ENFORCER®

SK-3523-SDQ

Heavy-Duty Outdoor Stand-Alone Keypad

Manual

Also available from SECO-LARM:

Indoor Keypads


SK-1011-SQ


SK-1131-SQ

Outdoor Keypads


SK-1123-SQ


SK-1123-FQ


SK-2323-SPAQ


SK-1323-SDQ

SLI® SECO-LARM®

NOTE: Products with a model number that ends with “Q” or have a round green “Q” sticker represent RoHs compliant products.

Table of Contents:

Features:

- Rugged construction: heavy-duty stainless-steel faceplate with a coated steel backing.
- Up to 210 user codes.
- Code flexibility: Codes can be 4 or 5 digits long.
- Dual voltage: 12~24 VAC/VDC operation.
- 2 Form C relays rated 12 Amps @ 14VDC.
- Door sensing input allows for anti-tailgating operation.
- Overhead LEDs and programmable backlit keys for easy use in the dark.
- Each relay output can be set from 1~99 seconds or toggle.
- Wrong code lockout: After 3 wrong codes are entered, the keypad will go into lockdown for 55 seconds.
- All features are programmed directly from the keypad — no need for an external programmer.
- EEPROM Memory protects programmed information in case of power loss.
- Tamper switch: N.C. dry contact, 3 Amp @ 125/250 VAC.
- Egress / push button input.

Parts List:

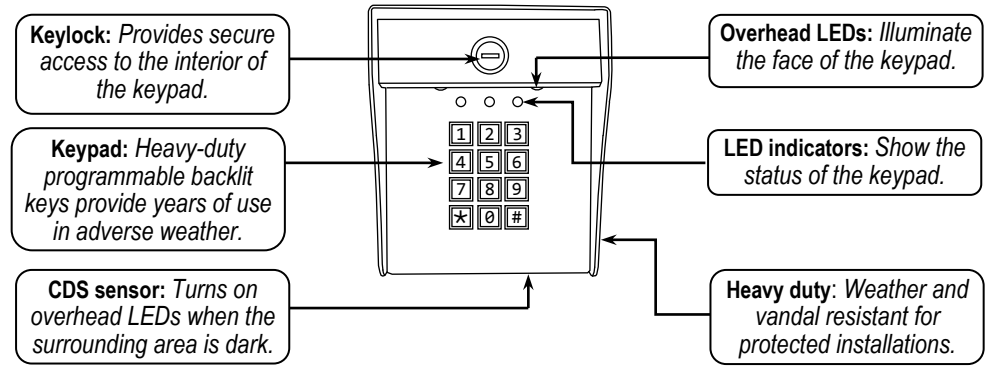
1 x Keypad with steel box
1 x Manual
4 x Mounting screws
4 x Screw anchors
1 x Gasket

Replacement Key
(Sold separately)
SK-3523-KEY

Specifications:

Operating Voltage		12~24 VAC/VDC
Current draw	Standby	20mA@12VDC / 10mA@24VDC
	Relay active	220mA@12VDC / 110mA@24VDC
Relay outputs	Output #1	12A@14VDC / 7A@120VAC
	Output #2	12A@14VDC / 7A@120VAC
Tamper switch		3A@125/250 VAC
Egress (P.B.) input		N.O. Ground
Reed input		N.C. Ground
Operating temperature		-4°~158° F (-20°~70° C)
Dimensions		$6^{9}/_{16}$"x$5^{1}/_{16}$"x$4^{3}/_{8}$" (167x128x112 mm)
Weight		4-lb (1.8kg)

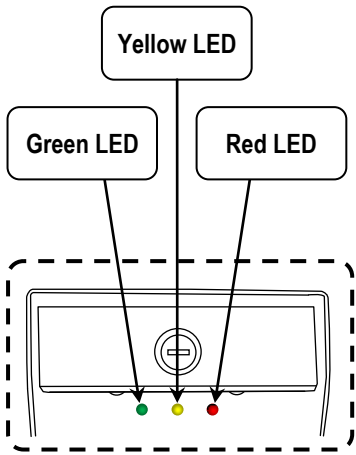
Overview:



