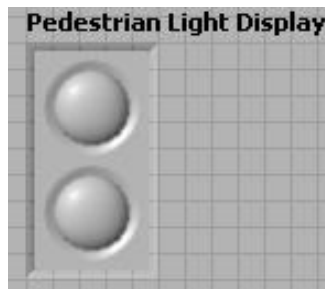


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G Boorman**

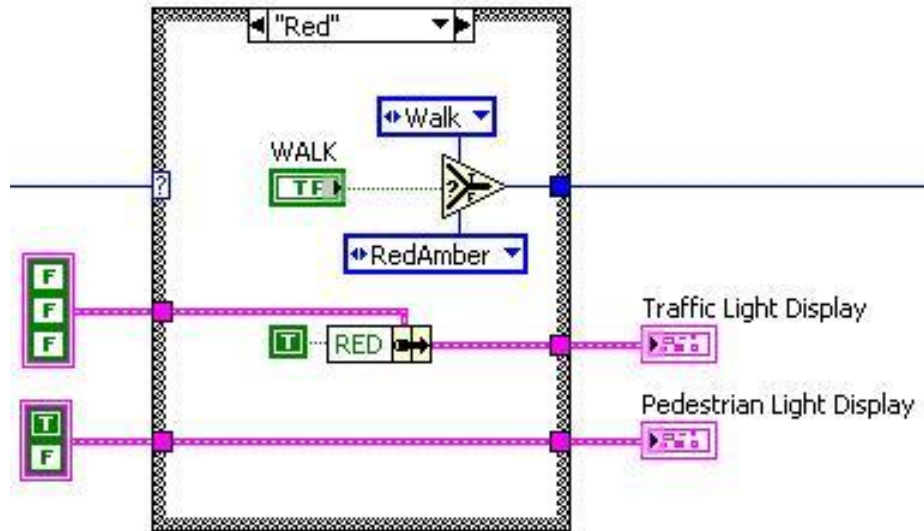
## Exercise 12 – Making Pedestrian Lights

This exercise adds an extra state to the simple Traffic Light sequencer to enable a basic Pedestrian Crossing simulation to be realised.

- 1) Open the Traffic Light Simulator project. Make a copy of *Simple Traffic Lights.vi* and name it *Simple Pedestrian Lights.vi*. Ensure it's added to the Project.
- 2) From the project Controls virtual directory, create a new control and name it *Pedestrian Light Display*. This should be a cluster of two Boolean indicators, named *Red* and *Green* respectively and coloured appropriately. Save this control as *Pedestrian Light Display.ctl*. Ensure it's added to the Project.



- 3) Add this Control to the front panel.
- 4) Edit *Traffic Light States.ctl* and add a state *Walk*. (Note: this will stop the VI created in the previous exercise from running).
- 5) Add this new state to the Case statement of the diagram by right-clicking the case label and doing *Add Case After*. The *Walk* case will be added.
- 6) Add a Boolean control to the front panel named *Walk* and edit the *Red* case as follows:



- 6) Ensure both the Traffic Light and Pedestrian Light displays will have the correct indicators illuminated for each state. What should be the next case after the *Walk* case has executed?
- 7) Save and Run the VI. Is it an accurate representation of a 'real' pedestrian crossing?

**End of Exercise**