



**SK-1123-FDQ**

Vandal Resistant Flush-Mount  
Access Control Keypad  
**Manual**

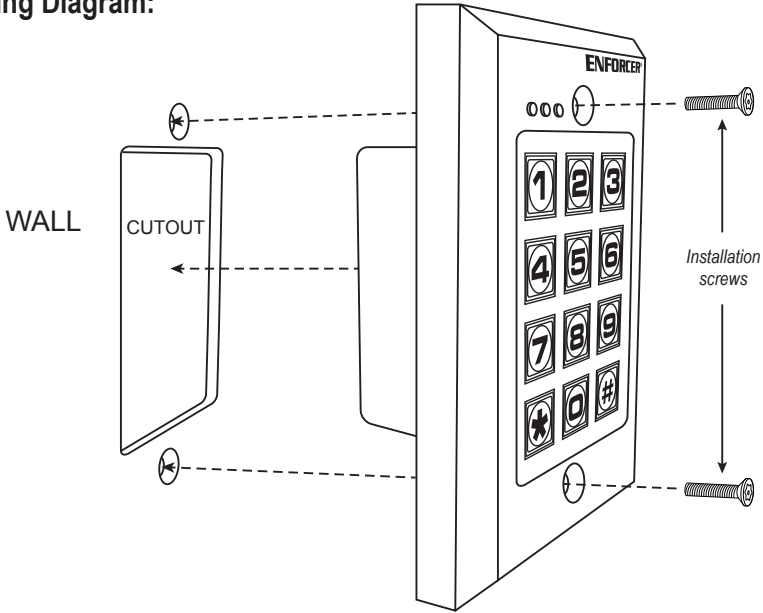


# ENFORCER Vandal Resistant Flush-Mount Access Control Keypad

## Quick Installation Guide:

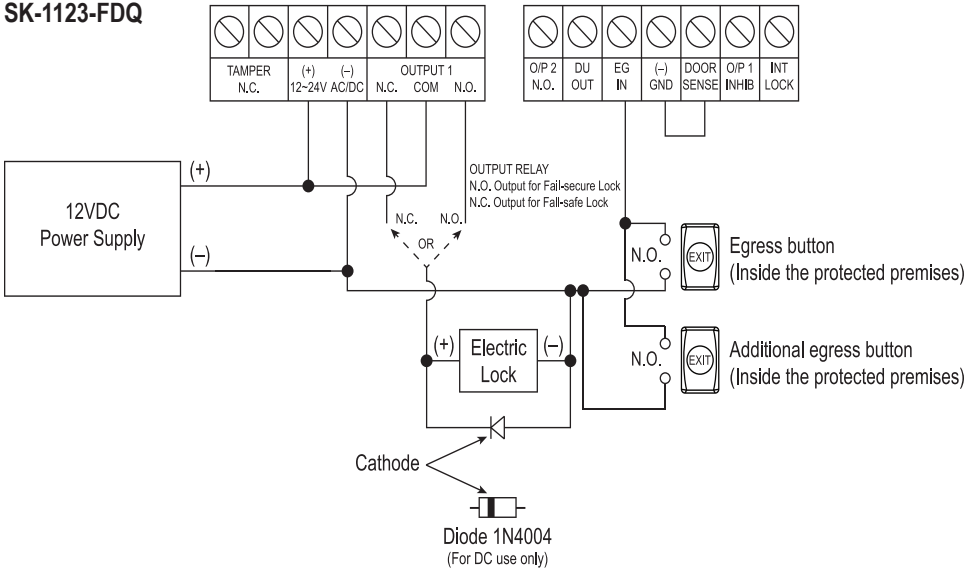
This page is for installers looking to do a basic installation and programming of the keypad. For more in-depth installation and programming instructions, see the Table of Contents on page 4.

## Mounting Diagram:



## Quick Wiring Diagram:

### SK-1123-FDQ



**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 page 4.

**Programming Tips:**

- **The master, super user, visitor, duress, 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 keypad is set for **Auto Code Entry Mode**, all codes will need to be the **same number of digits** as the **master code** (see page 24).