LED & Audible Indicators:

LED	Indicator	Keypad Status
Green	Solid	Output #1 active/occupied
	Flashing	Waiting to program Output #1 user code
		Door open*
Yellow	Solid	Master code programmed
	Slow flash	Standby
	Fast flash	Programming mode
Red	Solid	Output #2 active/occupied
	Flashing	Waiting to program Output #2 user code

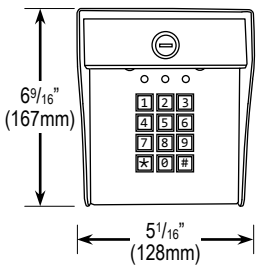
Audible Tones	Keypad Status
1 Short beep	Key press
1 Long beep	Valid access code / valid entry
2 Short beeps	Enter / exit programming mode
3 Short beeps	Incorrect user code (3 sec. after code entered) / invalid input programming mode
15 Long beeps	All Output #1 or Output #2 codes cleared
22 Short beeps	Code length changed
26 Short beeps	Keypad restored to factory default



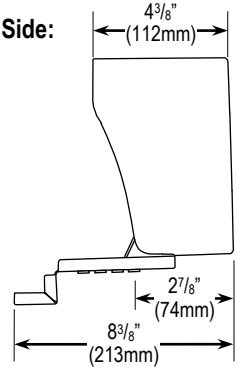
*See Reed Jumper (page 4)

Dimensions:

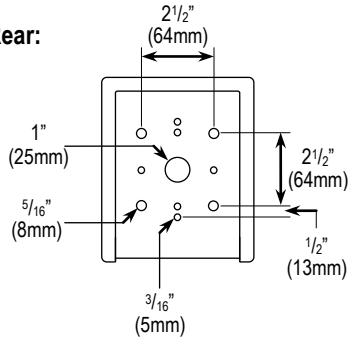
Front:



Side:



Rear:

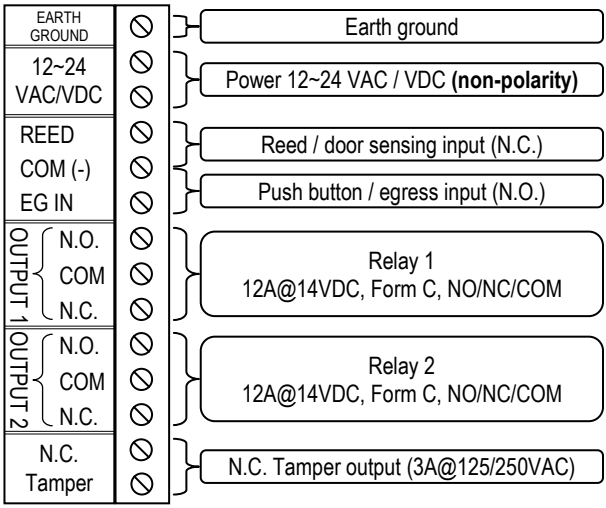


Important Notes:

IF USING THE SK-3523-SDQ WITH A MECHANICALLY OPERATED DOOR OR GATE, MOUNT THE KEYPAD AT LEAST 10 FEET FROM THE DOOR OR GATE TO PREVENT USERS FROM BEING CRUSHED OR PINNED. FAILURE TO DO SO MAY RESULT IN SERIOUS INJURY OR DEATH.

1. Always disconnect power before servicing the keypad.
2. The keypad must be properly grounded. Use a minimum 22AWG (18AWG is best) wire to ground the circuit board's earth terminal. Failure to do so may damage the keypad.
3. All wiring and programming should be done by a professional installer to reduce the risk of improper installation.
4. Operating instructions are located on page 12 of this manual. Be sure to store this manual in a safe place for future reference.

