Parameter in tenth seconds (0-25.5 sec).  Following the Yellow Change interval for each phase, the CU shall provide a Red Clearance interval which is timed according to the Red Clearance parameter for that phase.  refer: NEMA TS 2 Clau | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.9.3 | phaseRedClear | INTEGER | Phase Red Clearance Parameter in tenth seconds (0-25.5 sec).  Following the Yellow Change interval for each phase, the CU shall provide a Red Clearance interval which is timed according to the Red Clearance parameter for that phase.  refer: NEMA TS 2 Clau | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.9.4 | phaseRedClear | INTEGER | Phase Red Clearance Parameter in tenth seconds (0-25.5 sec).  Following the Yellow Change interval for each phase, the CU shall provide a Red Clearance interval which is timed according to the Red Clearance parameter for that phase.  refer: NEMA TS 2 Clau | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.9.5 | phaseRedClear | INTEGER | Phase Red Clearance Parameter in tenth seconds (0-25.5 sec).  Following the Yellow Change interval for each phase, the CU shall provide a Red Clearance interval which is timed according to the Red Clearance parameter for that phase.  refer: NEMA TS 2 Clau | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.9.6 | phaseRedClear | INTEGER | Phase Red Clearance Parameter in tenth seconds (0-25.5 sec).  Following the Yellow Change interval for each phase, the CU shall provide a Red Clearance interval which is timed according to the Red Clearance parameter for that phase.  refer: NEMA TS 2 Clau | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.9.7 | phaseRedClear | INTEGER | Phase Red Clearance Parameter in tenth seconds (0-25.5 sec).  Following the Yellow Change interval for each phase, the CU shall provide a Red Clearance interval which is timed according to the Red Clearance parameter for that phase.  refer: NEMA TS 2 Clau | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.9.8 | phaseRedClear | INTEGER | Phase Red Clearance Parameter in tenth seconds (0-25.5 sec).  Following the Yellow Change interval for each phase, the CU shall provide a Red Clearance interval which is timed according to the Red Clearance parameter for that phase.  refer: NEMA TS 2 Clau | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.10 | phaseRedRevert | INTEGER | Red revert time parameter in tenth seconds .  A minimum Red indication to be timed ollowing the Yellow Change interval and prior to the next display of Green on the same signal output driver group. The unitRedRevert parameter shall act as a minimum red re | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.10.1 | phaseRedRevert | INTEGER | Red revert time parameter in tenth seconds .  A minimum Red indication to be timed ollowing the Yellow Change interval and prior to the next display of Green on the same signal output driver group. The unitRedRevert parameter shall act as a minimum red re | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.10.2 | phaseRedRevert | INTEGER | Red revert time parameter in tenth seconds .  A minimum Red indication to be timed ollowing the Yellow Change interval and prior to the next display of Green on the same signal output driver group. The unitRedRevert parameter shall act as a minimum red re | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.10.3 | phaseRedRevert | INTEGER | Red revert time parameter in tenth seconds .  A minimum Red indication to be timed ollowing the Yellow Change interval and prior to the next display of Green on the same signal output driver group. The unitRedRevert parameter shall act as a minimum red re | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.10.4 | phaseRedRevert | INTEGER | Red revert time parameter in tenth seconds .  A minimum Red indication to be timed ollowing the Yellow Change interval and prior to the next display of Green on the same signal output driver group. The unitRedRevert parameter shall act as a minimum red re | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.10.5 | phaseRedRevert | INTEGER | Red revert time parameter in tenth seconds .  A minimum Red indication to be timed ollowing the Yellow Change interval and prior to the next display of Green on the same signal output driver group. The unitRedRevert parameter shall act as a minimum red re | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.10.6 | phaseRedRevert | INTEGER | Red revert time parameter in tenth seconds .  A minimum Red indication to be timed ollowing the Yellow Change interval and prior to the next display of Green on the same signal output driver group. The unitRedRevert parameter shall act as a minimum red re | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.10.7 | phaseRedRevert | INTEGER | Red revert time parameter in tenth seconds .  A minimum Red indication to be timed ollowing the Yellow Change interval and prior to the next display of Green on the same signal output driver group. The unitRedRevert parameter shall act as a minimum red re | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.10.8 | phaseRedRevert | INTEGER | Red revert time parameter in tenth seconds .  A minimum Red indication to be timed ollowing the Yellow Change interval and prior to the next display of Green on the same signal output driver group. The unitRedRevert parameter shall act as a minimum red re | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.11 | phaseAddedInitial | INTEGER | Phase Added Initial Parameter in tenths of seconds (0-25.5 sec). Added Initial parameter (Seconds / Actuation)  shall determine the time by which the variable initial time period will be increased from zero with each vehicle actuation received during the | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.1 | phaseAddedInitial | INTEGER | Phase Added Initial Parameter in tenths of seconds (0-25.5 sec). Added Initial parameter (Seconds / Actuation)  shall determine the time by which the variable initial time period will be increased from zero with each vehicle actuation received during the | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.2 | phaseAddedInitial | INTEGER | Phase Added Initial Parameter in tenths of seconds (0-25.5 sec). Added Initial parameter (Seconds / Actuation)  shall determine the time by which the variable initial time period will be increased from zero with each vehicle actuation received during the | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.3 | phaseAddedInitial | INTEGER | Phase Added Initial Parameter in tenths of seconds (0-25.5 sec). Added Initial parameter (Seconds / Actuation)  shall determine the time by which the variable initial time period will be increased from zero with each vehicle actuation received during the | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.4 | phaseAddedInitial | INTEGER | Phase Added Initial Parameter in tenths of seconds (0-25.5 sec). Added Initial parameter (Seconds / Actuation)  shall determine the time by which the variable initial time period will be increased from zero with each vehicle actuation received during the | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.5 | phaseAddedInitial | INTEGER | Phase Added Initial Parameter in tenths of seconds (0-25.5 sec). Added Initial parameter (Seconds / Actuation)  shall determine the time by which the variable initial time period will be increased from zero with each vehicle actuation received during the | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.6 | phaseAddedInitial | INTEGER | Phase Added Initial Parameter in tenths of seconds (0-25.5 sec). Added Initial parameter (Seconds / Actuation)  shall determine the time by which the variable initial time period will be increased from zero with each vehicle actuation received during the | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.7 | phaseAddedInitial | INTEGER | Phase Added Initial Parameter in tenths of seconds (0-25.5 sec). Added Initial parameter (Seconds / Actuation)  shall determine the time by which the variable initial time period will be increased from zero with each vehicle actuation received during the | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.11.8 | phaseAddedInitial | INTEGER | Phase Added Initial Parameter in tenths of seconds (0-25.5 sec). Added Initial parameter (Seconds / Actuation)  shall determine the time by which the variable initial time period will be increased from zero with each vehicle actuation received during the | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.12 | phaseMaximumInitial | INTEGER | Phase Maximum Initial Parameter in seconds (0-255 sec).  The maximum value of the variable initial timing period.  Variable Initial timing shall equal the lesser of [added initial(seconds / actuation) * number of actuations]  or [ Max Initial ].  The vari | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.12.1 | phaseMaximumInitial | INTEGER | Phase Maximum Initial Parameter in seconds (0-255 sec).  The maximum value of the variable initial timing period.  Variable Initial timing shall equal the lesser of [added initial(seconds / actuation) * number of actuations]  or [ Max Initial ].  The vari | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.12.2 | phaseMaximumInitial | INTEGER | Phase Maximum Initial Parameter in seconds (0-255 sec).  The maximum value of the variable initial timing period.  Variable Initial timing shall equal the lesser of [added initial(seconds / actuation) * number of actuations]  or [ Max Initial ].  The vari | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.12.3 | phaseMaximumInitial | INTEGER | Phase Maximum Initial Parameter in seconds (0-255 sec).  The maximum value of the variable initial timing period.  Variable Initial timing shall equal the lesser of [added initial(seconds / actuation) * number of actuations]  or [ Max Initial ].  The vari | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.12.4 | phaseMaximumInitial | INTEGER | Phase Maximum Initial Parameter in seconds (0-255 sec).  The maximum value of the variable initial timing period.  Variable Initial timing shall equal the lesser of [added initial(seconds / actuation) * number of actuations]  or [ Max Initial ].  The vari | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.12.5 | phaseMaximumInitial | INTEGER | Phase Maximum Initial Parameter in seconds (0-255 sec).  The maximum value of the variable initial timing period.  Variable Initial timing shall equal the lesser of [added initial(seconds / actuation) * number of actuations]  or [ Max Initial ].  The vari | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.12.6 | phaseMaximumInitial | INTEGER | Phase Maximum Initial Parameter in seconds (0-255 sec).  The maximum value of the variable initial timing period.  Variable Initial timing shall equal the lesser of [added initial(seconds / actuation) * number of actuations]  or [ Max Initial ].  The vari | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.12.7 | phaseMaximumInitial | INTEGER | Phase Maximum Initial Parameter in seconds (0-255 sec).  The maximum value of the variable initial timing period.  Variable Initial timing shall equal the lesser of [added initial(seconds / actuation) * number of actuations]  or [ Max Initial ].  The vari | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.12.8 | phaseMaximumInitial | INTEGER | Phase Maximum Initial Parameter in seconds (0-255 sec).  The maximum value of the variable initial timing period.  Variable Initial timing shall equal the lesser of [added initial(seconds / actuation) * number of actuations]  or [ Max Initial ].  The vari | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.13 | phaseTimeBeforeReduction | INTEGER | Phase Time Before Reduction (TBR) Parameter in seconds (0-255 sec). The Time Before Reduction period shall begin when the phase is Green and there is a serviceable conflicting call. If the serviceable conflicting call is removed before completion of this | 0 | 255 |

# ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.13.1 | phaseTimeBeforeReduction | INTEGER | Phase Time Before Reduction (TBR) Parameter in seconds (0-255 sec). The Time Before Reduction period shall begin when the phase is Green and there is a serviceable conflicting call. If the serviceable conflicting call is removed before completion of this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.13.2 | phaseTimeBeforeReduction | INTEGER | Phase Time Before Reduction (TBR) Parameter in seconds (0-255 sec). The Time Before Reduction period shall begin when the phase is Green and there is a serviceable conflicting call. If the serviceable conflicting call is removed before completion of this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.13.3 | phaseTimeBeforeReduction | INTEGER | Phase Time Before Reduction (TBR) Parameter in seconds (0-255 sec). The Time Before Reduction period shall begin when the phase is Green and there is a serviceable conflicting call. If the serviceable conflicting call is removed before completion of this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.13.4 | phaseTimeBeforeReduction | INTEGER | Phase Time Before Reduction (TBR) Parameter in seconds (0-255 sec). The Time Before Reduction period shall begin when the phase is Green and there is a serviceable conflicting call. If the serviceable conflicting call is removed before completion of this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.13.5 | phaseTimeBeforeReduction | INTEGER | Phase Time Before Reduction (TBR) Parameter in seconds (0-255 sec). The Time Before Reduction period shall begin when the phase is Green and there is a serviceable conflicting call. If the serviceable conflicting call is removed before completion of this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.13.6 | phaseTimeBeforeReduction | INTEGER | Phase Time Before Reduction (TBR) Parameter in seconds (0-255 sec). The Time Before Reduction period shall begin when the phase is Green and there is a serviceable conflicting call. If the serviceable conflicting call is removed before completion of this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.13.7 | phaseTimeBeforeReduction | INTEGER | Phase Time Before Reduction (TBR) Parameter in seconds (0-255 sec). The Time Before Reduction period shall begin when the phase is Green and there is a serviceable conflicting call. If the serviceable conflicting call is removed before completion of this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.13.8 | phaseTimeBeforeReduction | INTEGER | Phase Time Before Reduction (TBR) Parameter in seconds (0-255 sec). The Time Before Reduction period shall begin when the phase is Green and there is a serviceable conflicting call. If the serviceable conflicting call is removed before completion of this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.14 | phaseCarsBeforeReduction | INTEGER | Phase Cars Before Reduction (CBR) Parameter (0-255 vehicles). When the phase is Green and the sum of the cars waiting (vehicle actuations during Yellow & Red intervals) on serviceable conflicting phases equals or exceeds the CBR parameter or the Time Befo | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.14.1 | phaseCarsBeforeReduction | INTEGER | Phase Cars Before Reduction (CBR) Parameter (0-255 vehicles). When the phase is Green and the sum of the cars waiting (vehicle actuations during Yellow & Red intervals) on serviceable conflicting phases equals or exceeds the CBR parameter or the Time Befo | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.14.2 | phaseCarsBeforeReduction | INTEGER | Phase Cars Before Reduction (CBR) Parameter (0-255 vehicles). When the phase is Green and the sum of the cars waiting (vehicle actuations during Yellow & Red intervals) on serviceable conflicting phases equals or exceeds the CBR parameter or the Time Befo | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.14.3 | phaseCarsBeforeReduction | INTEGER | Phase Cars Before Reduction (CBR) Parameter (0-255 vehicles). When the phase is Green and the sum of the cars waiting (vehicle actuations during Yellow & Red intervals) on serviceable conflicting phases equals or exceeds the CBR parameter or the Time Befo | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.14.4 | phaseCarsBeforeReduction | INTEGER | Phase Cars Before Reduction (CBR) Parameter (0-255 vehicles). When the phase is Green and the sum of the cars waiting (vehicle actuations during Yellow & Red intervals) on serviceable conflicting phases equals or exceeds the CBR parameter or the Time Befo | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.14.5 | phaseCarsBeforeReduction | INTEGER | Phase Cars Before Reduction (CBR) Parameter (0-255 vehicles). When the phase is Green and the sum of the cars waiting (vehicle actuations during Yellow & Red intervals) on serviceable conflicting phases equals or exceeds the CBR parameter or the Time Befo | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.14.6 | phaseCarsBeforeReduction | INTEGER | Phase Cars Before Reduction (CBR) Parameter (0-255 vehicles). When the phase is Green and the sum of the cars waiting (vehicle actuations during Yellow & Red intervals) on serviceable conflicting phases equals or exceeds the CBR parameter or the Time Befo | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.14.7 | phaseCarsBeforeReduction | INTEGER | Phase Cars Before Reduction (CBR) Parameter (0-255 vehicles). When the phase is Green and the sum of the cars waiting (vehicle actuations during Yellow & Red intervals) on serviceable conflicting phases equals or exceeds the CBR parameter or the Time Befo | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.14.8 | phaseCarsBeforeReduction | INTEGER | Phase Cars Before Reduction (CBR) Parameter (0-255 vehicles). When the phase is Green and the sum of the cars waiting (vehicle actuations during Yellow & Red intervals) on serviceable conflicting phases equals or exceeds the CBR parameter or the Time Befo | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.15 | phaseTimeToReduce | INTEGER | Phase Time To Reduce Parameter in seconds (0-255 sec). This parameter shall control the rate of reduction of the allowable gap between the Passage Time and Minimum Gap setting.  refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.1.b.(2) | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.15.1 | phaseTimeToReduce | INTEGER | Phase Time To Reduce Parameter in seconds (0-255 sec). This parameter shall control the rate of reduction of the allowable gap between the Passage Time and Minimum Gap setting.  refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.1.b.(2) | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.15.2 | phaseTimeToReduce | INTEGER | Phase Time To Reduce Parameter in seconds (0-255 sec). This parameter shall control the rate of reduction of the allowable gap between the Passage Time and Minimum Gap setting.  refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.1.b.(2) | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.15.3 | phaseTimeToReduce | INTEGER | Phase Time To Reduce Parameter in seconds (0-255 sec). This parameter shall control the rate of reduction of the allowable gap between the Passage Time and Minimum Gap setting.  refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.1.b.(2) | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.15.4 | phaseTimeToReduce | INTEGER | Phase Time To Reduce Parameter in seconds (0-255 sec). This parameter shall control the rate of reduction of the allowable gap between the Passage Time and Minimum Gap setting.  refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.1.b.(2) | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.15.5 | phaseTimeToReduce | INTEGER | Phase Time To Reduce Parameter in seconds (0-255 sec). This parameter shall control the rate of reduction of the allowable gap between the Passage Time and Minimum Gap setting.  refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.1.b.(2) | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.15.6 | phaseTimeToReduce | INTEGER | Phase Time To Reduce Parameter in seconds (0-255 sec). This parameter shall control the rate of reduction of the allowable gap between the Passage Time and Minimum Gap setting.  refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.1.b.(2) | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.15.7 | phaseTimeToReduce | INTEGER | Phase Time To Reduce Parameter in seconds (0-255 sec). This parameter shall control the rate of reduction of the allowable gap between the Passage Time and Minimum Gap setting.  refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.1.b.(2) | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.15.8 | phaseTimeToReduce | INTEGER | Phase Time To Reduce Parameter in seconds (0-255 sec). This parameter shall control the rate of reduction of the allowable gap between the Passage Time and Minimum Gap setting.  refer: NEMA TS 2 Clause 3.5.3.1 and 3.5.3.2.1.b.(2) | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.16 | phaseReduceBy | INTEGER | This object may be used for volume density gap reduction as an alternate to the linear reduction defined by NEMA TS 1 and TS 2.  It contains the tenths of seconds to reduce the gap by (0.0 - 25.5 seconds).  The frequency of reduction shall produce the Min | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.16.1 | phaseReduceBy | INTEGER | This object may be used for volume density gap reduction as an alternate to the linear reduction defined by NEMA TS 1 and TS 2.  It contains the tenths of seconds to reduce the gap by (0.0 - 25.5 seconds).  The frequency of reduction shall produce the Min | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.16.2 | phaseReduceBy | INTEGER | This object may be used for volume density gap reduction as an alternate to the linear reduction defined by NEMA TS 1 and TS 2.  It contains the tenths of seconds to reduce the gap by (0.0 - 25.5 seconds).  The frequency of reduction shall produce the Min | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.16.3 | phaseReduceBy | INTEGER | This object may be used for volume density gap reduction as an alternate to the linear reduction defined by NEMA TS 1 and TS 2.  It contains the tenths of seconds to reduce the gap by (0.0 - 25.5 seconds).  The frequency of reduction shall produce the Min | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.16.4 | phaseReduceBy | INTEGER | This object may be used for volume density gap reduction as an alternate to the linear reduction defined by NEMA TS 1 and TS 2.  It contains the tenths of seconds to reduce the gap by (0.0 - 25.5 seconds).  The frequency of reduction shall produce the Min | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.16.5 | phaseReduceBy | INTEGER | This object may be used for volume density gap reduction as an alternate to the linear reduction defined by NEMA TS 1 and TS 2.  It contains the tenths of seconds to reduce the gap by (0.0 - 25.5 seconds).  The frequency of reduction shall produce the Min | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.16.6 | phaseReduceBy | INTEGER | This object may be used for volume density gap reduction as an alternate to the linear reduction defined by NEMA TS 1 and TS 2.  It contains the tenths of seconds to reduce the gap by (0.0 - 25.5 seconds).  The frequency of reduction shall produce the Min | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.16.7 | phaseReduceBy | INTEGER | This object may be used for volume density gap reduction as an alternate to the linear reduction defined by NEMA TS 1 and TS 2.  It contains the tenths of seconds to reduce the gap by (0.0 - 25.5 seconds).  The frequency of reduction shall produce the Min | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.16.8 | phaseReduceBy | INTEGER | This object may be used for volume density gap reduction as an alternate to the linear reduction defined by NEMA TS 1 and TS 2.  It contains the tenths of seconds to reduce the gap by (0.0 - 25.5 seconds).  The frequency of reduction shall produce the Min | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.17 | phaseMinimumGap | INTEGER | Phase Minimum Gap Parameter in tenth seconds (0-25.5 sec). The reduction of the allowable gap shall continue until the gap reaches a value equal to or less than the minimum gap as set on the Minimum Gap control after which the allowable gap shall remain f | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.17.1 | phaseMinimumGap | INTEGER | Phase Minimum Gap Parameter in tenth seconds (0-25.5 sec). The reduction of the allowable gap shall continue until the gap reaches a value equal to or less than the minimum gap as set on the Minimum Gap control after which the allowable gap shall remain f | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.17.2 | phaseMinimumGap | INTEGER | Phase Minimum Gap Parameter in tenth seconds (0-25.5 sec). The reduction of the allowable gap shall continue until the gap reaches a value equal to or less than the minimum gap as set on the Minimum Gap control after which the allowable gap shall remain f | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.17.3 | phaseMinimumGap | INTEGER | Phase Minimum Gap Parameter in tenth seconds (0-25.5 sec). The reduction of the allowable gap shall continue until the gap reaches a value equal to or less than the minimum gap as set on the Minimum Gap control after which the allowable gap shall remain f | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.17.4 | phaseMinimumGap | INTEGER | Phase Minimum Gap Parameter in tenth seconds (0-25.5 sec). The reduction of the allowable gap shall continue until the gap reaches a value equal to or less than the minimum gap as set on the Minimum Gap control after which the allowable gap shall remain f | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.17.5 | phaseMinimumGap | INTEGER | Phase Minimum Gap Parameter in tenth seconds (0-25.5 sec). The reduction of the allowable gap shall continue until the gap reaches a value equal to or less than the minimum gap as set on the Minimum Gap control after which the allowable gap shall remain f | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.17.6 | phaseMinimumGap | INTEGER | Phase Minimum Gap Parameter in tenth seconds (0-25.5 sec). The reduction of the allowable gap shall continue until the gap reaches a value equal to or less than the minimum gap as set on the Minimum Gap control after which the allowable gap shall remain f | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.17.7 | phaseMinimumGap | INTEGER | Phase Minimum Gap Parameter in tenth seconds (0-25.5 sec). The reduction of the allowable gap shall continue until the gap reaches a value equal to or less than the minimum gap as set on the Minimum Gap control after which the allowable gap shall remain f | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.17.8 | phaseMinimumGap | INTEGER | Phase Minimum Gap Parameter in tenth seconds (0-25.5 sec). The reduction of the allowable gap shall continue until the gap reaches a value equal to or less than the minimum gap as set on the Minimum Gap control after which the allowable gap shall remain f | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.18 | phaseDynamicMaxLimit | INTEGER | This object shall determine either the upper or lower limit of the running max in seconds (0-255) during dynamic max operation. The normal maximum (i.e. Max1, Max2, etc.) shall determine the other limit as follows:  When dynamicMaxLimit is larger than th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.18.1 | phaseDynamicMaxLimit | INTEGER | This object shall determine either the upper or lower limit of the running max in seconds (0-255) during dynamic max operation. The normal maximum (i.e. Max1, Max2, etc.) shall determine the other limit as follows:  When dynamicMaxLimit is larger than th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.18.2 | phaseDynamicMaxLimit | INTEGER | This object shall determine either the upper or lower limit of the running max in seconds (0-255) during dynamic max operation. The normal maximum (i.e. Max1, Max2, etc.) shall determine the other limit as follows:  When dynamicMaxLimit is larger than th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.18.3 | phaseDynamicMaxLimit | INTEGER | This object shall determine either the upper or lower limit of the running max in seconds (0-255) during dynamic max operation. The normal maximum (i.e. Max1, Max2, etc.) shall determine the other limit as follows:  When dynamicMaxLimit is larger than th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.18.4 | phaseDynamicMaxLimit | INTEGER | This object shall determine either the upper or lower limit of the running max in seconds (0-255) during dynamic max operation. The normal maximum (i.e. Max1, Max2, etc.) shall determine the other limit as follows:  When dynamicMaxLimit is larger than th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.18.5 | phaseDynamicMaxLimit | INTEGER | This object shall determine either the upper or lower limit of the running max in seconds (0-255) during dynamic max operation. The normal maximum (i.e. Max1, Max2, etc.) shall determine the other limit as follows:  When dynamicMaxLimit is larger than th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.18.6 | phaseDynamicMaxLimit | INTEGER | This object shall determine either the upper or lower limit of the running max in seconds (0-255) during dynamic max operation. The normal maximum (i.e. Max1, Max2, etc.) shall determine the other limit as follows:  When dynamicMaxLimit is larger than th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.18.7 | phaseDynamicMaxLimit | INTEGER | This object shall determine either the upper or lower limit of the running max in seconds (0-255) during dynamic max operation. The normal maximum (i.e. Max1, Max2, etc.) shall determine the other limit as follows:  When dynamicMaxLimit is larger than th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.18.8 | phaseDynamicMaxLimit | INTEGER | This object shall determine either the upper or lower limit of the running max in seconds (0-255) during dynamic max operation. The normal maximum (i.e. Max1, Max2, etc.) shall determine the other limit as follows:  When dynamicMaxLimit is larger than th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.19 | phaseDynamicMaxStep | INTEGER | This object shall determine the automatic adjustment to the running max in tenth seconds (0-25.5). When a phase maxes out twice in a row, and on each successive max out thereafter, one dynamic max step value shall be added to the running max until such ad | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.19.1 | phaseDynamicMaxStep | INTEGER | This object shall determine the automatic adjustment to the running max in tenth seconds (0-25.5). When a phase maxes out twice in a row, and on each successive max out thereafter, one dynamic max step value shall be added to the running max until such ad | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.19.2 | phaseDynamicMaxStep | INTEGER | This object shall determine the automatic adjustment to the running max in tenth seconds (0-25.5). When a phase maxes out twice in a row, and on each successive max out thereafter, one dynamic max step value shall be added to the running max until such ad | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.19.3 | phaseDynamicMaxStep | INTEGER | This object shall determine the automatic adjustment to the running max in tenth seconds (0-25.5). When a phase maxes out twice in a row, and on each successive max out thereafter, one dynamic max step value shall be added to the running max until such ad | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.19.4 | phaseDynamicMaxStep | INTEGER | This object shall determine the automatic adjustment to the running max in tenth seconds (0-25.5). When a phase maxes out twice in a row, and on each successive max out thereafter, one dynamic max step value shall be added to the running max until such ad | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.19.5 | phaseDynamicMaxStep | INTEGER | This object shall determine the automatic adjustment to the running max in tenth seconds (0-25.5). When a phase maxes out twice in a row, and on each successive max out thereafter, one dynamic max step value shall be added to the running max until such ad | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.19.6 | phaseDynamicMaxStep | INTEGER | This object shall determine the automatic adjustment to the running max in tenth seconds (0-25.5). When a phase maxes out twice in a row, and on each successive max out thereafter, one dynamic max step value shall be added to the running max until such ad | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.19.7 | phaseDynamicMaxStep | INTEGER | This object shall determine the automatic adjustment to the running max in tenth seconds (0-25.5). When a phase maxes out twice in a row, and on each successive max out thereafter, one dynamic max step value shall be added to the running max until such ad | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.19.8 | phaseDynamicMaxStep | INTEGER | This object shall determine the automatic adjustment to the running max in tenth seconds (0-25.5). When a phase maxes out twice in a row, and on each successive max out thereafter, one dynamic max step value shall be added to the running max until such ad | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.20 | phaseStartup | Enum | The Phase Startup parameter is an enumerated integer which selects the startup state for each phase after restoration of a defined power interruption or activation of the external start input.  The following entries are defined:  other;  this phase initi | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.1 | phaseStartup | Enum | The Phase Startup parameter is an enumerated integer which selects the startup state for each phase after restoration of a defined power interruption or activation of the external start input.  The following entries are defined:  other;  this phase initi | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.2 | phaseStartup | Enum | The Phase Startup parameter is an enumerated integer which selects the startup state for each phase after restoration of a defined power interruption or activation of the external start input.  The following entries are defined:  other;  this phase initi | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.3 | phaseStartup | Enum | The Phase Startup parameter is an enumerated integer which selects the startup state for each phase after restoration of a defined power interruption or activation of the external start input.  The following entries are defined:  other;  this phase initi | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.4 | phaseStartup | Enum | The Phase Startup parameter is an enumerated integer which selects the startup state for each phase after restoration of a defined power interruption or activation of the external start input.  The following entries are defined:  other;  this phase initi | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.5 | phaseStartup | Enum | The Phase Startup parameter is an enumerated integer which selects the startup state for each phase after restoration of a defined power interruption or activation of the external start input.  The following entries are defined:  other;  this phase initi | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.6 | phaseStartup | Enum | The Phase Startup parameter is an enumerated integer which selects the startup state for each phase after restoration of a defined power interruption or activation of the external start input.  The following entries are defined:  other;  this phase initi | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.7 | phaseStartup | Enum | The Phase Startup parameter is an enumerated integer which selects the startup state for each phase after restoration of a defined power interruption or activation of the external start input.  The following entries are defined:  other;  this phase initi | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.20.8 | phaseStartup | Enum | The Phase Startup parameter is an enumerated integer which selects the startup state for each phase after restoration of a defined power interruption or activation of the external start input.  The following entries are defined:  other;  this phase initi | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.21 | phaseOptions | INTEGER | Optional phase functions ( 0 = False/Disabled, 1 = True/Enabled) Bit  Description 0  Enabled Phase - provide a means to define whether this phase is used in the current configuration. A disabled phase shall not provide any outputs nor respond to any ph | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.1 | phaseOptions | INTEGER | Optional phase functions ( 0 = False/Disabled, 1 = True/Enabled) Bit  Description 0  Enabled Phase - provide a means to define whether this phase is used in the current configuration. A disabled phase shall not provide any outputs nor respond to any ph | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.2 | phaseOptions | INTEGER | Optional phase functions ( 0 = False/Disabled, 1 = True/Enabled) Bit  Description 0  Enabled Phase - provide a means to define whether this phase is used in the current configuration. A disabled phase shall not provide any outputs nor respond to any ph | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.3 | phaseOptions | INTEGER | Optional phase functions ( 0 = False/Disabled, 1 = True/Enabled) Bit  Description 0  Enabled Phase - provide a means to define whether this phase is used in the current configuration. A disabled phase shall not provide any outputs nor respond to any ph | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.4 | phaseOptions | INTEGER | Optional phase functions ( 0 = False/Disabled, 1 = True/Enabled) Bit  Description 0  Enabled Phase - provide a means to define whether this phase is used in the current configuration. A disabled phase shall not provide any outputs nor respond to any ph | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.5 | phaseOptions | INTEGER | Optional phase functions ( 0 = False/Disabled, 1 = True/Enabled) Bit  Description 0  Enabled Phase - provide a means to define whether this phase is used in the current configuration. A disabled phase shall not provide any outputs nor respond to any ph | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.6 | phaseOptions | INTEGER | Optional phase functions ( 0 = False/Disabled, 1 = True/Enabled) Bit  Description 0  Enabled Phase - provide a means to define whether this phase is used in the current configuration. A disabled phase shall not provide any outputs nor respond to any ph | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.7 | phaseOptions | INTEGER | Optional phase functions ( 0 = False/Disabled, 1 = True/Enabled) Bit  Description 0  Enabled Phase - provide a means to define whether this phase is used in the current configuration. A disabled phase shall not provide any outputs nor respond to any ph | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.21.8 | phaseOptions | INTEGER | Optional phase functions ( 0 = False/Disabled, 1 = True/Enabled) Bit  Description 0  Enabled Phase - provide a means to define whether this phase is used in the current configuration. A disabled phase shall not provide any outputs nor respond to any ph | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.22 | phaseRing | INTEGER | Phase ring number (1..maxRings) that identified the ring which contains  the associated phase. This value must not exceed the maxRings object value.  If the ring number is zero, the phase is disabled (phaseOptions Bit 0 = 0 has  the same effect). | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.22.1 | phaseRing | INTEGER | Phase ring number (1..maxRings) that identified the ring which contains  the associated phase. This value must not exceed the maxRings object value.  If the ring number is zero, the phase is disabled (phaseOptions Bit 0 = 0 has  the same effect). | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.22.2 | phaseRing | INTEGER | Phase ring number (1..maxRings) that identified the ring which contains  the associated phase. This value must not exceed the maxRings object value.  If the ring number is zero, the phase is disabled (phaseOptions Bit 0 = 0 has  the same effect). | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.22.3 | phaseRing | INTEGER | Phase ring number (1..maxRings) that identified the ring which contains  the associated phase. This value must not exceed the maxRings object value.  If the ring number is zero, the phase is disabled (phaseOptions Bit 0 = 0 has  the same effect). | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.22.4 | phaseRing | INTEGER | Phase ring number (1..maxRings) that identified the ring which contains  the associated phase. This value must not exceed the maxRings object value.  If the ring number is zero, the phase is disabled (phaseOptions Bit 0 = 0 has  the same effect). | 0 | 255 |

# ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.22.5 | phaseRing | INTEGER | Phase ring number (1..maxRings) that identified the ring which contains the associated phase. This value must not exceed the maxRings object value. If the ring number is zero, the phase is disabled (phaseOptions Bit 0 = 0 has the same effect). | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.22.6 | phaseRing | INTEGER | Phase ring number (1..maxRings) that identified the ring which contains the associated phase. This value must not exceed the maxRings object value. If the ring number is zero, the phase is disabled (phaseOptions Bit 0 = 0 has the same effect). | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.22.7 | phaseRing | INTEGER | Phase ring number (1..maxRings) that identified the ring which contains the associated phase. This value must not exceed the maxRings object value. If the ring number is zero, the phase is disabled (phaseOptions Bit 0 = 0 has the same effect). | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.22.8 | phaseRing | INTEGER | Phase ring number (1..maxRings) that identified the ring which contains the associated phase. This value must not exceed the maxRings object value. If the ring number is zero, the phase is disabled (phaseOptions Bit 0 = 0 has the same effect). | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.23 | phaseConcurrency | OCTET STRING | Each octet contains a phase number (binary value) that may run concurrently with the associated phase. Phases that are contained in the same ring may NOT run concurrently. | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.1 | phaseConcurrency | OCTET STRING | Each octet contains a phase number (binary value) that may run concurrently with the associated phase. Phases that are contained in the same ring may NOT run concurrently. | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.2 | phaseConcurrency | OCTET STRING | Each octet contains a phase number (binary value) that may run concurrently with the associated phase. Phases that are contained in the same ring may NOT run concurrently. | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.3 | phaseConcurrency | OCTET STRING | Each octet contains a phase number (binary value) that may run concurrently with the associated phase. Phases that are contained in the same ring may NOT run concurrently. | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.4 | phaseConcurrency | OCTET STRING | Each octet contains a phase number (binary value) that may run concurrently with the associated phase. Phases that are contained in the same ring may NOT run concurrently. | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.5 | phaseConcurrency | OCTET STRING | Each octet contains a phase number (binary value) that may run concurrently with the associated phase. Phases that are contained in the same ring may NOT run concurrently. | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.6 | phaseConcurrency | OCTET STRING | Each octet contains a phase number (binary value) that may run concurrently with the associated phase. Phases that are contained in the same ring may NOT run concurrently. | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.7 | phaseConcurrency | OCTET STRING | Each octet contains a phase number (binary value) that may run concurrently with the associated phase. Phases that are contained in the same ring may NOT run concurrently. | | |
| 1.3.6.1.4.1.1206.4.2.1.1.2.1.23.8 | phaseConcurrency | OCTET STRING | Each octet contains a phase number (binary value) that may run concurrently with the associated phase. Phases that are contained in the same ring may NOT run concurrently. | | |
| 1.3.6.1.4.1.1206.4.2.1.1.3.0 | maxPhaseGroups | INTEGER | The Maximum Number of Phase Groups (8 Phases per group) this Actuated Controller Unit supports. This value is equal to TRUNCATE [(maxPhases + 7) / 8]. This object indicates the maximum rows which shall appear in the phaseStatusGroupTable and phaseControlG | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4 | phaseStatusGroupTable | SEQUENCE | A table containing Actuated Controller Unit Phase Output (Red, Yellow, & Green) and Call (vehicle & pedestrian) status in groups of eight Phases. The number of rows in this table is equal to the maxPhaseGroups object. | | |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1 | phaseStatusGroupEntry | SEQUENCE | Red, Yellow, & Green Output Status and Vehicle and Pedestrian Call for eight Actuated Controller Unit Phases. | | |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.1 | phaseStatusGroupNumber | INTEGER | The Phase StatusGroup number for objects in this row. This value shall not exceed the maxPhaseGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.1.1 | phaseStatusGroupNumber | INTEGER | The Phase StatusGroup number for objects in this row. This value shall not exceed the maxPhaseGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.1.2 | phaseStatusGroupNumber | INTEGER | The Phase StatusGroup number for objects in this row. This value shall not exceed the maxPhaseGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.1.3 | phaseStatusGroupNumber | INTEGER | The Phase StatusGroup number for objects in this row. This value shall not exceed the maxPhaseGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.1.4 | phaseStatusGroupNumber | INTEGER | The Phase StatusGroup number for objects in this row. This value shall not exceed the maxPhaseGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.2 | phaseStatusGroupReds | INTEGER | Phase Red Output Status Mask, when a bit = 1, the Phase Red is currently active. When a bit = 0, the Phase Red is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 Bi | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.2.1 | phaseStatusGroupReds | INTEGER | Phase Red Output Status Mask, when a bit = 1, the Phase Red is currently active. When a bit = 0, the Phase Red is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 Bi | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.2.2 | phaseStatusGroupReds | INTEGER | Phase Red Output Status Mask, when a bit = 1, the Phase Red is currently active. When a bit = 0, the Phase Red is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 Bi | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.2.3 | phaseStatusGroupReds | INTEGER | Phase Red Output Status Mask, when a bit = 1, the Phase Red is currently active. When a bit = 0, the Phase Red is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 Bi | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.2.4 | phaseStatusGroupReds | INTEGER | Phase Red Output Status Mask, when a bit = 1, the Phase Red is currently active. When a bit = 0, the Phase Red is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 Bi | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.3 | phaseStatusGroupYellows | INTEGER | Phase Yellow Output Status Mask, when a bit = 1, the Phase Yellow is currently active. When a bit = 0, the Phase Yellow is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.3.1 | phaseStatusGroupYellows | INTEGER | Phase Yellow Output Status Mask, when a bit = 1, the Phase Yellow is currently active. When a bit = 0, the Phase Yellow is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.3.2 | phaseStatusGroupYellows | INTEGER | Phase Yellow Output Status Mask, when a bit = 1, the Phase Yellow is currently active. When a bit = 0, the Phase Yellow is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.3.3 | phaseStatusGroupYellows | INTEGER | Phase Yellow Output Status Mask, when a bit = 1, the Phase Yellow is currently active. When a bit = 0, the Phase Yellow is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.3.4 | phaseStatusGroupYellows | INTEGER | Phase Yellow Output Status Mask, when a bit = 1, the Phase Yellow is currently active. When a bit = 0, the Phase Yellow is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.4 | phaseStatusGroupGreens | INTEGER | Phase Green Output Status Mask, when a bit = 1, the Phase Green is currently active. When a bit = 0, the Phase Green is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.4.1 | phaseStatusGroupGreens | INTEGER | Phase Green Output Status Mask, when a bit = 1, the Phase Green is currently active. When a bit = 0, the Phase Green is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.4.2 | phaseStatusGroupGreens | INTEGER | Phase Green Output Status Mask, when a bit = 1, the Phase Green is currently active. When a bit = 0, the Phase Green is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.4.3 | phaseStatusGroupGreens | INTEGER | Phase Green Output Status Mask, when a bit = 1, the Phase Green is currently active. When a bit = 0, the Phase Green is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.4.4 | phaseStatusGroupGreens | INTEGER | Phase Green Output Status Mask, when a bit = 1, the Phase Green is currently active. When a bit = 0, the Phase Green is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.5 | phaseStatusGroupDontWalks | INTEGER | Phase Dont Walk Output Status Mask, when a bit = 1, the Phase Dont Walk is currently active. When a bit = 0, the Phase Dont Walk is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.5.1 | phaseStatusGroupDontWalks | INTEGER | Phase Dont Walk Output Status Mask, when a bit = 1, the Phase Dont Walk is currently active. When a bit = 0, the Phase Dont Walk is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.5.2 | phaseStatusGroupDontWalks | INTEGER | Phase Dont Walk Output Status Mask, when a bit = 1, the Phase Dont Walk is currently active. When a bit = 0, the Phase Dont Walk is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.5.3 | phaseStatusGroupDontWalks | INTEGER | Phase Dont Walk Output Status Mask, when a bit = 1, the Phase Dont Walk is currently active. When a bit = 0, the Phase Dont Walk is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.5.4 | phaseStatusGroupDontWalks | INTEGER | Phase Dont Walk Output Status Mask, when a bit = 1, the Phase Dont Walk is currently active. When a bit = 0, the Phase Dont Walk is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.6 | phaseStatusGroupPedClears | INTEGER | Phase Ped. Clear Output Status Mask, when a bit = 1, the Phase Ped. Clear is currently active. When a bit = 0, the Phase Ped. Clear is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.6.1 | phaseStatusGroupPedClears | INTEGER | Phase Ped. Clear Output Status Mask, when a bit = 1, the Phase Ped. Clear is currently active. When a bit = 0, the Phase Ped. Clear is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.6.2 | phaseStatusGroupPedClears | INTEGER | Phase Ped. Clear Output Status Mask, when a bit = 1, the Phase Ped. Clear is currently active. When a bit = 0, the Phase Ped. Clear is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.6.3 | phaseStatusGroupPedClears | INTEGER | Phase Ped. Clear Output Status Mask, when a bit = 1, the Phase Ped. Clear is currently active. When a bit = 0, the Phase Ped. Clear is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.6.4 | phaseStatusGroupPedClears | INTEGER | Phase Ped. Clear Output Status Mask, when a bit = 1, the Phase Ped. Clear is currently active. When a bit = 0, the Phase Ped. Clear is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.7 | phaseStatusGroupWalks | INTEGER | Phase Walk Output Status Mask, when a bit = 1, the Phase Walk is currently active. When a bit = 0, the Phase Walk is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.7.1 | phaseStatusGroupWalks | INTEGER | Phase Walk Output Status Mask, when a bit = 1, the Phase Walk is currently active. When a bit = 0, the Phase Walk is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.7.2 | phaseStatusGroupWalks | INTEGER | Phase Walk Output Status Mask, when a bit = 1, the Phase Walk is currently active. When a bit = 0, the Phase Walk is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.7.3 | phaseStatusGroupWalks | INTEGER | Phase Walk Output Status Mask, when a bit = 1, the Phase Walk is currently active. When a bit = 0, the Phase Walk is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.7.4 | phaseStatusGroupWalks | INTEGER | Phase Walk Output Status Mask, when a bit = 1, the Phase Walk is currently active. When a bit = 0, the Phase Walk is NOT currently active. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase number = (phaseStatusGroupNumber * 8) - 1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.8 | phaseStatusGroupVehCalls | INTEGER | Phase Vehicle Call Status Mask, when a bit = 1, the Phase vehicle currently has a call for service. When a bit = 0, the Phase vehicle currently does NOT have a call for service. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase numbe | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.8.1 | phaseStatusGroupVehCalls | INTEGER | Phase Vehicle Call Status Mask, when a bit = 1, the Phase vehicle currently has a call for service. When a bit = 0, the Phase vehicle currently does NOT have a call for service. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase numbe | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.8.2 | phaseStatusGroupVehCalls | INTEGER | Phase Vehicle Call Status Mask, when a bit = 1, the Phase vehicle currently has a call for service. When a bit = 0, the Phase vehicle currently does NOT have a call for service. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase numbe | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.8.3 | phaseStatusGroupVehCalls | INTEGER | Phase Vehicle Call Status Mask, when a bit = 1, the Phase vehicle currently has a call for service. When a bit = 0, the Phase vehicle currently does NOT have a call for service. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase numbe | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.8.4 | phaseStatusGroupVehCalls | INTEGER | Phase Vehicle Call Status Mask, when a bit = 1, the Phase vehicle currently has a call for service. When a bit = 0, the Phase vehicle currently does NOT have a call for service. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Phase numbe | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.9 | phaseStatusGroupPedCalls | INTEGER | Phase Pedestrian Call Status Mask, when a bit = 1, the Phase pedestrian currently has a call for service. When a bit = 0, the Phase pedestrian currently does NOT have a call for service. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Ph | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.9.1 | phaseStatusGroupPedCalls | INTEGER | Phase Pedestrian Call Status Mask, when a bit = 1, the Phase pedestrian currently has a call for service. When a bit = 0, the Phase pedestrian currently does NOT have a call for service. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Ph | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.9.2 | phaseStatusGroupPedCalls | INTEGER | Phase Pedestrian Call Status Mask, when a bit = 1, the Phase pedestrian currently has a call for service. When a bit = 0, the Phase pedestrian currently does NOT have a call for service. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Ph | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.9.3 | phaseStatusGroupPedCalls | INTEGER | Phase Pedestrian Call Status Mask, when a bit = 1, the Phase pedestrian currently has a call for service. When a bit = 0, the Phase pedestrian currently does NOT have a call for service. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Ph | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.9.4 | phaseStatusGroupPedCalls | INTEGER | Phase Pedestrian Call Status Mask, when a bit = 1, the Phase pedestrian currently has a call for service. When a bit = 0, the Phase pedestrian currently does NOT have a call for service. Bit 7 = Phase number = (phaseStatusGroupNumber * 8) Bit 6 = Ph | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.10 | phaseStatusGroupPhaseOns | INTEGER | Phase On Status Mask, when a bit = 1, the Phase is currently active. When a bit = 0, the Phase currently is NOT active. The phase is ON during the Green, Yellow, & Red Clearance intervals of that phase. It shall be permissible for this status to be True ( | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.10.1 | phaseStatusGroupPhaseOns | INTEGER | Phase On Status Mask, when a bit = 1, the Phase is currently active. When a bit = 0, the Phase currently is NOT active. The phase is ON during the Green, Yellow, & Red Clearance intervals of that phase. It shall be permissible for this status to be True ( | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.10.2 | phaseStatusGroupPhaseOns | INTEGER | Phase On Status Mask, when a bit = 1, the Phase is currently active. When a bit = 0, the Phase currently is NOT active. The phase is ON during the Green, Yellow, & Red Clearance intervals of that phase. It shall be permissible for this status to be True ( | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.10.3 | phaseStatusGroupPhaseOns | INTEGER | Phase On Status Mask, when a bit = 1, the Phase is currently active. When a bit = 0, the Phase currently is NOT active. The phase is ON during the Green, Yellow, & Red Clearance intervals of that phase. It shall be permissible for this status to be True ( | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.10.4 | phaseStatusGroupPhaseOns | INTEGER | Phase On Status Mask, when a bit = 1, the Phase is currently active. When a bit = 0, the Phase currently is NOT active. The phase is ON during the Green, Yellow, & Red Clearance intervals of that phase. It shall be permissible for this status to be True ( | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.11 | phaseStatusGroupPhaseNexts | INTEGER | Phase Next Status Mask, when a bit = 1, the Phase currently is committed to be NEXT in sequence & remains present until the phase becomes active (On/Timing). When a bit = 0, the Phase currently is NOT committed to be NEXT in sequence. The phase next to be | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.11.1 | phaseStatusGroupPhaseNexts | INTEGER | Phase Next Status Mask, when a bit = 1, the Phase currently is committed to be NEXT in sequence & remains present until the phase becomes active (On/Timing). When a bit = 0, the Phase currently is NOT committed to be NEXT in sequence. The phase next to be | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.11.2 | phaseStatusGroupPhaseNexts | INTEGER | Phase Next Status Mask, when a bit = 1, the Phase currently is committed to be NEXT in sequence & remains present until the phase becomes active (On/Timing). When a bit = 0, the Phase currently is NOT committed to be NEXT in sequence. The phase next to be | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.11.3 | phaseStatusGroupPhaseNexts | INTEGER | Phase Next Status Mask, when a bit = 1, the Phase currently is committed to be NEXT in sequence & remains present until the phase becomes active (On/Timing). When a bit = 0, the Phase currently is NOT committed to be NEXT in sequence. The phase next to be | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.4.1.11.4 | phaseStatusGroupPhaseNexts | INTEGER | Phase Next Status Mask, when a bit = 1, the Phase currently is committed to be NEXT in sequence & remains present until the phase becomes active (On/Timing). When a bit = 0, the Phase currently is NOT committed to be NEXT in sequence. The phase next to be | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5 | phaseControlGroupTable | SEQUENCE | A table containing Actuated Controller Unit Phase Control in groups of eight phases. The number of rows in this table is equal to the maxPhaseGroups object. This table is optional for Actuated Controller Units conforming to this specification. If impleme | | |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1 | phaseControlGroupEntry | SEQUENCE | Phase Control for eight Actuated Controller Unit phases. | | |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.1 | phaseControlGroupNumber | INTEGER | The Phase Control Group number for objects in this row. This value shall not exceed the maxPhaseGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.1.1 | phaseControlGroupNumber | INTEGER | The Phase Control Group number for objects in this row. This value shall not exceed the maxPhaseGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.1.2 | phaseControlGroupNumber | INTEGER | The Phase Control Group number for objects in this row. This value shall not exceed the maxPhaseGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.1.3 | phaseControlGroupNumber | INTEGER | The Phase Control Group number for objects in this row. This value shall not exceed the maxPhaseGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.1.4 | phaseControlGroupNumber | INTEGER | The Phase Control Group number for objects in this row. This value shall not exceed the maxPhaseGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.2 | phaseControlGroupPhaseOmit | INTEGER | This object is used to allow a remote entity to omit phases from being serviced in the device. When a bit = 1, the device shall activate the System Phase Omit control for that phase. When a bit = 0, the device shall not activate the System Phase Omit cont | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.2.1 | phaseControlGroupPhaseOmit | INTEGER | This object is used to allow a remote entity to omit phases from being serviced in the device. When a bit = 1, the device shall activate the System Phase Omit control for that phase. When a bit = 0, the device shall not activate the System Phase Omit cont | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.2.2 | phaseControlGroupPhaseOmit | INTEGER | This object is used to allow a remote entity to omit phases from being serviced in the device. When a bit = 1, the device shall activate the System Phase Omit control for that phase. When a bit = 0, the device shall not activate the System Phase Omit cont | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.2.3 | phaseControlGroupPhaseOmit | INTEGER | This object is used to allow a remote entity to omit phases from being serviced in the device. When a bit = 1, the device shall activate the System Phase Omit control for that phase. When a bit = 0, the device shall not activate the System Phase Omit cont | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.2.4 | phaseControlGroupPhaseOmit | INTEGER | This object is used to allow a remote entity to omit phases from being serviced in the device. When a bit = 1, the device shall activate the System Phase Omit control for that phase. When a bit = 0, the device shall not activate the System Phase Omit cont | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.3 | phaseControlGroupPedOmit | INTEGER | This object is used to allow a remote entity to omit peds from being serviced in the device. When a bit = 1, the device shall activate the System Ped Omit control for that phase. When a bit = 0, the device shall not activate the System Ped Omit control fo | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.3.1 | phaseControlGroupPedOmit | INTEGER | This object is used to allow a remote entity to omit peds from being serviced in the device. When a bit = 1, the device shall activate the System Ped Omit control for that phase. When a bit = 0, the device shall not activate the System Ped Omit control fo | 0 | 255 |

# ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.3.2 | phaseControlGroupPedOmit | INTEGER | This object is used to allow a remote entity to omit peds from being serviced in the device. When a bit = 1, the device shall activate the System Ped Omit control for that phase. When a bit = 0, the device shall not activate the System Ped Omit control fo | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.3.3 | phaseControlGroupPedOmit | INTEGER | This object is used to allow a remote entity to omit peds from being serviced in the device. When a bit = 1, the device shall activate the System Ped Omit control for that phase. When a bit = 0, the device shall not activate the System Ped Omit control fo | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.3.4 | phaseControlGroupPedOmit | INTEGER | This object is used to allow a remote entity to omit peds from being serviced in the device. When a bit = 1, the device shall activate the System Ped Omit control for that phase. When a bit = 0, the device shall not activate the System Ped Omit control fo | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.4 | phaseControlGroupHold | INTEGER | This object is used to allow a remote entity to hold phases in the device. When a bit = 1, the device shall activate the System Phase Hold control for that phase. When a bit = 0, the device shall not activate the System Phase Hold control for that phase. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.4.1 | phaseControlGroupHold | INTEGER | This object is used to allow a remote entity to hold phases in the device. When a bit = 1, the device shall activate the System Phase Hold control for that phase. When a bit = 0, the device shall not activate the System Phase Hold control for that phase. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.4.2 | phaseControlGroupHold | INTEGER | This object is used to allow a remote entity to hold phases in the device. When a bit = 1, the device shall activate the System Phase Hold control for that phase. When a bit = 0, the device shall not activate the System Phase Hold control for that phase. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.4.3 | phaseControlGroupHold | INTEGER | This object is used to allow a remote entity to hold phases in the device. When a bit = 1, the device shall activate the System Phase Hold control for that phase. When a bit = 0, the device shall not activate the System Phase Hold control for that phase. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.4.4 | phaseControlGroupHold | INTEGER | This object is used to allow a remote entity to hold phases in the device. When a bit = 1, the device shall activate the System Phase Hold control for that phase. When a bit = 0, the device shall not activate the System Phase Hold control for that phase. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.5 | phaseControlGroupForceOff | INTEGER | This object is used to apply force offs on a per phase basis. When a bit = 1, the device shall activate the System Phase Force Off control for that phase. When a bit = 0, the device shall not activate the System Phase Force Off control for that phase. Wh | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.5.1 | phaseControlGroupForceOff | INTEGER | This object is used to apply force offs on a per phase basis. When a bit = 1, the device shall activate the System Phase Force Off control for that phase. When a bit = 0, the device shall not activate the System Phase Force Off control for that phase. Wh | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.5.2 | phaseControlGroupForceOff | INTEGER | This object is used to apply force offs on a per phase basis. When a bit = 1, the device shall activate the System Phase Force Off control for that phase. When a bit = 0, the device shall not activate the System Phase Force Off control for that phase. Wh | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.5.3 | phaseControlGroupForceOff | INTEGER | This object is used to apply force offs on a per phase basis. When a bit = 1, the device shall activate the System Phase Force Off control for that phase. When a bit = 0, the device shall not activate the System Phase Force Off control for that phase. Wh | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.5.4 | phaseControlGroupForceOff | INTEGER | This object is used to apply force offs on a per phase basis. When a bit = 1, the device shall activate the System Phase Force Off control for that phase. When a bit = 0, the device shall not activate the System Phase Force Off control for that phase. Wh | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.6 | phaseControlGroupVehCall | INTEGER | This object is used to allow a remote entity to place calls for vehicle service in the device. When a bit = 1, the device shall place a call for vehicle service on that phase. When a bit = 0, the device shall not place a call for vehicle service on that p | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.6.1 | phaseControlGroupVehCall | INTEGER | This object is used to allow a remote entity to place calls for vehicle service in the device. When a bit = 1, the device shall place a call for vehicle service on that phase. When a bit = 0, the device shall not place a call for vehicle service on that p | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.6.2 | phaseControlGroupVehCall | INTEGER | This object is used to allow a remote entity to place calls for vehicle service in the device. When a bit = 1, the device shall place a call for vehicle service on that phase. When a bit = 0, the device shall not place a call for vehicle service on that p | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.6.3 | phaseControlGroupVehCall | INTEGER | This object is used to allow a remote entity to place calls for vehicle service in the device. When a bit = 1, the device shall place a call for vehicle service on that phase. When a bit = 0, the device shall not place a call for vehicle service on that p | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.6.4 | phaseControlGroupVehCall | INTEGER | This object is used to allow a remote entity to place calls for vehicle service in the device. When a bit = 1, the device shall place a call for vehicle service on that phase. When a bit = 0, the device shall not place a call for vehicle service on that p | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.7 | phaseControlGroupPedCall | INTEGER | This object is used to allow a remote entity to place calls for ped service in the device. When a bit = 1, the device shall place a call for ped service on that phase. When a bit = 0, the device shall not place a call for ped service on that phase. Bit | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.7.1 | phaseControlGroupPedCall | INTEGER | This object is used to allow a remote entity to place calls for ped service in the device. When a bit = 1, the device shall place a call for ped service on that phase. When a bit = 0, the device shall not place a call for ped service on that phase. Bit | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.7.2 | phaseControlGroupPedCall | INTEGER | This object is used to allow a remote entity to place calls for ped service in the device. When a bit = 1, the device shall place a call for ped service on that phase. When a bit = 0, the device shall not place a call for ped service on that phase. Bit | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.7.3 | phaseControlGroupPedCall | INTEGER | This object is used to allow a remote entity to place calls for ped service in the device. When a bit = 1, the device shall place a call for ped service on that phase. When a bit = 0, the device shall not place a call for ped service on that phase. Bit | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.1.5.1.7.4 | phaseControlGroupPedCall | INTEGER | This object is used to allow a remote entity to place calls for ped service in the device. When a bit = 1, the device shall place a call for ped service on that phase. When a bit = 0, the device shall not place a call for ped service on that phase. Bit | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2 | detector | reg point | | | |
| 1.3.6.1.4.1.1206.4.2.1.2.1.0 | maxVehicleDetectors | INTEGER | The Maximum Number of Vehicle Detectors this Actuated Controller Unit supports. This object indicates the maximum rows which shall appear in the vehicleDetectorTable object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2 | vehicleDetectorTable | SEQUENCE | A table containing Actuated Controller Unit vehicle detector parameters. The number of rows in this table is equal to the maxVehicleDetectors object. | | |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1 | vehicleDetectorEntry | SEQUENCE | Parameters for a specific Actuated Controller Unit detector. | | |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.1 | vehicleDetectorNumber | INTEGER | The vehicle detector number for objects in this row. The value shall not exceed the maxVehicleDetectors object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.1.1 | vehicleDetectorNumber | INTEGER | The vehicle detector number for objects in this row. The value shall not exceed the maxVehicleDetectors object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.1.2 | vehicleDetectorNumber | INTEGER | The vehicle detector number for objects in this row. The value shall not exceed the maxVehicleDetectors object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.1.3 | vehicleDetectorNumber | INTEGER | The vehicle detector number for objects in this row. The value shall not exceed the maxVehicleDetectors object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.1.4 | vehicleDetectorNumber | INTEGER | The vehicle detector number for objects in this row. The value shall not exceed the maxVehicleDetectors object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.1.5 | vehicleDetectorNumber | INTEGER | The vehicle detector number for objects in this row. The value shall not exceed the maxVehicleDetectors object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.1.6 | vehicleDetectorNumber | INTEGER | The vehicle detector number for objects in this row. The value shall not exceed the maxVehicleDetectors object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.1.7 | vehicleDetectorNumber | INTEGER | The vehicle detector number for objects in this row. The value shall not exceed the maxVehicleDetectors object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.1.8 | vehicleDetectorNumber | INTEGER | The vehicle detector number for objects in this row. The value shall not exceed the maxVehicleDetectors object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.2 | vehicleDetectorOptions | INTEGER | Vehicle Detector Options Parameter as follows: Bit Function 7 Call - if set (1) the CU shall place a demand for vehicular service on the assigned phase when the phase is not timing the green interval. 6 Queue - if set (1) the CU shal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.2.1 | vehicleDetectorOptions | INTEGER | Vehicle Detector Options Parameter as follows: Bit Function 7 Call - if set (1) the CU shall place a demand for vehicular service on the assigned phase when the phase is not timing the green interval. 6 Queue - if set (1) the CU shal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.2.2 | vehicleDetectorOptions | INTEGER | Vehicle Detector Options Parameter as follows: Bit Function 7 Call - if set (1) the CU shall place a demand for vehicular service on the assigned phase when the phase is not timing the green interval. 6 Queue - if set (1) the CU shal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.2.3 | vehicleDetectorOptions | INTEGER | Vehicle Detector Options Parameter as follows: Bit Function 7 Call - if set (1) the CU shall place a demand for vehicular service on the assigned phase when the phase is not timing the green interval. 6 Queue - if set (1) the CU shal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.2.4 | vehicleDetectorOptions | INTEGER | Vehicle Detector Options Parameter as follows: Bit Function 7 Call - if set (1) the CU shall place a demand for vehicular service on the assigned phase when the phase is not timing the green interval. 6 Queue - if set (1) the CU shal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.2.5 | vehicleDetectorOptions | INTEGER | Vehicle Detector Options Parameter as follows: Bit Function 7 Call - if set (1) the CU shall place a demand for vehicular service on the assigned phase when the phase is not timing the green interval. 6 Queue - if set (1) the CU shal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.2.6 | vehicleDetectorOptions | INTEGER | Vehicle Detector Options Parameter as follows: Bit Function 7 Call - if set (1) the CU shall place a demand for vehicular service on the assigned phase when the phase is not timing the green interval. 6 Queue - if set (1) the CU shal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.2.7 | vehicleDetectorOptions | INTEGER | Vehicle Detector Options Parameter as follows: Bit Function 7 Call - if set (1) the CU shall place a demand for vehicular service on the assigned phase when the phase is not timing the green interval. 6 Queue - if set (1) the CU shal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.2.8 | vehicleDetectorOptions | INTEGER | Vehicle Detector Options Parameter as follows: Bit Function 7 Call - if set (1) the CU shall place a demand for vehicular service on the assigned phase when the phase is not timing the green interval. 6 Queue - if set (1) the CU shal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.4 | vehicleDetectorCallPhase | INTEGER | This object contains assigned phase number for the detector input associated with this row. The associated detector call capability is enabled when this object is set to a non-zero value. The value shall not exceed the value of maxPhases refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.4.1 | vehicleDetectorCallPhase | INTEGER | This object contains assigned phase number for the detector input associated with this row. The associated detector call capability is enabled when this object is set to a non-zero value. The value shall not exceed the value of maxPhases refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.4.2 | vehicleDetectorCallPhase | INTEGER | This object contains assigned phase number for the detector input associated with this row. The associated detector call capability is enabled when this object is set to a non-zero value. The value shall not exceed the value of maxPhases refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.4.3 | vehicleDetectorCallPhase | INTEGER | This object contains assigned phase number for the detector input associated with this row. The associated detector call capability is enabled when this object is set to a non-zero value. The value shall not exceed the value of maxPhases refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.4.4 | vehicleDetectorCallPhase | INTEGER | This object contains assigned phase number for the detector input associated with this row. The associated detector call capability is enabled when this object is set to a non-zero value. The value shall not exceed the value of maxPhases refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.4.5 | vehicleDetectorCallPhase | INTEGER | This object contains assigned phase number for the detector input associated with this row. The associated detector call capability is enabled when this object is set to a non-zero value. The value shall not exceed the value of maxPhases refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.4.6 | vehicleDetectorCallPhase | INTEGER | This object contains assigned phase number for the detector input associated with this row. The associated detector call capability is enabled when this object is set to a non-zero value. The value shall not exceed the value of maxPhases refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.4.7 | vehicleDetectorCallPhase | INTEGER | This object contains assigned phase number for the detector input associated with this row. The associated detector call capability is enabled when this object is set to a non-zero value. The value shall not exceed the value of maxPhases refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.4.8 | vehicleDetectorCallPhase | INTEGER | This object contains assigned phase number for the detector input associated with this row. The associated detector call capability is enabled when this object is set to a non-zero value. The value shall not exceed the value of maxPhases refer: NEMA TS | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.5 | vehicleDetectorSwitchPhase | INTEGER | Detector Switch Phase Parameter (i.e., Phase Number). The phase to which a vehicle detector actuation shall be switched when the assigned phase is Yellow or Red and the Switch Phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.c | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.5.1 | vehicleDetectorSwitchPhase | INTEGER | Detector Switch Phase Parameter (i.e., Phase Number). The phase to which a vehicle detector actuation shall be switched when the assigned phase is Yellow or Red and the Switch Phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.c | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.5.2 | vehicleDetectorSwitchPhase | INTEGER | Detector Switch Phase Parameter (i.e., Phase Number). The phase to which a vehicle detector actuation shall be switched when the assigned phase is Yellow or Red and the Switch Phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.c | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.5.3 | vehicleDetectorSwitchPhase | INTEGER | Detector Switch Phase Parameter (i.e., Phase Number). The phase to which a vehicle detector actuation shall be switched when the assigned phase is Yellow or Red and the Switch Phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.c | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.5.4 | vehicleDetectorSwitchPhase | INTEGER | Detector Switch Phase Parameter (i.e., Phase Number). The phase to which a vehicle detector actuation shall be switched when the assigned phase is Yellow or Red and the Switch Phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.c | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.5.5 | vehicleDetectorSwitchPhase | INTEGER | Detector Switch Phase Parameter (i.e., Phase Number). The phase to which a vehicle detector actuation shall be switched when the assigned phase is Yellow or Red and the Switch Phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.c | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.5.6 | vehicleDetectorSwitchPhase | INTEGER | Detector Switch Phase Parameter (i.e., Phase Number). The phase to which a vehicle detector actuation shall be switched when the assigned phase is Yellow or Red and the Switch Phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.c | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.5.7 | vehicleDetectorSwitchPhase | INTEGER | Detector Switch Phase Parameter (i.e., Phase Number). The phase to which a vehicle detector actuation shall be switched when the assigned phase is Yellow or Red and the Switch Phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.c | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.5.8 | vehicleDetectorSwitchPhase | INTEGER | Detector Switch Phase Parameter (i.e., Phase Number). The phase to which a vehicle detector actuation shall be switched when the assigned phase is Yellow or Red and the Switch Phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.c | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.6 | vehicleDetectorDelay | INTEGER | Detector Delay Parameter in tenth seconds (0-255.0 sec). The period a detector actuation (input recognition) shall be delayed when the phase is not Green refer: NEMA TS 2 Clause 3.5.5.5.4.a | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.6.1 | vehicleDetectorDelay | INTEGER | Detector Delay Parameter in tenth seconds (0-255.0 sec). The period a detector actuation (input recognition) shall be delayed when the phase is not Green refer: NEMA TS 2 Clause 3.5.5.5.4.a | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.6.2 | vehicleDetectorDelay | INTEGER | Detector Delay Parameter in tenth seconds (0-255.0 sec). The period a detector actuation (input recognition) shall be delayed when the phase is not Green refer: NEMA TS 2 Clause 3.5.5.5.4.a | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.6.3 | vehicleDetectorDelay | INTEGER | Detector Delay Parameter in tenth seconds (0-255.0 sec). The period a detector actuation (input recognition) shall be delayed when the phase is not Green refer: NEMA TS 2 Clause 3.5.5.5.4.a | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.6.4 | vehicleDetectorDelay | INTEGER | Detector Delay Parameter in tenth seconds (0-255.0 sec). The period a detector actuation (input recognition) shall be delayed when the phase is not Green refer: NEMA TS 2 Clause 3.5.5.5.4.a | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.6.5 | vehicleDetectorDelay | INTEGER | Detector Delay Parameter in tenth seconds (0-255.0 sec). The period a detector actuation (input recognition) shall be delayed when the phase is not Green refer: NEMA TS 2 Clause 3.5.5.5.4.a | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.6.6 | vehicleDetectorDelay | INTEGER | Detector Delay Parameter in tenth seconds (0-255.0 sec). The period a detector actuation (input recognition) shall be delayed when the phase is not Green refer: NEMA TS 2 Clause 3.5.5.5.4.a | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.6.7 | vehicleDetectorDelay | INTEGER | Detector Delay Parameter in tenth seconds (0-255.0 sec). The period a detector actuation (input recognition) shall be delayed when the phase is not Green refer: NEMA TS 2 Clause 3.5.5.5.4.a | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.6.8 | vehicleDetectorDelay | INTEGER | Detector Delay Parameter in tenth seconds (0-255.0 sec). The period a detector actuation (input recognition) shall be delayed when the phase is not Green refer: NEMA TS 2 Clause 3.5.5.5.4.a | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.7 | vehicleDetectorExtend | INTEGER | Detector Extend Parameter in tenth seconds (0-25.5 sec). The period a vehicle detector actuation (input duration) shall be extended from the point of termination , when the phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.7.1 | vehicleDetectorExtend | INTEGER | Detector Extend Parameter in tenth seconds (0-25.5 sec). The period a vehicle detector actuation (input duration) shall be extended from the point of termination , when the phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.7.2 | vehicleDetectorExtend | INTEGER | Detector Extend Parameter in tenth seconds (0-25.5 sec). The period a vehicle detector actuation (input duration) shall be extended from the point of termination , when the phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.7.3 | vehicleDetectorExtend | INTEGER | Detector Extend Parameter in tenth seconds (0-25.5 sec). The period a vehicle detector actuation (input duration) shall be extended from the point of termination , when the phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.7.4 | vehicleDetectorExtend | INTEGER | Detector Extend Parameter in tenth seconds (0-25.5 sec). The period a vehicle detector actuation (input duration) shall be extended from the point of termination , when the phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.7.5 | vehicleDetectorExtend | INTEGER | Detector Extend Parameter in tenth seconds (0-25.5 sec). The period a vehicle detector actuation (input duration) shall be extended from the point of termination , when the phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.7.6 | vehicleDetectorExtend | INTEGER | Detector Extend Parameter in tenth seconds (0-25.5 sec). The period a vehicle detector actuation (input duration) shall be extended from the point of termination , when the phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.7.7 | vehicleDetectorExtend | INTEGER | Detector Extend Parameter in tenth seconds (0-25.5 sec). The period a vehicle detector actuation (input duration) shall be extended from the point of termination , when the phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.7.8 | vehicleDetectorExtend | INTEGER | Detector Extend Parameter in tenth seconds (0-25.5 sec). The period a vehicle detector actuation (input duration) shall be extended from the point of termination , when the phase is Green refer: NEMA TS 2 Clause 3.5.5.5.4.b | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.8 | vehicleDetectorQueueLimit | INTEGER | Detector Queue Limit parameter in seconds (0-255 sec). The length of time that an actuation from a queue detector may continue into the phase green. This time begins when the phase becomes green and when it expires any associated detector inputs shall | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.8.1 | vehicleDetectorQueueLimit | INTEGER | Detector Queue Limit parameter in seconds (0-255 sec). The length of time that an actuation from a queue detector may continue into the phase green. This time begins when the phase becomes green and when it expires any associated detector inputs shall | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.8.2 | vehicleDetectorQueueLimit | INTEGER | Detector Queue Limit parameter in seconds (0-255 sec). The length of time that an actuation from a queue detector may continue into the phase green. This time begins when the phase becomes green and when it expires any associated detector inputs shall | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.8.3 | vehicleDetectorQueueLimit | INTEGER | Detector Queue Limit parameter in seconds (0-255 sec). The length of time that an actuation from a queue detector may continue into the phase green. This time begins when the phase becomes green and when it expires any associated detector inputs shall | 0 | 255 |

# ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.8.4 | vehicleDetectorQueueLimit | INTEGER | Detector Queue Limit parameter in seconds (0-255 sec). The length of time that an actuation from a queue detector may continue into the phase green. This time begins when the phase becomes green and when it expires any associated detector inputs shall | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.8.5 | vehicleDetectorQueueLimit | INTEGER | Detector Queue Limit parameter in seconds (0-255 sec). The length of time that an actuation from a queue detector may continue into the phase green. This time begins when the phase becomes green and when it expires any associated detector inputs shall | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.8.6 | vehicleDetectorQueueLimit | INTEGER | Detector Queue Limit parameter in seconds (0-255 sec). The length of time that an actuation from a queue detector may continue into the phase green. This time begins when the phase becomes green and when it expires any associated detector inputs shall | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.8.7 | vehicleDetectorQueueLimit | INTEGER | Detector Queue Limit parameter in seconds (0-255 sec). The length of time that an actuation from a queue detector may continue into the phase green. This time begins when the phase becomes green and when it expires any associated detector inputs shall | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.8.8 | vehicleDetectorQueueLimit | INTEGER | Detector Queue Limit parameter in seconds (0-255 sec). The length of time that an actuation from a queue detector may continue into the phase green. This time begins when the phase becomes green and when it expires any associated detector inputs shall | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.9 | vehicleDetectorNoActivity | INTEGER | Detector No Activity diagnostic Parameter in minutes (0-255 min.) . If an active detector does not exhibit an actuation in the specified period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this ob | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.9.1 | vehicleDetectorNoActivity | INTEGER | Detector No Activity diagnostic Parameter in minutes (0-255 min.) . If an active detector does not exhibit an actuation in the specified period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this ob | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.9.2 | vehicleDetectorNoActivity | INTEGER | Detector No Activity diagnostic Parameter in minutes (0-255 min.) . If an active detector does not exhibit an actuation in the specified period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this ob | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.9.3 | vehicleDetectorNoActivity | INTEGER | Detector No Activity diagnostic Parameter in minutes (0-255 min.) . If an active detector does not exhibit an actuation in the specified period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this ob | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.9.4 | vehicleDetectorNoActivity | INTEGER | Detector No Activity diagnostic Parameter in minutes (0-255 min.) . If an active detector does not exhibit an actuation in the specified period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this ob | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.9.5 | vehicleDetectorNoActivity | INTEGER | Detector No Activity diagnostic Parameter in minutes (0-255 min.) . If an active detector does not exhibit an actuation in the specified period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this ob | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.9.6 | vehicleDetectorNoActivity | INTEGER | Detector No Activity diagnostic Parameter in minutes (0-255 min.) . If an active detector does not exhibit an actuation in the specified period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this ob | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.9.7 | vehicleDetectorNoActivity | INTEGER | Detector No Activity diagnostic Parameter in minutes (0-255 min.) . If an active detector does not exhibit an actuation in the specified period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this ob | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.9.8 | vehicleDetectorNoActivity | INTEGER | Detector No Activity diagnostic Parameter in minutes (0-255 min.) . If an active detector does not exhibit an actuation in the specified period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this ob | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.10 | vehicleDetectorMaxPresence | INTEGER | Detector Maximum Presence diagnostic Parameter in minutes (0-255 min.). If an active detector exhibits continuous detection for too long a period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.10.1 | vehicleDetectorMaxPresence | INTEGER | Detector Maximum Presence diagnostic Parameter in minutes (0-255 min.). If an active detector exhibits continuous detection for too long a period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.10.2 | vehicleDetectorMaxPresence | INTEGER | Detector Maximum Presence diagnostic Parameter in minutes (0-255 min.). If an active detector exhibits continuous detection for too long a period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.10.3 | vehicleDetectorMaxPresence | INTEGER | Detector Maximum Presence diagnostic Parameter in minutes (0-255 min.). If an active detector exhibits continuous detection for too long a period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.10.4 | vehicleDetectorMaxPresence | INTEGER | Detector Maximum Presence diagnostic Parameter in minutes (0-255 min.). If an active detector exhibits continuous detection for too long a period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.10.5 | vehicleDetectorMaxPresence | INTEGER | Detector Maximum Presence diagnostic Parameter in minutes (0-255 min.). If an active detector exhibits continuous detection for too long a period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.10.6 | vehicleDetectorMaxPresence | INTEGER | Detector Maximum Presence diagnostic Parameter in minutes (0-255 min.). If an active detector exhibits continuous detection for too long a period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.10.7 | vehicleDetectorMaxPresence | INTEGER | Detector Maximum Presence diagnostic Parameter in minutes (0-255 min.). If an active detector exhibits continuous detection for too long a period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.10.8 | vehicleDetectorMaxPresence | INTEGER | Detector Maximum Presence diagnostic Parameter in minutes (0-255 min.). If an active detector exhibits continuous detection for too long a period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.11 | vehicleDetectorErraticCounts | INTEGER | Detector Erratic Counts diagnostic Parameter in counts/minute (0-255 cpm). If an active detector exhibits excessive actuations, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this object shall disabl | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.11.1 | vehicleDetectorErraticCounts | INTEGER | Detector Erratic Counts diagnostic Parameter in counts/minute (0-255 cpm). If an active detector exhibits excessive actuations, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this object shall disabl | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.11.2 | vehicleDetectorErraticCounts | INTEGER | Detector Erratic Counts diagnostic Parameter in counts/minute (0-255 cpm). If an active detector exhibits excessive actuations, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this object shall disabl | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.11.3 | vehicleDetectorErraticCounts | INTEGER | Detector Erratic Counts diagnostic Parameter in counts/minute (0-255 cpm). If an active detector exhibits excessive actuations, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this object shall disabl | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.11.4 | vehicleDetectorErraticCounts | INTEGER | Detector Erratic Counts diagnostic Parameter in counts/minute (0-255 cpm). If an active detector exhibits excessive actuations, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this object shall disabl | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.11.5 | vehicleDetectorErraticCounts | INTEGER | Detector Erratic Counts diagnostic Parameter in counts/minute (0-255 cpm). If an active detector exhibits excessive actuations, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this object shall disabl | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.11.6 | vehicleDetectorErraticCounts | INTEGER | Detector Erratic Counts diagnostic Parameter in counts/minute (0-255 cpm). If an active detector exhibits excessive actuations, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this object shall disabl | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.11.7 | vehicleDetectorErraticCounts | INTEGER | Detector Erratic Counts diagnostic Parameter in counts/minute (0-255 cpm). If an active detector exhibits excessive actuations, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this object shall disabl | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.11.8 | vehicleDetectorErraticCounts | INTEGER | Detector Erratic Counts diagnostic Parameter in counts/minute (0-255 cpm). If an active detector exhibits excessive actuations, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this object shall disabl | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.12 | vehicleDetectorFailTime | INTEGER | Detector Fail Time in seconds (0..255). If a detector diagnostic indicates that the associated detector input is failed, then a call shall be placed on the associated phase during all non-green intervals. When each green interval begins the call shall be | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.12.1 | vehicleDetectorFailTime | INTEGER | Detector Fail Time in seconds (0..255). If a detector diagnostic indicates that the associated detector input is failed, then a call shall be placed on the associated phase during all non-green intervals. When each green interval begins the call shall be | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.12.2 | vehicleDetectorFailTime | INTEGER | Detector Fail Time in seconds (0..255). If a detector diagnostic indicates that the associated detector input is failed, then a call shall be placed on the associated phase during all non-green intervals. When each green interval begins the call shall be | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.12.3 | vehicleDetectorFailTime | INTEGER | Detector Fail Time in seconds (0..255). If a detector diagnostic indicates that the associated detector input is failed, then a call shall be placed on the associated phase during all non-green intervals. When each green interval begins the call shall be | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.12.4 | vehicleDetectorFailTime | INTEGER | Detector Fail Time in seconds (0..255). If a detector diagnostic indicates that the associated detector input is failed, then a call shall be placed on the associated phase during all non-green intervals. When each green interval begins the call shall be | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.12.5 | vehicleDetectorFailTime | INTEGER | Detector Fail Time in seconds (0..255). If a detector diagnostic indicates that the associated detector input is failed, then a call shall be placed on the associated phase during all non-green intervals. When each green interval begins the call shall be | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.12.6 | vehicleDetectorFailTime | INTEGER | Detector Fail Time in seconds (0..255). If a detector diagnostic indicates that the associated detector input is failed, then a call shall be placed on the associated phase during all non-green intervals. When each green interval begins the call shall be | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.12.7 | vehicleDetectorFailTime | INTEGER | Detector Fail Time in seconds (0..255). If a detector diagnostic indicates that the associated detector input is failed, then a call shall be placed on the associated phase during all non-green intervals. When each green interval begins the call shall be | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.12.8 | vehicleDetectorFailTime | INTEGER | Detector Fail Time in seconds (0..255). If a detector diagnostic indicates that the associated detector input is failed, then a call shall be placed on the associated phase during all non-green intervals. When each green interval begins the call shall be | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.13 | vehicleDetectorAlarms | INTEGER | This object shall return indications of detector alarms. Detector Alarms are indicated as follows: Bit Definition 0 No Activity Fault: This detector has been flagged as non- operational due to lower than expected activity by the CU detecto | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.13.1 | vehicleDetectorAlarms | INTEGER | This object shall return indications of detector alarms. Detector Alarms are indicated as follows: Bit Definition 0 No Activity Fault: This detector has been flagged as non- operational due to lower than expected activity by the CU detecto | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.13.2 | vehicleDetectorAlarms | INTEGER | This object shall return indications of detector alarms. Detector Alarms are indicated as follows: Bit Definition 0 No Activity Fault: This detector has been flagged as non- operational due to lower than expected activity by the CU detecto | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.13.3 | vehicleDetectorAlarms | INTEGER | This object shall return indications of detector alarms. Detector Alarms are indicated as follows: Bit Definition 0 No Activity Fault: This detector has been flagged as non- operational due to lower than expected activity by the CU detecto | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.13.4 | vehicleDetectorAlarms | INTEGER | This object shall return indications of detector alarms. Detector Alarms are indicated as follows: Bit Definition 0 No Activity Fault: This detector has been flagged as non- operational due to lower than expected activity by the CU detecto | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.13.5 | vehicleDetectorAlarms | INTEGER | This object shall return indications of detector alarms. Detector Alarms are indicated as follows: Bit Definition 0 No Activity Fault: This detector has been flagged as non- operational due to lower than expected activity by the CU detecto | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.13.6 | vehicleDetectorAlarms | INTEGER | This object shall return indications of detector alarms. Detector Alarms are indicated as follows: Bit Definition 0 No Activity Fault: This detector has been flagged as non- operational due to lower than expected activity by the CU detecto | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.13.7 | vehicleDetectorAlarms | INTEGER | This object shall return indications of detector alarms. Detector Alarms are indicated as follows: Bit Definition 0 No Activity Fault: This detector has been flagged as non- operational due to lower than expected activity by the CU detecto | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.13.8 | vehicleDetectorAlarms | INTEGER | This object shall return indications of detector alarms. Detector Alarms are indicated as follows: Bit Definition 0 No Activity Fault: This detector has been flagged as non- operational due to lower than expected activity by the CU detecto | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.14 | vehicleDetectorReportedAlarms | INTEGER | This object shall return detector device reported alarms (via some communications mechanism). Inductive Loop Detector Alarms are indicated as follows: Bit Definition 0 Other 1 Watchdog Fault: This detector has been flagged as non-operational | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.14.1 | vehicleDetectorReportedAlarms | INTEGER | This object shall return detector device reported alarms (via some communications mechanism). Inductive Loop Detector Alarms are indicated as follows: Bit Definition 0 Other 1 Watchdog Fault: This detector has been flagged as non-operational | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.14.2 | vehicleDetectorReportedAlarms | INTEGER | This object shall return detector device reported alarms (via some communications mechanism). Inductive Loop Detector Alarms are indicated as follows: Bit Definition 0 Other 1 Watchdog Fault: This detector has been flagged as non-operational | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.14.3 | vehicleDetectorReportedAlarms | INTEGER | This object shall return detector device reported alarms (via some communications mechanism). Inductive Loop Detector Alarms are indicated as follows: Bit Definition 0 Other 1 Watchdog Fault: This detector has been flagged as non-operational | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.14.4 | vehicleDetectorReportedAlarms | INTEGER | This object shall return detector device reported alarms (via some communications mechanism). Inductive Loop Detector Alarms are indicated as follows: Bit Definition 0 Other 1 Watchdog Fault: This detector has been flagged as non-operational | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.14.5 | vehicleDetectorReportedAlarms | INTEGER | This object shall return detector device reported alarms (via some communications mechanism). Inductive Loop Detector Alarms are indicated as follows: Bit Definition 0 Other 1 Watchdog Fault: This detector has been flagged as non-operational | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.14.6 | vehicleDetectorReportedAlarms | INTEGER | This object shall return detector device reported alarms (via some communications mechanism). Inductive Loop Detector Alarms are indicated as follows: Bit Definition 0 Other 1 Watchdog Fault: This detector has been flagged as non-operational | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.14.7 | vehicleDetectorReportedAlarms | INTEGER | This object shall return detector device reported alarms (via some communications mechanism). Inductive Loop Detector Alarms are indicated as follows: Bit Definition 0 Other 1 Watchdog Fault: This detector has been flagged as non-operational | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.14.8 | vehicleDetectorReportedAlarms | INTEGER | This object shall return detector device reported alarms (via some communications mechanism). Inductive Loop Detector Alarms are indicated as follows: Bit Definition 0 Other 1 Watchdog Fault: This detector has been flagged as non-operational | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.15 | vehicleDetectorReset | INTEGER | This object when set to TRUE (non-zero) shall cause the CU to command the associated detector to reset. This object shall automatically return to FALSE (zero) after the CU has issued the reset command. | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.15.1 | vehicleDetectorReset | INTEGER | This object when set to TRUE (non-zero) shall cause the CU to command the associated detector to reset. This object shall automatically return to FALSE (zero) after the CU has issued the reset command. | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.15.2 | vehicleDetectorReset | INTEGER | This object when set to TRUE (non-zero) shall cause the CU to command the associated detector to reset. This object shall automatically return to FALSE (zero) after the CU has issued the reset command. | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.15.3 | vehicleDetectorReset | INTEGER | This object when set to TRUE (non-zero) shall cause the CU to command the associated detector to reset. This object shall automatically return to FALSE (zero) after the CU has issued the reset command. | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.15.4 | vehicleDetectorReset | INTEGER | This object when set to TRUE (non-zero) shall cause the CU to command the associated detector to reset. This object shall automatically return to FALSE (zero) after the CU has issued the reset command. | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.15.5 | vehicleDetectorReset | INTEGER | This object when set to TRUE (non-zero) shall cause the CU to command the associated detector to reset. This object shall automatically return to FALSE (zero) after the CU has issued the reset command. | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.15.6 | vehicleDetectorReset | INTEGER | This object when set to TRUE (non-zero) shall cause the CU to command the associated detector to reset. This object shall automatically return to FALSE (zero) after the CU has issued the reset command. | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.15.7 | vehicleDetectorReset | INTEGER | This object when set to TRUE (non-zero) shall cause the CU to command the associated detector to reset. This object shall automatically return to FALSE (zero) after the CU has issued the reset command. | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.2.2.1.15.8 | vehicleDetectorReset | INTEGER | This object when set to TRUE (non-zero) shall cause the CU to command the associated detector to reset. This object shall automatically return to FALSE (zero) after the CU has issued the reset command. | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.2.3.0 | maxVehicleDetectorStatusGroups | INTEGER | The maximum number of detector status groups (8 detectors per group) this device supports. This value is equal to TRUNCATE [(maxVehicleDetectors + 7 ) / 8]. This object indicates the maximum number of rows which shall appear in the vehicleDetectorStatus | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.4 | vehicleDetectorStatusGroupTable | SEQUENCE | A table containing detector status in groups of eight detectors. The number of rows in this table is equal to the maxVehicleDetectorStatusGroups object. | | |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1 | vehicleDetectorStatusGroupEntry | SEQUENCE | A group (row) of detector status. | | |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.1 | vehicleDetectorStatusGroupNumber | INTEGER | The detector status group number for objects in this row. This value shall not exceed the maxVehicleDetectorStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.1.1 | vehicleDetectorStatusGroupNumber | INTEGER | The detector status group number for objects in this row. This value shall not exceed the maxVehicleDetectorStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.1.2 | vehicleDetectorStatusGroupNumber | INTEGER | The detector status group number for objects in this row. This value shall not exceed the maxVehicleDetectorStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.1.3 | vehicleDetectorStatusGroupNumber | INTEGER | The detector status group number for objects in this row. This value shall not exceed the maxVehicleDetectorStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.1.4 | vehicleDetectorStatusGroupNumber | INTEGER | The detector status group number for objects in this row. This value shall not exceed the maxVehicleDetectorStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.2 | vehicleDetectorStatusGroupActive | INTEGER | This object shall return the detection status of each detector associated with the group. Each detector shall be represented as ON (detect) or OFF (no-detect) by individual bits in this object. If a detector is ON then the associated bit shall be set (1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.2.1 | vehicleDetectorStatusGroupActive | INTEGER | This object shall return the detection status of each detector associated with the group. Each detector shall be represented as ON (detect) or OFF (no-detect) by individual bits in this object. If a detector is ON then the associated bit shall be set (1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.2.2 | vehicleDetectorStatusGroupActive | INTEGER | This object shall return the detection status of each detector associated with the group. Each detector shall be represented as ON (detect) or OFF (no-detect) by individual bits in this object. If a detector is ON then the associated bit shall be set (1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.2.3 | vehicleDetectorStatusGroupActive | INTEGER | This object shall return the detection status of each detector associated with the group. Each detector shall be represented as ON (detect) or OFF (no-detect) by individual bits in this object. If a detector is ON then the associated bit shall be set (1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.2.4 | vehicleDetectorStatusGroupActive | INTEGER | This object shall return the detection status of each detector associated with the group. Each detector shall be represented as ON (detect) or OFF (no-detect) by individual bits in this object. If a detector is ON then the associated bit shall be set (1 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.3 | vehicleDetectorStatusGroupAlarms | INTEGER | This object shall return the alarm status of the detectors associated with the group. Each detector alarm status shall be represented as ON or OFF by individual bits in this object. If any detector alarm (defined in the vehicleDetectorAlarm object) is a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.3.1 | vehicleDetectorStatusGroupAlarms | INTEGER | This object shall return the alarm status of the detectors associated with the group. Each detector alarm status shall be represented as ON or OFF by individual bits in this object. If any detector alarm (defined in the vehicleDetectorAlarm object) is a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.3.2 | vehicleDetectorStatusGroupAlarms | INTEGER | This object shall return the alarm status of the detectors associated with the group. Each detector alarm status shall be represented as ON or OFF by individual bits in this object. If any detector alarm (defined in the vehicleDetectorAlarm object) is a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.3.3 | vehicleDetectorStatusGroupAlarms | INTEGER | This object shall return the alarm status of the detectors associated with the group. Each detector alarm status shall be represented as ON or OFF by individual bits in this object. If any detector alarm (defined in the vehicleDetectorAlarm object) is a | 0 | 255 |

# ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.1.2.4.1.3.4 | vehicleDetectorStatusGroupAlarms | INTEGER | This object shall return the alarm status of the detectors associated with the group. Each detector alarm status shall be represented as ON or OFF by individual bits in this object. If any detector alarm (defined in the vehicleDetectorAlarm object) is a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5 | volumeOccupancyReport | reg point | | | |
| 1.3.6.1.4.1.1206.4.2.1.2.5.1.0 | volumeOccupancySequence | INTEGER | This object defines a Sequence Number for Volume / Occupancy data collection. This object is used to detect duplicate or missing reports. The value cycles within the limits of 0 to 255. This object is incremented by one at the expiration of the volumeOc | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.2.0 | volumeOccupancyPeriod | INTEGER | This object defines the number of seconds (0-255) that comprise the volume / occupancy collection period. When the collection period expires the device shall increment the volumeOccupancySequence, update the volumeOccupancyTable entries and reset the vo | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.3.0 | activeVolumeOccupancyDetectors | INTEGER | The number of detectors in this device. This object indicates how many rows are in the volumeOccupancyTable object. There shall be a row for every detector that is collecting volume or occupancy data (refer to detectorOptions in the detectorTable). | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4 | volumeOccupancyTable | SEQUENCE | A table containing Detector Volume and Occupancy data collected. The number of rows in this table is equal to the activeVolumeOccupancyDetectors object. | | |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1 | volumeOccupancyEntry | SEQUENCE | The Volume and Occupancy data collected for one of the detectors in the device. | | |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.1 | detectorVolume | INTEGER | Detector Volume data collected over the Volume / Occupancy Period. This value shall range from 0 to 254 indicating the volume of traffic crossing the associated detectorNumber during the collection period. The value 255 shall indicate volume overflow. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.1.1 | detectorVolume | INTEGER | Detector Volume data collected over the Volume / Occupancy Period. This value shall range from 0 to 254 indicating the volume of traffic crossing the associated detectorNumber during the collection period. The value 255 shall indicate volume overflow. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.1.2 | detectorVolume | INTEGER | Detector Volume data collected over the Volume / Occupancy Period. This value shall range from 0 to 254 indicating the volume of traffic crossing the associated detectorNumber during the collection period. The value 255 shall indicate volume overflow. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.1.3 | detectorVolume | INTEGER | Detector Volume data collected over the Volume / Occupancy Period. This value shall range from 0 to 254 indicating the volume of traffic crossing the associated detectorNumber during the collection period. The value 255 shall indicate volume overflow. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.1.4 | detectorVolume | INTEGER | Detector Volume data collected over the Volume / Occupancy Period. This value shall range from 0 to 254 indicating the volume of traffic crossing the associated detectorNumber during the collection period. The value 255 shall indicate volume overflow. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.1.5 | detectorVolume | INTEGER | Detector Volume data collected over the Volume / Occupancy Period. This value shall range from 0 to 254 indicating the volume of traffic crossing the associated detectorNumber during the collection period. The value 255 shall indicate volume overflow. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.1.6 | detectorVolume | INTEGER | Detector Volume data collected over the Volume / Occupancy Period. This value shall range from 0 to 254 indicating the volume of traffic crossing the associated detectorNumber during the collection period. The value 255 shall indicate volume overflow. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.1.7 | detectorVolume | INTEGER | Detector Volume data collected over the Volume / Occupancy Period. This value shall range from 0 to 254 indicating the volume of traffic crossing the associated detectorNumber during the collection period. The value 255 shall indicate volume overflow. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.1.8 | detectorVolume | INTEGER | Detector Volume data collected over the Volume / Occupancy Period. This value shall range from 0 to 254 indicating the volume of traffic crossing the associated detectorNumber during the collection period. The value 255 shall indicate volume overflow. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.2 | detectorOccupancy | INTEGER | Detector Occupancy data collected over the Volume / Occupancy Period or Detector Unit Diagnostic Information. The value of the object shall indicate occupancy or detector diagnostic information as follows: Range Meaning 0-200 Detector Occ | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.2.1 | detectorOccupancy | INTEGER | Detector Occupancy data collected over the Volume / Occupancy Period or Detector Unit Diagnostic Information. The value of the object shall indicate occupancy or detector diagnostic information as follows: Range Meaning 0-200 Detector Occ | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.2.2 | detectorOccupancy | INTEGER | Detector Occupancy data collected over the Volume / Occupancy Period or Detector Unit Diagnostic Information. The value of the object shall indicate occupancy or detector diagnostic information as follows: Range Meaning 0-200 Detector Occ | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.2.3 | detectorOccupancy | INTEGER | Detector Occupancy data collected over the Volume / Occupancy Period or Detector Unit Diagnostic Information. The value of the object shall indicate occupancy or detector diagnostic information as follows: Range Meaning 0-200 Detector Occ | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.2.4 | detectorOccupancy | INTEGER | Detector Occupancy data collected over the Volume / Occupancy Period or Detector Unit Diagnostic Information. The value of the object shall indicate occupancy or detector diagnostic information as follows: Range Meaning 0-200 Detector Occ | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.2.5 | detectorOccupancy | INTEGER | Detector Occupancy data collected over the Volume / Occupancy Period or Detector Unit Diagnostic Information. The value of the object shall indicate occupancy or detector diagnostic information as follows: Range Meaning 0-200 Detector Occ | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.2.6 | detectorOccupancy | INTEGER | Detector Occupancy data collected over the Volume / Occupancy Period or Detector Unit Diagnostic Information. The value of the object shall indicate occupancy or detector diagnostic information as follows: Range Meaning 0-200 Detector Occ | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.2.7 | detectorOccupancy | INTEGER | Detector Occupancy data collected over the Volume / Occupancy Period or Detector Unit Diagnostic Information. The value of the object shall indicate occupancy or detector diagnostic information as follows: Range Meaning 0-200 Detector Occ | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.5.4.1.2.8 | detectorOccupancy | INTEGER | Detector Occupancy data collected over the Volume / Occupancy Period or Detector Unit Diagnostic Information. The value of the object shall indicate occupancy or detector diagnostic information as follows: Range Meaning 0-200 Detector Occ | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.6.0 | maxPedestrianDetectors | INTEGER | The Maximum Number of Pedestrian Detectors this Actuated Controller Unit supports. This object indicates the maximum rows which shall appear in the pedestrianDetectorTable object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7 | pedestrianDetectorTable | SEQUENCE | A table containing Actuated Controller Unit pedestrian detector parameters. The number of rows in this table is equal to the maxPedestrianDetectors object. | | |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1 | pedestrianDetectorEntry | SEQUENCE | Parameters for a specific Actuated Controller Unit pedestrian detector. | | |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.1 | pedestrianDetectorNumber | INTEGER | The pedestrianDetector number for objects in this row. The value shall not exceed the maxPedestrianDetectors object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.1.1 | pedestrianDetectorNumber | INTEGER | The pedestrianDetector number for objects in this row. The value shall not exceed the maxPedestrianDetectors object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.1.2 | pedestrianDetectorNumber | INTEGER | The pedestrianDetector number for objects in this row. The value shall not exceed the maxPedestrianDetectors object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.1.3 | pedestrianDetectorNumber | INTEGER | The pedestrianDetector number for objects in this row. The value shall not exceed the maxPedestrianDetectors object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.1.4 | pedestrianDetectorNumber | INTEGER | The pedestrianDetector number for objects in this row. The value shall not exceed the maxPedestrianDetectors object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.2 | pedestrianDetectorCallPhase | INTEGER | This object contains assigned phase number for the pedestrian detector input associated with this row. The associated detector call capability is enabled when this object is set to a non-zero value. The value shall not exceed the value of maxPhases. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.2.1 | pedestrianDetectorCallPhase | INTEGER | This object contains assigned phase number for the pedestrian detector input associated with this row. The associated detector call capability is enabled when this object is set to a non-zero value. The value shall not exceed the value of maxPhases. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.2.2 | pedestrianDetectorCallPhase | INTEGER | This object contains assigned phase number for the pedestrian detector input associated with this row. The associated detector call capability is enabled when this object is set to a non-zero value. The value shall not exceed the value of maxPhases. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.2.3 | pedestrianDetectorCallPhase | INTEGER | This object contains assigned phase number for the pedestrian detector input associated with this row. The associated detector call capability is enabled when this object is set to a non-zero value. The value shall not exceed the value of maxPhases. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.2.4 | pedestrianDetectorCallPhase | INTEGER | This object contains assigned phase number for the pedestrian detector input associated with this row. The associated detector call capability is enabled when this object is set to a non-zero value. The value shall not exceed the value of maxPhases. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.3 | pedestrianDetectorNoActivity | INTEGER | Pedestrian Detector No Activity diagnostic Parameter in minutes (0-255 min.) . If an active detector does not exhibit an actuation in the specified period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.3.1 | pedestrianDetectorNoActivity | INTEGER | Pedestrian Detector No Activity diagnostic Parameter in minutes (0-255 min.) . If an active detector does not exhibit an actuation in the specified period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.3.2 | pedestrianDetectorNoActivity | INTEGER | Pedestrian Detector No Activity diagnostic Parameter in minutes (0-255 min.) . If an active detector does not exhibit an actuation in the specified period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.3.3 | pedestrianDetectorNoActivity | INTEGER | Pedestrian Detector No Activity diagnostic Parameter in minutes (0-255 min.) . If an active detector does not exhibit an actuation in the specified period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.3.4 | pedestrianDetectorNoActivity | INTEGER | Pedestrian Detector No Activity diagnostic Parameter in minutes (0-255 min.) . If an active detector does not exhibit an actuation in the specified period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.4 | pedestrianDetectorMaxPresence | INTEGER | Pedestrian Detector Maximum Presence diagnostic Parameter in minutes (0-255 min.). If an active detector exhibits continuous detection for too long a period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.4.1 | pedestrianDetectorMaxPresence | INTEGER | Pedestrian Detector Maximum Presence diagnostic Parameter in minutes (0-255 min.). If an active detector exhibits continuous detection for too long a period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.4.2 | pedestrianDetectorMaxPresence | INTEGER | Pedestrian Detector Maximum Presence diagnostic Parameter in minutes (0-255 min.). If an active detector exhibits continuous detection for too long a period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.4.3 | pedestrianDetectorMaxPresence | INTEGER | Pedestrian Detector Maximum Presence diagnostic Parameter in minutes (0-255 min.). If an active detector exhibits continuous detection for too long a period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.4.4 | pedestrianDetectorMaxPresence | INTEGER | Pedestrian Detector Maximum Presence diagnostic Parameter in minutes (0-255 min.). If an active detector exhibits continuous detection for too long a period, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.5 | pedestrianDetectorErraticCounts | INTEGER | Pedestrian Detector Erratic Counts diagnostic Parameter in counts/minute (0-255 cpm). If an active detector exhibits excessive actuations, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this object s | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.5.1 | pedestrianDetectorErraticCounts | INTEGER | Pedestrian Detector Erratic Counts diagnostic Parameter in counts/minute (0-255 cpm). If an active detector exhibits excessive actuations, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this object s | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.5.2 | pedestrianDetectorErraticCounts | INTEGER | Pedestrian Detector Erratic Counts diagnostic Parameter in counts/minute (0-255 cpm). If an active detector exhibits excessive actuations, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this object s | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.5.3 | pedestrianDetectorErraticCounts | INTEGER | Pedestrian Detector Erratic Counts diagnostic Parameter in counts/minute (0-255 cpm). If an active detector exhibits excessive actuations, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this object s | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.5.4 | pedestrianDetectorErraticCounts | INTEGER | Pedestrian Detector Erratic Counts diagnostic Parameter in counts/minute (0-255 cpm). If an active detector exhibits excessive actuations, it is considered a fault by the diagnostics and the detector is classified as Failed. A value of 0 for this object s | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.6 | pedestrianDetectorAlarms | INTEGER | This object shall return indications of detector alarms. Detector Alarms are indicated as follows: Bit Definition 0 No Activity Fault: This detector has been flagged as non- operational due to lower than expected activity by the CU detecto | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.6.1 | pedestrianDetectorAlarms | INTEGER | This object shall return indications of detector alarms. Detector Alarms are indicated as follows: Bit Definition 0 No Activity Fault: This detector has been flagged as non- operational due to lower than expected activity by the CU detecto | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.6.2 | pedestrianDetectorAlarms | INTEGER | This object shall return indications of detector alarms. Detector Alarms are indicated as follows: Bit Definition 0 No Activity Fault: This detector has been flagged as non- operational due to lower than expected activity by the CU detecto | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.6.3 | pedestrianDetectorAlarms | INTEGER | This object shall return indications of detector alarms. Detector Alarms are indicated as follows: Bit Definition 0 No Activity Fault: This detector has been flagged as non- operational due to lower than expected activity by the CU detecto | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.2.7.1.6.4 | pedestrianDetectorAlarms | INTEGER | This object shall return indications of detector alarms. Detector Alarms are indicated as follows: Bit Definition 0 No Activity Fault: This detector has been flagged as non- operational due to lower than expected activity by the CU detecto | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3 | unit | reg point | | | |
| 1.3.6.1.4.1.1206.4.2.1.3.1.0 | unitStartUpFlash | INTEGER | Unit Start up Flash time parameter in seconds (0 to 255 sec). The period/state (Start-Up Flash occurs when power is restored following a device defined power interruption. During the Start-Up Flash state, the Fault Monitor and Voltage Monitor outputs shal | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.2.0 | unitAutoPedestrianClear | Enum | Unit Automatic Ped Clear parameter (1 = False/Disable 2=True/Enable). When enabled, the CU shall time the Pedestrian Clearance interval when Manual Control Enable is active and prevent the Pedestrian Clearance interval from being terminated by the Interva | | |
| 1.3.6.1.4.1.1206.4.2.1.3.3.0 | unitBackupTime | INTEGER | The Backup Time in seconds (0-65535). When one of the defined system control parameters is SET, the backup timer is reset and times the unitBackupTime interval. If the unitBackupTime interval expires without a SET operation to one of the system control p | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.3.4.0 | unitRedRevert | INTEGER | The red revert in tenth seconds ( 0.0 - 25.5 seconds). This value shall provide the minimum red revert time for all phases (i.e. if it is greater than a phaseRedRevert object value, then this value shall be used as the red revert time for the affected ph | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.5.0 | unitControlStatus | Enum | The Control Mode for Pattern, Flash, or Free at the device: systemControl; control by master or central commands. systemStandby; control by local based on master or central command to use local control. backupMode; Backup Mode (see | | |
| 1.3.6.1.4.1.1206.4.2.1.3.6.0 | unitFlashStatus | Enum | The Flash modes: notFlash; the CU is not in Flash automatic; the CU is currently in an Automatic Flash state. localManual; the Controller Unit Local Flash input is active, MMU Flash input is not active, and Flash is not commanded by the | | |
| 1.3.6.1.4.1.1206.4.2.1.3.7.0 | unitAlarmStatus2 | INTEGER | Device Alarm Mask 2 ( 0 = False, 1 = True) as follows: Bit 7 - Reserved. Bit 6 - Reserved. Bit 5 - Reserved. Bit 4 - Stop Time - When either CU Stop Time Input becomes active. Bit 3 - External Start - When the CU External Start becomes active. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.8.0 | unitAlarmStatus1 | INTEGER | Device Alarm Mask 1 ( 0 = False, 1 = True) as follows: Bit 7 - CoordActive - When coordination is active and not preempted or overridden. Bit 6 - Local Free - When any of the Controller Unit inputs and/or programming cause it to not respon | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.9.0 | shortAlarmStatus | INTEGER | Short Alarm Mask ( 0 = False, 1 = True) as follows: Bit 7 - Critical Alarm; When the Stop Time input is active. Bit 6 - Non-Critical Alarm; When an physical alarm input is active. Bit 5 - Detector Fault; When any detectorAlarm fault occurs. Bit 4 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.10.0 | unitControl | INTEGER | This object is used to allow a remote entity to activate unit functions in the device ( 0 = False / Disabled, 1 = True / Enabled) as follows: Bit 7 = Dimming Enable - when set to 1, causes channel dimming to operate as configured. REFERENCE | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.11.0 | maxAlarmGroups | INTEGER | This object contains the maximum number of alarm groups (8 alarm inputs per group) this device supports. This object indicates the maximum rows which shall appear in the alarmGroupTable object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.12 | alarmGroupTable | SEQUENCE | This table contains alarm input status in groups of eight inputs. The number of rows in this table is equal to the maxAlarmGroups object. | | |
| 1.3.6.1.4.1.1206.4.2.1.3.12.1 | alarmGroupEntry | SEQUENCE | Status for eight alarm inputs. | | |
| 1.3.6.1.4.1.1206.4.2.1.3.12.1.1 | alarmGroupNumber | INTEGER | The alarm group number for objects in this row. This value shall not exceed the maxAlarmGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.12.1.1.1 | alarmGroupNumber | INTEGER | The alarm group number for objects in this row. This value shall not exceed the maxAlarmGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.12.1.1.2 | alarmGroupNumber | INTEGER | The alarm group number for objects in this row. This value shall not exceed the maxAlarmGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.12.1.1.3 | alarmGroupNumber | INTEGER | The alarm group number for objects in this row. This value shall not exceed the maxAlarmGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.12.1.1.4 | alarmGroupNumber | INTEGER | The alarm group number for objects in this row. This value shall not exceed the maxAlarmGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.12.1.2 | alarmGroupState | INTEGER | Alarm input state bit field. When a bit = 1, the associated physical alarm input is active. When a bit = 0, the associated alarm input is NOT active. Bit 7 = Alarm Input number = ( alarmGroupNumber * 8) Bit 6 = Alarm Input number = ( alarmGroupNumb | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.12.1.2.1 | alarmGroupState | INTEGER | Alarm input state bit field. When a bit = 1, the associated physical alarm input is active. When a bit = 0, the associated alarm input is NOT active. Bit 7 = Alarm Input number = ( alarmGroupNumber * 8) Bit 6 = Alarm Input number = ( alarmGroupNumb | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.12.1.2.2 | alarmGroupState | INTEGER | Alarm input state bit field. When a bit = 1, the associated physical alarm input is active. When a bit = 0, the associated alarm input is NOT active. Bit 7 = Alarm Input number = ( alarmGroupNumber * 8) Bit 6 = Alarm Input number = ( alarmGroupNumb | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.12.1.2.3 | alarmGroupState | INTEGER | Alarm input state bit field. When a bit = 1, the associated physical alarm input is active. When a bit = 0, the associated alarm input is NOT active. Bit 7 = Alarm Input number = ( alarmGroupNumber * 8) Bit 6 = Alarm Input number = ( alarmGroupNumb | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.12.1.2.4 | alarmGroupState | INTEGER | Alarm input state bit field. When a bit = 1, the associated physical alarm input is active. When a bit = 0, the associated alarm input is NOT active. Bit 7 = Alarm Input number = ( alarmGroupNumber * 8) Bit 6 = Alarm Input number = ( alarmGroupNumb | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.13.0 | maxSpecialFunctionOutputs | INTEGER | The Maximum Number of Special Functions this Actuated Controller Unit supports. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.14 | specialFunctionOutputTable | SEQUENCE | A table containing Actuated Controller Unit special function output objects. The number of rows in this table is equal to the maxSpecialFunctionOutputs object. | | |
| 1.3.6.1.4.1.1206.4.2.1.3.14.1 | specialFunctionOutputEntry | SEQUENCE | Control for Actuated Controller Unit system special functions. | | |

## ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.1.3.14.1.1 | specialFunctionOutputNumber | INTEGER | The special function output number associated with the specialFunctionOutputState object in this row. This value shall not exceed the maxSpecialFunctionOutputs object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.14.1.1.1 | specialFunctionOutputNumber | INTEGER | The special function output number associated with the specialFunctionOutputState object in this row. This value shall not exceed the maxSpecialFunctionOutputs object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.14.1.1.2 | specialFunctionOutputNumber | INTEGER | The special function output number associated with the specialFunctionOutputState object in this row. This value shall not exceed the maxSpecialFunctionOutputs object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.14.1.1.3 | specialFunctionOutputNumber | INTEGER | The special function output number associated with the specialFunctionOutputState object in this row. This value shall not exceed the maxSpecialFunctionOutputs object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.14.1.1.4 | specialFunctionOutputNumber | INTEGER | The special function output number associated with the specialFunctionOutputState object in this row. This value shall not exceed the maxSpecialFunctionOutputs object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.3.14.1.2 | specialFunctionOutputState | INTEGER | The special function output (logical or physical)on the device may be controlled by this object. When this object is non-zero then the associated special function output signal shall be ON. When this object is zero then the associated special function o | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.3.14.1.2.1 | specialFunctionOutputState | INTEGER | The special function output (logical or physical)on the device may be controlled by this object. When this object is non-zero then the associated special function output signal shall be ON. When this object is zero then the associated special function o | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.3.14.1.2.2 | specialFunctionOutputState | INTEGER | The special function output (logical or physical)on the device may be controlled by this object. When this object is non-zero then the associated special function output signal shall be ON. When this object is zero then the associated special function o | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.3.14.1.2.3 | specialFunctionOutputState | INTEGER | The special function output (logical or physical)on the device may be controlled by this object. When this object is non-zero then the associated special function output signal shall be ON. When this object is zero then the associated special function o | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.3.14.1.2.4 | specialFunctionOutputState | INTEGER | The special function output (logical or physical)on the device may be controlled by this object. When this object is non-zero then the associated special function output signal shall be ON. When this object is zero then the associated special function o | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4 | coord | reg point | | | |
| 1.3.6.1.4.1.1206.4.2.1.4.1.0 | coordOperationalMode | INTEGER | This object defines the operational mode for coordination. The possible modes are: Value Description 0 Automatic - this mode provides for coord operation, free, and flash to be determined automatically by the possible sources (i.e. I | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.2.0 | coordCorrectionMode | Enum | This object defines the Coord Correction Mode. The possible modes are: other; the coordinator establishes a new offset by a mechanism not defined in this standard. dwell; when changing offset, the coordinator shall establish a new offset | | |
| 1.3.6.1.4.1.1206.4.2.1.4.3.0 | coordMaximumMode | Enum | This object defines the Coord Maximum Mode. The possible modes are: other; the maximum mode is determined by some other mechanism not defined in this standard. maximum1; the internal Maximum 1 Timing shall be effective while coor | | |
| 1.3.6.1.4.1.1206.4.2.1.4.4.0 | coordForceMode | Enum | This object defines the Pattern Force Mode. The possible modes are: other; the CU implements a mechanism not defined in this standard. floating; each phase will be forced the split time after it becomes active. This allows unused split ti | | |
| 1.3.6.1.4.1.1206.4.2.1.4.5.0 | maxPatterns | INTEGER | The maximum number of Patterns this Actuated Controller Unit supports. This object indicates how many rows are in the patternTable object (254 and 255 are defined as non-pattern status for Free and Flash). | 0 | 253 |
| 1.3.6.1.4.1.1206.4.2.1.4.6.0 | patternTableType | Enum | This object provides information about any special organizational structure required for the pattern table. The defined structures are as follows: other - The pattern table setup is not described in this standard, refer to device manual. | | |
| 1.3.6.1.4.1.1206.4.2.1.4.7 | patternTable | SEQUENCE | A table containing Actuated Controller Unit coordination Pattern parameters. The number of rows in this table is equal to the maxPatterns object. | | |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1 | patternEntry | SEQUENCE | Parameters for a specific Actuated Controller Unit pattern. | | |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.1 | patternNumber | INTEGER | The pattern number for objects in this row. This value shall not exceed the maxPatterns object value. | 1 | 253 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.1.1 | patternNumber | INTEGER | The pattern number for objects in this row. This value shall not exceed the maxPatterns object value. | 1 | 253 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.1.2 | patternNumber | INTEGER | The pattern number for objects in this row. This value shall not exceed the maxPatterns object value. | 1 | 253 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.1.3 | patternNumber | INTEGER | The pattern number for objects in this row. This value shall not exceed the maxPatterns object value. | 1 | 253 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.1.4 | patternNumber | INTEGER | The pattern number for objects in this row. This value shall not exceed the maxPatterns object value. | 1 | 253 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.1.5 | patternNumber | INTEGER | The pattern number for objects in this row. This value shall not exceed the maxPatterns object value. | 1 | 253 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.1.6 | patternNumber | INTEGER | The pattern number for objects in this row. This value shall not exceed the maxPatterns object value. | 1 | 253 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.1.7 | patternNumber | INTEGER | The pattern number for objects in this row. This value shall not exceed the maxPatterns object value. | 1 | 253 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.1.8 | patternNumber | INTEGER | The pattern number for objects in this row. This value shall not exceed the maxPatterns object value. | 1 | 253 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.2 | patternCycleTime | INTEGER | The patternCycleTime object specifies the length of the pattern cycle in seconds (NEMA TS 2 range: 30-255). A pattern cycle time less than adequate to service the minimum requirements of all phases shall result in Free mode. The minimum requirements of a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.2.1 | patternCycleTime | INTEGER | The patternCycleTime object specifies the length of the pattern cycle in seconds (NEMA TS 2 range: 30-255). A pattern cycle time less than adequate to service the minimum requirements of all phases shall result in Free mode. The minimum requirements of a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.2.2 | patternCycleTime | INTEGER | The patternCycleTime object specifies the length of the pattern cycle in seconds (NEMA TS 2 range: 30-255). A pattern cycle time less than adequate to service the minimum requirements of all phases shall result in Free mode. The minimum requirements of a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.2.3 | patternCycleTime | INTEGER | The patternCycleTime object specifies the length of the pattern cycle in seconds (NEMA TS 2 range: 30-255). A pattern cycle time less than adequate to service the minimum requirements of all phases shall result in Free mode. The minimum requirements of a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.2.4 | patternCycleTime | INTEGER | The patternCycleTime object specifies the length of the pattern cycle in seconds (NEMA TS 2 range: 30-255). A pattern cycle time less than adequate to service the minimum requirements of all phases shall result in Free mode. The minimum requirements of a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.2.5 | patternCycleTime | INTEGER | The patternCycleTime object specifies the length of the pattern cycle in seconds (NEMA TS 2 range: 30-255). A pattern cycle time less than adequate to service the minimum requirements of all phases shall result in Free mode. The minimum requirements of a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.2.6 | patternCycleTime | INTEGER | The patternCycleTime object specifies the length of the pattern cycle in seconds (NEMA TS 2 range: 30-255). A pattern cycle time less than adequate to service the minimum requirements of all phases shall result in Free mode. The minimum requirements of a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.2.7 | patternCycleTime | INTEGER | The patternCycleTime object specifies the length of the pattern cycle in seconds (NEMA TS 2 range: 30-255). A pattern cycle time less than adequate to service the minimum requirements of all phases shall result in Free mode. The minimum requirements of a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.2.8 | patternCycleTime | INTEGER | The patternCycleTime object specifies the length of the pattern cycle in seconds (NEMA TS 2 range: 30-255). A pattern cycle time less than adequate to service the minimum requirements of all phases shall result in Free mode. The minimum requirements of a | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.3 | patternOffsetTime | INTEGER | The patternOffsetTime defines by how many seconds (NEMA TS 2 range: 0- 254) the local time zero shall lag the system time zero (synchronization pulse) for this pattern.. An offset value equal to or greater than the cycle time shall result in Free being th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.3.1 | patternOffsetTime | INTEGER | The patternOffsetTime defines by how many seconds (NEMA TS 2 range: 0- 254) the local time zero shall lag the system time zero (synchronization pulse) for this pattern.. An offset value equal to or greater than the cycle time shall result in Free being th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.3.2 | patternOffsetTime | INTEGER | The patternOffsetTime defines by how many seconds (NEMA TS 2 range: 0- 254) the local time zero shall lag the system time zero (synchronization pulse) for this pattern.. An offset value equal to or greater than the cycle time shall result in Free being th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.3.3 | patternOffsetTime | INTEGER | The patternOffsetTime defines by how many seconds (NEMA TS 2 range: 0- 254) the local time zero shall lag the system time zero (synchronization pulse) for this pattern.. An offset value equal to or greater than the cycle time shall result in Free being th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.3.4 | patternOffsetTime | INTEGER | The patternOffsetTime defines by how many seconds (NEMA TS 2 range: 0- 254) the local time zero shall lag the system time zero (synchronization pulse) for this pattern.. An offset value equal to or greater than the cycle time shall result in Free being th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.3.5 | patternOffsetTime | INTEGER | The patternOffsetTime defines by how many seconds (NEMA TS 2 range: 0- 254) the local time zero shall lag the system time zero (synchronization pulse) for this pattern.. An offset value equal to or greater than the cycle time shall result in Free being th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.3.6 | patternOffsetTime | INTEGER | The patternOffsetTime defines by how many seconds (NEMA TS 2 range: 0- 254) the local time zero shall lag the system time zero (synchronization pulse) for this pattern.. An offset value equal to or greater than the cycle time shall result in Free being th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.3.7 | patternOffsetTime | INTEGER | The patternOffsetTime defines by how many seconds (NEMA TS 2 range: 0- 254) the local time zero shall lag the system time zero (synchronization pulse) for this pattern.. An offset value equal to or greater than the cycle time shall result in Free being th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.3.8 | patternOffsetTime | INTEGER | The patternOffsetTime defines by how many seconds (NEMA TS 2 range: 0- 254) the local time zero shall lag the system time zero (synchronization pulse) for this pattern.. An offset value equal to or greater than the cycle time shall result in Free being th | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.4 | patternSplitNumber | INTEGER | This object is used to locate information in the splitTable to use for this pattern. This value shall not exceed the maxSplits object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.4.1 | patternSplitNumber | INTEGER | This object is used to locate information in the splitTable to use for this pattern. This value shall not exceed the maxSplits object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.4.2 | patternSplitNumber | INTEGER | This object is used to locate information in the splitTable to use for this pattern. This value shall not exceed the maxSplits object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.4.3 | patternSplitNumber | INTEGER | This object is used to locate information in the splitTable to use for this pattern. This value shall not exceed the maxSplits object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.4.4 | patternSplitNumber | INTEGER | This object is used to locate information in the splitTable to use for this pattern. This value shall not exceed the maxSplits object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.4.5 | patternSplitNumber | INTEGER | This object is used to locate information in the splitTable to use for this pattern. This value shall not exceed the maxSplits object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.4.6 | patternSplitNumber | INTEGER | This object is used to locate information in the splitTable to use for this pattern. This value shall not exceed the maxSplits object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.4.7 | patternSplitNumber | INTEGER | This object is used to locate information in the splitTable to use for this pattern. This value shall not exceed the maxSplits object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.4.8 | patternSplitNumber | INTEGER | This object is used to locate information in the splitTable to use for this pattern. This value shall not exceed the maxSplits object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.5 | patternSequenceNumber | INTEGER | This object is used to locate information in the sequenceTable to use with this pattern. This value shall not exceed the maxSequences object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.5.1 | patternSequenceNumber | INTEGER | This object is used to locate information in the sequenceTable to use with this pattern. This value shall not exceed the maxSequences object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.5.2 | patternSequenceNumber | INTEGER | This object is used to locate information in the sequenceTable to use with this pattern. This value shall not exceed the maxSequences object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.5.3 | patternSequenceNumber | INTEGER | This object is used to locate information in the sequenceTable to use with this pattern. This value shall not exceed the maxSequences object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.5.4 | patternSequenceNumber | INTEGER | This object is used to locate information in the sequenceTable to use with this pattern. This value shall not exceed the maxSequences object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.5.5 | patternSequenceNumber | INTEGER | This object is used to locate information in the sequenceTable to use with this pattern. This value shall not exceed the maxSequences object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.5.6 | patternSequenceNumber | INTEGER | This object is used to locate information in the sequenceTable to use with this pattern. This value shall not exceed the maxSequences object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.5.7 | patternSequenceNumber | INTEGER | This object is used to locate information in the sequenceTable to use with this pattern. This value shall not exceed the maxSequences object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.7.1.5.8 | patternSequenceNumber | INTEGER | This object is used to locate information in the sequenceTable to use with this pattern. This value shall not exceed the maxSequences object value. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.8.0 | maxSplits | INTEGER | The maximum number of Split Plans this Actuated Controller Unit supports. This object indicates how many Split plans are in the splitTable object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9 | splitTable | SEQUENCE | A table containing Actuated Controller Unit coordination split parameters. The number of rows in this table is equal to maxSplits. | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1 | splitEntry | SEQUENCE | Split type Parameters for a specific Actuated Controller Unit phase. | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.1 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.1.1 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.1.2 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.1.3 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.1.4 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.1 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.2 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.3 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.4 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.1 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.2 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.3 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.4 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.1 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.2 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.3 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.4 | splitNumber | INTEGER | The object defines which rows of the split table comprise a split group. All rows that have the same splitNumber are in the same split group. The value of this object shall not exceed the maxSplits object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |

## ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.1.1 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.1.2 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.1.3 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.1.4 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.2.1 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.2.2 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.2.3 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.2.4 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.3.1 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.3.2 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.3.3 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.3.4 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.4.1 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.4.2 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.4.3 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.2.4.4 | splitPhase | INTEGER | The phase number for objects in this row. The value of this object shall not exceed the maxPhases object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.1.1 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.1.2 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.1.3 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.1.4 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.2.1 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.2.2 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.2.3 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.2.4 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.3.1 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.3.2 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.3.3 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.3.4 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.4.1 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.4.2 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.4.3 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.3.4.4 | splitTime | INTEGER | The time in seconds the splitPhase is allowed to receive (i.e. before a Force Off is applied) when constant demands exist on all phases. In floating coordForceMode, this is always the maximum time a non-coordinated phase is allowed to receive | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.1.1 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.1.2 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.1.3 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.1.4 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.2.1 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.2.2 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.2.3 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.2.4 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.3.1 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.3.2 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.3.3 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.3.4 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.4.1 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.4.2 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.4.3 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.4.4.4 | splitMode | Enum | This object defines operational characteristics of the phase. The following options are available: other; the operation is not specified in this standard none; no split mode control. minimumVehicleRecall; this phase operates with a minimum vehicle | | |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.1.1 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.1.2 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.1.3 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.1.4 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.2.1 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.2.2 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.2.3 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.2.4 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.3.1 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.3.2 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.3.3 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.3.4 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.4.1 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.4.2 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.4.3 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.9.1.5.4.4 | splitCoordPhase | INTEGER | To select the associated phase as a coordinated phase this object shall be set to TRUE (non zero). | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.4.10.0 | coordPatternStatus | INTEGER | This object defines the running coordination pattern / mode in the device. The possible values are: Value Description 0 Not used 1-253 Pattern, indicates the currently running pattern 254 Free, indicates Free operation without coordin | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.11.0 | localFreeStatus | Enum | The Free modes: notFree - The unit is not running in free mode. commandFree - the current pattern command is the Free mode pattern. transitionFree - the CU has a pattern command but is cycling to a point to begin coordination. inputFree - o | | |
| 1.3.6.1.4.1.1206.4.2.1.4.12.0 | coordCycleStatus | INTEGER | The Coord Cycle Status represents the current position in the local coord cycle of the running pattern (0 to 510 sec). This value normally counts down from patternCycleTime to Zero. This value may exceed the patternCycleTime during a coord cycle with offs | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.4.13.0 | coordSyncStatus | INTEGER | The Coord Sync Status represents the time since the system reference point for the running pattern (0 to 510 sec). This value normally counts up from Zero to the next system reference point (patternCycleTime). This value may exceed the patternCycleTime du | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.4.14.0 | systemPatternControl | INTEGER | This object is used to establish the Called System Pattern / Mode for the device. The possible values are: Value Description 0 Standby - the system relinquishes control of the device. 1-253 Pattern - these values indicate the system comma | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.4.15.0 | systemSyncControl | INTEGER | This object is used to establish the system reference point for the Called System Pattern by providing the current position in the system pattern cycle (0-254 seconds). The device shall recognize a write to this object as a command to establish the time u | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5 | timebaseAsc | reg point | | | |
| 1.3.6.1.4.1.1206.4.2.1.5.1.0 | timebaseAscPatternSync | INTEGER | Pattern Sync Reference in minutes past midnight. When the value is 0xFFFF, the controller unit shall use the Action time as the Sync Reference for that pattern. refer: NEMA TS 2 Clause 3.8.2 | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.5.2.0 | maxTimebaseAscActions | INTEGER | The Maximum Number of Actions this device supports. This object indicates the maximum rows which shall appear in the timebaseAscActionTable object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3 | timebaseAscActionTable | SEQUENCE | A table containing Actuated Controller Unit Time Base action parameters. The number of rows in this table is equal to the maxTimebaseAscActions object. | | |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1 | timebaseAscActionEntry | SEQUENCE | Action Parameters for a Actuated Controller Unit Time Base Program. | | |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.1 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.2 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.3 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.4 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.5 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.6 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |

# ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.7 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.8 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.9 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.10 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.11 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.12 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.13 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.14 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.15 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.16 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.17 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.18 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.19 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.1.20 | timebaseAscActionNumber | INTEGER | The time base Action number for objects in this row. This value shall not exceed the maxTimebaseAscActions object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.1 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.2 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.3 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.4 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.5 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.6 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.7 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.8 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.9 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.10 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.11 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.12 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.13 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.14 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.15 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.16 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.17 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.18 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.19 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.2.20 | timebaseAscPattern | INTEGER | The Pattern that shall be active when this Action is active. The value shall not exceed the value of maxPatterns. A pattern of zero indicates that no pattern is being selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.1 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.2 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.3 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.4 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.5 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.6 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.7 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.8 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.9 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.10 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.11 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.12 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.13 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.14 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.15 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.16 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.17 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.18 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.19 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.3.20 | timebaseAscAuxillaryFunction | INTEGER | The Auxiliary functions that shall be active when this Action is active. Bit Function 0 Auxiliary function 1 enabled if set (non-zero), disabled if clear (zero). 1 Auxiliary function 2 enabled if set (non-zero), disabled if clear (ze | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.1 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.2 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.3 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.4 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.5 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.6 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.7 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.8 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.9 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.10 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.11 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.12 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.13 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.14 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.15 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.16 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.17 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.18 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.19 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.3.1.4.20 | timebaseAscSpecialFunction | INTEGER | The Special Functions that shall be active when this Action is active. Bit 7 - Special Function 8 (0 =False / Disabled, 1 = True / Enabled) Bit 6 - Special Function 7 (0 =False / Disabled, 1 = True / Enabled) Bit 5 - Special Function 6 (0 =False / | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.5.4.0 | timebaseAscActionStatus | INTEGER | This object indicates the current time base Action Table row that will be used when the CU is in Time Base operation. A value of zero indicates that no time base Action is selected. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6 | preempt | reg point | | | |
| 1.3.6.1.4.1.1206.4.2.1.6.1.0 | maxPreempts | INTEGER | The Maximum Number of Preempts this Actuated Controller Unit supports. This object indicates the maximum rows which shall appear in the preemptTable object. refer: NEMA TS 2 Clause 3.7 | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2 | preemptTable | SEQUENCE | A table containing Actuated Controller Unit preemption parameters. The number of rows in this table is equal to the maxPreempts object. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1 | preemptEntry | SEQUENCE | Parameters for a specific Actuated Controller Unit preemptor. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.1 | preemptNumber | INTEGER | The preempt number for objects in this row. The value shall not exceed the maxPreempts object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.1.1 | preemptNumber | INTEGER | The preempt number for objects in this row. The value shall not exceed the maxPreempts object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.1.2 | preemptNumber | INTEGER | The preempt number for objects in this row. The value shall not exceed the maxPreempts object value. | 1 | 255 |

## ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.1.3 | preemptNumber | INTEGER | The preempt number for objects in this row. The value shall not exceed the maxPreempts object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.1.4 | preemptNumber | INTEGER | The preempt number for objects in this row. The value shall not exceed the maxPreempts object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.2 | preemptControl | INTEGER | Preempt Miscellaneous Control Parameter Mask ( 0 = False / Disabled, 1 = True / Enabled) as follows: Bit Function 7-4 3 Flash Dwell - the CU shall cause the phases listed in the preemptDwellPhase object to flash Yellow during the Dwell ph | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.2.1 | preemptControl | INTEGER | Preempt Miscellaneous Control Parameter Mask ( 0 = False / Disabled, 1 = True / Enabled) as follows: Bit Function 7-4 3 Flash Dwell - the CU shall cause the phases listed in the preemptDwellPhase object to flash Yellow during the Dwell ph | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.2.2 | preemptControl | INTEGER | Preempt Miscellaneous Control Parameter Mask ( 0 = False / Disabled, 1 = True / Enabled) as follows: Bit Function 7-4 3 Flash Dwell - the CU shall cause the phases listed in the preemptDwellPhase object to flash Yellow during the Dwell ph | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.2.3 | preemptControl | INTEGER | Preempt Miscellaneous Control Parameter Mask ( 0 = False / Disabled, 1 = True / Enabled) as follows: Bit Function 7-4 3 Flash Dwell - the CU shall cause the phases listed in the preemptDwellPhase object to flash Yellow during the Dwell ph | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.2.4 | preemptControl | INTEGER | Preempt Miscellaneous Control Parameter Mask ( 0 = False / Disabled, 1 = True / Enabled) as follows: Bit Function 7-4 3 Flash Dwell - the CU shall cause the phases listed in the preemptDwellPhase object to flash Yellow during the Dwell ph | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.3 | preemptLink | INTEGER | This object provides a means to define a higher priority preempt to be combined (linked) with this preempt. At the end of Dwell time, the linked preempt shall receive an automatic call which shall be maintained as long as the demand for this preempt is ac | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.3.1 | preemptLink | INTEGER | This object provides a means to define a higher priority preempt to be combined (linked) with this preempt. At the end of Dwell time, the linked preempt shall receive an automatic call which shall be maintained as long as the demand for this preempt is ac | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.3.2 | preemptLink | INTEGER | This object provides a means to define a higher priority preempt to be combined (linked) with this preempt. At the end of Dwell time, the linked preempt shall receive an automatic call which shall be maintained as long as the demand for this preempt is ac | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.3.3 | preemptLink | INTEGER | This object provides a means to define a higher priority preempt to be combined (linked) with this preempt. At the end of Dwell time, the linked preempt shall receive an automatic call which shall be maintained as long as the demand for this preempt is ac | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.3.4 | preemptLink | INTEGER | This object provides a means to define a higher priority preempt to be combined (linked) with this preempt. At the end of Dwell time, the linked preempt shall receive an automatic call which shall be maintained as long as the demand for this preempt is ac | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.4 | preemptDelay | INTEGER | Preempt Delay Time in seconds ( 0-600 sec). This value determines the time the preempt input shall be active prior to initiating any preempt sequence. A non-locking preempt input which is removed prior to the completion of this time shall not cause a pre | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.4.1 | preemptDelay | INTEGER | Preempt Delay Time in seconds ( 0-600 sec). This value determines the time the preempt input shall be active prior to initiating any preempt sequence. A non-locking preempt input which is removed prior to the completion of this time shall not cause a pre | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.4.2 | preemptDelay | INTEGER | Preempt Delay Time in seconds ( 0-600 sec). This value determines the time the preempt input shall be active prior to initiating any preempt sequence. A non-locking preempt input which is removed prior to the completion of this time shall not cause a pre | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.4.3 | preemptDelay | INTEGER | Preempt Delay Time in seconds ( 0-600 sec). This value determines the time the preempt input shall be active prior to initiating any preempt sequence. A non-locking preempt input which is removed prior to the completion of this time shall not cause a pre | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.4.4 | preemptDelay | INTEGER | Preempt Delay Time in seconds ( 0-600 sec). This value determines the time the preempt input shall be active prior to initiating any preempt sequence. A non-locking preempt input which is removed prior to the completion of this time shall not cause a pre | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.5 | preemptMinimumDuration | INTEGER | Preempt Minimum Duration Time in seconds (0..65535). This value determines the minimum time during which the preempt is active. Duration begins timing at the end of Preempt Delay (if non zero) and will prevent an exit from the Dwell state until this time | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.5.1 | preemptMinimumDuration | INTEGER | Preempt Minimum Duration Time in seconds (0..65535). This value determines the minimum time during which the preempt is active. Duration begins timing at the end of Preempt Delay (if non zero) and will prevent an exit from the Dwell state until this time | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.5.2 | preemptMinimumDuration | INTEGER | Preempt Minimum Duration Time in seconds (0..65535). This value determines the minimum time during which the preempt is active. Duration begins timing at the end of Preempt Delay (if non zero) and will prevent an exit from the Dwell state until this time | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.5.3 | preemptMinimumDuration | INTEGER | Preempt Minimum Duration Time in seconds (0..65535). This value determines the minimum time during which the preempt is active. Duration begins timing at the end of Preempt Delay (if non zero) and will prevent an exit from the Dwell state until this time | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.5.4 | preemptMinimumDuration | INTEGER | Preempt Minimum Duration Time in seconds (0..65535). This value determines the minimum time during which the preempt is active. Duration begins timing at the end of Preempt Delay (if non zero) and will prevent an exit from the Dwell state until this time | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.6 | preemptMinimumGreen | INTEGER | Preempt Minimum Green Time in seconds (0-255 sec). A preempt initiated transition shall not cause the termination of an existing Green prior to its display for lesser of the phase's Minimum Green time or this period. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.6.1 | preemptMinimumGreen | INTEGER | Preempt Minimum Green Time in seconds (0-255 sec). A preempt initiated transition shall not cause the termination of an existing Green prior to its display for lesser of the phase's Minimum Green time or this period. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.6.2 | preemptMinimumGreen | INTEGER | Preempt Minimum Green Time in seconds (0-255 sec). A preempt initiated transition shall not cause the termination of an existing Green prior to its display for lesser of the phase's Minimum Green time or this period. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.6.3 | preemptMinimumGreen | INTEGER | Preempt Minimum Green Time in seconds (0-255 sec). A preempt initiated transition shall not cause the termination of an existing Green prior to its display for lesser of the phase's Minimum Green time or this period. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.6.4 | preemptMinimumGreen | INTEGER | Preempt Minimum Green Time in seconds (0-255 sec). A preempt initiated transition shall not cause the termination of an existing Green prior to its display for lesser of the phase's Minimum Green time or this period. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.7 | preemptMinimumWalk | INTEGER | Preempt Minimum Walk Time in seconds (0-255 sec). A preempt initiated transition shall not cause the termination of an existing Walk prior to its display for the lesser of the phase's Minimum Walk time or this period. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.7.1 | preemptMinimumWalk | INTEGER | Preempt Minimum Walk Time in seconds (0-255 sec). A preempt initiated transition shall not cause the termination of an existing Walk prior to its display for the lesser of the phase's Minimum Walk time or this period. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.7.2 | preemptMinimumWalk | INTEGER | Preempt Minimum Walk Time in seconds (0-255 sec). A preempt initiated transition shall not cause the termination of an existing Walk prior to its display for the lesser of the phase's Minimum Walk time or this period. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.7.3 | preemptMinimumWalk | INTEGER | Preempt Minimum Walk Time in seconds (0-255 sec). A preempt initiated transition shall not cause the termination of an existing Walk prior to its display for the lesser of the phase's Minimum Walk time or this period. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.7.4 | preemptMinimumWalk | INTEGER | Preempt Minimum Walk Time in seconds (0-255 sec). A preempt initiated transition shall not cause the termination of an existing Walk prior to its display for the lesser of the phase's Minimum Walk time or this period. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.8 | preemptEnterPedClear | INTEGER | Enter Ped ClearTime in seconds (0-255 sec). This parameter controls the ped clear timing for a normal Walk signal terminated by a preempt initiated transition. A preempt initiated transition shall not cause the termination of a Pedestrian Clearance prior | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.8.1 | preemptEnterPedClear | INTEGER | Enter Ped ClearTime in seconds (0-255 sec). This parameter controls the ped clear timing for a normal Walk signal terminated by a preempt initiated transition. A preempt initiated transition shall not cause the termination of a Pedestrian Clearance prior | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.8.2 | preemptEnterPedClear | INTEGER | Enter Ped ClearTime in seconds (0-255 sec). This parameter controls the ped clear timing for a normal Walk signal terminated by a preempt initiated transition. A preempt initiated transition shall not cause the termination of a Pedestrian Clearance prior | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.8.3 | preemptEnterPedClear | INTEGER | Enter Ped ClearTime in seconds (0-255 sec). This parameter controls the ped clear timing for a normal Walk signal terminated by a preempt initiated transition. A preempt initiated transition shall not cause the termination of a Pedestrian Clearance prior | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.8.4 | preemptEnterPedClear | INTEGER | Enter Ped ClearTime in seconds (0-255 sec). This parameter controls the ped clear timing for a normal Walk signal terminated by a preempt initiated transition. A preempt initiated transition shall not cause the termination of a Pedestrian Clearance prior | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.9 | preemptTrackGreen | INTEGER | Track Clear Green Time in seconds (0-255 sec). This parameter controls the green timing for the track clearance movement. The phase(s) active during the Track Green interval are enabled in preemptTrackPhase object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.9.1 | preemptTrackGreen | INTEGER | Track Clear Green Time in seconds (0-255 sec). This parameter controls the green timing for the track clearance movement. The phase(s) active during the Track Green interval are enabled in preemptTrackPhase object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.9.2 | preemptTrackGreen | INTEGER | Track Clear Green Time in seconds (0-255 sec). This parameter controls the green timing for the track clearance movement. The phase(s) active during the Track Green interval are enabled in preemptTrackPhase object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.9.3 | preemptTrackGreen | INTEGER | Track Clear Green Time in seconds (0-255 sec). This parameter controls the green timing for the track clearance movement. The phase(s) active during the Track Green interval are enabled in preemptTrackPhase object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.9.4 | preemptTrackGreen | INTEGER | Track Clear Green Time in seconds (0-255 sec). This parameter controls the green timing for the track clearance movement. The phase(s) active during the Track Green interval are enabled in preemptTrackPhase object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.10 | preemptDwellGreen | INTEGER | Minimum Dwell Time in seconds (1-255 sec). This parameter controls the minimum timing for the dwell movement. The phase(s) active during the Dwell interval are enabled in preemptDwellPhase object. The Dwell interval shall not terminate prior to the compl | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.10.1 | preemptDwellGreen | INTEGER | Minimum Dwell Time in seconds (1-255 sec). This parameter controls the minimum timing for the dwell movement. The phase(s) active during the Dwell interval are enabled in preemptDwellPhase object. The Dwell interval shall not terminate prior to the compl | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.10.2 | preemptDwellGreen | INTEGER | Minimum Dwell Time in seconds (1-255 sec). This parameter controls the minimum timing for the dwell movement. The phase(s) active during the Dwell interval are enabled in preemptDwellPhase object. The Dwell interval shall not terminate prior to the compl | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.10.3 | preemptDwellGreen | INTEGER | Minimum Dwell Time in seconds (1-255 sec). This parameter controls the minimum timing for the dwell movement. The phase(s) active during the Dwell interval are enabled in preemptDwellPhase object. The Dwell interval shall not terminate prior to the compl | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.10.4 | preemptDwellGreen | INTEGER | Minimum Dwell Time in seconds (1-255 sec). This parameter controls the minimum timing for the dwell movement. The phase(s) active during the Dwell interval are enabled in preemptDwellPhase object. The Dwell interval shall not terminate prior to the compl | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.11 | preemptMaximumPresence | INTEGER | Preempt Maximum Presence time in seconds (0-65535 sec). This value determines the maximum time which a preempt call may remain active and be considered valid. When the preempt call has been active for this time period, the CU shall return to normal oper | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.11.1 | preemptMaximumPresence | INTEGER | Preempt Maximum Presence time in seconds (0-65535 sec). This value determines the maximum time which a preempt call may remain active and be considered valid. When the preempt call has been active for this time period, the CU shall return to normal oper | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.11.2 | preemptMaximumPresence | INTEGER | Preempt Maximum Presence time in seconds (0-65535 sec). This value determines the maximum time which a preempt call may remain active and be considered valid. When the preempt call has been active for this time period, the CU shall return to normal oper | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.11.3 | preemptMaximumPresence | INTEGER | Preempt Maximum Presence time in seconds (0-65535 sec). This value determines the maximum time which a preempt call may remain active and be considered valid. When the preempt call has been active for this time period, the CU shall return to normal oper | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.11.4 | preemptMaximumPresence | INTEGER | Preempt Maximum Presence time in seconds (0-65535 sec). This value determines the maximum time which a preempt call may remain active and be considered valid. When the preempt call has been active for this time period, the CU shall return to normal oper | 0 | 65535 |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.12 | preemptTrackPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber(binary value) that shall be active during the Preempt Track Green interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.12.1 | preemptTrackPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber(binary value) that shall be active during the Preempt Track Green interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.12.2 | preemptTrackPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber(binary value) that shall be active during the Preempt Track Green interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.12.3 | preemptTrackPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber(binary value) that shall be active during the Preempt Track Green interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.12.4 | preemptTrackPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber(binary value) that shall be active during the Preempt Track Green interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.13 | preemptDwellPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)that is allowed during the Preempt Dwell interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.13.1 | preemptDwellPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)that is allowed during the Preempt Dwell interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.13.2 | preemptDwellPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)that is allowed during the Preempt Dwell interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.13.3 | preemptDwellPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)that is allowed during the Preempt Dwell interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.13.4 | preemptDwellPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)that is allowed during the Preempt Dwell interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.14 | preemptDwellPed | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)indicating a pedestrian movement that is allowed during the Preempt Dwell interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.14.1 | preemptDwellPed | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)indicating a pedestrian movement that is allowed during the Preempt Dwell interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.14.2 | preemptDwellPed | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)indicating a pedestrian movement that is allowed during the Preempt Dwell interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.14.3 | preemptDwellPed | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)indicating a pedestrian movement that is allowed during the Preempt Dwell interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.14.4 | preemptDwellPed | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)indicating a pedestrian movement that is allowed during the Preempt Dwell interval. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.15 | preemptExitPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)that shall be active following Preempt. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.15.1 | preemptExitPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)that shall be active following Preempt. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.15.2 | preemptExitPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)that shall be active following Preempt. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.15.3 | preemptExitPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)that shall be active following Preempt. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.15.4 | preemptExitPhase | OCTET STRING | Each octet within the octet string contains a phaseNumber (binary value)that shall be active following Preempt. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.16 | preemptState | Enum | Preempt State provides status on which state the associated preempt is in. The states are as follows: State Description notActive preempt input is not active, this preempt is not active. notActiveWithCall preempt input i | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.16.1 | preemptState | Enum | Preempt State provides status on which state the associated preempt is in. The states are as follows: State Description notActive preempt input is not active, this preempt is not active. notActiveWithCall preempt input i | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.16.2 | preemptState | Enum | Preempt State provides status on which state the associated preempt is in. The states are as follows: State Description notActive preempt input is not active, this preempt is not active. notActiveWithCall preempt input i | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.16.3 | preemptState | Enum | Preempt State provides status on which state the associated preempt is in. The states are as follows: State Description notActive preempt input is not active, this preempt is not active. notActiveWithCall preempt input i | | |
| 1.3.6.1.4.1.1206.4.2.1.6.2.1.16.4 | preemptState | Enum | Preempt State provides status on which state the associated preempt is in. The states are as follows: State Description notActive preempt input is not active, this preempt is not active. notActiveWithCall preempt input i | | |
| 1.3.6.1.4.1.1206.4.2.1.6.3 | preemptControlTable | SEQUENCE | This table contains the control objects that allow the preempts to be activated remotely. There shall be one control object for each preempt input supported by the device. The number of rows in this table shall be equal to maxPreempts. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.3.1 | preemptControlEntry | SEQUENCE | Control objects for each preempt input. These objects allow the system to activate preempt functions remotely. | | |
| 1.3.6.1.4.1.1206.4.2.1.6.3.1.1 | preemptControlNumber | INTEGER | This object shall indicate the preempt input number controlled by the associated preemptControlState object in this row. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.3.1.1.1 | preemptControlNumber | INTEGER | This object shall indicate the preempt input number controlled by the associated preemptControlState object in this row. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.3.1.1.2 | preemptControlNumber | INTEGER | This object shall indicate the preempt input number controlled by the associated preemptControlState object in this row. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.3.1.1.3 | preemptControlNumber | INTEGER | This object shall indicate the preempt input number controlled by the associated preemptControlState object in this row. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.3.1.1.4 | preemptControlNumber | INTEGER | This object shall indicate the preempt input number controlled by the associated preemptControlState object in this row. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.6.3.1.2 | preemptControlState | INTEGER | This object when set to ON (non-zero) shall cause the associated preempt actions to occur unless the actions have already been started by the physical preempt input. The preempt shall remain active as long as this object is ON or the physical preempt inp | 0 | 1 |

# ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.1.6.3.1.2.1 | preemptControlState | INTEGER | This object when set to ON (non-zero) shall cause the associated preempt actions to occur unless the actions have already been started by the physical preempt input. The preempt shall remain active as long as this object is ON or the physical preempt inp | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.6.3.1.2.2 | preemptControlState | INTEGER | This object when set to ON (non-zero) shall cause the associated preempt actions to occur unless the actions have already been started by the physical preempt input. The preempt shall remain active as long as this object is ON or the physical preempt inp | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.6.3.1.2.3 | preemptControlState | INTEGER | This object when set to ON (non-zero) shall cause the associated preempt actions to occur unless the actions have already been started by the physical preempt input. The preempt shall remain active as long as this object is ON or the physical preempt inp | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.6.3.1.2.4 | preemptControlState | INTEGER | This object when set to ON (non-zero) shall cause the associated preempt actions to occur unless the actions have already been started by the physical preempt input. The preempt shall remain active as long as this object is ON or the physical preempt inp | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.7 | ring | reg point | | | |
| 1.3.6.1.4.1.1206.4.2.1.7.1.0 | maxRings | INTEGER | The value of this object shall specify the maximum number of rings this device supports. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.2.0 | maxSequences | INTEGER | The value of this object shall specify the maximum number of sequence plans this device supports. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3 | sequenceTable | SEQUENCE | This table contains all the sequence plans for the controller. A sequence plan shall consist of one row for each ring that the CU supports. Each row defines the phase service order for that ring. | | |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1 | sequenceEntry | SEQUENCE | Phase Sequence Parameters for an Actuated Controller Unit. | | |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.1 | sequenceNumber | INTEGER | This number identifies a sequence plan. Each row of the table contains the phase sequence for a ring. A sequence plan shall consist of one row for each ring that defines the phase sequences for that ring. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.1.1 | sequenceNumber | INTEGER | This number identifies a sequence plan. Each row of the table contains the phase sequence for a ring. A sequence plan shall consist of one row for each ring that defines the phase sequences for that ring. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.1.1.2 | sequenceNumber | INTEGER | This number identifies a sequence plan. Each row of the table contains the phase sequence for a ring. A sequence plan shall consist of one row for each ring that defines the phase sequences for that ring. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.1.2.1 | sequenceNumber | INTEGER | This number identifies a sequence plan. Each row of the table contains the phase sequence for a ring. A sequence plan shall consist of one row for each ring that defines the phase sequences for that ring. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.1.2.2 | sequenceNumber | INTEGER | This number identifies a sequence plan. Each row of the table contains the phase sequence for a ring. A sequence plan shall consist of one row for each ring that defines the phase sequences for that ring. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.1.3.1 | sequenceNumber | INTEGER | This number identifies a sequence plan. Each row of the table contains the phase sequence for a ring. A sequence plan shall consist of one row for each ring that defines the phase sequences for that ring. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.1.3.2 | sequenceNumber | INTEGER | This number identifies a sequence plan. Each row of the table contains the phase sequence for a ring. A sequence plan shall consist of one row for each ring that defines the phase sequences for that ring. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.1.4.1 | sequenceNumber | INTEGER | This number identifies a sequence plan. Each row of the table contains the phase sequence for a ring. A sequence plan shall consist of one row for each ring that defines the phase sequences for that ring. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.1.4.2 | sequenceNumber | INTEGER | This number identifies a sequence plan. Each row of the table contains the phase sequence for a ring. A sequence plan shall consist of one row for each ring that defines the phase sequences for that ring. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.2 | sequenceRingNumber | INTEGER | This number identifies the ring number this phase sequence applies to. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.2.1.1 | sequenceRingNumber | INTEGER | This number identifies the ring number this phase sequence applies to. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.2.1.2 | sequenceRingNumber | INTEGER | This number identifies the ring number this phase sequence applies to. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.2.2.1 | sequenceRingNumber | INTEGER | This number identifies the ring number this phase sequence applies to. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.2.2.2 | sequenceRingNumber | INTEGER | This number identifies the ring number this phase sequence applies to. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.2.3.1 | sequenceRingNumber | INTEGER | This number identifies the ring number this phase sequence applies to. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.2.3.2 | sequenceRingNumber | INTEGER | This number identifies the ring number this phase sequence applies to. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.2.4.1 | sequenceRingNumber | INTEGER | This number identifies the ring number this phase sequence applies to. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.2.4.2 | sequenceRingNumber | INTEGER | This number identifies the ring number this phase sequence applies to. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.3 | sequenceData | OCTET STRING | Each octet is a Phase Number (binary value) within the associated ring number. The phase number value shall not exceed the maxPhases object value. The order of phase numbers determines the phase sequence for the ring. The phase numbers shall not be ord | | |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.3.1.1 | sequenceData | OCTET STRING | Each octet is a Phase Number (binary value) within the associated ring number. The phase number value shall not exceed the maxPhases object value. The order of phase numbers determines the phase sequence for the ring. The phase numbers shall not be ord | | |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.3.1.2 | sequenceData | OCTET STRING | Each octet is a Phase Number (binary value) within the associated ring number. The phase number value shall not exceed the maxPhases object value. The order of phase numbers determines the phase sequence for the ring. The phase numbers shall not be ord | | |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.3.2.1 | sequenceData | OCTET STRING | Each octet is a Phase Number (binary value) within the associated ring number. The phase number value shall not exceed the maxPhases object value. The order of phase numbers determines the phase sequence for the ring. The phase numbers shall not be ord | | |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.3.2.2 | sequenceData | OCTET STRING | Each octet is a Phase Number (binary value) within the associated ring number. The phase number value shall not exceed the maxPhases object value. The order of phase numbers determines the phase sequence for the ring. The phase numbers shall not be ord | | |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.3.3.1 | sequenceData | OCTET STRING | Each octet is a Phase Number (binary value) within the associated ring number. The phase number value shall not exceed the maxPhases object value. The order of phase numbers determines the phase sequence for the ring. The phase numbers shall not be ord | | |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.3.3.2 | sequenceData | OCTET STRING | Each octet is a Phase Number (binary value) within the associated ring number. The phase number value shall not exceed the maxPhases object value. The order of phase numbers determines the phase sequence for the ring. The phase numbers shall not be ord | | |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.3.4.1 | sequenceData | OCTET STRING | Each octet is a Phase Number (binary value) within the associated ring number. The phase number value shall not exceed the maxPhases object value. The order of phase numbers determines the phase sequence for the ring. The phase numbers shall not be ord | | |
| 1.3.6.1.4.1.1206.4.2.1.7.3.1.3.4.2 | sequenceData | OCTET STRING | Each octet is a Phase Number (binary value) within the associated ring number. The phase number value shall not exceed the maxPhases object value. The order of phase numbers determines the phase sequence for the ring. The phase numbers shall not be ord | | |
| 1.3.6.1.4.1.1206.4.2.1.7.4.0 | maxRingControlGroups | INTEGER | The maximum number of Ring Control Groups (8 rings per group) this Actuated Controller Unit supports. This value is equal to TRUNCATE[(maxRings + 7) / 8]. This object indicates the maximum rows which shall appear in the ringControlGroupTable object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5 | ringControlGroupTable | SEQUENCE | A table containing Actuated Controller Unit Ring Control in groups of eight rings. The number of rows in this table is equal to the maxRingControlGroups object. | | |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1 | ringControlGroupEntry | SEQUENCE | Ring Control for eight Actuated Controller Unit rings. | | |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.1 | ringControlGroupNumber | INTEGER | The Ring Control Group number for objects in this row. This value shall not exceed the maxRingControlGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.1.1 | ringControlGroupNumber | INTEGER | The Ring Control Group number for objects in this row. This value shall not exceed the maxRingControlGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.1.2 | ringControlGroupNumber | INTEGER | The Ring Control Group number for objects in this row. This value shall not exceed the maxRingControlGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.2 | ringControlGroupStopTime | INTEGER | This object is used to allow a remote entity to stop timing in the device. When a bit = 1, the device shall activate the System Stop Time control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number = (ringControlGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.2.1 | ringControlGroupStopTime | INTEGER | This object is used to allow a remote entity to stop timing in the device. When a bit = 1, the device shall activate the System Stop Time control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number = (ringControlGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.2.2 | ringControlGroupStopTime | INTEGER | This object is used to allow a remote entity to stop timing in the device. When a bit = 1, the device shall activate the System Stop Time control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number = (ringControlGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.3 | ringControlGroupForceOff | INTEGER | This object is used to allow a remote entity to terminate phases via a force off command in the device. When a bit = 1, the device shall activate the System Force Off control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ri | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.3.1 | ringControlGroupForceOff | INTEGER | This object is used to allow a remote entity to terminate phases via a force off command in the device. When a bit = 1, the device shall activate the System Force Off control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ri | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.3.2 | ringControlGroupForceOff | INTEGER | This object is used to allow a remote entity to terminate phases via a force off command in the device. When a bit = 1, the device shall activate the System Force Off control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ri | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.4 | ringControlGroupMax2 | INTEGER | This object is used to allow a remote entity to request maximum 2 timings in the device. When a bit = 1, the device shall activate the System Maximum 2 control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number = (ri | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.4.1 | ringControlGroupMax2 | INTEGER | This object is used to allow a remote entity to request maximum 2 timings in the device. When a bit = 1, the device shall activate the System Maximum 2 control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number = (ri | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.4.2 | ringControlGroupMax2 | INTEGER | This object is used to allow a remote entity to request maximum 2 timings in the device. When a bit = 1, the device shall activate the System Maximum 2 control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number = (ri | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.5 | ringControlGroupMaxInhibit | INTEGER | This object is used to allow a remote entity to request internal maximum timings be inhibited in the device. When a bit = 1, the device shall activate the System Max Inhibit control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.5.1 | ringControlGroupMaxInhibit | INTEGER | This object is used to allow a remote entity to request internal maximum timings be inhibited in the device. When a bit = 1, the device shall activate the System Max Inhibit control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.5.2 | ringControlGroupMaxInhibit | INTEGER | This object is used to allow a remote entity to request internal maximum timings be inhibited in the device. When a bit = 1, the device shall activate the System Max Inhibit control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.6 | ringControlGroupPedRecycle | INTEGER | This object is used to allow a remote entity to request a pedestrian recycle in the device. When a bit = 1, the device shall activate the System Ped Recycle control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.6.1 | ringControlGroupPedRecycle | INTEGER | This object is used to allow a remote entity to request a pedestrian recycle in the device. When a bit = 1, the device shall activate the System Ped Recycle control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.6.2 | ringControlGroupPedRecycle | INTEGER | This object is used to allow a remote entity to request a pedestrian recycle in the device. When a bit = 1, the device shall activate the System Ped Recycle control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.7 | ringControlGroupRedRest | INTEGER | This object is used to allow a remote entity to request red rest in the device. When a bit = 1, the device shall activate the System Red Rest control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number = (ringControlG | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.7.1 | ringControlGroupRedRest | INTEGER | This object is used to allow a remote entity to request red rest in the device. When a bit = 1, the device shall activate the System Red Rest control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number = (ringControlG | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.7.2 | ringControlGroupRedRest | INTEGER | This object is used to allow a remote entity to request red rest in the device. When a bit = 1, the device shall activate the System Red Rest control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number = (ringControlG | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.8 | ringControlGroupOmitRedClear | INTEGER | This object is used to allow a remote entity to omit red clearances in the device. When a bit = 1, the device shall activate the System Omit Red Clear control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number = (rin | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.8.1 | ringControlGroupOmitRedClear | INTEGER | This object is used to allow a remote entity to omit red clearances in the device. When a bit = 1, the device shall activate the System Omit Red Clear control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number = (rin | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.7.5.1.8.2 | ringControlGroupOmitRedClear | INTEGER | This object is used to allow a remote entity to omit red clearances in the device. When a bit = 1, the device shall activate the System Omit Red Clear control for that ring. Bit 7 = Ring number = (ringControlGroupNumber * 8) Bit 6 = Ring number = (rin | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8 | channel | reg point | | | |
| 1.3.6.1.4.1.1206.4.2.1.8.1.0 | maxChannels | INTEGER | The Maximum Number of Channels this Actuated Controller Unit supports. This object indicates the maximum rows which shall appear in the channelTable object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2 | channelTable | SEQUENCE | A table containing Actuated Controller Unit channel parameters. The number of rows in this table is equal to the maxChannels object. | | |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1 | channelEntry | SEQUENCE | Parameters for a specific Actuated Controller Unit channel. | | |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.1 | channelNumber | INTEGER | The channel number for objects in this row. This value shall not exceed the maxChannels object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.1.1 | channelNumber | INTEGER | The channel number for objects in this row. This value shall not exceed the maxChannels object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.1.2 | channelNumber | INTEGER | The channel number for objects in this row. This value shall not exceed the maxChannels object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.1.3 | channelNumber | INTEGER | The channel number for objects in this row. This value shall not exceed the maxChannels object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.1.4 | channelNumber | INTEGER | The channel number for objects in this row. This value shall not exceed the maxChannels object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.2 | channelControlSource | INTEGER | This object defines the channel control source (which Phase or Overlap). The value shall not exceed maxPhases or maxOverlaps as determined by channelControlType object: Value 00 = No Control (Not In Use) Value 01 = Phase 01 or Overlap A Value | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.2.1 | channelControlSource | INTEGER | This object defines the channel control source (which Phase or Overlap). The value shall not exceed maxPhases or maxOverlaps as determined by channelControlType object: Value 00 = No Control (Not In Use) Value 01 = Phase 01 or Overlap A Value | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.2.2 | channelControlSource | INTEGER | This object defines the channel control source (which Phase or Overlap). The value shall not exceed maxPhases or maxOverlaps as determined by channelControlType object: Value 00 = No Control (Not In Use) Value 01 = Phase 01 or Overlap A Value | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.2.3 | channelControlSource | INTEGER | This object defines the channel control source (which Phase or Overlap). The value shall not exceed maxPhases or maxOverlaps as determined by channelControlType object: Value 00 = No Control (Not In Use) Value 01 = Phase 01 or Overlap A Value | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.2.4 | channelControlSource | INTEGER | This object defines the channel control source (which Phase or Overlap). The value shall not exceed maxPhases or maxOverlaps as determined by channelControlType object: Value 00 = No Control (Not In Use) Value 01 = Phase 01 or Overlap A Value | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.3 | channelControlType | Enum | This object defines the channel control type (Vehicle Phase, Pedestrian Phase, or Overlap): phaseVehicle - The channel controls a vehicle phase display. phase Pedestrian - The channel controls a pedestrian phase display. overlap - The channel contr | | |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.3.1 | channelControlType | Enum | This object defines the channel control type (Vehicle Phase, Pedestrian Phase, or Overlap): phaseVehicle - The channel controls a vehicle phase display. phase Pedestrian - The channel controls a pedestrian phase display. overlap - The channel contr | | |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.3.2 | channelControlType | Enum | This object defines the channel control type (Vehicle Phase, Pedestrian Phase, or Overlap): phaseVehicle - The channel controls a vehicle phase display. phase Pedestrian - The channel controls a pedestrian phase display. overlap - The channel contr | | |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.3.3 | channelControlType | Enum | This object defines the channel control type (Vehicle Phase, Pedestrian Phase, or Overlap): phaseVehicle - The channel controls a vehicle phase display. phase Pedestrian - The channel controls a pedestrian phase display. overlap - The channel contr | | |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.3.4 | channelControlType | Enum | This object defines the channel control type (Vehicle Phase, Pedestrian Phase, or Overlap): phaseVehicle - The channel controls a vehicle phase display. phase Pedestrian - The channel controls a pedestrian phase display. overlap - The channel contr | | |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.4 | channelFlash | INTEGER | This object defines the channel state during Automatic Flash. Bit Function 7-4 Reserved 3 Flash Alternate Half Hertz (Bit 0 = Off / Disabled & 1 = On / Enabled) 2 Flash Red (Bit 0 = Off / Red Dark & 1 = On / Flash Red) 1 Flash Ye | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.4.1 | channelFlash | INTEGER | This object defines the channel state during Automatic Flash. Bit Function 7-4 Reserved 3 Flash Alternate Half Hertz (Bit 0 = Off / Disabled & 1 = On / Enabled) 2 Flash Red (Bit 0 = Off / Red Dark & 1 = On / Flash Red) 1 Flash Ye | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.4.2 | channelFlash | INTEGER | This object defines the channel state during Automatic Flash. Bit Function 7-4 Reserved 3 Flash Alternate Half Hertz (Bit 0 = Off / Disabled & 1 = On / Enabled) 2 Flash Red (Bit 0 = Off / Red Dark & 1 = On / Flash Red) 1 Flash Ye | 0 | 255 |

## ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.4.3 | channelFlash | INTEGER | This object defines the channel state during Automatic Flash. Bit Function 7-4 Reserved 3 Flash Alternate Half Hertz (Bit 0 = Off / Disabled & 1 = On / Enabled) 2 Flash Red (Bit 0 = Off / Red Dark & 1 = On / Flash Red) 1 Flash Ye | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.4.4 | channelFlash | INTEGER | This object defines the channel state during Automatic Flash. Bit Function 7-4 Reserved 3 Flash Alternate Half Hertz (Bit 0 = Off / Disabled & 1 = On / Enabled) 2 Flash Red (Bit 0 = Off / Red Dark & 1 = On / Flash Red) 1 Flash Ye | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.5 | channelDim | INTEGER | This object defines the channel state during Dimming. Dimming shall be accomplished by the elimination of alternate one-half segments from the AC sinusoid applied to the field terminals. Bit Function 7-4 Reserved 3 Dim Alternate Half Line | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.5.1 | channelDim | INTEGER | This object defines the channel state during Dimming. Dimming shall be accomplished by the elimination of alternate one-half segments from the AC sinusoid applied to the field terminals. Bit Function 7-4 Reserved 3 Dim Alternate Half Line | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.5.2 | channelDim | INTEGER | This object defines the channel state during Dimming. Dimming shall be accomplished by the elimination of alternate one-half segments from the AC sinusoid applied to the field terminals. Bit Function 7-4 Reserved 3 Dim Alternate Half Line | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.5.3 | channelDim | INTEGER | This object defines the channel state during Dimming. Dimming shall be accomplished by the elimination of alternate one-half segments from the AC sinusoid applied to the field terminals. Bit Function 7-4 Reserved 3 Dim Alternate Half Line | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.2.1.5.4 | channelDim | INTEGER | This object defines the channel state during Dimming. Dimming shall be accomplished by the elimination of alternate one-half segments from the AC sinusoid applied to the field terminals. Bit Function 7-4 Reserved 3 Dim Alternate Half Line | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.3.0 | maxChannelStatusGroups | INTEGER | The maximum number of Channel Status Groups (8 channels per group) this Actuated Controller Unit supports. This value is equal to TRUNCATE [(maxChannels + 7) / 8]. This object indicates the maximum rows which shall appear in the channelStatusGroupTable ob | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4 | channelStatusGroupTable | SEQUENCE | A table containing Actuated Controller Unit channel output (Red, Yellow, & Green) status in groups of eight channels. The number of rows in this table is equal to the maxChannelStatusGroups object. | | |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1 | channelStatusGroupEntry | SEQUENCE | Red, Yellow, & Green Output Status for eight Actuated Controller Unit channels. | | |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.1 | channelStatusGroupNumber | INTEGER | The channelStatusGroup number for objects in this row. This value shall not exceed the maxChannelStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.1.1 | channelStatusGroupNumber | INTEGER | The channelStatusGroup number for objects in this row. This value shall not exceed the maxChannelStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.1.2 | channelStatusGroupNumber | INTEGER | The channelStatusGroup number for objects in this row. This value shall not exceed the maxChannelStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.1.3 | channelStatusGroupNumber | INTEGER | The channelStatusGroup number for objects in this row. This value shall not exceed the maxChannelStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.1.4 | channelStatusGroupNumber | INTEGER | The channelStatusGroup number for objects in this row. This value shall not exceed the maxChannelStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.2 | channelStatusGroupReds | INTEGER | Channel Red Output Status Mask, when a bit = 1, the Channel Red is currently active. When a bit = 0, the Channel Red is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroupNumber * | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.2.1 | channelStatusGroupReds | INTEGER | Channel Red Output Status Mask, when a bit = 1, the Channel Red is currently active. When a bit = 0, the Channel Red is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroupNumber * | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.2.2 | channelStatusGroupReds | INTEGER | Channel Red Output Status Mask, when a bit = 1, the Channel Red is currently active. When a bit = 0, the Channel Red is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroupNumber * | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.2.3 | channelStatusGroupReds | INTEGER | Channel Red Output Status Mask, when a bit = 1, the Channel Red is currently active. When a bit = 0, the Channel Red is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroupNumber * | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.2.4 | channelStatusGroupReds | INTEGER | Channel Red Output Status Mask, when a bit = 1, the Channel Red is currently active. When a bit = 0, the Channel Red is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroupNumber * | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.3 | channelStatusGroupYellows | INTEGER | Channel Yellow Output Status Mask, when a bit = 1, the Channel Yellow is currently active. When a bit = 0, the Channel Yellow is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.3.1 | channelStatusGroupYellows | INTEGER | Channel Yellow Output Status Mask, when a bit = 1, the Channel Yellow is currently active. When a bit = 0, the Channel Yellow is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.3.2 | channelStatusGroupYellows | INTEGER | Channel Yellow Output Status Mask, when a bit = 1, the Channel Yellow is currently active. When a bit = 0, the Channel Yellow is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.3.3 | channelStatusGroupYellows | INTEGER | Channel Yellow Output Status Mask, when a bit = 1, the Channel Yellow is currently active. When a bit = 0, the Channel Yellow is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.3.4 | channelStatusGroupYellows | INTEGER | Channel Yellow Output Status Mask, when a bit = 1, the Channel Yellow is currently active. When a bit = 0, the Channel Yellow is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.4 | channelStatusGroupGreens | INTEGER | Channel Green Output Status Mask, when a bit = 1, the Channel Green is currently active. When a bit = 0, the Channel Green is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.4.1 | channelStatusGroupGreens | INTEGER | Channel Green Output Status Mask, when a bit = 1, the Channel Green is currently active. When a bit = 0, the Channel Green is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.4.2 | channelStatusGroupGreens | INTEGER | Channel Green Output Status Mask, when a bit = 1, the Channel Green is currently active. When a bit = 0, the Channel Green is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.4.3 | channelStatusGroupGreens | INTEGER | Channel Green Output Status Mask, when a bit = 1, the Channel Green is currently active. When a bit = 0, the Channel Green is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.8.4.1.4.4 | channelStatusGroupGreens | INTEGER | Channel Green Output Status Mask, when a bit = 1, the Channel Green is currently active. When a bit = 0, the Channel Green is NOT currently active. Bit 7 = Channel number = (channelStatusGroupNumber * 8) Bit 6 = Channel number = (channelStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9 | overlap | reg point | | | |
| 1.3.6.1.4.1.1206.4.2.1.9.1.0 | maxOverlaps | INTEGER | The Maximum Number of Overlaps this Actuated Controller Unit supports. This object indicates the maximum number of rows which shall appear in the overlapTable object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2 | overlapTable | SEQUENCE | A table containing Actuated Controller Unit overlap parameters. The number of rows in this table is equal to the maxOverlaps object. | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1 | overlapEntry | SEQUENCE | Parameters for a specific Actuated Controller Unit overlap. | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.1 | overlapNumber | INTEGER | The overlap number for objects in this row. The value shall not exceed the maxOverlaps object. The value maps to the Overlap as follows: 1 = Overlap A, 2 = Overlap B etc. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.1.1 | overlapNumber | INTEGER | The overlap number for objects in this row. The value shall not exceed the maxOverlaps object. The value maps to the Overlap as follows: 1 = Overlap A, 2 = Overlap B etc. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.1.2 | overlapNumber | INTEGER | The overlap number for objects in this row. The value shall not exceed the maxOverlaps object. The value maps to the Overlap as follows: 1 = Overlap A, 2 = Overlap B etc. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.1.3 | overlapNumber | INTEGER | The overlap number for objects in this row. The value shall not exceed the maxOverlaps object. The value maps to the Overlap as follows: 1 = Overlap A, 2 = Overlap B etc. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.1.4 | overlapNumber | INTEGER | The overlap number for objects in this row. The value shall not exceed the maxOverlaps object. The value maps to the Overlap as follows: 1 = Overlap A, 2 = Overlap B etc. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.2 | overlapType | Enum | The type of overlap operation for this row. The types are as follows: normal - The overlap output shall be controlled by the overlapIncludedPhases when this type is selected. The overlap output shall be green in the following situations: | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.2.1 | overlapType | Enum | The type of overlap operation for this row. The types are as follows: normal - The overlap output shall be controlled by the overlapIncludedPhases when this type is selected. The overlap output shall be green in the following situations: | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.2.2 | overlapType | Enum | The type of overlap operation for this row. The types are as follows: normal - The overlap output shall be controlled by the overlapIncludedPhases when this type is selected. The overlap output shall be green in the following situations: | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.2.3 | overlapType | Enum | The type of overlap operation for this row. The types are as follows: normal - The overlap output shall be controlled by the overlapIncludedPhases when this type is selected. The overlap output shall be green in the following situations: | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.2.4 | overlapType | Enum | The type of overlap operation for this row. The types are as follows: normal - The overlap output shall be controlled by the overlapIncludedPhases when this type is selected. The overlap output shall be green in the following situations: | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.3 | overlapIncludedPhases | OCTET STRING | Each octet is a Phase (number) that shall be an included phase for the overlap. The phase number value shall not exceed the maxPhases object value. When an included phase output is green or when the CU is cycling between included phases, the overlap outpu | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.3.1 | overlapIncludedPhases | OCTET STRING | Each octet is a Phase (number) that shall be an included phase for the overlap. The phase number value shall not exceed the maxPhases object value. When an included phase output is green or when the CU is cycling between included phases, the overlap outpu | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.3.2 | overlapIncludedPhases | OCTET STRING | Each octet is a Phase (number) that shall be an included phase for the overlap. The phase number value shall not exceed the maxPhases object value. When an included phase output is green or when the CU is cycling between included phases, the overlap outpu | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.3.3 | overlapIncludedPhases | OCTET STRING | Each octet is a Phase (number) that shall be an included phase for the overlap. The phase number value shall not exceed the maxPhases object value. When an included phase output is green or when the CU is cycling between included phases, the overlap outpu | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.3.4 | overlapIncludedPhases | OCTET STRING | Each octet is a Phase (number) that shall be an included phase for the overlap. The phase number value shall not exceed the maxPhases object value. When an included phase output is green or when the CU is cycling between included phases, the overlap outpu | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.4 | overlapModifierPhases | OCTET STRING | Each octet is a Phase (number) that shall be a modifier phase for the overlap. The phase number value shall not exceed the maxPhases object value. The function of the modifier phase(s) is defined by the overlapType selected. | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.4.1 | overlapModifierPhases | OCTET STRING | Each octet is a Phase (number) that shall be a modifier phase for the overlap. The phase number value shall not exceed the maxPhases object value. The function of the modifier phase(s) is defined by the overlapType selected. | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.4.2 | overlapModifierPhases | OCTET STRING | Each octet is a Phase (number) that shall be a modifier phase for the overlap. The phase number value shall not exceed the maxPhases object value. The function of the modifier phase(s) is defined by the overlapType selected. | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.4.3 | overlapModifierPhases | OCTET STRING | Each octet is a Phase (number) that shall be a modifier phase for the overlap. The phase number value shall not exceed the maxPhases object value. The function of the modifier phase(s) is defined by the overlapType selected. | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.4.4 | overlapModifierPhases | OCTET STRING | Each octet is a Phase (number) that shall be a modifier phase for the overlap. The phase number value shall not exceed the maxPhases object value. The function of the modifier phase(s) is defined by the overlapType selected. | | |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.5 | overlapTrailGreen | INTEGER | Overlap Trailing Green Parameter in seconds (0-255 sec). When this value is greater than zero and the overlap green would normally terminate, the overlap green shall be extended by this additional time. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.5.1 | overlapTrailGreen | INTEGER | Overlap Trailing Green Parameter in seconds (0-255 sec). When this value is greater than zero and the overlap green would normally terminate, the overlap green shall be extended by this additional time. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.5.2 | overlapTrailGreen | INTEGER | Overlap Trailing Green Parameter in seconds (0-255 sec). When this value is greater than zero and the overlap green would normally terminate, the overlap green shall be extended by this additional time. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.5.3 | overlapTrailGreen | INTEGER | Overlap Trailing Green Parameter in seconds (0-255 sec). When this value is greater than zero and the overlap green would normally terminate, the overlap green shall be extended by this additional time. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.5.4 | overlapTrailGreen | INTEGER | Overlap Trailing Green Parameter in seconds (0-255 sec). When this value is greater than zero and the overlap green would normally terminate, the overlap green shall be extended by this additional time. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.6 | overlapTrailYellow | INTEGER | Overlap Trailing Yellow Change Parameter in tenth seconds (NEMA range: 3.0-25.5) seconds. When the overlap green has been extended (Trailing Green), this value shall determine the current length of the Yellow Change interval for the overlap. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.6.1 | overlapTrailYellow | INTEGER | Overlap Trailing Yellow Change Parameter in tenth seconds (NEMA range: 3.0-25.5) seconds. When the overlap green has been extended (Trailing Green), this value shall determine the current length of the Yellow Change interval for the overlap. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.6.2 | overlapTrailYellow | INTEGER | Overlap Trailing Yellow Change Parameter in tenth seconds (NEMA range: 3.0-25.5) seconds. When the overlap green has been extended (Trailing Green), this value shall determine the current length of the Yellow Change interval for the overlap. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.6.3 | overlapTrailYellow | INTEGER | Overlap Trailing Yellow Change Parameter in tenth seconds (NEMA range: 3.0-25.5) seconds. When the overlap green has been extended (Trailing Green), this value shall determine the current length of the Yellow Change interval for the overlap. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.6.4 | overlapTrailYellow | INTEGER | Overlap Trailing Yellow Change Parameter in tenth seconds (NEMA range: 3.0-25.5) seconds. When the overlap green has been extended (Trailing Green), this value shall determine the current length of the Yellow Change interval for the overlap. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.7 | overlapTrailRed | INTEGER | Overlap Trailing Red Clear Parameter in tenth seconds (0-25.5 sec). When the overlap green has been extended (Trailing Green), this value shall determine the current length of the Red Clearance interval for the overlap. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.7.1 | overlapTrailRed | INTEGER | Overlap Trailing Red Clear Parameter in tenth seconds (0-25.5 sec). When the overlap green has been extended (Trailing Green), this value shall determine the current length of the Red Clearance interval for the overlap. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.7.2 | overlapTrailRed | INTEGER | Overlap Trailing Red Clear Parameter in tenth seconds (0-25.5 sec). When the overlap green has been extended (Trailing Green), this value shall determine the current length of the Red Clearance interval for the overlap. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.7.3 | overlapTrailRed | INTEGER | Overlap Trailing Red Clear Parameter in tenth seconds (0-25.5 sec). When the overlap green has been extended (Trailing Green), this value shall determine the current length of the Red Clearance interval for the overlap. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.2.1.7.4 | overlapTrailRed | INTEGER | Overlap Trailing Red Clear Parameter in tenth seconds (0-25.5 sec). When the overlap green has been extended (Trailing Green), this value shall determine the current length of the Red Clearance interval for the overlap. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.3.0 | maxOverlapStatusGroups | INTEGER | The Maximum Number of Overlap Status Groups (8 overlaps per group) this Actuated Controller Unit supports. This value is equal to TRUNCATE [(maxOverlaps + 7) / 8]. This object indicates the maximum rows which shall appear in the overlapStatusGroupTable ob | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4 | overlapStatusGroupTable | SEQUENCE | A table containing Actuated Controller Unit overlap output (Red, Yellow, & Green) status in groups of eight overlaps. The number of rows in this table is equal to the maxOverlapStatusGroups object. | | |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1 | overlapStatusGroupEntry | SEQUENCE | Red, Yellow, & Green Output Status for eight Actuated Controller Unit overlaps. | | |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.1 | overlapStatusGroupNumber | INTEGER | The overlap StatusGroup number for objects in this row. This value shall not exceed the maxOverlapStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.1.1 | overlapStatusGroupNumber | INTEGER | The overlap StatusGroup number for objects in this row. This value shall not exceed the maxOverlapStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.1.2 | overlapStatusGroupNumber | INTEGER | The overlap StatusGroup number for objects in this row. This value shall not exceed the maxOverlapStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.1.3 | overlapStatusGroupNumber | INTEGER | The overlap StatusGroup number for objects in this row. This value shall not exceed the maxOverlapStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.1.4 | overlapStatusGroupNumber | INTEGER | The overlap StatusGroup number for objects in this row. This value shall not exceed the maxOverlapStatusGroups object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.2 | overlapStatusGroupReds | INTEGER | Overlap Red Output Status Mask, when a bit = 1, the Overlap Red is currently active. When a bit = 0, the Overlap Red is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroupNumber * | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.2.1 | overlapStatusGroupReds | INTEGER | Overlap Red Output Status Mask, when a bit = 1, the Overlap Red is currently active. When a bit = 0, the Overlap Red is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroupNumber * | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.2.2 | overlapStatusGroupReds | INTEGER | Overlap Red Output Status Mask, when a bit = 1, the Overlap Red is currently active. When a bit = 0, the Overlap Red is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroupNumber * | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.2.3 | overlapStatusGroupReds | INTEGER | Overlap Red Output Status Mask, when a bit = 1, the Overlap Red is currently active. When a bit = 0, the Overlap Red is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroupNumber * | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.2.4 | overlapStatusGroupReds | INTEGER | Overlap Red Output Status Mask, when a bit = 1, the Overlap Red is currently active. When a bit = 0, the Overlap Red is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroupNumber * | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.3 | overlapStatusGroupYellows | INTEGER | Overlap Yellow Output Status Mask, when a bit = 1, the Overlap Yellow is currently active. When a bit = 0, the Overlap Yellow is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.3.1 | overlapStatusGroupYellows | INTEGER | Overlap Yellow Output Status Mask, when a bit = 1, the Overlap Yellow is currently active. When a bit = 0, the Overlap Yellow is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.3.2 | overlapStatusGroupYellows | INTEGER | Overlap Yellow Output Status Mask, when a bit = 1, the Overlap Yellow is currently active. When a bit = 0, the Overlap Yellow is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroup | 0 | 255 |

## ASC - OID 1202

**The highlighted OIDs will be tested as a minimum.

| OID | OID_Name | OID_SyntaxTypeName | OID_Description | OID_Minimum | OID_Maximum |
|---|---|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.3.3 | overlapStatusGroupYellows | INTEGER | Overlap Yellow Output Status Mask, when a bit = 1, the Overlap Yellow is currently active. When a bit = 0, the Overlap Yellow is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.3.4 | overlapStatusGroupYellows | INTEGER | Overlap Yellow Output Status Mask, when a bit = 1, the Overlap Yellow is currently active. When a bit = 0, the Overlap Yellow is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroup | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.4 | overlapStatusGroupGreens | INTEGER | Overlap Green Output Status Mask, when a bit = 1, the Overlap Green is currently active. When a bit = 0, the Overlap Green is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.4.1 | overlapStatusGroupGreens | INTEGER | Overlap Green Output Status Mask, when a bit = 1, the Overlap Green is currently active. When a bit = 0, the Overlap Green is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.4.2 | overlapStatusGroupGreens | INTEGER | Overlap Green Output Status Mask, when a bit = 1, the Overlap Green is currently active. When a bit = 0, the Overlap Green is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.4.3 | overlapStatusGroupGreens | INTEGER | Overlap Green Output Status Mask, when a bit = 1, the Overlap Green is currently active. When a bit = 0, the Overlap Green is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.9.4.1.4.4 | overlapStatusGroupGreens | INTEGER | Overlap Green Output Status Mask, when a bit = 1, the Overlap Green is currently active. When a bit = 0, the Overlap Green is NOT currently active. Bit 7 = Overlap number = (overlapStatusGroupNumber * 8) Bit 6 = Overlap number = (overlapStatusGroupNum | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.10 | ts2port1 | reg point | | | |
| 1.3.6.1.4.1.1206.4.2.1.10.1.0 | maxPort1Addresses | INTEGER | The Maximum Number of Port 1 addresses this Actuated Controller Unit supports. This object indicates the maximum rows which shall appear in the port1Table object. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.10.2 | port1Table | SEQUENCE | A table containing Actuated Controller Unit port 1 parameters. The number of rows in this table is equal to the maxPort1Addresses object. Address 255 is reserved for the all stations address. | | |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1 | port1Entry | SEQUENCE | This object defines a conceptual row in the port 1 Table. | | |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.1 | port1Number | INTEGER | The (Port 1 address plus one) for objects in this row. This value shall not exceed the maxPort1Addresses object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.1.1 | port1Number | INTEGER | The (Port 1 address plus one) for objects in this row. This value shall not exceed the maxPort1Addresses object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.1.2 | port1Number | INTEGER | The (Port 1 address plus one) for objects in this row. This value shall not exceed the maxPort1Addresses object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.1.3 | port1Number | INTEGER | The (Port 1 address plus one) for objects in this row. This value shall not exceed the maxPort1Addresses object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.1.4 | port1Number | INTEGER | The (Port 1 address plus one) for objects in this row. This value shall not exceed the maxPort1Addresses object value. | 1 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.2 | port1DevicePresent | INTEGER | The presence or absence of a device for this port 1 address. Command Frames shall be transmitted only to those devices that are present as determined by this programming. If the object is TRUE (non-zero) then the device is present. If the object is FALS | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.2.1 | port1DevicePresent | INTEGER | The presence or absence of a device for this port 1 address. Command Frames shall be transmitted only to those devices that are present as determined by this programming. If the object is TRUE (non-zero) then the device is present. If the object is FALS | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.2.2 | port1DevicePresent | INTEGER | The presence or absence of a device for this port 1 address. Command Frames shall be transmitted only to those devices that are present as determined by this programming. If the object is TRUE (non-zero) then the device is present. If the object is FALS | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.2.3 | port1DevicePresent | INTEGER | The presence or absence of a device for this port 1 address. Command Frames shall be transmitted only to those devices that are present as determined by this programming. If the object is TRUE (non-zero) then the device is present. If the object is FALS | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.2.4 | port1DevicePresent | INTEGER | The presence or absence of a device for this port 1 address. Command Frames shall be transmitted only to those devices that are present as determined by this programming. If the object is TRUE (non-zero) then the device is present. If the object is FALS | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.3 | port1Frame40Enable | INTEGER | To enable or disable Frame 40 messages to the device at this port 1 address. Frame 40 is used to poll the secondary stations for a secondary to secondary message exchange. Command 40 series frames shall be transmitted only to those devices that are enable | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.3.1 | port1Frame40Enable | INTEGER | To enable or disable Frame 40 messages to the device at this port 1 address. Frame 40 is used to poll the secondary stations for a secondary to secondary message exchange. Command 40 series frames shall be transmitted only to those devices that are enable | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.3.2 | port1Frame40Enable | INTEGER | To enable or disable Frame 40 messages to the device at this port 1 address. Frame 40 is used to poll the secondary stations for a secondary to secondary message exchange. Command 40 series frames shall be transmitted only to those devices that are enable | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.3.3 | port1Frame40Enable | INTEGER | To enable or disable Frame 40 messages to the device at this port 1 address. Frame 40 is used to poll the secondary stations for a secondary to secondary message exchange. Command 40 series frames shall be transmitted only to those devices that are enable | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.3.4 | port1Frame40Enable | INTEGER | To enable or disable Frame 40 messages to the device at this port 1 address. Frame 40 is used to poll the secondary stations for a secondary to secondary message exchange. Command 40 series frames shall be transmitted only to those devices that are enable | 0 | 1 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.4 | port1Status | Enum | This object indicates the communications status with the associated device: online - This indicates that at least five of the most recent 10 response transfers were received correctly responseFault - This indicates that more than 5 of the most recent | | |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.4.1 | port1Status | Enum | This object indicates the communications status with the associated device: online - This indicates that at least five of the most recent 10 response transfers were received correctly responseFault - This indicates that more than 5 of the most recent | | |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.4.2 | port1Status | Enum | This object indicates the communications status with the associated device: online - This indicates that at least five of the most recent 10 response transfers were received correctly responseFault - This indicates that more than 5 of the most recent | | |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.4.3 | port1Status | Enum | This object indicates the communications status with the associated device: online - This indicates that at least five of the most recent 10 response transfers were received correctly responseFault - This indicates that more than 5 of the most recent | | |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.4.4 | port1Status | Enum | This object indicates the communications status with the associated device: online - This indicates that at least five of the most recent 10 response transfers were received correctly responseFault - This indicates that more than 5 of the most recent | | |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.5 | port1FaultFrame | INTEGER | This object indicates the frame number that caused the most recent fault. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.5.1 | port1FaultFrame | INTEGER | This object indicates the frame number that caused the most recent fault. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.5.2 | port1FaultFrame | INTEGER | This object indicates the frame number that caused the most recent fault. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.5.3 | port1FaultFrame | INTEGER | This object indicates the frame number that caused the most recent fault. | 0 | 255 |
| 1.3.6.1.4.1.1206.4.2.1.10.2.1.5.4 | port1FaultFrame | INTEGER | This object indicates the frame number that caused the most recent fault. | 0 | 255 |

# CCTV - OID 1205

| OID | OID_Name | OID_SyntaxTypeName | OID_Description |
|---|---|---|---|
| 1 | iso | reg point | |
| 1.3 | org | reg point | |
| 1.3.6 | dod | reg point | |
| 1.3.6.1 | internet | reg point | |
| 1.3.6.1.1 | directory | reg point | |
| 1.3.6.1.2 | mgmt | reg point | |
| 1.3.6.1.3 | experimental | reg point | |
| 1.3.6.1.4 | private | reg point | |
| 1.3.6.1.4.1 | enterprises | reg point | |
| 1.3.6.1.4.1.1206 | nema | reg point | |
| 1.3.6.1.4.1.1206.1 | nemaMgmt | reg point | |
| 1.3.6.1.4.1.1206.2 | nemaExperimental | reg point | |
| 1.3.6.1.4.1.1206.3 | nemaPrivate | reg point | |
| 1.3.6.1.4.1.1206.4 | transportation | reg point | |
| 1.3.6.1.4.1.1206.4.1 | protocols | reg point | |
| 1.3.6.1.4.1.1206.4.2 | devices | reg point | |
| 1.3.6.1.4.1.1206.4.2.7 | cctv | reg point | |
| 1.3.6.1.4.1.1206.4.2.7.1 | cctvRange | reg point | |
| 1.3.6.1.4.1.1206.4.2.7.1.1.0 | rangeMaximumPreset | INTEGER | A preset is the pre-specified position where a camera is pointed to a fixed point in space (includes positions for pan, tilt, and zoom). The maximumPreset is a number indicating the total number of possible preset positions supported by the device. A va |
| 1.3.6.1.4.1.1206.4.2.7.1.2.0 | rangePanLeftLimit | INTEGER | Specifies the panning left range limit in 1/100th degree units in a clockwise direction from the Home Position. If the rangePanLeftLimit and the rangePanRightLimit are both zero (0), then the device does not support panning movement. If the rangePanLeft |
| 1.3.6.1.4.1.1206.4.2.7.1.3.0 | rangePanRightLimit | INTEGER | Specifies the panning right range limit in 1/100th degree units in a clockwise direction from the Home Position. If the rangePanLeftLimit and the rangePanRightLimit are both zero (0), then the device does not support panning movement. If the rangePanLeftL |
| 1.3.6.1.4.1.1206.4.2.7.1.4.0 | rangePanHomePosition | INTEGER | Specifies an arbitrary point on a circle from which the left and right limits are measured in 1/100th degree units. The value of 65535 means that Home position referencing is not supported for the horizontal plane.. |
| 1.3.6.1.4.1.1206.4.2.7.1.5.0 | rangeTrueNorthOffset | INTEGER | Specifies the offset between true North and the Home Position in 1/100th degree units. When read, returns last value written. If the Home Position is True North, then set this value to zero (0). The value of 65535 means that a true North offset from the |
| 1.3.6.1.4.1.1206.4.2.7.1.6.0 | rangeTiltUpLimit | INTEGER | Specifies the tilting up range limit in 1/100th degree units. The zero point for measurement is the horizon line. Tilting upward indicates a positive direction. If the rangeTiltUpLimit and the rangeTiltDownLimit are both zero (0), then the device does n |
| 1.3.6.1.4.1.1206.4.2.7.1.7.0 | rangeTiltDownLimit | INTEGER | Specifies the tilting down range limit in 1/100th degree units. The zero point for measurement is the horizon line. Tilting upward indicates a positive direction. If the rangeTiltUpLimit and the rangeTiltDownLimit are both zero (0), then the device does |
| 1.3.6.1.4.1.1206.4.2.7.1.8.0 | rangeZoomLimit | INTEGER | Specifies the zoom range in arbitrary units. Used for absolute or offset control. Zero (0) identifies that zoom limits are not supported. This number represents the scalar zoom positioning beginning with zero (0) for wide and ending with 65535 for tele |
| 1.3.6.1.4.1.1206.4.2.7.1.9.0 | rangeFocusLimit | INTEGER | Specifies the focus range in arbitrary units. Used for absolute or offset control. Zero (0) identifies that focus limits are not supported. This number represents the scalar focus positioning beginning with zero (0) for near and ending with 65535 for fa |
| 1.3.6.1.4.1.1206.4.2.7.1.10.0 | rangeIrisLimit | INTEGER | Specifies the iris range in arbitrary units. Used for absolute or offset control. Zero (0) identifies that iris limits are not supported. This number represents the scalar zoom positioning beginning with zero (0) for open and ending with 65535 for close |
| 1.3.6.1.4.1.1206.4.2.7.1.11.0 | rangeMinimumPanStepAngle | INTEGER | Specifies the minimum incremental angle in 1/100th degree units for the minimum pan step size to guarantee movement in the horizontal plane. A value of 65535 means that Minimum pan step angle is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.2 | cctvTimeout | reg point | |
| 1.3.6.1.4.1.1206.4.2.7.1.12.0 | rangeMinimumTiltStepAngle | INTEGER | Specifies the minimum incremental angle in 1/100th degree units for the minimum tilt step size to guarantee movement in the vertical plane. A value of 65535 means that minimum tilt step angle is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.2.1.0 | timeoutPan | INTEGER | A number indicating the total number of milliseconds that a panning motion can continue without a reissue of a pan command. A value of zero identifies that panning timeout is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.2.2.0 | timeoutTilt | INTEGER | A number indicating the total number of milliseconds that a tilting motion can continue without a reissue of a tilt command. A value of zero identifies that tilting timeout is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.2.3.0 | timeoutZoom | INTEGER | A number indicating the total number of milliseconds that a zoom motion can continue without a reissue of a zoom command. A value of zero identifies that zooming timeout is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.2.4.0 | timeoutFocus | INTEGER | A number indicating the total number of milliseconds that a focus motion can continue without a reissue of a focus type command. A value of zero identifies that focusing timeout is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.2.5.0 | timeoutIris | INTEGER | A number indicating the total number of milliseconds that an iris motion can continue without a reissue of a iris type command. A value of zero identifies that iris timeout is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.3 | cctvPreset | reg point | |
| 1.3.6.1.4.1.1206.4.2.7.3.1.0 | presetGotoPosition | INTEGER | Writing to this object commands the device to move to a preset if that preset exists. Reading returns the last value written. This value is reset to zero (0) upon the issuance of a pan, tilt, or zoom command. |
| 1.3.6.1.4.1.1206.4.2.7.3.2.0 | presetStorePosition | INTEGER | Writing to this object commands the device to save the current position to the specified preset. Reading returns the last value written. This value is reset to zero (0) upon the issuance of a pan, tilt, or zoom command. |
| 1.3.6.1.4.1.1206.4.2.7.4 | cctvPosition | reg point | |
| 1.3.6.1.4.1.1206.4.2.7.4.1.0 | positionPan | OCTET STRING | Object is 4 bytes in length: Byte 1 is the mode of operation defined as stop movement, delta, absolute, or continuous movement, Byte 2 is speed defined as a scalar unit with positive (+) being clockwise and negative (–) being counterclockwise, |
| 1.3.6.1.4.1.1206.4.2.7.4.2.0 | positionTilt | OCTET STRING | Object is 4 bytes in length: Byte 1 is the mode of operation defined as stop movement, delta, absolute, or continuous movement, Byte 2 is speed defined as a scalar unit with positive (+) being up and negative (–) being down, Bytes 3 and 4 specify |
| 1.3.6.1.4.1.1206.4.2.7.4.3.0 | positionZoomLens | OCTET STRING | Object is 4 bytes in length: Byte 1 is the mode of operation defined as stop movement, delta, absolute, or continuous movement, Byte 2 is speed defined as a scalar unit with positive (+) being telephoto and negative (–) being wide, Bytes 3 and 4 |
| 1.3.6.1.4.1.1206.4.2.7.4.4.0 | positionFocusLens | OCTET STRING | Object is 4 bytes in length: Byte 1 is the mode of operation defined as stop movement, delta, absolute, or continuous movement, Byte 2 is speed defined as a scalar unit with positive (+) being far and negative (–) being near, Bytes 3 and 4 specif |
| 1.3.6.1.4.1.1206.4.2.7.4.5.0 | positionIrisLens | OCTET STRING | Object is 4 bytes in length: Byte 1 is the mode of operation defined as stop movement, delta, absolute, or continuous movement, Byte 2 is speed defined as a scalar unit with positive (+) being closed and negative (–) being opened, Bytes 3 and 4 s |
| 1.3.6.1.4.1.1206.4.2.7.5 | cctvSystem | reg point | |
| 1.3.6.1.4.1.1206.4.2.7.5.1.0 | systemCameraFeatureControl | OCTET STRING | A bit mapped value as defined below: Byte1 Bit7 0 = OFF, 1 = ON for Camera Power (MSB), Bit6 0 = OFF, 1 = ON for Heater Power, Bit5 0 = OFF, 1 = ON for Wiper, Bit4 0 = OFF, 1 = ON for Washer, Bit3 0 = OFF, 1 = ON for Blower, Bits2 |
| 1.3.6.1.4.1.1206.4.2.7.5.2.0 | systemCameraFeatureStatus | OCTET STRING | A bit mapped value as defined below: Byte1 Bit7 0 = OFF, 1 = ON for status of Camera Power (MSB), Bit6 0 = OFF, 1 = ON for status of Heater Power, Bit5 0 = OFF, 1 = ON for status of Wiper, Bit4 0 = OFF, 1 = ON for status of Washer, Bit |
| 1.3.6.1.4.1.1206.4.2.7.5.3.0 | systemCameraEquipped | OCTET STRING | A bit mapped value as defined below: Bit7 0 = NO, 1 = YES denotes the availability of Camera Power (MSB), Bit6 0 = NO, 1 = YES denotes the availability of Heater Power, Bit5 0 = NO, 1 = YES denotes the availability of a Wiper, Bit4 0 = |
| 1.3.6.1.4.1.1206.4.2.7.5.4.0 | systemLensFeatureControl | OCTET STRING | A bit mapped value as defined below: Byte1 Bit 7 0 = OFF, 1 = ON for Auto Iris, Bit 6 0 = OFF, 1 = ON for Auto Focus, Bits5..0 Reserved (Bit 0 = LSB), Byte2 Bit7 0 = OFF, 1 = ON for activation and deactivation of the lens component |
| 1.3.6.1.4.1.1206.4.2.7.5.5.0 | systemLensFeatureStatus | OCTET STRING | A bit mapped value as defined below: Bit 7 0 = OFF, 1 = ON for Auto Iris, Bit 6 0 = OFF, 1 = ON for Auto Focus, Bits5..0 Reserved (Bit 0 = LSB), |
| 1.3.6.1.4.1.1206.4.2.7.5.6.0 | systemLensEquipped | OCTET STRING | A bit mapped value as defined below: Bit 7 0 = NO, 1 = YES denotes the availability of Auto Iris, Bit 6 0 = NO, 1 = YES denotes the availability of Auto Focus, Bits5..0 Reserved (Bit 0 = LSB). |
| 1.3.6.1.4.1.1206.4.2.7.6 | cctvAlarm | reg point | |
| 1.3.6.1.4.1.1206.4.2.7.6.1.0 | alarmStatus | OCTET STRING | Alarm status denotes a bit mapped value that indicates the current status of alarms, as outlined below: Bit7 0 = OFF, 1 = ON for the active status of the Cabinet Alarm signifying cabinet entry (MSB), Bit6 0 = OFF, 1 = ON for the active status of |
| 1.3.6.1.4.1.1206.4.2.7.6.2.0 | alarmLatchStatus | OCTET STRING | Latch status denotes a bit mapped value that indicates the presence of a latched alarm, indicating that an alarm has occurred since the previous latch was cleared, as outlined below: Bit7 0 = OFF, 1 = ON for the latch status of the Cabinet Alarm (MSB |
| 1.3.6.1.4.1.1206.4.2.7.6.3.0 | alarmLatchClear | OCTET STRING | Latch clear denotes a bit mapped value that clears the presence of a latched alarm, as outlined below: Bit7 0 = OFF, 1 = ON for clearing the alarm latch for the Cabinet Alarm (MSB), Bit6 0 = OFF, 1 = ON for clearing the alarm latch for the Enclo |
| 1.3.6.1.4.1.1206.4.2.7.6.4.0 | alarmTemparatureHighLowThreshold | OCTET STRING | Identifies the high and low thresholds for the temperature alarm, as shown below; Byte1 Low Threshold denotes the value of minimum internal camera enclosure temperature measured in degrees C, Byte2 HighThreshold denotes the value of maximum int |
| 1.3.6.1.4.1.1206.4.2.7.6.5.0 | alarmTemparatureCurrentValue | OCTET STRING | Identifies the current value for the temperature within the camera enclosure measured in degrees C. |
| 1.3.6.1.4.1.1206.4.2.7.6.6.0 | alarmPresureHighLowThreshold | OCTET STRING | Identifies the high and low thresholds for the pressure alarm, as shown below; Byte1 Low Threshold denotes the value of minimum pressure within the camera enclosure measured in psig, Byte2 HighThreshold denotes the value of maximum pressure wit |
| 1.3.6.1.4.1.1206.4.2.7.6.7.0 | alarmPresureCurrentValue | OCTET STRING | Identifies the current value for the pressure within the camera enclosure measured in psig. |
| 1.3.6.1.4.1.1206.4.2.7.6.8.0 | alarmWasherFluidHighLowThreshold | OCTET STRING | Identifies the high and low thresholds for the washer fluid alarm, as shown below; Byte1 Low Threshold denotes the percentage of minimum filled capacity between zero (0) and 100 percent, Byte2 HighThreshold denotes the percentage of maximum fil |
| 1.3.6.1.4.1.1206.4.2.7.6.9.0 | alarmWasherFluidCurrentValue | OCTET STRING | Identifies the current value for the washer fluid level measured as the amount of filled capacity between zero (0) and 100 percent. |
| 1.3.6.1.4.1.1206.4.2.7.6.10.0 | alarmLabelIndex | OCTET STRING | The label number identifies the entry into the camera control label table that provides additional text information or on-screen text information. Labels are text strings with formatting, positioning, and display information. A value of zero (0) indicat |
| 1.3.6.1.4.1.1206.4.2.7.7 | cctvInput | reg point | |
| 1.3.6.1.4.1.1206.4.2.7.7.1.0 | inputStatus | OCTET STRING | Input status denotes a bit mapped value that indicates the current state of eight (8) user defined discrete inputs, as outlined below: Bit7 0 = OFF, 1 = ON for the active status of discrete Input 8 (MSB), Bit6 0 = OFF, 1 = ON for the active stat |
| 1.3.6.1.4.1.1206.4.2.7.7.2.0 | inputLatchStatus | OCTET STRING | Latch status denotes a bit mapped value that indicates the presence of a latched input for eight (8) user defined discrete inputs, indicating that an input has occurred since the previous latch was cleared, as outlined below: Bit7 0 = OFF, 1 = ON for |
| 1.3.6.1.4.1.1206.4.2.7.7.3.0 | inputLatchClear | OCTET STRING | Latch clear denotes a bit mapped value that clears the presence of a latched input for eight (8) user defined discrete inputs, as outlined below: Bit7 0 = OFF, 1 = ON for clearing the input latch for discrete Input 8 (MSB), Bit6 0 = OFF, 1 = ON |
| 1.3.6.1.4.1.1206.4.2.7.7.4.0 | inputLabelIndex | OCTET STRING | The label number identifies the entry into the camera control label table that provides additional text information or on-screen text information. Labels are text strings with formatting, positioning, and display information. A value of zero (0) indicat |
| 1.3.6.1.4.1.1206.4.2.7.8 | cctvOutput | reg point | |
| 1.3.6.1.4.1.1206.4.2.7.8.1.0 | outputStatus | OCTET STRING | Output status denotes a bit mapped value that indicates the current state of eight (8) user defined discrete outputs, as outlined below: Bit7 0 = OFF, 1 = ON for the active status of discrete Output 8 (MSB), Bit6 0 = OFF, 1 = ON for the active s |
| 1.3.6.1.4.1.1206.4.2.7.8.2.0 | outputControl | OCTET STRING | Output control activates and deactivates individual user defined discrete outputs as outlined below: Byte1 discrete Output number to be controlled, 1 through 8, Byte2 Bit7 0 = OFF, 1 = ON for the active status of discrete Output (MSB), Bits6 |
| 1.3.6.1.4.1.1206.4.2.7.8.3.0 | outputLabelIndex | OCTET STRING | The label number identifies the entry into the camera control label table that provides additional text information or on-screen text information. Labels are text strings with formatting, positioning, and display information. A value of zero (0) indicat |
| 1.3.6.1.4.1.1206.4.2.7.9 | cctvZone | reg point | |
| 1.3.6.1.4.1.1206.4.2.7.9.1.0 | zoneMaximum | INTEGER | Defines the maximum number of zones for this device. A zone is a region in space defined by pan and tilt limits. When read, this object returns last value written. |

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| OID | OID_Name | OID_SyntaxTypeName | OID_Description |
|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.7.9.2 | zoneTable | SEQUENCE | A table containing information about zones.  Each row in the table identifies a single zone. A zone is a region in space defined by pan and tilt limits. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1 | zoneEntry | SEQUENCE | Parameters of the zone table. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.1 | zoneIndex | INTEGER | The number associated with each individual zone.  A zone is a region in space defined by pan and tilt limits. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.1.1 | zoneIndex | INTEGER | The number associated with each individual zone.  A zone is a region in space defined by pan and tilt limits. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.1.2 | zoneIndex | INTEGER | The number associated with each individual zone.  A zone is a region in space defined by pan and tilt limits. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.1.3 | zoneIndex | INTEGER | The number associated with each individual zone.  A zone is a region in space defined by pan and tilt limits. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.1.4 | zoneIndex | INTEGER | The number associated with each individual zone.  A zone is a region in space defined by pan and tilt limits. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.1.5 | zoneIndex | INTEGER | The number associated with each individual zone.  A zone is a region in space defined by pan and tilt limits. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.1.6 | zoneIndex | INTEGER | The number associated with each individual zone.  A zone is a region in space defined by pan and tilt limits. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.1.7 | zoneIndex | INTEGER | The number associated with each individual zone.  A zone is a region in space defined by pan and tilt limits. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.2 | zoneLabel | INTEGER | Defines the label number from the camera control label table that is associated with this zone number.  When read, returns last value written. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.1.8 | zoneIndex | INTEGER | The number associated with each individual zone.  A zone is a region in space defined by pan and tilt limits. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.2.1 | zoneLabel | INTEGER | Defines the label number from the camera control label table that is associated with this zone number.  When read, returns last value written. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.2.2 | zoneLabel | INTEGER | Defines the label number from the camera control label table that is associated with this zone number.  When read, returns last value written. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.2.3 | zoneLabel | INTEGER | Defines the label number from the camera control label table that is associated with this zone number.  When read, returns last value written. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.2.4 | zoneLabel | INTEGER | Defines the label number from the camera control label table that is associated with this zone number.  When read, returns last value written. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.2.5 | zoneLabel | INTEGER | Defines the label number from the camera control label table that is associated with this zone number.  When read, returns last value written. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.2.6 | zoneLabel | INTEGER | Defines the label number from the camera control label table that is associated with this zone number.  When read, returns last value written. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.2.7 | zoneLabel | INTEGER | Defines the label number from the camera control label table that is associated with this zone number.  When read, returns last value written. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.2.8 | zoneLabel | INTEGER | Defines the label number from the camera control label table that is associated with this zone number.  When read, returns last value written. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.3 | zonePanLeftLimit | INTEGER | Specifies the panning left zone limit in 1/100th degree units in a clockwise direction from the Home Position.  The value of 65535 means that a pan left limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.3.1 | zonePanLeftLimit | INTEGER | Specifies the panning left zone limit in 1/100th degree units in a clockwise direction from the Home Position.  The value of 65535 means that a pan left limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.3.2 | zonePanLeftLimit | INTEGER | Specifies the panning left zone limit in 1/100th degree units in a clockwise direction from the Home Position.  The value of 65535 means that a pan left limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.3.3 | zonePanLeftLimit | INTEGER | Specifies the panning left zone limit in 1/100th degree units in a clockwise direction from the Home Position.  The value of 65535 means that a pan left limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.3.4 | zonePanLeftLimit | INTEGER | Specifies the panning left zone limit in 1/100th degree units in a clockwise direction from the Home Position.  The value of 65535 means that a pan left limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.3.5 | zonePanLeftLimit | INTEGER | Specifies the panning left zone limit in 1/100th degree units in a clockwise direction from the Home Position.  The value of 65535 means that a pan left limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.3.6 | zonePanLeftLimit | INTEGER | Specifies the panning left zone limit in 1/100th degree units in a clockwise direction from the Home Position.  The value of 65535 means that a pan left limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.3.7 | zonePanLeftLimit | INTEGER | Specifies the panning left zone limit in 1/100th degree units in a clockwise direction from the Home Position.  The value of 65535 means that a pan left limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.4 | zonePanRightLimit | INTEGER | Specifies the panning right zone limit in 1/100th degree units in a clockwise direction from the Home Position. The value of 65535 means that a pan right limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.3.8 | zonePanLeftLimit | INTEGER | Specifies the panning left zone limit in 1/100th degree units in a clockwise direction from the Home Position.  The value of 65535 means that a pan left limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.4.1 | zonePanRightLimit | INTEGER | Specifies the panning right zone limit in 1/100th degree units in a clockwise direction from the Home Position. The value of 65535 means that a pan right limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.4.2 | zonePanRightLimit | INTEGER | Specifies the panning right zone limit in 1/100th degree units in a clockwise direction from the Home Position. The value of 65535 means that a pan right limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.4.3 | zonePanRightLimit | INTEGER | Specifies the panning right zone limit in 1/100th degree units in a clockwise direction from the Home Position. The value of 65535 means that a pan right limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.4.4 | zonePanRightLimit | INTEGER | Specifies the panning right zone limit in 1/100th degree units in a clockwise direction from the Home Position. The value of 65535 means that a pan right limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.4.5 | zonePanRightLimit | INTEGER | Specifies the panning right zone limit in 1/100th degree units in a clockwise direction from the Home Position. The value of 65535 means that a pan right limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.4.6 | zonePanRightLimit | INTEGER | Specifies the panning right zone limit in 1/100th degree units in a clockwise direction from the Home Position. The value of 65535 means that a pan right limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.4.7 | zonePanRightLimit | INTEGER | Specifies the panning right zone limit in 1/100th degree units in a clockwise direction from the Home Position. The value of 65535 means that a pan right limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.5 | zoneTiltUpLimit | INTEGER | Specifies the tilting up zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt up limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.4.8 | zonePanRightLimit | INTEGER | Specifies the panning right zone limit in 1/100th degree units in a clockwise direction from the Home Position. The value of 65535 means that a pan right limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.5.1 | zoneTiltUpLimit | INTEGER | Specifies the tilting up zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt up limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.5.2 | zoneTiltUpLimit | INTEGER | Specifies the tilting up zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt up limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.5.3 | zoneTiltUpLimit | INTEGER | Specifies the tilting up zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt up limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.5.4 | zoneTiltUpLimit | INTEGER | Specifies the tilting up zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt up limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.5.5 | zoneTiltUpLimit | INTEGER | Specifies the tilting up zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt up limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.5.6 | zoneTiltUpLimit | INTEGER | Specifies the tilting up zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt up limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.5.7 | zoneTiltUpLimit | INTEGER | Specifies the tilting up zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt up limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.6 | zoneTiltDownLimit | INTEGER | Specifies the tilting down zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt down limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.5.8 | zoneTiltUpLimit | INTEGER | Specifies the tilting up zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt up limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.6.1 | zoneTiltDownLimit | INTEGER | Specifies the tilting down zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt down limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.6.2 | zoneTiltDownLimit | INTEGER | Specifies the tilting down zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt down limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.6.3 | zoneTiltDownLimit | INTEGER | Specifies the tilting down zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt down limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.6.4 | zoneTiltDownLimit | INTEGER | Specifies the tilting down zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt down limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.6.5 | zoneTiltDownLimit | INTEGER | Specifies the tilting down zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt down limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.6.6 | zoneTiltDownLimit | INTEGER | Specifies the tilting down zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt down limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.6.7 | zoneTiltDownLimit | INTEGER | Specifies the tilting down zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt down limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.9.2.1.6.8 | zoneTiltDownLimit | INTEGER | Specifies the tilting down zone limit in 1/100th degree units.  The zero point for measurement is the horizon line. The value of 65535 means that a tilt down limit is not supported. |
| 1.3.6.1.4.1.1206.4.2.7.10 | cctvLabel | reg point | |
| 1.3.6.1.4.1.1206.4.2.7.10.1.0 | labelMaximum | INTEGER | Defines the maximum number of labels in the camera control label table.  A label is defined as text with position, font, and color information.  When read, returns last value written. |
| 1.3.6.1.4.1.1206.4.2.7.10.2 | labelTable | SEQUENCE | This table contains data specific to each label.  A label is defined as text with position, font, and color information. Each row in the table identifies a single label. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1 | labelEntry | SEQUENCE | Parameters of the camera control label table. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.1 | labelIndex | INTEGER | The number associated with each individual label. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.1.1 | labelIndex | INTEGER | The number associated with each individual label. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.1.2 | labelIndex | INTEGER | The number associated with each individual label. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.1.3 | labelIndex | INTEGER | The number associated with each individual label. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.1.4 | labelIndex | INTEGER | The number associated with each individual label. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.1.5 | labelIndex | INTEGER | The number associated with each individual label. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.1.6 | labelIndex | INTEGER | The number associated with each individual label. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.1.7 | labelIndex | INTEGER | The number associated with each individual label. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.1.8 | labelIndex | INTEGER | The number associated with each individual label. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.2 | labelText | OCTET STRING | Text for the label.  The label text must fit within the frame- size available for the application. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.2.1 | labelText | OCTET STRING | Text for the label.  The label text must fit within the frame- size available for the application. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.2.2 | labelText | OCTET STRING | Text for the label.  The label text must fit within the frame- size available for the application. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.2.3 | labelText | OCTET STRING | Text for the label.  The label text must fit within the frame- size available for the application. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.2.4 | labelText | OCTET STRING | Text for the label.  The label text must fit within the frame- size available for the application. |

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| OID | OID_Name | OID_SyntaxTypeName | OID_Description |
|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.2.5 | labelText | OCTET STRING | Text for the label. The label text must fit within the frame- size available for the application. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.2.6 | labelText | OCTET STRING | Text for the label. The label text must fit within the frame- size available for the application. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.2.7 | labelText | OCTET STRING | Text for the label. The label text must fit within the frame- size available for the application. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.3 | labelFontType | INTEGER | Designates the type of font to be displayed. Only one font style may be supported and that font style is taken to be the default style. Value Meaning 1 designates ASCII text characters to be displayed, 2 designates Bit Mapped Cha |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.2.8 | labelText | OCTET STRING | Text for the label. The label text must fit within the frame- size available for the application. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.3.1 | labelFontType | INTEGER | Designates the type of font to be displayed. Only one font style may be supported and that font style is taken to be the default style. Value Meaning 1 designates ASCII text characters to be displayed, 2 designates Bit Mapped Cha |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.3.2 | labelFontType | INTEGER | Designates the type of font to be displayed. Only one font style may be supported and that font style is taken to be the default style. Value Meaning 1 designates ASCII text characters to be displayed, 2 designates Bit Mapped Cha |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.3.3 | labelFontType | INTEGER | Designates the type of font to be displayed. Only one font style may be supported and that font style is taken to be the default style. Value Meaning 1 designates ASCII text characters to be displayed, 2 designates Bit Mapped Cha |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.3.4 | labelFontType | INTEGER | Designates the type of font to be displayed. Only one font style may be supported and that font style is taken to be the default style. Value Meaning 1 designates ASCII text characters to be displayed, 2 designates Bit Mapped Cha |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.3.5 | labelFontType | INTEGER | Designates the type of font to be displayed. Only one font style may be supported and that font style is taken to be the default style. Value Meaning 1 designates ASCII text characters to be displayed, 2 designates Bit Mapped Cha |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.3.6 | labelFontType | INTEGER | Designates the type of font to be displayed. Only one font style may be supported and that font style is taken to be the default style. Value Meaning 1 designates ASCII text characters to be displayed, 2 designates Bit Mapped Cha |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.3.7 | labelFontType | INTEGER | Designates the type of font to be displayed. Only one font style may be supported and that font style is taken to be the default style. Value Meaning 1 designates ASCII text characters to be displayed, 2 designates Bit Mapped Cha |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.3.8 | labelFontType | INTEGER | Designates the type of font to be displayed. Only one font style may be supported and that font style is taken to be the default style. Value Meaning 1 designates ASCII text characters to be displayed, 2 designates Bit Mapped Cha |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.4 | labelHeight | INTEGER | Height of this label text scaled to a range of zero (0) and 255 to fit height of screen. A height of zero (0) indicates that a label is not displayed and a height of 255 indicates that the label is presented at a maximum height. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.4.1 | labelHeight | INTEGER | Height of this label text scaled to a range of zero (0) and 255 to fit height of screen. A height of zero (0) indicates that a label is not displayed and a height of 255 indicates that the label is presented at a maximum height. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.4.2 | labelHeight | INTEGER | Height of this label text scaled to a range of zero (0) and 255 to fit height of screen. A height of zero (0) indicates that a label is not displayed and a height of 255 indicates that the label is presented at a maximum height. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.4.3 | labelHeight | INTEGER | Height of this label text scaled to a range of zero (0) and 255 to fit height of screen. A height of zero (0) indicates that a label is not displayed and a height of 255 indicates that the label is presented at a maximum height. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.4.4 | labelHeight | INTEGER | Height of this label text scaled to a range of zero (0) and 255 to fit height of screen. A height of zero (0) indicates that a label is not displayed and a height of 255 indicates that the label is presented at a maximum height. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.4.5 | labelHeight | INTEGER | Height of this label text scaled to a range of zero (0) and 255 to fit height of screen. A height of zero (0) indicates that a label is not displayed and a height of 255 indicates that the label is presented at a maximum height. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.4.6 | labelHeight | INTEGER | Height of this label text scaled to a range of zero (0) and 255 to fit height of screen. A height of zero (0) indicates that a label is not displayed and a height of 255 indicates that the label is presented at a maximum height. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.4.7 | labelHeight | INTEGER | Height of this label text scaled to a range of zero (0) and 255 to fit height of screen. A height of zero (0) indicates that a label is not displayed and a height of 255 indicates that the label is presented at a maximum height. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.4.8 | labelHeight | INTEGER | Height of this label text scaled to a range of zero (0) and 255 to fit height of screen. A height of zero (0) indicates that a label is not displayed and a height of 255 indicates that the label is presented at a maximum height. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.5 | labelColor | INTEGER | Color of the label characters. The color is defined as follows: Value Meaning 1 blue, 2 green, 3 cyan, 4 red, 5 magenta, 6 brown, 7 white, 8 grey, 9 lightBlue, 10 lig |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.5.1 | labelColor | INTEGER | Color of the label characters. The color is defined as follows: Value Meaning 1 blue, 2 green, 3 cyan, 4 red, 5 magenta, 6 brown, 7 white, 8 grey, 9 lightBlue, 10 lig |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.5.2 | labelColor | INTEGER | Color of the label characters. The color is defined as follows: Value Meaning 1 blue, 2 green, 3 cyan, 4 red, 5 magenta, 6 brown, 7 white, 8 grey, 9 lightBlue, 10 lig |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.5.3 | labelColor | INTEGER | Color of the label characters. The color is defined as follows: Value Meaning 1 blue, 2 green, 3 cyan, 4 red, 5 magenta, 6 brown, 7 white, 8 grey, 9 lightBlue, 10 lig |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.5.4 | labelColor | INTEGER | Color of the label characters. The color is defined as follows: Value Meaning 1 blue, 2 green, 3 cyan, 4 red, 5 magenta, 6 brown, 7 white, 8 grey, 9 lightBlue, 10 lig |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.5.5 | labelColor | INTEGER | Color of the label characters. The color is defined as follows: Value Meaning 1 blue, 2 green, 3 cyan, 4 red, 5 magenta, 6 brown, 7 white, 8 grey, 9 lightBlue, 10 lig |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.5.6 | labelColor | INTEGER | Color of the label characters. The color is defined as follows: Value Meaning 1 blue, 2 green, 3 cyan, 4 red, 5 magenta, 6 brown, 7 white, 8 grey, 9 lightBlue, 10 lig |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.5.7 | labelColor | INTEGER | Color of the label characters. The color is defined as follows: Value Meaning 1 blue, 2 green, 3 cyan, 4 red, 5 magenta, 6 brown, 7 white, 8 grey, 9 lightBlue, 10 lig |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.6 | labelStartRow | INTEGER | Start of text row number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.5.8 | labelColor | INTEGER | Color of the label characters. The color is defined as follows: Value Meaning 1 blue, 2 green, 3 cyan, 4 red, 5 magenta, 6 brown, 7 white, 8 grey, 9 lightBlue, 10 lig |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.6.1 | labelStartRow | INTEGER | Start of text row number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.6.2 | labelStartRow | INTEGER | Start of text row number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.6.3 | labelStartRow | INTEGER | Start of text row number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.6.4 | labelStartRow | INTEGER | Start of text row number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.6.5 | labelStartRow | INTEGER | Start of text row number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.6.6 | labelStartRow | INTEGER | Start of text row number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.6.7 | labelStartRow | INTEGER | Start of text row number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.7 | labelStartColumn | INTEGER | Start of text column number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.6.8 | labelStartRow | INTEGER | Start of text row number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.7.1 | labelStartColumn | INTEGER | Start of text column number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.7.2 | labelStartColumn | INTEGER | Start of text column number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.7.3 | labelStartColumn | INTEGER | Start of text column number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.7.4 | labelStartColumn | INTEGER | Start of text column number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.7.5 | labelStartColumn | INTEGER | Start of text column number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.7.6 | labelStartColumn | INTEGER | Start of text column number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.7.7 | labelStartColumn | INTEGER | Start of text column number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.7.8 | labelStartColumn | INTEGER | Start of text column number scaled to a range of zero (0) to 255. Zero (0) is designated as the upper left corner of the display. |
| 1.3.6.1.4.1.1206.4.2.7.10.3.0 | labelLocationLabel | INTEGER | Defines the index to the camera control label table for this camera location. The location label is commonly used to identify a street name, intersection, or other pertinent information to be displayed on a monitor. A value of zero (0) turns the locatio |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.8 | labelStatus | OCTET STRING | The object denotes whether or not the label is currently being displayed, as outlined below: Bit7 0 = NO, 1 = YES denotes that the label is valid for display (MSB), Bit6 0 = OFF, 1 = ON for the display status of the label, Bits5..0 Reserved (Bi |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.8.1 | labelStatus | OCTET STRING | The object denotes whether or not the label is currently being displayed, as outlined below: Bit7 0 = NO, 1 = YES denotes that the label is valid for display (MSB), Bit6 0 = OFF, 1 = ON for the display status of the label, Bits5..0 Reserved (Bi |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.8.2 | labelStatus | OCTET STRING | The object denotes whether or not the label is currently being displayed, as outlined below: Bit7 0 = NO, 1 = YES denotes that the label is valid for display (MSB), Bit6 0 = OFF, 1 = ON for the display status of the label, Bits5..0 Reserved (Bi |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.8.3 | labelStatus | OCTET STRING | The object denotes whether or not the label is currently being displayed, as outlined below: Bit7 0 = NO, 1 = YES denotes that the label is valid for display (MSB), Bit6 0 = OFF, 1 = ON for the display status of the label, Bits5..0 Reserved (Bi |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.8.4 | labelStatus | OCTET STRING | The object denotes whether or not the label is currently being displayed, as outlined below: Bit7 0 = NO, 1 = YES denotes that the label is valid for display (MSB), Bit6 0 = OFF, 1 = ON for the display status of the label, Bits5..0 Reserved (Bi |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.8.5 | labelStatus | OCTET STRING | The object denotes whether or not the label is currently being displayed, as outlined below: Bit7 0 = NO, 1 = YES denotes that the label is valid for display (MSB), Bit6 0 = OFF, 1 = ON for the display status of the label, Bits5..0 Reserved (Bi |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.8.6 | labelStatus | OCTET STRING | The object denotes whether or not the label is currently being displayed, as outlined below: Bit7 0 = NO, 1 = YES denotes that the label is valid for display (MSB), Bit6 0 = OFF, 1 = ON for the display status of the label, Bits5..0 Reserved (Bi |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.8.7 | labelStatus | OCTET STRING | The object denotes whether or not the label is currently being displayed, as outlined below: Bit7 0 = NO, 1 = YES denotes that the label is valid for display (MSB), Bit6 0 = OFF, 1 = ON for the display status of the label, Bits5..0 Reserved (Bi |
| 1.3.6.1.4.1.1206.4.2.7.10.2.1.8.8 | labelStatus | OCTET STRING | The object denotes whether or not the label is currently being displayed, as outlined below: Bit7 0 = NO, 1 = YES denotes that the label is valid for display (MSB), Bit6 0 = OFF, 1 = ON for the display status of the label, Bits5..0 Reserved (Bi |
| 1.3.6.1.4.1.1206.4.2.7.10.4.0 | labelEnableTextDisplay | OCTET STRING | The object provides a control mechanism for activating or deactivating all labels regardless of individual display status, as outlined below: Bit7 0 = OFF, 1 = ON for the for controlling the display for all labels at once (MSB), Bit6..0 Reserv |
| 1.3.6.1.4.1.1206.4.2.7.11 | cctvMenu | reg point | |
| 1.3.6.1.4.1.1206.4.2.7.11.1.0 | menuActivate | INTEGER | Activates the internal camera menu. Value Meaning 0 turns off the internal camera menu, 1..254 activates the internal camera menu for the number of seconds expressed by the value indicated between 1 and 254, 255 activates the men |
| 1.3.6.1.4.1.1206.4.2.7.11.2.0 | menuControl | INTEGER | Object value that manipulates the internal camera menu. Basic menu manipulations are described as follows: Value Meaning 1 Page Down, 2 Page Up, 3 Cursor Up 4 Cursor Down, 5 Cursor Right, 6 Cursor L |

# FDOT APPROVED DMS - OID 1203

| OID | OID_Name | OID_SyntaxTypeName | OID_Description |
|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.3.1 | dmsSignCfg | reg point | |
| 1.3.6.1.4.1.1206.4.2.3.1.2.0 | dmsSignType | Enum | Indicates the type of sign. |
| 1.3.6.1.4.1.1206.4.2.3.1.8.0 | dmsBeaconType | Enum | Indicates the configuration of the type, numbers and flashing patterns of beacons on a sign. |
| 1.3.6.1.4.1.1206.4.2.3.1.9.0 | dmsSignTechnology | INTEGER | Indicates the utilized technology in a bitmap format (Hybrids will have to set the bits for all technologies that the sign utilizes). Bit 0- Other, Bit 1- LED, Bit 2- Flip Disk, Bit 3- Fiber Optics, Bit 4- Shuttered, Bit 5- Lamp, Bit 6- Drum |
| 1.3.6.1.4.1.1206.4.2.3.2.1.0 | vmsCharacterHeightPixels | INTEGER | Indicates the height of a single character in Pixels. The value zero (0) Indicates a variable character height. |
| 1.3.6.1.4.1.1206.4.2.3.2.2.0 | vmsCharacterWidthPixels | INTEGER | Indicates the width of a single character in Pixels. The value zero (0) indicates a variable character width. |
| 1.3.6.1.4.1.1206.4.2.3.2.3.0 | vmsSignHeightPixels | INTEGER | Indicates the number of rows of pixels for the entire sign. |
| 1.3.6.1.4.1.1206.4.2.3.2.4.0 | vmsSignWidthPixels | INTEGER | Indicates the number of columns of pixels for the entire sign. |
| 1.3.6.1.4.1.1206.4.2.3.2.5.0 | vmsHorizontalPitch | INTEGER | Indicates the horizontal distance from the center of one pixel to the center of the neighboring pixel in millimeters. |
| 1.3.6.1.4.1.1206.4.2.3.2.6.0 | vmsVerticalPitch | INTEGER | Indicates the vertical distance from the center of one pixel to the center of the neighboring pixel in millimeters. |
| 1.3.6.1.4.1.1206.4.2.3.3.1.0 | numFonts | INTEGER | Indicates the maximum number of fonts that the sign can store. |
| 1.3.6.1.4.1.1206.4.2.3.3.2 | fontTable | SEQUENCE | A table containing the information needed to configure/define a particular font. |
| 1.3.6.1.4.1.1206.4.2.3.3.2.1 | fontEntry | SEQUENCE | Parameters of the Font Table. |
| 1.3.6.1.4.1.1206.4.2.3.3.2.1.1 | fontIndex | INTEGER | Indicates the row number of the entry. |
| 1.3.6.1.4.1.1206.4.2.3.3.2.1.2 | fontNumber | INTEGER | A unique, user-specified number for a particular font which can be different from the value of the fontIndex-object. This is the number referenced by MULTI when specifying a particular font. A device shall return a GenError if this value is not unique. |
| 1.3.6.1.4.1.1206.4.2.3.3.2.1.3 | fontName | DisplayString | Indicates the name of the font. |
| 1.3.6.1.4.1.1206.4.2.3.3.2.1.4 | fontHeight | INTEGER | Indicates the height of the font in pixels. Setting this object to zero (0) invalidates this fontTable row, and also invalidates all corresponding entries into the characterTable. |
| 1.3.6.1.4.1.1206.4.2.3.3.2.1.5 | fontCharSpacing | INTEGER | Indicates the default horizontal spacing (in pixels) between each of the characters within the font. This object only applies to Full Matrix and Line Matrix VMS. If the font changes on a line, then the average value of the two fonts shall be used betwee |
| 1.3.6.1.4.1.1206.4.2.3.3.2.1.6 | fontLineSpacing | INTEGER | Indicates the default vertical spacing (in pixels) between each of the lines within the font. This object only applies to Full Matrix. The line spacing for a line is the largest font line spacing of all fonts used on that line. The number of pixels betw |
| 1.3.6.1.4.1.1206.4.2.3.3.2.1.7 | fontVersionID | INTEGER | Each font that has been downloaded to a sign shall have a relatively unique ID. This ID shall be calculated using the CRC-16 algorithm defined in ISO 3309 and the associated PER-encoded FontVersionByteStream. |
| 1.3.6.1.4.1.1206.4.2.3.3.3.0 | maxFontCharacters | INTEGER | Indicates the maximum number of rows in the character table that can exist for any given font. |
| 1.3.6.1.4.1.1206.4.2.3.3.4 | characterTable | SEQUENCE | A table containing the information needed to configure/define each character of a particular font. |
| 1.3.6.1.4.1.1206.4.2.3.3.4.1 | characterEntry | SEQUENCE | Parameters of the Character Configuration Table. |
| 1.3.6.1.4.1.1206.4.2.3.3.4.1.1 | characterNumber | INTEGER | Indicates the binary value associated with this character of this font. For example, if the font set followed the ASCII numbering scheme, the character giving the bitmap of `A' would be characterNumber 65 (41 hex). |
| 1.3.6.1.4.1.1206.4.2.3.3.4.1.2 | characterWidth | INTEGER | Indicates the width of this character in pixels. A width of zero (0) indicates this row is invalid. |
| 1.3.6.1.4.1.1206.4.2.3.3.4.1.3 | characterBitmap | OCTET STRING | A bitmap that defines each pixel within a rectangular region as being either ON (bit=1) or OFF (bit=0). The result of this bitmap is how the character appears on the sign. |
| 1.3.6.1.4.1.1206.4.2.3.4.1.0 | defaultBackgroundColor | INTEGER | Indicates the color of the background shown on the sign. The allowed values are: black (0), red (1), yellow (2), green(3), cyan (4), blue (5), magenta (6), white (7), orange (8), amber (9). Each of the background colors on a sign should map to one of the |
| 1.3.6.1.4.1.1206.4.2.3.4.10.0 | defaultCharacterSet | Enum | Indicates the default number of bits used to define a single character in a MULTI string. other - a character size other than those listed below, refer to the device manual. eightBit - each characterNumber of a given font is encoded as an 8-bit value. |
| 1.3.6.1.4.1.1206.4.2.3.4.2.0 | defaultForegroundColor | INTEGER | Indicates the color of the foreground (the actual text) shown on the sign. The allowed values are: black (0), red (1), yellow (2), green(3), cyan (4), blue (5), magenta (6), white (7), orange (8), amber (9). Each of the colors on a sign should map to one |
| 1.3.6.1.4.1.1206.4.2.3.4.3.0 | defaultFlashOn | INTEGER | Indicates the default flash on time, in tenths of a second, for flashing text. If the time is set to zero (0), the default is NO FLASHing but the text remains visible. |
| 1.3.6.1.4.1.1206.4.2.3.4.4.0 | defaultFlashOff | INTEGER | Indicates the default flash off time, in tenths of a second, for flashing text. If the time is set to zero (0), the default is NO FLASHing but the text remains visible. |
| 1.3.6.1.4.1.1206.4.2.3.4.5.0 | defaultFont | INTEGER | Indicates the default font number (fontNumber-object) for a message. |
| 1.3.6.1.4.1.1206.4.2.3.4.6.0 | defaultJustificationLine | Enum | Indicates the default line justification for a message. |
| 1.3.6.1.4.1.1206.4.2.3.4.7.0 | defaultJustificationPage | Enum | Indicates the default page justification for a message. |
| 1.3.6.1.4.1.1206.4.2.3.4.8.0 | defaultPageOnTime | INTEGER | Indicates the default page on time, in tenths (1/10) of a second. If the message is only one page, this value is ignored, and the page is continuously displayed. |
| 1.3.6.1.4.1.1206.4.2.3.4.9.0 | defaultPageOffTime | INTEGER | Indicates the default page off time, in tenths (1/10) of a second. If the message is only one page, this value is ignored, and the page is continuously displayed. |
| 1.3.6.1.4.1.1206.4.2.3.5 | dmsMessage | reg point | |
| 1.3.6.1.4.1.1206.4.2.3.5.1.0 | dmsNumPermanentMsg | INTEGER | Indicates the current number of Messages stored in non-volatile, non-changeable memory (e.g., EPROM). For CMS and BOS, this is the number of different messages that can be assembled. |
| 1.3.6.1.4.1.1206.4.2.3.5.2.0 | dmsNumChangeableMsg | INTEGER | Indicates the current number of Messages stored in non-volatile, changeable memory. For CMS and BOS, this number shall be zero (0). |
| 1.3.6.1.4.1.1206.4.2.3.5.3.0 | dmsMaxChangeableMsg | INTEGER | Indicates the maximum number of Messages that the sign can store in non-volatile, changeable memory. For CMS and BOS, this number shall be zero (0). |
| 1.3.6.1.4.1.1206.4.2.3.5.4.0 | dmsFreeChangeableMemory | INTEGER | Indicates the number of bytes available within non-volatile, changeable memory. For CMS and BOS, this number shall be zero (0). |
| 1.3.6.1.4.1.1206.4.2.3.5.5.0 | dmsNumVolatileMsg | INTEGER | Indicates the current number of Messages stored in volatile, changeable memory. For CMS and BOS, this number shall be zero (0). |
| 1.3.6.1.4.1.1206.4.2.3.5.6.0 | dmsMaxVolatileMsg | INTEGER | Indicates the maximum number of Messages that the sign can store in volatile, changeable memory. For CMS and BOS, this number shall be zero (0). |
| 1.3.6.1.4.1.1206.4.2.3.5.7.0 | dmsFreeVolatileMemory | INTEGER | Indicates the number of bytes available within volatile, changeable memory. For CMS and BOS, this number shall be zero (0). |
| 1.3.6.1.4.1.1206.4.2.3.5.8 | dmsMessageTable | SEQUENCE | A table containing the information needed to activate a Message on a sign. The values of a columnar object (except the dmsMessageStatus) cannot be changed when the `dmsMessageStatus'-object of that particular row has the value of `valid'. |
| 1.3.6.1.4.1.1206.4.2.3.5.8.1 | dmsMessageEntry | SEQUENCE | Parameters of the Message Table. |
| 1.3.6.1.4.1.1206.4.2.3.5.8.1.1 | dmsMessageMemoryType | Enum | Indicates the memory-type used to store a message. Also provides access to current message (currentBuffer) and currently scheduled message (schedule). |
| 1.3.6.1.4.1.1206.4.2.3.5.8.1.2 | dmsMessageNumber | INTEGER | Enumerated listing of row entries within the value of the primary index to this table (dmsMessageMemoryType -object). When the primary index is `currentBuffer' or `schedule', then this value must be one (1). |
| 1.3.6.1.4.1.1206.4.2.3.5.8.1.3 | dmsMessageMultiString | OCTET STRING | Contains the message written in MULTI-language. |
| 1.3.6.1.4.1.1206.4.2.3.5.8.1.4 | dmsMessageOwner | OwnerString | Indicates the owner or author of this row. |
| 1.3.6.1.4.1.1206.4.2.3.5.8.1.5 | dmsMessageCRC | INTEGER | Indicates the CRC-16 (polynominal defined in ISO/IEC 3309) value created using the values of the dmsMessageMultiString- (MULTI-Message), the dmsMessageBeacon-, and the dmsMessagePixelService -objects in the order listed, not including the type or length f |
| 1.3.6.1.4.1.1206.4.2.3.5.8.1.6 | dmsMessageBeacon | INTEGER | Indicates if connected beacon(s) are to be activated when the associated message is displayed. Zero (0) = Beacon(s) are Disabled ; one (1) = Beacon(s) are Enabled. |
| 1.3.6.1.4.1.1206.4.2.3.5.8.1.7 | dmsMessagePixelService | INTEGER | Indicates whether pixel service shall be enabled (1) or disabled (0) while this message is active. |
| 1.3.6.1.4.1.1206.4.2.3.5.8.1.8 | dmsMessageRunTimePriority | INTEGER | Indicates the run time priority assigned to a particular message. The value of 1 indicates the lowest level, the value of 255 indicates the highest level. |
| 1.3.6.1.4.1.1206.4.2.3.5.8.1.9 | dmsMessageStatus | Enum | Indicates the current state of the message. This state-machine allows for defining a message, validating a message, and freeing message use. |
| 1.3.6.1.4.1.1206.4.2.3.5.9.0 | dmsValidateMessageError | Enum | This is an error code used to identify why a message was not validated. If multiple errors occur, only the first value will be indicated. The syntaxMULTI error is further detailed in the dmsMultiSyntaxError, dmsMultiSyntaxErrorPosition and dmsMultiOtherE |
| 1.3.6.1.4.1.1206.4.2.3.6 | signControl | reg point | |
| 1.3.6.1.4.1.1206.4.2.3.6.1.0 | dmsControlMode | Enum | A value indicating the selected control mode of the sign. |
| 1.3.6.1.4.1.1206.4.2.3.6.10.0 | dmsShortPowerLossTime | INTEGER | Indicates the time, in seconds, from the start of power loss to the threshold where a short power loss becomes a long power loss. If the value is set to zero (0), all power failures are defined as long power losses. |
| 1.3.6.1.4.1.1206.4.2.3.6.11.0 | dmsResetMessage | MessageIDCode | Indicates the message that is displayed after a Reset (either software or hardware) of the device. This assumes that the device can differentiate between a reset and a power loss. |
| 1.3.6.1.4.1.1206.4.2.3.6.12.0 | dmsCommunicationsLossMessage | MessageIDCode | Indicates the message that is displayed after the loss of communications to the device. If there is no default message defined after the duration expires, then the sign goes blank. |
| 1.3.6.1.4.1.1206.4.2.3.6.13.0 | dmsTimeCommLoss | INTEGER | Defines the maximum time (inclusive), in minutes, between successive Application Layer messages that can occur before a communication loss is assumed. If this object is set to zero (0), no communication loss shall occur. |
| 1.3.6.1.4.1.1206.4.2.3.6.14.0 | dmsPowerLossMessage | MessageIDCode | Indicates the message that is displayed DURING the loss of power of the device. |
| 1.3.6.1.4.1.1206.4.2.3.6.15.0 | dmsEndDurationMessage | MessageIDCode | Indicates the message that is displayed after the indicated duration for a message has expired and no other Message had been assigned to replace the previous Message. |
| 1.3.6.1.4.1.1206.4.2.3.6.16.0 | dmsMemoryMgmt | Enum | Allows the system to manage the device's memory. |
| 1.3.6.1.4.1.1206.4.2.3.6.17.0 | dmsActivateMsgError | Enum | This is an error code used to identify why a message was not displayed. If multiple errors occur, only the latest value will be indicated. The syntaxMULTI error is further detailed in the dmsMultiSyntaxError, dmsMultiSyntaxErrorPosition and dmsMultiOther |
| 1.3.6.1.4.1.1206.4.2.3.6.18.0 | dmsMultiSyntaxError | Enum | This is an error code used to identify the first detected syntax error within the MULTI message. |
| 1.3.6.1.4.1.1206.4.2.3.6.19.0 | dmsMultiSyntaxErrorPosition | INTEGER | This is the offset from the first character (i.e. first character has offset 0, second is 1, etc.) of the MULTI message where the SYNTAX error occurred. |
| 1.3.6.1.4.1.1206.4.2.3.6.2.0 | dmsSWReset | INTEGER | A software interface to initiates a controller reset. The execution of the controller reset shall set this object to the value 0. Value zero (0) = no reset, value one (1) = reset. |
| 1.3.6.1.4.1.1206.4.2.3.6.20.0 | dmsMultiOtherErrorDescription | DisplayString | Indicates vendor-specified error message descriptions. Associated errors occurred due to vendor-specific MULTI-tag responses. |
| 1.3.6.1.4.1.1206.4.2.3.6.21.0 | vmsPixelServiceDuration | INTEGER | Indicates the pixel service duration in seconds. |
| 1.3.6.1.4.1.1206.4.2.3.6.22.0 | vmsPixelServiceFrequency | INTEGER | Indicates the pixel service cycle time (frequency) in minutes. |
| 1.3.6.1.4.1.1206.4.2.3.6.23.0 | vmsPixelServiceTime | INTEGER | Indicates the base time at which the first pixel service shall occur. Time is expressed in minutes from the epoch of Midnight of each day. |
| 1.3.6.1.4.1.1206.4.2.3.6.3.0 | dmsActivateMessage | MessageActivationCode | A code indicating the message which the sign shall activate. The dmsActivateMsgError object shall be set appropriately when this object is SET. If a message activation error occurs, the new message shall not be displayed and a GenErr shall be returned. |
| 1.3.6.1.4.1.1206.4.2.3.6.4.0 | dmsMessageTimeRemaining | INTEGER | Indicates the amount of remaining time in minutes that the current message shall be displayed. The value 65535 indicates an infinite duration. A value of zero (0) shall indicate that the current message display duration has expired. |
| 1.3.6.1.4.1.1206.4.2.3.6.5.0 | dmsMsgTableSource | MessageIDCode | Identifies the message number used to generate the currently displayed message. This object is written to by the device when the new message is loaded into the currentBuffer of the MessageTable. The currently displayed message is stored in the currentBuf |
| 1.3.6.1.4.1.1206.4.2.3.6.6.0 | dmsMsgRequesterID | IpAddress | A copy of the source-address field from the dmsActivateMessage- object used to activate the current message. If the currrent message was not activated by the dmsActivateMessage-object, then the value of this object shall be zero (0). refer: RFC 1155, Ma |

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| OID | OID_Name | OID_SyntaxTypeName | OID_Description |
|---|---|---|---|
| 1.3.6.1.4.1.1206.4.2.3.6.7.0 | dmsMsgSourceMode | Enum | Indicates the source that initiated the currently displayed message. |
| 1.3.6.1.4.1.1206.4.2.3.6.8.0 | dmsShortPowerRecoveryMessage | MessageIDCode | Indicates the message that is displayed after a short power recovery of the device.  The length of time that defines a short power loss is indicated in the dmsShortPowerLossTime-object. |
| 1.3.6.1.4.1.1206.4.2.3.6.9.0 | dmsLongPowerRecoveryMessage | MessageIDCode | Indicates the message that is displayed after a power recovery of the device.  The length of time that defines a long power loss is indicated in the dmsShortPowerLossTime-object. |
| 1.3.6.1.4.1.1206.4.2.3.7 | illum | reg point | |
| 1.3.6.1.4.1.1206.4.2.3.7.1.0 | dmsIllumControl | Enum | Indicates the method used to select the Brightness Level. Photocell indicates that the Brightness Level is based on photocell status. Timer indicates the the Brightness Level is set by an internal timer.  Manual indicates that the Brightness Level must be |
| 1.3.6.1.4.1.1206.4.2.3.7.2.0 | dmsIllumMaxPhotocellLevel | INTEGER | Indicates the maximum value given by the dmsIllumPhotocellLevelStatus-object. |
| 1.3.6.1.4.1.1206.4.2.3.7.3.0 | dmsIllumPhotocellLevelStatus | INTEGER | Indicates the level of Ambient Light as a value ranging from 0 (darkest) to the value of dmsIllumMaxPhotocellLevel- object (brightest), based on the photocell detection. |
| 1.3.6.1.4.1.1206.4.2.3.7.4.0 | dmsIllumNumBrightLevels | INTEGER | Indicates the number of individually selectable Brightness Levels supported by the device, excluding the OFF level. |
| 1.3.6.1.4.1.1206.4.2.3.7.5.0 | dmsIllumBrightLevelStatus | INTEGER | Indicates the current Brightness Level of the device, ranging from 0 (OFF) to the maximum value given by the dmsIllumNumBrightLevels- object (Brightest). |
| 1.3.6.1.4.1.1206.4.2.3.7.6.0 | dmsIllumManLevel | INTEGER | Indicates the desired value of the Brightness Level as a value ranging from 0 to the value of the dmsIllumNumBrightLevels-object when under manual control. |
| 1.3.6.1.4.1.1206.4.2.3.7.7.0 | dmsIllumBrightnessValues | OCTET STRING | An OCTET STRING describing the sign's Brightness Level in relationship to the Photocell(s) detection of ambient light.  For each brightness level, there is a corresponding range of photocell levels.  The number of levels transmitted is defined by the firs |
| 1.3.6.1.4.1.1206.4.2.3.7.8.0 | dmsIllumBrightnessValuesError | Enum | Indicates the error encountered when the brightness table was SET. |
| 1.3.6.1.4.1.1206.4.2.3.7.9.0 | dmsIllumLightOutputStatus | INTEGER | Indicates the current physical light output value ranging from 0 (darkest) to 65535 (maximum output). |
| 1.3.6.1.4.1.1206.4.2.3.9 | dmsStatus | reg point | |
| 1.3.6.1.4.1.1206.4.2.3.9.1.0 | statMultiFieldRows | INTEGER | Indicates the number of rows in the statMultiFieldTable that are currently being used. |
| 1.3.6.1.4.1.1206.4.2.3.9.2 | statMultiFieldTable | SEQUENCE | A table containing the currently displayed value of a specified Field.  The number of rows  is given by the value of statMultiFieldRows-object. |
| 1.3.6.1.4.1.1206.4.2.3.9.2.1 | statMultiFieldEntry | SEQUENCE | Parameters of the Status Multi Field Table. |
| 1.3.6.1.4.1.1206.4.2.3.9.2.1.1 | statMultiFieldIndex | INTEGER | The index number into this table indicating the sequential order of the field within the MULTI-string. |
| 1.3.6.1.4.1.1206.4.2.3.9.2.1.2 | statMultiFieldCode | INTEGER | Indicates the ID of the value of the statMultiCurrrentFieldValue- object.  The field codes are indicated under the `Field'-tag in MULTI (see section 3). |
| 1.3.6.1.4.1.1206.4.2.3.9.2.1.3 | statMultiCurrentFieldValue | OCTET STRING | Indicates the currently displayed text of the MULTI-message for the corresponding Field. |
| 1.3.6.1.4.1.1206.4.2.3.9.5.0 | watchdogFailureCount | Counter | An ASN.1 Counter indicating the number of watchdog failures that have occurred. |
| 1.3.6.1.4.1.1206.4.2.3.9.6.0 | dmsStatDoorOpen | INTEGER | Indicates whether any of the doors to the controller cabinet or the sign housing are open. This is a bitmap; if a bit is set (= 1) then the door is open; if a bit not is not set, then the associated door is closed. |
| 1.3.6.1.4.1.1206.4.2.3.9.7 | statError | reg point | |
| 1.3.6.1.4.1.1206.4.2.3.9.7.1.0 | shortErrorStatus | INTEGER | A bitmap of summary errors where the bits are defined as follows: Bit 0- other error Bit 1- communications error Bit 2- power error Bit 3- attached device error Bit 4- lamp error Bit 5- pixel error Bit 6- photocell error Bit 7- message error Bit 8- contro |
| 1.3.6.1.4.1.1206.4.2.3.9.7.10.0 | controllerErrorStatus | INTEGER | A bitmap of controller related errors where the bits are defined as follows: Bit 0- other controller error Bit 1- PROM error Bit 2- program/processor error Bit 3- RAM error If a bit is set to one (1), then the associated error is existing; if the bit is s |
| 1.3.6.1.4.1.1206.4.2.3.9.7.2.0 | pixelFailureTableNumRows | INTEGER | The number of rows contained in the pixelFailureTable each indicating failed pixels. |
| 1.3.6.1.4.1.1206.4.2.3.9.7.3 | pixelFailureTable | SEQUENCE | A table containing the X and Y location of a failed pixel.  The number of rows is given by the value of pixelFailureTableNumRows -object. |
| 1.3.6.1.4.1.1206.4.2.3.9.7.3.1 | pixelFailureEntry | SEQUENCE | Parameters of the Pixel Failure Table.  The detection of pixel failures during message displays shall be appended to the end of the table. |
| 1.3.6.1.4.1.1206.4.2.3.9.7.3.1.1 | pixelFailureDetectionType | Enum | Indicates the type of test/display that leads to the pixel failure entry. |
| 1.3.6.1.4.1.1206.4.2.3.9.7.3.1.2 | pixelFailureIndex | INTEGER | Enumerated listing of row entries. |
| 1.3.6.1.4.1.1206.4.2.3.9.7.3.1.3 | pixelFailureXLocation | INTEGER | Indicates the X location of the failed pixel.  The X direction is the horizontal direction.  The X location is counted from the left-most pixel in number of pixels. |
| 1.3.6.1.4.1.1206.4.2.3.9.7.3.1.4 | pixelFailureYLocation | INTEGER | Indicates the Y location of the failed pixel.  The Y direction is the vertical direction.  The Y location is counted from the top-most pixel in number of pixels. |
| 1.3.6.1.4.1.1206.4.2.3.9.7.3.1.5 | pixelFailureStatus | INTEGER | Indicates the current status of the specified pixel and the operation which made this determination. This is a bit field with the following format: Bit 0  0: Stuck Off / 1: Stuck On Bit 1  0: No Color Error / 1: Color Error Bit 2     0: no electrical erro |
| 1.3.6.1.4.1.1206.4.2.3.9.7.4.0 | pixelTestActivation | Enum | Indicates the state of the pixel testing.  The actual test routine can vary among different manufacturers.  The results of the pixel failure test shall be stored in the pixel failure table.  The pixel failure table will be cleared, when a pixel test is st |
| 1.3.6.1.4.1.1206.4.2.3.9.7.5.0 | lampFailureStuckOn | OCTET STRING | Indicates whether each lamp within the sign is stuck on as a bitmap.  If a lamp is stuck on, its associated bit is set to one (1). |
| 1.3.6.1.4.1.1206.4.2.3.9.7.6.0 | lampFailureStuckOff | OCTET STRING | Indicates whether each lamp within the sign is stuck off as a bitmap.  If a lamp is stuck off, its associated bit is set to one (1). |
| 1.3.6.1.4.1.1206.4.2.3.9.7.7.0 | lampTestActivation | Enum | Indicates the state of the lamp testing. The actual test routine can vary among different manufacturers.  The results of the lamp failure test shall be stored appropriately, either in the lampFailureStuckOn- or in the lampFailureStuckOff-objects. Setting |
| 1.3.6.1.4.1.1206.4.2.3.9.7.8.0 | fanFailures | OCTET STRING | Indicates whether each fan (system) within a DMS is capable of operating, expressed as a bitmap.  If a fan (system) failed, its associated bit is set to one (1). |
| 1.3.6.1.4.1.1206.4.2.3.9.7.9.0 | fanTestActivation | Enum | Indicates the state of the fan testing. The actual test routine can vary among different manufacturers.  The results of the fan test shall be stored in either the fanFailures-objects. Setting the value to test will start the test, meaning this test will b |
| 1.3.6.1.4.1.1206.4.2.3.9.8 | statPower | reg point | |
| 1.3.6.1.4.1.1206.4.2.3.9.8.1.0 | signVolts | INTEGER | A voltage measurement in units of hundredth (1/100) of a volt.  The maximum value (0xFFFF) corresponds to a voltage of 655.35 volts.  This is an indication of the sign battery voltage. |
| 1.3.6.1.4.1.1206.4.2.3.9.8.5.0 | lineVolts | INTEGER | The DMS line voltage measurement in (1.0) volts.  The range is 0 volts to 255 volts. |
| 1.3.6.1.4.1.1206.4.2.3.9.8.6.0 | powerSource | Enum | Indicates the source of power that is currently utilized by the sign. |
| 1.3.6.1.4.1.1206.4.2.3.9.9 | statTemp | reg point | |
| 1.3.6.1.4.1.1206.4.2.3.9.9.1.0 | tempMinCtrlCabinet | INTEGER | Indicates the current temperature, single sensor, or the current minimum temperature, multiple sensors, within the DMS Control Cabinet in degrees Celsius. |
| 1.3.6.1.4.1.1206.4.2.3.9.9.2.0 | tempMaxCtrlCabinet | INTEGER | Indicates the current temperature, single sensor, or the current maximum temperature, multiple sensors, within the DMS Control Cabinet in degrees Celsius. |
| 1.3.6.1.4.1.1206.4.2.3.9.9.3.0 | tempMinAmbient | INTEGER | Indicates the current outside ambient temperature, single sensor, or the current minimum outside ambient temperature, multiple sensors in degrees Celsius. |
| 1.3.6.1.4.1.1206.4.2.3.9.9.4.0 | tempMaxAmbient | INTEGER | Indicates the current outside ambient temperature, single sensor, or the current maximum outside ambient temperature, multiple sensors in degrees Celsius. |
| 1.3.6.1.4.1.1206.4.2.3.9.9.5.0 | tempMinSignHousing | INTEGER | Indicates the current temperature, single sensor, or the current minimum temperature, multiple sensors in the sign housing in degrees Celsius. |
| 1.3.6.1.4.1.1206.4.2.3.9.9.6.0 | tempMaxSignHousing | INTEGER | Indicates the current temperature, single sensor, or the current maximum temperature, multiple sensors in the sign housing in degrees Celsius. |

# APPENDIX C
# OVERALL RESULTS SPREADSHEET

# OVERALL NTCIP COMPLIANCE RESULTS

**ATMS Software:**
**ATMS Software Vendor:**

| Software Functionality | Pass/Fail | Performed By | Date | Comment |
|---|---|---|---|---|
| CCTV Camera Operation: | | | | |
| 1. Pan | | | | |
| 2. Tilt | | | | |
| 3. Zoom | | | | |
| 4. Presets | | | | |
| 5. Focus | | | | |
| 6. Iris | | | | |
| 7. Camera Feature Control (i.e., Camera Power Heater Power Wiper Washer | | | | |
| 8. Camera Feature Status | | | | |
| 9. Camera Equipped | | | | |
| 10. Lens Feature Control | | | | |
| 11. Lens Feature Status | | | | |
| 12. Lens Feature Equipped | | | | |
| 13. Alarm Status | | | | |
| | | | | |
| DMS Operation: | | | | |
| 1. Sign Configuration | | | | |
| 2. Font Configuration | | | | |
| 3. Message Configuration | | | | |
| 4. Receive Status Messages | | | | |
| 5. Control Sign (i.e., New Message, Change Message, Remove Message) | | | | |
| 6. Communications Status | | | | |
| 7. Control Illumination/Brightness | | | | |
| 8. Schedule Action | | | | |
| 9. Status Reports | | | | |
| | | | | |
| ASC Operation: | | | | |
| 1. Phase Parameters | | | | |
| 2. Detector Parameters | | | | |
| 3. Unit Parameters | | | | |
| 4. Coordination Parameters | | | | |
| 5. Time Base Parameters | | | | |
| 6. Pre-empt Parameters | | | | |
| 7. Ring Parameters | | | | |
| 8. Channel Parameters | | | | |
| 9. Overlap Parameters | | | | |
| 10. TS2 Port 1 Parameters | | | | |