**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:

2. Enter Programming Mode:

**NOTE:**     is the default master code.

3. Change the master code:

**NOTE:**     is the new master code.

4. Set the user code to operate output #1 (unlock the door):

**NOTE:**    chooses user ID #000 of 1,000 possible users (000~999).

is the new user code for user ID #000.

5. Set the output #1 delay time (skip this step if the default value of 5 seconds is acceptable):

**NOTE:**  sets the output #1 delay time for 3 seconds.

6. Exit Programming Mode:

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## Features:

- 12~24 VAC/VDC auto-adjusting operation
- Up to 1,000 possible user codes (000~999) programmable for output #1 and 100 (001~100) for output #2
- Up to 50 (01~50) possible temporary visitor codes, which can be programmed for one-time or limited-time use (1~99 hours)
- Output #1: Form C relay, 1A@30VDC max.
- Output #2: Transistor ground, 100mA@24VDC
- Outputs #1 and #2 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 standard single-gang back box
- IP66 Weatherproof rating
- Keypad illuminates when a button is pressed; backlight can be programmed for FULL or AUTO in standby mode
- All features are programmed directly from the keypad: No need for an external programmer
- EEPROM Memory protects programmed information in case of power loss
- Up to 50 (01~50) duress codes for output #1, 10 (01~10) for output #2
- Duress code signals a silent alarm if an authorized user is forced to open the door under duress
- Egress input lets users exit the premises without keying in the code
- Door sensor input for anti-tailgating operation
- Interlocking input for connecting to a second keypad

## Specifications:

Operating voltage	12~24 VAC/VDC	
Current draw (at 12VDC)	Standby*	15mA
	Keypress	40mA
	Output 1 active	65mA
	Output 1 & 2 active	66mA
	Total max current draw	100mA
Outputs	#1 – Form C	1A@30VDC
	#2 – Transistor Ground	100mA@24VDC
	Duress	100mA@24VDC
	Interlock	100mA@24VDC
	Tamper	50mA@24VDC
Inputs	Egress	N.O. Ground
	Door sensor	N.C. Ground
	Door inhibit	N.O. Ground
Operating temperature	-4°~158° F (-20°~70° C)	
Operating humidity	5~95% Non-condensing	
IP Rating	IP66	
Dimensions (including back box)	4¾"x3⅜"x1⅜" (120x80x46 mm)	
Weight	16.2-oz (460g)	

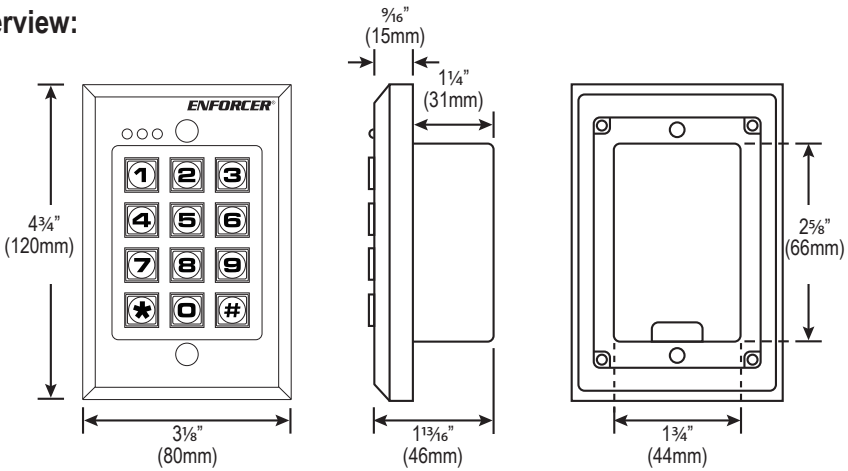
\*Keypad LEDs off

## Parts List:

- 1x Keypad
- 2x Security screws
- 1x Security Wrench
- 1x Diode
- 1x Manual

# ENFORCER Vandal Resistant Flush-Mount Access Control Keypad

## Overview:



## LED Indicators and Keypad Sounds:

### LED Indicators

	Red LED (Left)	Amber LED (Center)	Green/Red LED (Right)
Steady	Output #2 activated	Programming mode	Output #1 activated (Green) Output #1 inhibited (Red)
Flashing	–	Standby mode	Inhibit mode paused (Red)