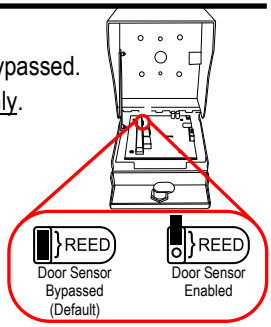
Wiring Diagram:



Earth ground terminal: Connect a continuous wire from the Earth Ground terminal to a grounding point to avoid damage from static discharge. **If using an AC adapter for power input, do not connect the AC adapter output to Earth Ground.**

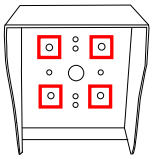
Reed Jumper:

- When the reed jumper is in place (default), the door sensor input is bypassed. To enable the door sensor input, place the reed jumper on one pin only.
- When the door sensor input is enabled, connect the COM (-) terminal and REED terminal to a N.C. contact. The keypad will deactivate output #1 whenever the contact is opened and closed, working as an anti-tailgating feature.
- The green LED will flash rapidly whenever the N.C. contact is open and the relay is inactive.

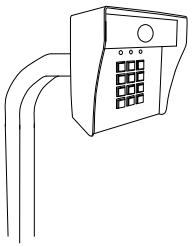


Installation:

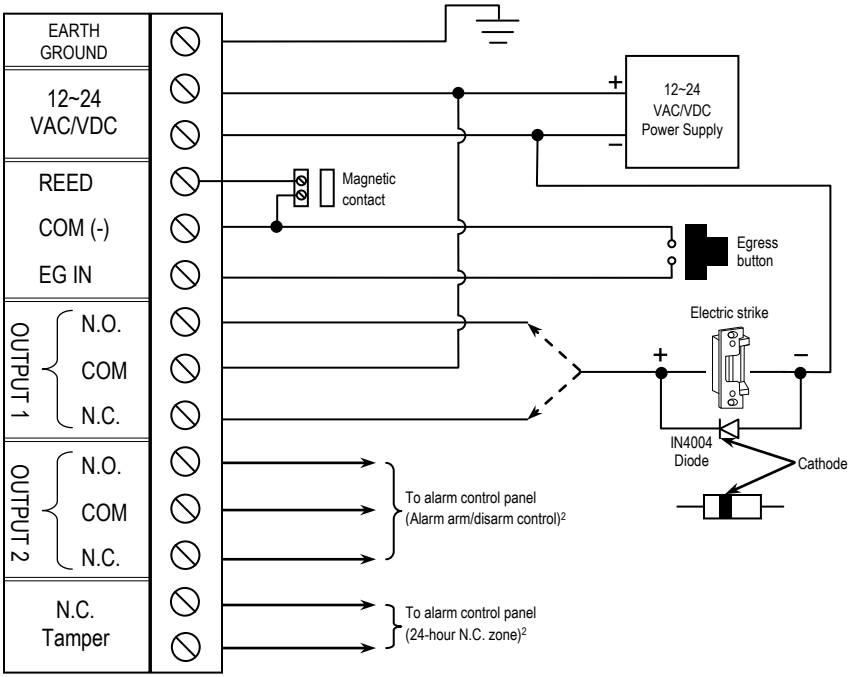
1. Unlock the keylock mounted on the face of the keypad with one of the included keys.
2. Open the faceplate of the keypad. The hinge will allow the faceplate to open to a 90° angle.
3. Remove the 1" wiring hole cover from back of keypad.
4. Run wires into the keypad using the 1" wiring hole on the back of the enclosure.
5. Using the wiring diagram on pg. 4, wire the keypad according to the specific application.
6. Place the included gasket between the keypad and mounting surface.
7. If attaching the keypad to a mounting plate such as a gooseneck stand, use the 4 mounting plate holes located on the back of the keypad.



These holes are used to mount the keypad to a gooseneck stand.



