ENFORCER®

Indoor Access Control Keypad

SK-1011-SDQ

Installation Manual

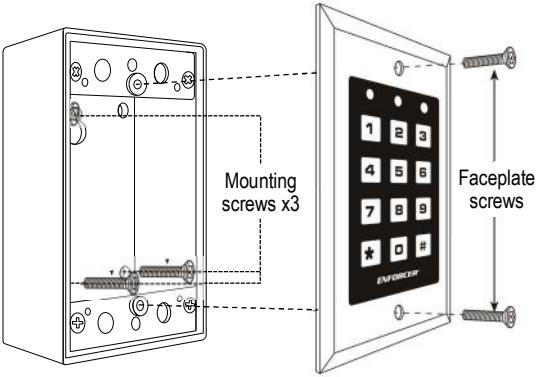
The ENFORCER SK-1011-SDQ is a single-output, indoor access control keypad that doesn't scrimp on the important features. It supports up to 1,000 users and 50 temporary visitors and can be surface mounted with the included back box or flush mounted in a standard single-gang back box. It includes a tamper alarm, and a backlit keypad for ease of use at night or in dark areas.

- 12~24 VDC/VAC Auto-adjusting operation
- Up to 1,000 possible user codes (000~999)
- Up to 50 (01~50) possible temporary visitor codes, which can be programmed for one-time or limited-time use (1~99 hours)
- Form C relay, 1A@30VDC max. can be programmed to activate for up to 99,999 seconds (nearly 28 hours)
- Tamper output N.C. Dry contact, 50mA@24VDC max.
- Mounts to a standard single-gang back box (surface-mount back box included)
- All features are programmed directly from the keypad with no need for an external programmer
- EEPROM Memory protects programmed information in case of power loss
- Egress input lets users exit the premises without keying in the code
- Data I/O terminal for split-series setup providing added security
- Expansion port for future optional features
- Always-on backlit keypad

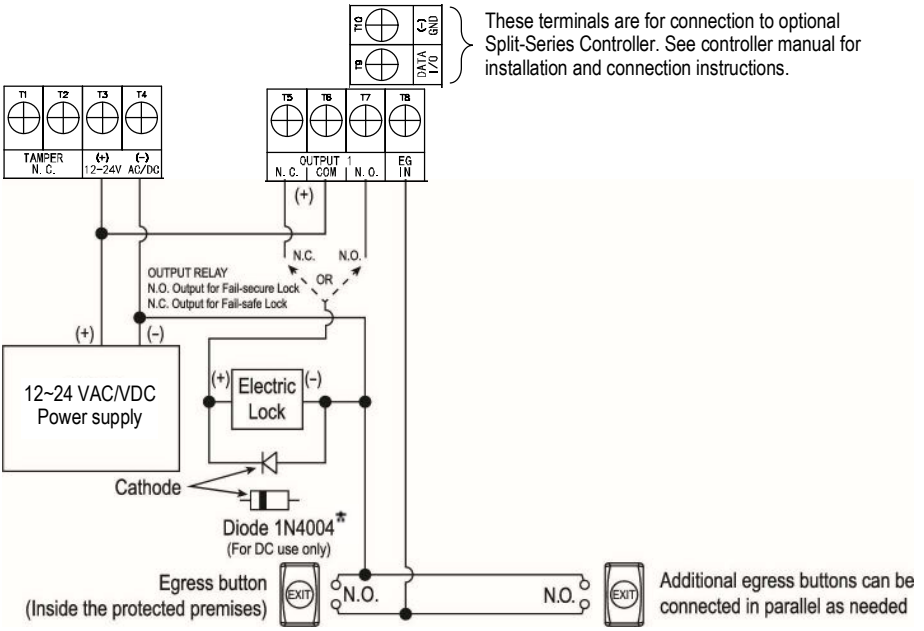
Quick Installation Guide

This page is for installers looking to do a basic installation and programming of the keypad. For more in-depth installation and programming instructions, see the *Table of Contents* on pg. 4. For optional Split-Series Controller installation and operation instructions, please refer to its manual.

Mounting Diagram



Quick Wiring Diagram



*To protect the relay, you must install the included diode—with the cathode (striped end ——|——) wired toward the positive side—for DC powered locks ***unless*** *your lock has a diode built in.* AC powered locks and electromagnetic locks require a varistor/MOV (05D390K or similar, not included) wired in the same location ***if*** *the lock does not have one built in* (all SECO-LARM electromagnetic locks have built-in protection). Failure to use these as directed will void the warranty.

Quick Programming Guide

This page is for installers looking to do a basic installation and programming of the keypad. For more in-depth installation and programming instructions, see the *Table of Contents* on pg. 4. For optional Split-Series Controller installation and operation instructions, please refer to its manual.