### Keypad Sounds and Amber LED

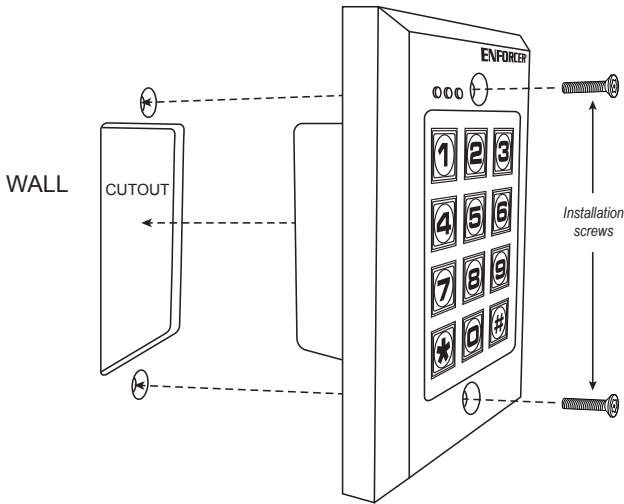
Status	Sounds <sup>(1)</sup>	Amber LED (Center)
In programming mode	–	Steady ON
Successful key entry	1 Beep	1 Flash
Successful code entry	2 Beeps	2 Flashes
Unsuccessful code entry	5 Beeps	5 Flashes
Power up delay	Continuous beeping	Continuous flashing
Output relay activation <sup>(2)</sup>	1-Sec long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

### NOTE:

1. Keypad sounds can be programmed ON or OFF (see page 24).
2. Output relay activation sounds can be programmed for 1-Sec long beep, 2 short beeps, or OFF (see page 25).
3. Amber LED flashing during standby mode can be programmed ON or OFF (see page 25).

**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. The keypad can be installed in a single-gang back box or can be flush-mounted directly to the wall.
  - If flush-mounting the keypad, cut out a 2<sup>5</sup>/<sub>8</sub>"x1<sup>3</sup>/<sub>4</sub>"x1<sup>1</sup>/<sub>4</sub>" (66x44x32 mm) hole to fit the back portion of the keypad. Leave room for the keypad wiring and wiring hole.
3. Run the wire through the wall or conduit to the keypad location, then run the wire through the hole on the back of the keypad.
4. Refer to the wiring diagram (page 8) and ensure that the backlit jumper is properly set.
5. Connect the wires to the keypad according to the wiring diagram on page 8.
6. Finish assembly by attaching the keypad to the single-gang back box with the included security screws, or by flush-mounting the keypad in the already-cut hole in the wall.



**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.

# ENFORCER Vandal Resistant Flush-Mount Access Control Keypad

## Wiring Diagram:

Connection Terminals	
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. <b>Observe polarity.</b>
Output 1 N.C.	NO/NC/COM, relay output, max. 1A@30VDC
Output 1 COM	
Output 1 N.O.	
Output 2 N.O.	Transistor ground output, max. 100mA@24VDC.
Duress Output	Transistor ground output, max. 100mA@24VDC. Triggers a silent alarm or other device when the user enters a duress code.
Egress Input	N.O. Pushbutton contact to ground. Press button to activate Output #1
Ground (-)	Common ground output.
Door Sensor	Connect to an optional N.C. sensor such as a magnetic contact to monitor if a door is open or closed. Connect to ground (-) if not used.
Output 1 Inhibit	Output #1 inhibitor. N.O. input, connect to Interlock Control of second keypad if needed so that if one keypad is used to open a door, the other is temporarily disabled.
Interlock Control	Interlock Control. N.O. input, connect to Output #1 Inhibit of second keypad if needed so that if one keypad is used to open a door, the other is temporarily disabled.