Wiring – Connecting to a Lock Device and Alarm Arm/Disarm:



[1] Connect a IN4004 diode (not included) as close as possible and in parallel with an electric strike. This absorbs possible electromagnetic interference to prevent operation of the strike from damaging the keypad. Do not connect a diode when using electromagnetic locks.

[2] Please consult the alarm control panel's manual for more information.

SK-3523-SDQ – User Control Chart

Output #1: □ Toggle □ Timed (___secs.) Programmed for _____

USER ID	User Name	Access Code
001	SAMPLE – John Doe	4321
001		
002		
003		
004		
005		
006		
007		
008		
009		
010		
011		
012		
013		
014		
015		
016		
017		
018		
019		
020		
021		
022		
023		
024		
025		
026		
027		
028		
029		
030		
031		
032		
033		
034		
035		
036		
037		
038		
039		
040		
041		
042		
043		
044		
045		
046		
047		
048		
049		
050		

USER ID	User Name	Access Code
001	SAMPLE – John Doe	4321
051		
052		
053		
054		
055		
056		
057		
058		
059		
060		
061		
062		
063		
064		
065		
066		
067		
068		
069		
070		
071		
072		
073		
074		
075		
076		
077		
078		
079		
080		
081		
082		
083		
084		
085		
086		
087		
088		
089		
090		
091		
092		
093		
094		
095		
096		
097		
098		
099		
100		

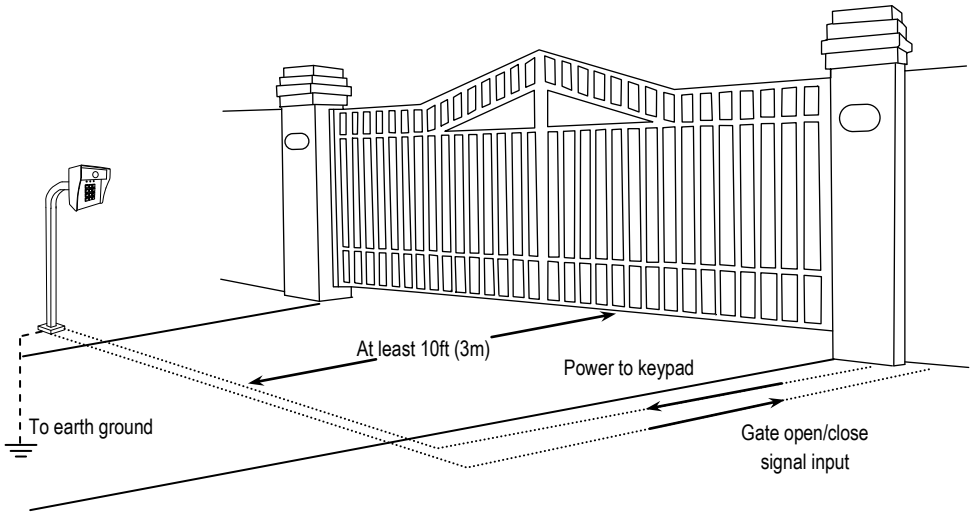
Note: Up to 200 users may be programmed to Output #1.

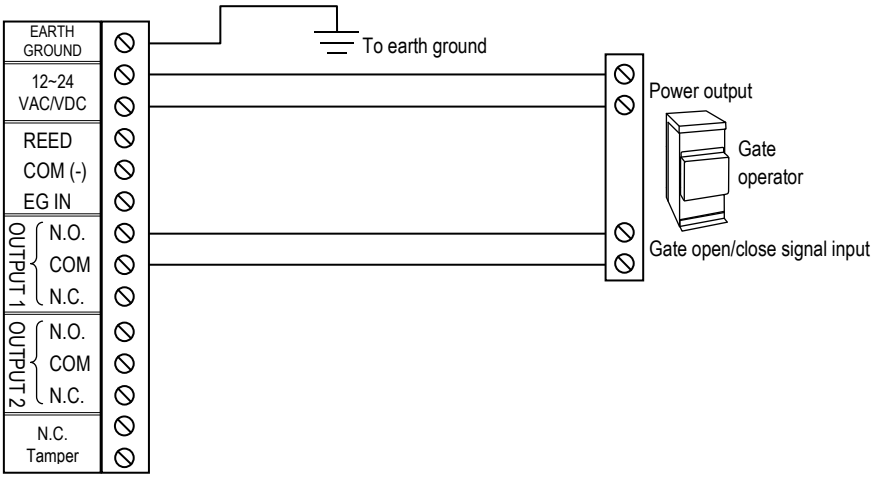
Output #2: □ Toggle □ Timed (___secs.) Programmed for _____