Programming Tips

- The *master code, super user code,* and *user codes* cannot be the same.
- A flashing amber LED indicates the keypad is in *standby mode*.
- A solid amber LED indicates the keypad is in *programming mode*.
- If the *user code entry mode* is set for *auto-entry*, your *user codes* will need to be the **same number of digits** as the *master code* (see *Programming the User Code Entry Mode*, pg. 19).

Programming Instructions

Follow the instructions below if the following covers your needs.

- A new *master code*
- A single 4-digit *user code* for all users
- One output to unlock a door
- A 3-second delay time in opening the door after the output is activated

1. Turn off the beeping before the 1-minute power-up period ends

   [1][2] [#]

2. Enter *programming mode*

   [0][0][0][0] [*][*]

   NOTE: The default *master code* is 0000**.**

3. Change the *master code*

   [0][1] [X][X][X][X] [#]

   NOTE: In the formula above, [X][X][X][X] represents the new *master code*.

4. Set the *user code* to operate the output (unlock the door)

   [1][0] [2] [0][0][0] [X][X][X][X] [#]

   NOTE: [0][0][0] chooses user ID #000 of 1,000 possible users (000~999).
   [X][X][X][X] is the new *user code* for user ID #1.

5. Set the output delay time (skip this step if the default value of 5 seconds is acceptable)

   [5][1] [3] [#]

   NOTE: [3] sets the output delay time for 3 seconds.

6. Exit *programming mode*

   [*][*]

Table of Contents

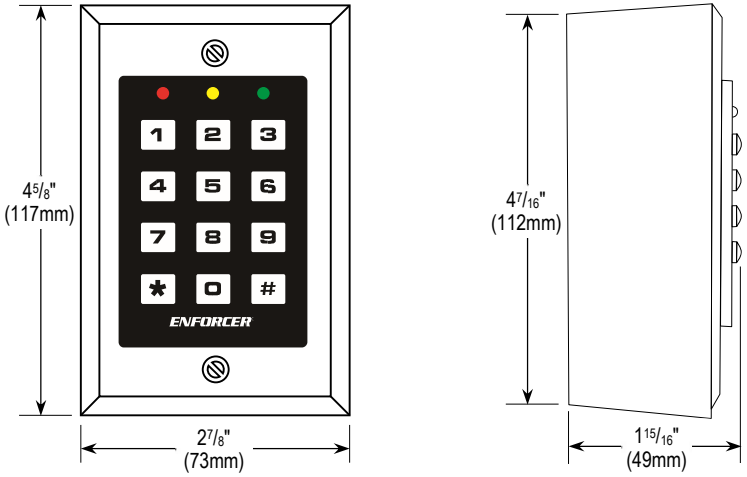
Parts List

1x **Keypad**
3x **Mounting screws**
1x **Back box**
1x **Diode**
2x **Faceplate screws**
1x **Manual**

Specifications

Operating voltage		12~24 VAC/VDC
Current draw (@12VDC)	**Standby**	15mA
	Keypress	30mA
	Output 1 active	55mA
	Total (max.)	90mA
Outputs	**Output 1, Form C**	1A@30VDC
	Tamper	50mA@24VDC
Egress input		N.O. Ground
Operating humidity		5~95%, non-condensing
Operating temperature		-4°~154° F (-20°~70° C)
Dimensions (including back box)		$4^{5}/_{8}$"x$2^{7}/_{8}$"x$1^{15}/_{16}$" (117x73x49 mm)
Weight		6-oz (170g)

Overview



LED Indicators and Keypad Sounds

LED Indicators

	Red LED (Left)	Amber LED (Center)	Green LED (Right)
Steady	Output inhibited	Programming mode	Output activated
Flashing	Output inhibit paused	Standby mode	–

Keypad Sounds and Amber LED

Status	Sounds*	Amber LED (Center)
In programming mode	–	Steady ON
Successful key entry	1 Beep	1 Flash
Successful code entry	2 Beeps	2 Flashes
Unsuccessful code entry	5 Beeps	5 Flashes
Power up delay	Continuous beeping	Continuous flashing
Output relay activation†	1-Sec long beep	–
In standby mode‡	–	1 Flash/second
System refresh mode	2 Beeps after refresh completed	Fast flashing for 2.5 minutes
Code already stored	1 Long beep	–
Real time clock stopped after power loss	Continuous 3 fast beeps every 5 seconds	–

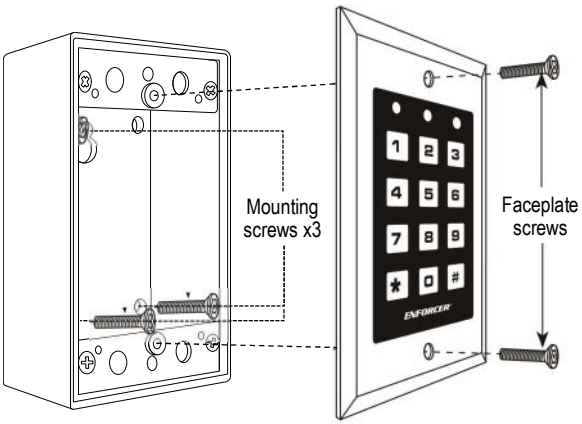
*Keypad sounds can be programmed ON or OFF (see pg. 19).