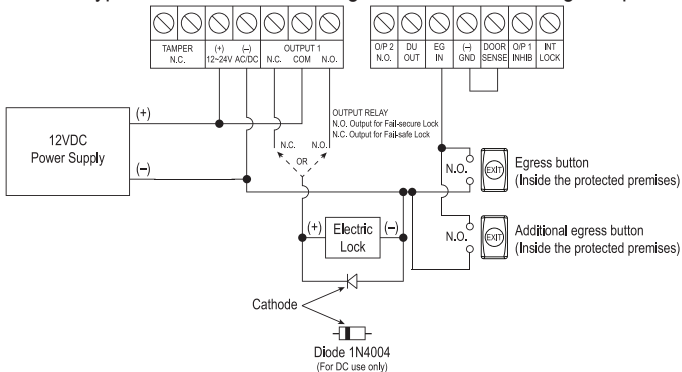
  

Jumper Settings		
Jumper	Position	Description
Backlit	Full	Dim backlit during standby. Full backlit for 10 seconds after any button press.
	Auto	No backlit during standby. Full backlit for 10 seconds after any button press.

## Sample Applications:

### Stand-Alone Door Lock:

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



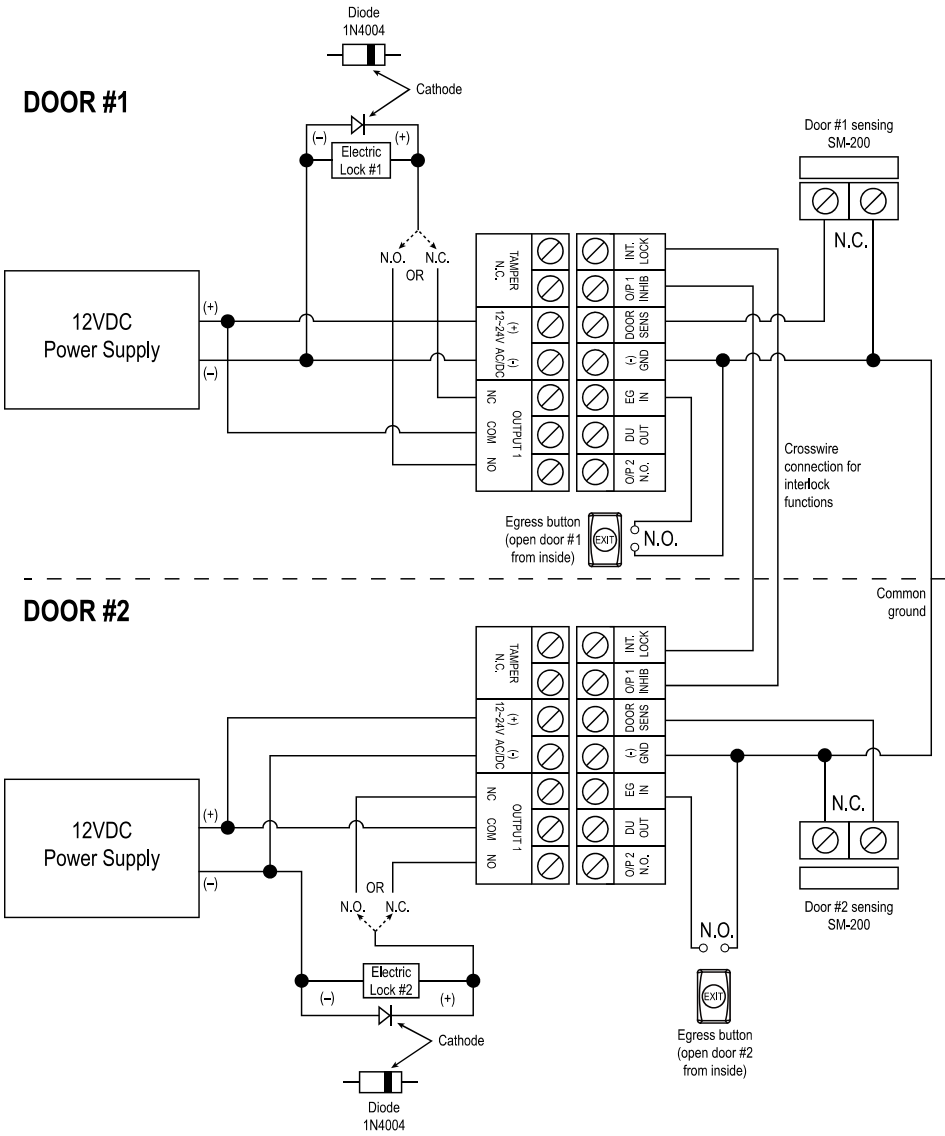


**Sample Applications (continued):**

**Inter-Lock System Using Two Keypads:**

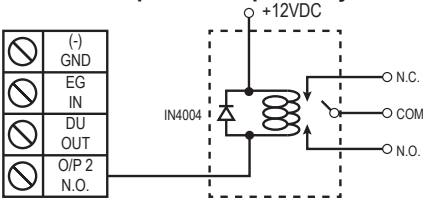
In this application, two keypads are each connected to separate door locks and egress pushbuttons. While one door is open, the other cannot be opened.