USER ID	User Name	Access Code
001	SAMPLE – John Doe	4321
201		
202		
203		
204		
205		

USER ID	User Name	Access Code
001	SAMPLE – John Doe	4321
206		
207		
208		
209		
210		

Sample Application: Connecting to a Gate Operator



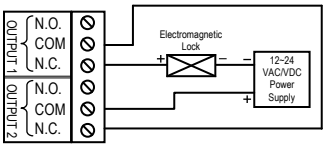


1. Run a continuous wire from the earth terminal to earth ground. For more details, please see page 4, *Earth Ground Terminal*.
2. Run two wires from the gate operator's power output terminals to the SK-3523-SDQ's power terminals.
3. Run two wires from Output #1 on the SK-3523-SDQ to the open/close signal input terminals of the gate operator. Please consult your gate operator manual for more detailed instructions.

Wiring – Door Hold Open Code:

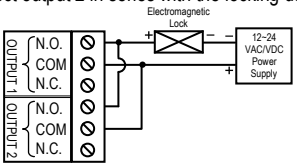
For N.C. locking devices:

Connect output 2 in series with the locking device



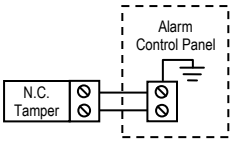
For N.O. locking devices:

Connect output 2 in series with the locking device

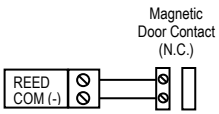


Wiring – Auxiliary Accessories:

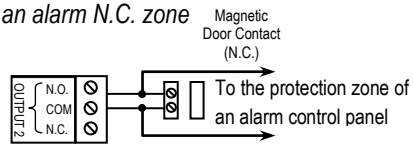
Tamper N.C.



Door Sensing



Relay Output #2 – Example, to shunt an alarm N.C. zone

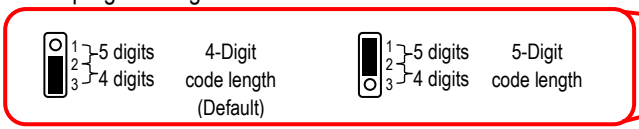


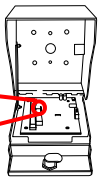
Wrong Code Lockout:

1. If an incorrect code is entered 3 times in a row, the keypad will lock down.
2. To use the keypad again wait 55 seconds or disconnect and reconnect the power.
3. **To avoid lockout, wait 5 seconds after entering an incorrect code. The keypad will give 3 short beeps. It is now safe to enter another code without being locked out.**

Changing Code Length:

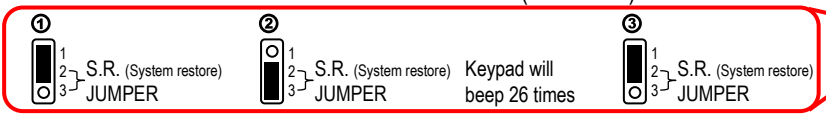
1. Disconnect power to the keypad.
2. To make the code length 5 digits, place the PIN3 jumper on pins 1 and 2.
3. To make the code length 4 digits, place the PIN3 jumper on pins 2 and 3 (default).
4. Reconnect power to the keypad.
5. Keypad will beep 22 times, then return to standby mode.
   Note: This will delete all previous codes, including the master code. All other programming will remain.