†Output relay activation sounds can be programmed for 1-second long beep, 2 short beeps, or OFF (see pg. 20).

‡Amber LED flashing during standby mode can be programmed ON or OFF (see pg. 20).

Installation

1. Find a suitable location to mount the keypad. Install it at the height at which most users will be able to easily operate the keypad.
2. Note where the wires will enter and knock out the appropriate opening for running the wires.
3. Install the center mounting screw on the wall. Hang the back box on this screen by the top "keyhole" mounting hole.
4. Install the remaining mounting screws and tighten all mounting screws in place.
5. Run the wire through the wall or conduit to the back box location, then run the wire into the back box.
6. Connect the wires to the keypad according to the wiring diagram on pg. 7.
7. Finish assembly by attaching the keypad to the back box with the included faceplate screws.



Important Notes

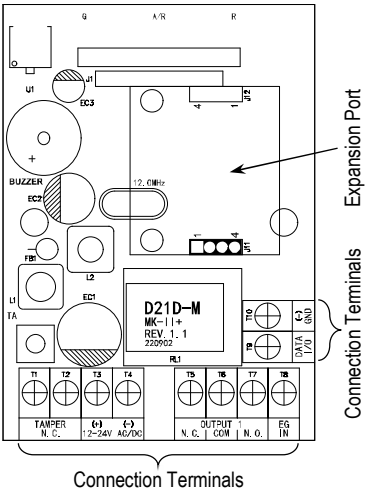
IF USING THE KEYPAD WITH A MECHANICALLY OPERATED DOOR OR GATE, MOUNT THE KEYPAD AT LEAST 15' (5m) FROM THE DOOR OR GATE TO PREVENT USERS FROM BEING CRUSHED OR PINNED. FAILURE TO DO SO MAY RESULT IN SERIOUS INJURY OR DEATH.

1. Always disconnect power before servicing the keypad. Do not apply power until all connection wiring is completed.
2. The keypad must be properly grounded. Use a minimum of 22AWG wire connected to the ground 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. The user's guide for this keypad is located on pg. 24 of this manual.
5. Be sure to store this manual in a safe place for future reference.

Wiring Diagram

Connection Terminals

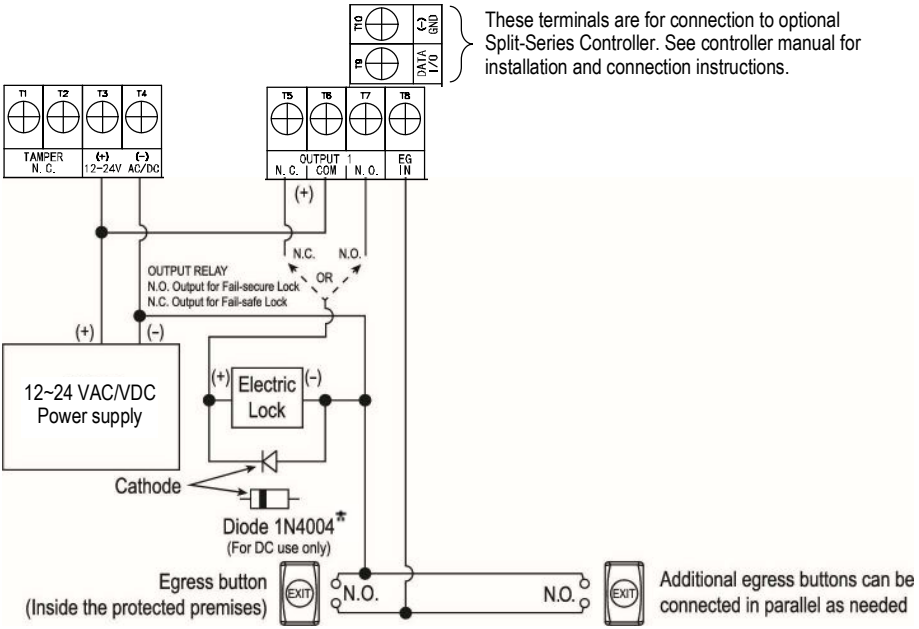
Terminal		Description
Tamper N.C.		Tamper switch output, N.C. contact, max. 50mA@24VDC. Connect to the N.C. 24-hour protection zone of an alarm if needed.
12~24 VAC/VDC		Connect to a 12~24 VAC/VDC power supply. Observe polarity.
Relay Output	N.C.	1A@30VDC max.
	COM	
	N.O.	
Egress In		N.O. Pushbutton contact to ground. Press button to initiate door unlock output.
Data I/O		For use with optional Split-Series Controller
Ground		Additional ground (–)



Sample Application

Stand-Alone Door Lock

In this application, the keypad is connected to a single door lock and an egress pushbutton.