- Use an N.C. magnetic contact or some other N.C. device to detect whether a door is opened or closed. Do this for the two doors being protected.



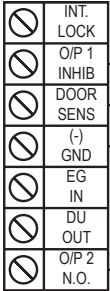
Sample Applications for Output #2:

1. Drive an Optional Output Relay



- Use a 12VDC relay and connect it to the same 12V power supply as the keypad.

2. Connecting Inhibit Control



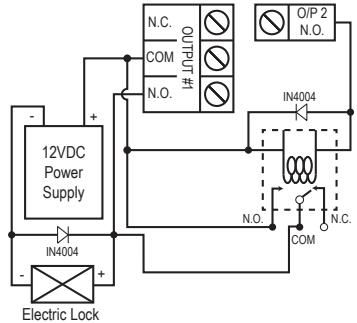
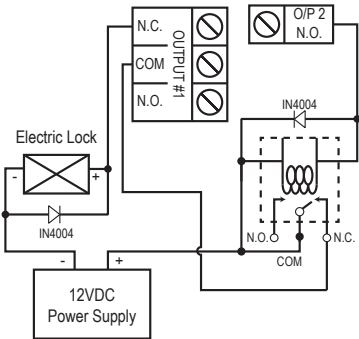
**WARNING**

- Make sure nobody is inside the house before starting the door lock inhibit function.
- The inhibit authorization code should always be kept by only the owner.

- Using this setup, the owner may enter the user code for output #2 to disable output #1 during a certain period to prevent unauthorized access.
- Set output #2 to start/stop (toggle) mode (see page 20).
- Connect the output 1 inhibit terminal with the output 2 N.O. terminal as shown in wiring diagram.
- Output #1 is invalid while the O/P 1 INHIB terminal is shunted to ground via output #2.

3. For Door-Hold-Open Mode

- For N.C. locking devices: Connect a relay to output #2 in series with the locking device.
- For N.O. locking devices: Connect a relay to output #2 in parallel with the locking device.



## Getting Ready to Program:

### Keypad Codes:

There are five 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 outputs #1 and #2, or to disable (inhibit) or enable the operation of output #1.
- User codes – Unique codes for each user to activate outputs #1 or #2.
- Visitor codes – Temporary user codes that can be assigned to visitors or temporary workers to activate output #1; the visitor codes can be programmed for one-time use or to expire after a set number of hours has passed.
- Duress codes - Assigned to specific users as a way to send a silent alert if forced to use keypad under duress.

### 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 (DAP)” on page 28).

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



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:



**NOTE:**  is the master code.  is the default master code (see “Programming the Master Code” on page 13 to program a new master code). The amber LED will turn to a 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 (   ) FUNCTION identifier to tell the keypad what is being programmed.
- A varying number of digits (  ) to represent the parameters of that FUNCTION.
- 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	13
02	Super user code	No default, must be programmed	14~15
10	User codes for output #1	No default, must be programmed	16
20	User codes for output #2	No default, must be programmed	16
40	Visitor codes for output #1	No default, must be programmed	17
41	Duress codes for output #1	No default, must be programmed	18~19
42	Duress codes for output #2	No default, must be programmed	18~19
51	Output mode for output #1	5-Second output, momentary	20
52	Output mode for output #2	5-Second output, momentary	20
55	System real-time clock	No default, must be programmed	21
56	Auto-disable time	No default, must be programmed	22~23
60	Wrong-code system lock-up	Locks keypad after 10 false code/card tries	23
70	User code entry mode	Manual entry of “#” after each code	24
71	Keypad sounds	Programming and operation beeps enabled	24
72	Output relay activation sounds	1-Second beep when output is activated	25
73	Amber LED standby flashing	Center LED flashes on standby	25
80	Door-forced-open warning	Warning disabled	25
81	Door-propped-open warning	Warning disabled	26
90	Egress delay/warning	Egress output happens immediately	26~27

**NOTE:** The Direct Access to Programming (DAP) code 2828 (page 28) and the system restore code 9999 (page 13) 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 page 12.