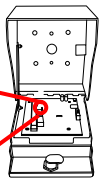




Restoring Keypad to Factory Default (see pg. 11):

1. Pull the PIN2 jumper from pins 1 and 2 (default).
2. Place the PIN2 jumper on pins 2 and 3. Wait for the keypad to beep 26 times.
3. Pull the jumper and place on pins 1 and 2. The keypad is now ready to be reprogrammed using the programming instructions on page 10.
   Note: This resets the keypad to factory default settings. All user codes are deleted and the master code is ***1234*** or ***12345*** (see above).





Programming Instructions:

1. **The master code is always 4 or 5 digits, depending on the set code length (see pg. 9).**
2. **To enter programming mode enter the master code twice.**
   *Example: If the master code is **1234**, enter* [1] [2] [3] [4] [1] [2] [3] [4]
3. **To exit programming mode, press the [#] key or wait 25 seconds.**

Programming Tips:

- **Program a new master code immediately.**
- **Take note of the keypad status LEDs.**

Green	
Flashing	Output #1 available
Solid	Output #1 occupied

Yellow	
Steady flashing	Standby mode
Rapid flashing	Programming mode
Solid	Master code programmed

Red	
Flashing	Output #2 available
Solid	Output #2 occupied

- **If you are unsure of which mode the keypad is in, repeatedly press [#] until the yellow LED is flashing steadily, then re-enter programming mode.**

Programming a New Master Code:

NOTE: The default master code is 1234 (4 digits) or 12345 (5 digits)

Step 1
Enter:
[*] [0] [0] [0]

Step 2
Enter a new master code:
[X] [X] [X] [X] [X]
The yellow LED will turn solid, confirming the new master code.

Step 3
Return to programming mode by entering: [#]

Programming an Output #1 User Code:

NOTE: No code may be set as ***0000*** or ***00000***.

Step 1
Enter:
[*]

Step 2
Enter a user ID number:
[0] [0] [1]
to
[2] [0] [0]

Step 3
If the green LED is solid, delete the existing code by entering:
[0] [0] [0] [0] [0]

If the green LED is flashing, proceed to the next step.

Step 4
Enter a new user code:
[X] [X] [X] [X] [X]
The green LED will turn solid, confirming the new user code.

Step 5
Restart from Step 1 to program another Output #1 User Code.

Step 6
Return to programming mode by entering: [#]

Programming an Output #2 User Code:

NOTE: No code may be set as ***0000*** or ***00000***.

Step 1
Enter:
[*]

Step 2
Enter a user ID number:
[2] [0] [1]
to
[2] [1] [0]

Step 3
If the red LED is solid, delete the existing code by entering:
[0] [0] [0] [0] [0]

If the red LED is flashing, proceed to the next step.

Step 4
Enter a new user code:
[X] [X] [X] [X] [X]
The red LED will turn solid, confirming the new user code.

Step 5
Restart from Step 1 to program another Output #2 User Code.

Step 6
Return to programming mode by entering: [#]

Deleting Individual Output #1 or Output #2 User Codes:

Step 1	Step 2	Step 3	Step 4
Enter:	*Enter a user ID number:*	*Enter:*	*Return to programming mode by entering:* [#]
[*]	[0][0][1] *to* [2][1][0]	[0][0][0][0][0]	

Setting Output #1 or Output #2 Timer:

NOTE: Default setting is 5 seconds for both outputs.

Step 1	Step 2	Step 3
Enter:	*Enter:*	*Return to programming mode by entering:* [#]
[*][3][0][0] *Output #1*	[0][0] *Toggle*	
[*][4][0][0] *Output #2*	[0][1] *1 second* *to* [9][9] *to 99 seconds*	

Deleting All Output #1 or Output #2 User Codes

Step 1	Step 2	Step 3
Enter:	*Enter:*	*Return to programming mode by entering:* [#]
[*][8][8][8] *Output #1*	[0][0]	
[*][9][9][9] *Output #2*	*Deletes all output codes for the selected output.* *Keypad will beep 15 times after deleting output codes.*	

Programming the Keypad Backlighting

NOTE: Default setting is keypad backlighting is ON for 10 seconds after a key press.

Step 1	Step 2	Step 3
Enter:	*Enter:*	*Return to programming mode by entering:* [#]
[*][5][5][5]	[0] Keypad backlighting is always OFF [1] Keypad backlighting is always ON [2] Keypad backlighting is ON for 10 seconds after a key press	

Factory Defaults:

Code length	4 Digits
Master code	1234
Output #1 timer	5 Seconds
Output #2 timer	5 Seconds
Keypad backlighting	10 Seconds after a key press

Troubleshooting:

Keypad programming option won't work	• Make sure the keypad is in programming mode. Enter programming mode by entering the master code twice. • Make sure to press [*] before every programming option. • Press [#] until you have exited programming mode. Try entering programming mode again.
Keypresses and programming options won't register	• The keypad may be in lockout mode. Wait 55 seconds, or disconnect and reconnect the power
A device wired to the keypad won't activate	• Check the wiring diagram on page 4.

Operation and Programming Quick Reference Guide:

Note: For complete programming instructions, please see page 10, *Programming Instructions.*

Operation Function	Action
Enter an Output #1 user code	Directly enter on the keypad
Enter an Output #2 user code	Directly enter on the keypad
Enter programming mode	Enter the master code twice
Exit programming mode	Press [#] repeatedly until the yellow LED is flashing steadily.

*The following functions are performed **after** entering Programming Mode.*

Operation Function	Step 1	Step 2	Step 3
Programming a new master code	Press [*]	Enter **000**	Enter the new master code
Programming an Output #1 user code	Press [*]	Enter an Output #1 ID number **001~200**	Enter an Output #1 user code
Programming an Output #2 user code	Press [*]	Enter an Output #2 ID number **201~210**	Enter an Output #2 user code
Deleting a user code	Press [*]	Enter an ID number **001~210**	Enter **0000 or 00000**
Output #1 timer	Press [*]	Enter **300**	Enter: **00** for toggle **01** to **99** for # seconds output will activate
Output #2 timer	Press [*]	Enter **400**	Enter: **00** for toggle **01** to **99** for # seconds output will activate
Delete all Output #1 Users	Press [*]	Enter **888**	Enter **00**
Delete all Output #2 Users	Press [*]	Enter **999**	Enter **00**

WARRANTY This SECO-LARM product is warranted against defects in material and workmanship while used in normal service for a period of two (2) years from the date of sale to the original consumer customer. SECO-LARM's obligation is limited to the repair or replacement of any defective part if the unit is returned, transportation prepaid, to SECO-LARM. This Warranty is void if damage is caused by or attributed to acts of God, physical or electrical misuse or abuse, neglect, repair, or alteration, improper or abnormal usage, or faulty installation, or if for any other reason SECO-LARM determines that such equipment is not operating properly as a result of causes other than defects in material and workmanship. The sole obligation of SECO-LARM, and the purchaser's exclusive remedy, shall be limited to replacement or repair only, at SECO-LARM's option. In no event shall SECO-LARM be liable for any special, collateral, incidental, or consequential personal or property damages of any kind to the purchaser or anyone else.

NOTICE: The information and specifications printed in this manual are current at the time of publication. However, the SECO-LARM policy is one of continual development and improvement. For this reason, SECO-LARM reserves the right to change specifications without notice. SECO-LARM is also not responsible for misprints or typographical errors.

Copyright © 2013 SECO-LARM U.S.A., Inc. All rights reserved. This material may not be reproduced or copied, in whole or in part, without the written permission of SECO-LARM.

SECO-LARM® U.S.A., Inc.
16842 Millikan Avenue, Irvine, CA 92606
Tel: 800-662-0800 / 949-261-2999 Fax: 949-261-7326
Website: www.seco-larm.com
E-mail: info@seco-larm.com