*To protect the relay, you must install the included diode—with the cathode (striped end) wired toward the positive side—for DC powered locks ***unless*** *your lock has a diode built in.* AC powered locks and electromagnetic locks require a varistor/MOV (05D390K or similar, not included) wired in the same location ***if*** *the lock does not have one built in* (all SECO-LARM electromagnetic locks have built-in protection). Failure to use these as directed will void the warranty.

Getting Ready to Program

Keypad Codes

There are four types of keypad codes.

- *Master code* – Used only for entering *programming mode*; there can be only one *master code* per keypad.
- *Super user code* – Can be used to activate the output, or to disable (inhibit) or enable the operation of the output.
- *User codes* – Unique codes for each user to activate the output.
- *Visitor codes* – Temporary codes that can be assigned to visitors or temporary workers to activate the output; the *visitor codes* can be programmed for one-time use or to expire after a set number of hours has passed.

Power Up the Keypad

When the keypad is first powered up, it will beep continuously for about 1 minute. During this power-up time, if needed, use *direct access to programming (DAP)* to reset the *master code* (see *Direct Access to Programming* on pg. 22).

1. Turn off the beeping before the 1-minute power-up period ends

   [1][2] [#]

   This will immediately stop the beeping. When the beeping has ended, the keypad is ready for normal operation or for programming.

Enter and Exit Programming Mode

All programming of the keypad is done in *programming mode*.

1. Enter *programming mode*

   [X][X][X][X] [*][*]

   NOTE: In the formula above, [X][X][X][X] represents the *master code*. The default *master code* is "0000" (see *Programming the Master Code* on pg. 10 to program a new *master code*). The amber LED will change to steady ON to indicate that the keypad is in *programming mode*.

2. Exit *programming mode*

   [*][*]

   The [*][*] entry can be used to exit *programming mode* at any time while programming. The amber LED will return to flashing, indicating standby mode, upon exiting *programming mode*.

   NOTE: **DO NOT DISCONNECT THE KEYPAD FROM POWER WHILE IN PROGRAMMING MODE**. Disconnecting the keypad while in *programming mode* could cause a keypad memory error.

Programming Format and Default Programming Values

In this manual, the format used for programming the keypad is as follows.

- A 2-digit (X X) FUNCTION identifier to tell the keypad what is being programmed.
- A varying number of digits (X) represents the parameters of that FUNCTION.
- Press the # key to confirm programming of the FUNCTION.

The following is a list of the different programming functions.

Function	Parameters	Default functions and values	Page #
01	Master code	Default 0000, code length from 4~8 digits	10
02	Super user code	No default, must be programmed	11
10	User codes	No default, must be programmed	13
40	Visitor codes	No default, must be programmed	14
51	Output mode and duration	5-Second output, momentary	15
55	System real-time clock	No default, must be programmed	16
56	Auto-disable time	No default, must be programmed	17
60	Wrong-code system lock-up	Locks keypad after 10 false code/card tries	18
70	User code entry mode	Manual entry of "#" after each code	19
71	Keypad sounds	Programming and operation beeps enabled	19
72	Output relay activation sounds	1-Second beep when output is activated	20
73	Amber LED standby flashing	Center LED flashes on standby	20
90	Egress delay/warning/alarm	Egress output happens immediately	21

NOTE The *direct access to programming (DAP)* code 2828 (see pg. 22) and the *system restore code* 9999 (see pg. 10) are fixed and cannot be changed, even via programming.

System Restore

System restore will reset all programming values except the *master code* back to the default values shown on pg. 9.

1. Make sure the keypad is in *programming mode* (see *Enter and Exit Programming Mode* on pg. 8).
2. Initiate *system restore*.
   [9][9][9][9] [#]

NOTES

- *System restore* will reset ALL programming except the *master code* back to default values. Be careful to use *system restore* only when absolutely necessary.
- *System restore* may take several minutes. The amber LED will flash rapidly during this time.
- Once *system restore* has been completed, the keypad will beep twice to show that all programming values have been reset to their default values and are ready to be reprogrammed.
- At this point, the keypad is still in *programming mode.*

Programming the Master Code

The *master code* is used to enter *programming mode*. The *master code* **does not** serve as a user code for activating the output.