1. Make sure the keypad is in programming mode (see “Enter and Exit Programming Mode” on page 11).
2. Initiate system restore:



### NOTE:

- 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 re-programmed.
- At this point, the keypad is still in programming mode.

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## 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 outputs #1 or #2.

1. Make sure the keypad is in programming mode (see “Enter and Exit Programming Mode” on page 11).
2. Enter new master code:



### NOTE:

-  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 page 28).
- The **master, super user, visitor, duress and user codes cannot be the same.**
- If the keypad is set for **Auto Code Entry Mode**, all codes will need to be **the same number of digits** as the **master code** (see “Programming the User Code Entry Mode” on page 24).

## Programming the Super User Code:

The super user code has multiple functions:

- The super user code can activate or deactivate output #1 and #2 at any time.
- The super user code can toggle operation of output #1 on or off.
- The super user code can pause or restart the timed output #1 auto-disable period.
- The super user code can enable or disable output #1.
- The super user code is exempt from any system inhibition or lockup functions. It 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 page 11).
2. Enter the new super user code:

### NOTE:

- 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, super user, visitor, duress, 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 forgotten.

To delete a super user code:

1. Make sure the keypad is in programming mode (see page 11).
2. Enter:

## Using the Super User Code:

In these examples, assume the super user code is    .

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

2. Activate or deactivate output #2 (timed or toggle, depending on programming):

## Programming the Super User Code (continued):

3. Toggle operation of output #1 ON or OFF:

2 5 8 0 # 7

### NOTE:

- This function is used to leave output #1 active for extended periods of time.
- While output #1 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.
- All functions requiring use of the door sensor input are suspended while this function is in use.

4. Temporarily pause or restart the timed output #1 auto-disable period:

2 5 8 0 # 8

### NOTE:

- This function is used to enable the operation of output #1 if it was disabled using the auto-disable function (see pages 22~23).
- When the output #1 auto-disable function is inactive, the red LED will flash steadily. This indicates that output #1 may now be used.

5. Disable or enable output #1 (toggle, regardless of programming):

2 5 8 0 # 9

### NOTE:

- 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 Output Timing” on page 20.
- The red LED will remain steady on while output #1 is disabled.
- For safety reasons, the egress button works regardless of whether output #1 is enabled or disabled via the super user code.
- The super user code continues to operate output #1 even while that output is disabled.

## Programming User Codes:

When programming user codes, use this general formula:

**A A B C C C D D D D #**

**A** – Output

**B** – Add or delete a user code

**C** – User ID

**D** – User Code

### Outputs:

- 1 0** – Output #1, up to 1,000 possible user codes.
- 2 0** – Output #2, up to 100 possible user codes.

### Code Addition / Deletion:

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

### User IDs:

- 0 0 0** to **9 9 9** – 1,000 unique user IDs for user codes for output #1.
- 0 0 1** to **1 0 0** – 100 unique user IDs for user codes for output #2.

### User Codes:

- A user code can be 4 to 8 digits long, and must have the same length as all other codes if the keypad is used in auto code entry mode (see “Programming the User Code Entry Mode” on pages 19~20).
- The **master, super user, visitor, duress, and user codes cannot** be the same.

### Examples:

1. Program user code **2 2 7 5** for user ID #010 for output #1:

**1 0 2 0 1 0 2 2 7 5 #**

2. Delete code for user ID #002 for output #2:

**2 0 5 0 0 2 #**

3. Delete all users for output #1:

**1 0 0 9 9 9 #**



## Programming Visitor Codes for Output #1:

Visitor codes are temporary codes that expire after use or after a specified amount of time has elapsed. While active, they operate output #1 as normal user codes.

### NOTE:

- Visitor codes cannot be used to deactivate the duress output (see “Operating Duress Codes” on page 19).
- If the keypad is powered down, any programmed visitor codes will be deleted.

