

**Product: MMU1600, MMU1600D, and MMU1600G**

Release Date: November 14, 2008

Scope: This bulletin applies to the dash 1 and dash 2 versions of the MMU-1600 series of monitors.

A dash 1 monitor (MMU1600) can be identified by having 12 option DIP switches and the RESET button is just above the DB9 Comm Port connector.

A dash 2 monitor (MMU1600D or MMU1600G) can be identified by the RESET button being above all of the field status LEDs.

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**Issue: Program Card Jumpers for Latches and Minimum Flash read Incorrectly in RaeComM.**

Symptom: When using RaeComM the status of the program card jumpers for Minimum Flash, CVM Latch, and 24V Latch always show as not jumpered.

Root Cause: Firmware 01.07.08 added an additional bit to the byte that stored the Minimum Flash and Latch information. This bit was incorrectly combined with the existing byte data causing only the new bit to be the only bit correctly reported.

Operational Issues: The monitor used all of the jumpers on the program card correctly. Just the reported status through the RaeComM software was incorrect. Saved configuration may have the wrong status for Minimum Flash and the Latches. **The jumpers were read from the program card and used correctly so this issue will not cause an actual fault to be missed.**

Corrective Action: Upgrade to firmware version 01.07.09 or greater.



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- Issue:** **Flashing Yellow Arrow Left Turns may get a Yellow Conflict when terminating the Flashing Yellow Arrow display.**
- Symptom:** When a flashing Yellow arrow is terminated with a solid Yellow arrow, the opposing through channel to the protected left turn movement may indicate a conflict when one should not exist. An indication of this particular issue is that a single yellow will be identified as the conflict and no other field indications.
- Root Cause:** The logic implemented in firmware 1.7.8 to check for short yellow, skipped yellow, and short clearance faults when terminating a flashing Yellow arrow caused a yellow to yellow conflict between the FYA solid Yellow arrow and the opposing through Yellow ball to not be ignored correctly, if that option was active.
- Operational Issues:** It may not be possible to keep an intersection using a Flashing Yellow Arrow movement with the Ignore FYA Yellow to Yellow Conflict option active.
- Corrective Action:** Upgrade to firmware version 01.07.09.