1. Make sure the keypad is in *programming mode* (see *Enter and Exit Programming Mode* on pg. 8).
2. Enter new *master code*.
   [0][1] [X][X][X][X] [#]

NOTES

- [X][X][X][X] represents the new *master code*, which can be 4 to 8 digits long.
- There can be **only one *master code*** for the keypad.
- Programming a new *master code* will overwrite the previous *master code*.
- If the *master code* is forgotten, use *direct access to programming (DAP)* to reset the *master code* (see pg. 22).
- The *master code, super user code,* and *user codes* **cannot be the same**.
- If the keypad is set for *auto-entry mode*, *user codes* will need to be the **same number of digits** as the *master code* (see *Programming the User Code Entry Mode* on pg. 19).

The Super User Code

The *super user code* has two functions.

- The *super user code* can activate or deactivate the output at any time.
- The *super user code* can also enable or disable the output. An administrator may want to disable the output in the evening or on the weekend to prevent other users from entering a protected premises.

The *super user code* is exempt from system inhibition or lockup functions and is valid at any time.

Programming the Super User Code

1. Make sure the keypad is in *programming mode* (see *Enter and Exit Programming Mode* on pg. 8).
2. Enter the new *super user code*.

   [0][2] [X][X][X][X] [#]

NOTES

- [X][X][X][X] represents the new *super user code*, which can be 4 to 8 digits long.
- There can be **only one *super user code*** for the keypad.
- Programming a new *super user code* will overwrite the previous *super user code*.
- The *master code, super user code,* and *user codes* **cannot be the same**.

Deleting the Super User Code

This function is useful for protecting the premises in case the *super user code* is lost or forgotten.

To delete a *super user code*.

1. Make sure the keypad is in *programming mode* (see pg. 8).
2. Enter

   [0][2] [#]

Using the Super User Code

In these examples, assume the *super user code* is 2580.

1. Activate or deactivate the output (timed or toggle, depending on programming).

   [2][5][8][0] [#] [1]

The Super User Code (Continued)

2. Toggle operation of the output ON or OFF.

   2 5 8 0 # 7

   NOTES

   - This function is used to leave the output active for extended periods of time.
   - While the output remains active, the green LED remains lit.
   - Do not forget to deactivate this function after its use is no longer required.
   - It is recommended to only use this function with fail-safe locks. Fail-secure locks may be damaged by staying activated for too long.

3. To temporarily pause or restart the timed output auto-disable period.

   2 5 8 0 # 8

   NOTES

   - This function is used to enable the operation of the output if it was disabled using the *auto-disable* function (see pg. 17).
   - When the output *auto-disable function* is inactive, the red LED will flash steadily. This indicates that the output may now be used.

4. Disable or enable the output (toggle, regardless of programming).

   2 5 8 0 # 9

   NOTES

   - This is used to prevent users from accessing the protected premises.
   - For more information on programming timed or toggle mode, see *Programming the Output Mode and Duration* on pg. 15.
   - The red LED will remain steady on while the output is disabled.
   - For safety reasons, the egress button works regardless of whether the output is enabled or disabled via the super user code.
   - The *super user code* continues to operate the output even while that output is disabled.

Programming User Codes

When programming *user codes*, use this general formula.

1 0 A B B B C C C C #

1 0 – Program *user codes*

A – Add or delete a *user code*

B – User ID

C – *User code*

Code Addition / Deletion

- 2 – Add a *user code*.
- 5 – Delete a programmed *user code*.
- 0 9 9 9 – Delete all programmed *user codes*.

User IDs

- 0 0 0 to 9 9 9 – 1,000 unique user IDs for *user codes* for the output.

User Codes

- A *user code* can be 4 to 8 digits long and must have the same length as the *master code* if the keypad is used in *auto-entry mode* (see *Programming the User Code Entry Mode* on pg. 19).
- The *master, super user,* and *user codes* **cannot be the same**.

Examples

1. Program *user code* 2275 for user ID #010 for the output.
   1 0 2 0 1 0 2 2 7 5 #
2. Delete *user code* stored in position #002 for the output.
   1 0 5 0 0 2 #
3. Delete all users for the output.
   1 0 0 9 9 9 #

Programming Visitor Codes

Visitor codes are temporary codes that expire after use or after a specified amount of time has elapsed. While active, they operate the output as normal *user codes*.

NOTES

- If a *visitor code* is programmed using a number previously programmed as a *user code*, the *visitor code* will be kept and the *user code* will be replaced.
- If the keypad is powered down, any programmed *visitor codes* will be deleted.

When programming *visitor codes*, use this general formula.

[4][0] [A][A] [B][B] [C][C][C][C] [#]

[4][0] – Program *visitor codes*

[A] – Visitor ID

[B] – Valid duration (hours)

[C] – *Visitor code*

Visitor IDs

- [0][1] to [5][0] – 50 unique visitor IDs for *visitor codes* for the output
- [0][9][9][9] – Delete all currently programmed *visitor codes*.