When programming visitor codes, use this general formula:

– Program Visitor Codes

– Visitor ID

– Valid Duration (hours)

– Visitor Code

### Visitor IDs:

- to   – 50 unique visitor IDs for visitor codes for output #1.
- – Delete all currently programmed visitor codes.

### Valid Duration:

- – Set a one-time code. This code can only be used once by a visitor, after which it is automatically deleted.
- to   – 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 all other codes if the keypad is used in auto code entry mode (see “Programming the User Code Entry Mode” on page 24).

### Examples:

1. Set the visitor ID #01 code to 1268, and make it a one-time code:

2. Set the visitor ID #02 code to 1378, and make it valid for three hours:

3. Delete the visitor ID #02 code from memory:

4. Delete all currently programmed visitor codes

## Programming Duress Codes:

Duress codes allow users to trigger a silent alarm or alert if they are forced to allow access to a protected area. If a user uses a duress code instead of his or her normal user code, outputs #1 or #2 will activate as normal, but the duress output will simultaneously activate to trigger a silent alarm or alert.

### NOTE:

- Duress codes are always valid and are not inhibited by any other operation of the keypad.
- Duress codes cannot be the same as any other codes.
- The duress code should be easy to remember. For instance, it can be the same as a user's normal user code, but with a single digit changed, as by subtracting or adding 1 to the first or last digit of the code. For example, if the user code is 1369, a good duress code might be 2369.

When programming duress codes, use this general formula:

– Output

– Duress ID

– Duress Code

### Outputs:

- – Output #1
- – Output #2

### Duress IDs:

- to   – Up to 50 duress codes can be programmed for output #1.
- to   – Up to 10 duress codes can be programmed for output #2.
- – Delete all currently programmed duress codes for the selected output

### Duress Codes:

- A duress code can be 4 to 8 digits long and must have the same length as all other codes if the keypad is used in auto code entry mode (see “Programming the User Code Entry Mode” on page 24)

### Examples:

1. Set the duress ID #01 code for output #1 to 2369:

## Programming Duress Codes (continued):

- Set the duress ID #01 code for output #2 to 23980:

4 2 0 1 2 3 9 8 0 #

- Delete the duress ID #01 code for output #1 from memory:

4 1 0 1 #

- Delete all duress codes for output #1 from memory:

4 1 0 9 9 9 #

### Operating Duress Codes:

If a duress code is used in place of a normal user code, both the appropriate outputs #1 or #2 and the duress output will be activated. However, a duress code **cannot** deactivate the duress output. Only a **normal user code**, **super user code**, or a **master code** can deactivate the duress output.

### Examples:

In these examples, assume that 2 3 6 9 is an output #1 duress code and that 1 3 6 9 is a user code.

- Activate the duress output and output #1 using the duress code:

2 3 6 9 #

**NOTE:** Subsequently entering the duress code will activate output #1 again, but will not deactivate the duress output.

- Deactivate the duress output using the user code:

1 3 6 9 #

## Programming the Output Mode and Output Timing:

The relay for outputs #1 and #2 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 time, use this general formula:

**A A B B B B B #**

**A** – Output

**B** – Output Mode and Time

### Outputs:

- 5 1** – Output #1
- 5 2** – Output #2

### Output Mode and Time:

- 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 **2 5 8 0**.

- In programming mode, set output #1 to toggle:

**5 1 0 #**

- In programming mode, set output #2 to 60 seconds:

**5 2 6 0 #**

- Reset output #1 timer:

**2 5 8 0 # 1**

- Reset output #2 timer.

**2 5 8 0 # 2**

## Programming the Real-Time Clock:

A 24-hour real-time clock provides the baseline time needed to start and stop the output #1 auto-disable time (see "Programming the Output #1 Auto-Disable Time" on pages 22-23).

If the output #1 auto-disable time is not programmed, it is not necessary to set the real-time clock.

To set the clock, use this general formula:

– Program Real-Time Clock

– Hours

– Minutes

### Setting Hours and Minutes:

- represents hours and   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:

2. Set the real-time clock to 7:15 PM:

### NOTE:

- If the output #1 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 output #1 auto-disable time.
- If the output #1 auto-disable time is not programmed, losing power will not cause the keypad to beep.
- To ensure accurate time, it is advised to re-program the real-time clock every three to six months and when Daylight Savings Time begins and ends (if applicable).

## Programming the Output #1 Auto-Disable Time:

The keypad can be programmed so that output #1 is disabled for a certain period of time every day. Output #1 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.

### NOTE:

- The real-time clock must be operating in order to set the output #1 auto-disable time (see “Programming the Real-Time Clock” on page 21).
- For safety purposes, the egress button still works while output #1 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, output #1 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 output #1 auto-disable time can be temporarily paused and restarted using the super user code (see “Programming the Super User Code” on pages 14~15).
- During the output #1 auto-disable time, the super user code can be used to operate output #1.
- The red LED will remain lit during the output #1 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 Output #1 Auto-Disable Time

[H][H][M][M] – Start Time

[H][H][M][M] – End Time

### Start Time:

- Start time for the output #1 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 output #1 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.

**Examples** (in these examples, assume that the super user code is [2][5][8][0]):

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] [#]

### **Programming the Output #1 Auto-Disable Time (continued):**

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 output #1 during the auto-disable time (i.e. open the protected door):

**2 5 8 0 # 1**

---

### **Programming the Wrong-Code System Lock-Up:**

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

When programming the wrong-code system lock-up, use this general formula:

**6 0 A A #**

**6 0** – Program Wrong-Code System Lock-Up

**A A** – Lock Options

#### **Lock Options:**

Choose from several different options for the wrong-code system lock-up security level:

- **1** – After 10 successive false attempts using incorrect user codes, the keypad will lock for 60 seconds (default).
- **2** – After 10 successive false attempts using incorrect user codes, the duress output will activate. The duress output can be deactivated using any output #1 user code or via the super user code.
- **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. The duress code will still function in this mode.

### 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:

- For manual entry mode (default):

**NOTE:** If the keypad was previously programmed for manual code 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):

- To enable keypad silent mode:

**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 page 25).



### **Programming the Output Relay Activation Sounds:**

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

- No beeps – The keypad will not beep when the output is activated:

**7 2 0 #**

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

**7 2 1 #**

- 2 short beeps – The keypad will beep twice when the output is activated:

**7 2 2 #**

**NOTE:** This programming function only impacts the output activation sounds. It does not impact the keypad sounds (see “Programming the Keypad Sounds” on page 24).

---

### **Programming the Amber LED Flashing during Standby Mode:**

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

- Enable amber LED flashing during standby mode (default):

**7 3 1 #**

- Disable amber LED flashing during standby mode:

**7 3 0 #**

---

### **Programming the Door-Forced-Open Warning and Timing:**

If the keypad is connected to an optional magnetic contact or other door protection switch or device, the keypad can be programmed to beep when a door has been forced open. The keypad beep can be set to activate for 1 to 999 seconds.

- Door-forced-open warning OFF (default):

**8 0 0 #**

- Door-forced-open warning ON:

**8 0 T T T #**

**NOTE:**

- **T T T** represents the beep active time, which can be set from 1 to 999 seconds.
- If programmed for door-forced-open warning, the keypad will beep if the door is forced open without using a user code or the egress button. The keypad will not beep if the door is opened with a user code or the egress button.

### Programming the Door-Propped-Open Warning and Timing:

If the keypad is connected to an optional magnetic contact or other door protection switch or device, the keypad can be programmed to beep when a door has been propped open. This prompts authorized users to close a door that was not closed properly or to investigate a door that may have been deliberately propped open.

- Door-propped-open warning OFF (default):

**8 1 0 #**

- Door-propped-open warning ON:

**8 1 T T T #**

#### NOTE:

- **T T T** represents the delay time, which can be set from 1 to 999 seconds.
- The delay time provides time for a door to close normally before triggering the door-propped-open warning.
- The door-propped-open beeping will stop when the open door is closed.

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### 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-1123-FDQ**:

- **1** Momentary contact with no warning (default) – Press the egress button momentarily. The door opens instantly (default) or after the programmed relay time with no audible warning.
- **2** Momentary contact with warning beep – