

Predefined Settings

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Predefined Modes

The mod comes with several predefined modes that can be sufficient in some situations to significantly improve intersection performance. These include the following - and what they do:

- **Vanilla:**
Straight/turning protected, one turning side grants priority (LHT: Right turners / RHT: Left turners)
- **Split Phase:**
Only one road approaching the intersection has green at a time
- **Extended Split Phase:**
Like Split Phase, but additionally with protected turning lanes for the cross street
- **Protected Left/Right Turn:**
First the turning lane switches (LHT: Left / RHT: Right), then the regular traffic flow for straight/opposite direction follows

For advanced ****details**** and ****real vehicle counting, occupied lanes, waiting vehicles, etc.**** a ****custom phase cycle**** is required

For **complicated intersections** it is always recommended to design **custom phase cycles** to experience the **best performance** and most fun with the mod's features

Predefined Options

The mod comes with several predefined options with which you can extend the predefined modes, which can again significantly improve intersection performance. These include the following - and what they do:

- **Allow Turn on Red:**
Allows turning (LHT: Left / RHT: Right) despite a red light
- **Yield to Oncoming Vehicles (Vanilla only):**
Vehicles must watch for oncoming traffic when turning
(High traffic volume can reduce effectiveness when drivers aggressively "push through")

- **Exclusive Pedestrian Phase:**

All vehicles stop; a dedicated phase only for pedestrians becomes active

- **Pedestrian Phase Duration:** Sets the green phase for pedestrians.
- *Note: Only active with "Exclusive Pedestrian Phase". The traffic lights are not "smart" and do not extend automatically*

****Parameter Description****

- **Minimum Duration:** The phase must run at least this long, completely independent of whether there is high or low traffic on it

- **Maximum Duration:** The phase may be active for at most this long (e.g., to actively reduce phase duration on lower-traffic arms to favor main traffic directions)

- **Target Duration:** Influences (as one of two factors) the duration of the green phase. 2x = twice as long, etc.

- **Lane Occupancy:** Influences (as the second of two factors) the duration of the green phase, but target-controlled, not in principle like target duration, but ONLY when the lane is actually occupied by vehicles

- **Interval Exponent:** Vehicles and phases that would have to wait a long time are favored in Priority Mode to prevent them from "starving". However, this can be handled more elegantly with the more modern variant (Sequential Mode)

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