Valid Duration

- [0][0] – Set a one-time *visitor code*. This code can only be used once by a visitor, after which it is automatically deleted.
- [0][1] to [9][9] – Set the duration the *visitor code* will be valid, from 1 to 99 hours.

Visitor Codes

- A *visitor code* can be 4 to 8 digits long and must have the same length as the *master code* if the keypad is used in *auto-entry mode* (see *Programming the User Code Entry Mode* on pg. 19).

Examples

1. Set the *visitor code* for ID #1 to 1268 and make it a one-time code.
   [4][0] [0][1] [0][0] [1][2][6][8] [#]
2. Set the *visitor code* for ID #2 to 1378 and make it valid for three hours.
   [4][0] [0][2] [0][3] [1][3][7][8] [#]
3. Delete the *visitor code* for ID #2 from memory.
   [4][0] [0][2] [#]

Programming the Output Mode and Duration

The relay for the output can be programmed to trigger ON and OFF with a user code (toggle mode), or to trigger for a programmed length of time of up to nearly 28 hours before automatically turning OFF. The toggle or timed outputs can be used for locking or unlocking a door or for a variety of functions that can be controlled with the keypad.

When programming the *output mode and duration*, use this general formula.

5 1 A A A A A #

5 1 – Program *output mode and duration*

A – *Output mode and duration*

Output Mode and Duration

- 0 – Start/stop (toggle) mode. In this case, the output starts when a user code is entered and stops when a *user code* is entered.
- 1 to 9 9 9 9 9 – The output triggered by a *user code* lasts 1 to 99,999 seconds (nearly 28 hours) before automatically turning off (default 5 seconds).

NOTE: While the keypad is in momentary *timed-output mode*, the output can be reset any time by entering the *super user code*.

Examples

In these examples, assume that the *super user code* is 2580.

1. In programming mode, set the output to toggle.
   5 1 0 #
2. In *programming mode*, set the output to 60 seconds.
   5 1 6 0 #
3. Reset the output timer.
   2 5 8 0 # 1

Programming the Real-Time Clock

A 24-hour *real-time clock* provides the baseline time needed to start and stop the output *auto-disable time* (see *Programming the Auto-Disable Time* on pg. 17).

If the *auto-disable time* is not programmed, it is not necessary to set the *real-time clock*.

To set the clock, use this general formula.

[5][5] [H][H][M][M] [#]

[5][5] – Program *real-time clock*

[H][H] – Hours

[M][M] – Minutes

Setting Hours and Minutes

- [H][H] represents hours and [M][M] represents minutes in the military (24-hour) time format, from 00:00 to 23:59.

Examples

1. Set the *real-time clock* to 11:30 AM.
   [5][5] [1][1][3][0] [#]
2. Set the *real-time clock* to 7:15 PM.
   [5][5] [1][9][1][5] [#]

NOTES

- The *real-time clock* will need to be adjusted when daylight savings time begins or ends in your area.
- If the *auto-disable time* is programmed, losing power will cause the keypad to beep 3 times every 5 seconds. To deactivate this alert, either reset the *real-time clock* or clear the *auto-disable time*.
- If the *auto-disable time* is not programmed, losing power will not cause the keypad to beep.

Programming the Auto-Disable Time

The keypad can be programmed so that the output is disabled for a certain period every day. The output will be disabled at the start time and will be re-enabled at the end time. This ensures that users are not allowed into the protected premises, such as during lunch hour or at night.

NOTES

- The *real-time clock* must be operating to set the output *auto-disable time* (see *Programming the Real-Time Clock* on pg. 16).
- For safety purposes, the egress button still works while the output is auto-disabled.
- The time is set using the military (24-hour) time format (00:00 to 23:59).
- If the programmed start time is before the end time, the output is auto-disabled within a single day. If the programmed start time is after the end time, the end time will be on the following day.
- The start time and end time cannot be the same.
- The *auto-disable time* can be temporarily paused and restarted using the *super user code* (see *Programming the Super User Code* on pg. 11).
- During the *auto-disable time*, the *super user code* can be used to operate the output.
- The red LED will remain lit during the *auto-disable time*.

When programming the *auto-disable time*, use this general formula.

[5][6] [H][H][M][M] [H][H][M][M] [#]

[5][6] – Program *auto-disable time*

[H][H][M][M] – Start time

[H][H][M][M] – End time

Start Time

- Start time for the *auto-disable time*. [H][H] represents hours and [M][M] represents minutes in the military (24-hour) time format, from 00:00 to 23:59.

End Time

- End time for the *auto-disable time*. [H][H] represents hours and [M][M] represents minutes in the military (24-hour) time format, from 00:00 to 23:59.

Programming the Auto-Disable Time (Continued)

Examples (in these examples, assume that the *super user code* is 2580)

1. In *programming mode*, set the *auto-disable time* from 12:00 PM to 1:00 PM.
   [5][6] [1][2][0][0] [1][3][0][0] [#]

2. In *programming mode*, set the *auto-disable time* from 6:30 PM to 7:30 AM the following day.
   [5][6] [1][8][3][0] [0][7][3][0] [#]

3. In *programming mode*, clear the *auto-disable time*.
   [5][6] [#]

4. Temporarily pause or resume the *auto-disable time*.
   [2][5][8][0] [#] [8]

5. Activate the output during the *auto-disable time* (i.e., open the protected door).
   [2][5][8][0] [#] [1]

Programming the Wrong-Code System Lockup

The keypad can be programmed to lock up to secure the premises against unauthorized entry if multiple wrong codes are entered.

When programming the *wrong-code system lockup*, use this general formula.

[6][0] [A][A] [#]

[6][0] – Program *wrong-code system lockup*

[A][A] – Lock options

Lock Options

Choose from several different options for the wrong-code system lockup security level.

- [1] – After 10 successive false attempts using incorrect *user codes*, the keypad will lock for 60 seconds (default).
- [5] to [1][0] – After 5 to 10 successive false attempts using incorrect *user codes*, the keypad will lock for 15 minutes or until the *super user code* is used as follows.

  SUPER USER CODE [#] [9]
- [0][0] – No system lock-up will happen.

NOTE: The keypad's red LED will remain lit to show that the keypad is locked.

Programming the User Code Entry Mode

The keypad can be programmed for auto or manual user code entry modes.

- ***Auto-entry mode*** – Pressing the # key is not required after typing in a *user code*. In auto entry mode, all *user codes* must have the same number of digits as the *master code*.
- ***Manual-entry mode*** – The # key must be pressed after the *user code* to indicate the code has been entered completely. In this case, the *user codes* can have a different number of digits, from 4 to 8 digits.

To Program

- For *auto-entry mode*

  7 0 1 #

- For *manual-entry mode* (default)

  7 0 2 #

NOTE: If the keypad was previously programmed for *manual-entry mode* and then is reprogrammed for *auto-entry mode*, any codes whose length exceeds the number of digits of the master code will no longer operate the keypad. However, if the keypad is reprogrammed for *manual-entry mode*, the longer codes will again operate the keypad.

Programming the Keypad Sounds

Some of the keypad sounds can be programmed off.

- ***Keypad-audible mode*** – All the keypad's status beeps are enabled.
- ***Keypad-silent mode*** – The successful key entry beep (1 beep) and the unsuccessful *user code* entry beeps (5 beeps) are disabled. However, the warning and power-up delay beeps remain active. This provides for a quieter work environment.

To Program

- To enable *keypad-audible mode* (default)

  7 1 1 #

- To enable *keypad-silent mode*

  7 1 0 #

NOTE: This programming function only impacts the keypad sounds. It does not impact the output relay activation sounds (see *Programming the Output Relay Activation Sounds* on pg. 20).

Programming the Output Relay Activation Sounds

The keypad output sounds can be programmed for one of three modes.

1. No beeps – The keypad will not beep when the output is activated.

   7 2 0 #

2. 1-second beep (default) – The keypad will beep for 1 second when the output is activated.

   7 2 1 #

3. 2 short beeps – The keypad will beep twice when the output is activated.

   7 2 2 #

NOTE: This programming function only impacts the output relay activation sounds. It does not impact the keypad sounds (see *Programming the Keypad Sounds* on pg. 19).

Programming the Amber LED in Standby Mode

The keypad's amber LED typically flashes while the keypad is in *standby mode* but can be programmed off if needed.

1. Enable amber LED flashing during *standby mode* (default).

   7 3 1 #

2. Disable amber LED flashing during *standby mode*.

   7 3 0 #

Programming the Egress Delay/Warning

With most keypads, the egress button provides a simple way for someone inside a protected premises to exit through a locked door by pressing a button instead of using a keypad. However, in some situations, delaying the egress operation and/or providing some warning when the egress button is used is desirable.

For example, in hospitals or schools, it may be desirable to delay the egress operation and provide a warning to prevent patients or young children from easily leaving the protected area.

For simple egress with no delay or warning, do not change this setting. It is disabled by default.

When programming the egress delay/warning, use this general formula.

9 0 A B B #

9 0 – Program *egress delay/warning*

A – Egress mode

B B – Delay time

Egress Modes

There are four possible egress operation configurations for the SK-1011-SDQ.

- 1 **Momentary contact with no warning** (default) – Press the egress button momentarily for silent egress operation immediately or after the programmed delay.
- 2 **Momentary contact with warning beep** – Press the egress button momentarily. The keypad will beep for the programmed delay duration to warn that someone is preparing to exit the protected area before allowing the door to open.
- 4 **Hold contact with no warning** – Press and hold the egress button for the programmed delay until the door opens. This prevents accidental opening of the door.
- 5 **Hold contact with warning beep** – Press and hold the egress button for the programmed delay until the door opens. The keypad will beep during the delay to warn that someone is preparing to exit the protected area before allowing the door to open.

NOTE: When the egress button is programmed to hold for a delay time before the door is released, it is important to post a sign near the egress button to notify users of the delay.

Delay Time

- 0 – No delay (default)
  The output operates immediately when the egress button is pressed.
- 1 to 9 9 – Egress button delay duration
  The delay duration can be set from 1 to 99 seconds. This tells the keypad how long to wait after the egress button is pressed before activating the output.

Programming the Egress Delay/Warning (Continued)

Examples

1. Momentary mode – Press the egress button, and the keypad will beep for 5 seconds before the output activates.

   9 0 2 5 #

2. Hold button to activate – Press and hold the egress button for 10 seconds, and the keypad will beep for those 10 seconds before the output activates.

   9 0 5 1 0 #

3. Return to default setting – Press the egress button to activate the output with no beep or delay.

   9 0 1 0 #

NOTE: For safety and to avoid confusion, when a delay or a press-and-hold delay is programmed, please post a notice near the egress button, such as "Press and hold the button for 5 seconds or until the door is unlocked."

Direct Access to Programming

Direct Access to Programming (DAP) is used to reset the *master code* if it is forgotten. DAP will not change the programming of the SK-1011-SDQ in any other way.

To Use DAP

1. Disconnect the keypad's power.
2. Wait one minute to ensure that the keypad's power is fully discharged.
3. Reconnect the power. The keypad will beep repeatedly for one minute.
4. While the keypad is beeping, press the egress button once to stop the beeping.

   NOTE: If no egress button is installed, use a small jumper wire to momentarily connect the egress input and common ground terminals.

5. Enter the DAP code.

   2 8 2 8 * *

6. The amber LED will now turn ON, indicating that the keypad is ready for a new *master code* to be programmed.

NOTES

- See *Programming the Master Code* on pg. 10 for how to program a new *master code*.
- Direct Access to Programming (DAP) will not reset the keypad's programming. It will only enter *programming mode* to program a new *master code*.
- For a complete system reset, see *System Restore* on pg. 10.

Installer Notes

Users' Guide to Operating the Keypad

See *Programming the Master Code* on pg. 10 and *Programming the Super User Code* on pg. 11 for functions specific to those authorized to use those codes.

Opening the Door

In these examples, assume that the *user code* is 2275.

2 2 7 5 #*

- 1 Long beep indicates that the door can be opened.

*The # key is not needed if the keypad is programmed for *auto-entry mode*. See pg. 19.

Operating the Egress Button

Press the egress button from inside the protected premises to unlock the door and exit without using the keypad.

NOTE: For more information on programming the egress button, please see *Programming the Egress Delay/Warning* on pg. 21.

Warranty and Notices

FCC COMPLIANCE STATEMENT
THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES. OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS (1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE AND (2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED, INCLUDING INTERFERENCE THAT MAY CAUSE UNDESIRED OPERATION.

IMPORTANT WARNING Incorrect mounting which leads to exposure to rain or moisture inside the enclosure could cause a dangerous electric shock, damage the device, and void the warranty. Users and installers are responsible for ensuring that this product is properly installed and sealed.

IMPORTANT Users and installers of this product are responsible for ensuring that the installation and configuration of this product complies with all national, state, and local laws and codes. SECO-LARM will not be held responsible for the use of this product in violation of any current laws or codes.

California Proposition 65 Warning These products may contain chemicals which are known to the State of California to cause cancer and birth defects or other reproductive harm. For more information, go to www.P65Warnings.ca.gov.

LIMITED LIFETIME WARRANTY This SECO-LARM product is warranted against defects in material and workmanship while used in normal service for the lifetime of the product. 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 the 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 damage of any kind to the purchaser or anyone else. For all other countries the warranty is 1 (one) year.

NOTICE The SECO-LARM policy is one of continual development and improvement. For that reason, SECO-LARM reserves the right to change specifications without notice. SECO-LARM is also not responsible for misprints. All trademarks are the property of SECO-LARM U.S.A., Inc. or their respective owners.

SECO-LARM® U.S.A., Inc.
16842 Millikan Avenue, Irvine, CA 92606 Website www.seco-larm.com
Phone (949) 261-2999 | (800) 662-0800 Email sales@seco-larm.com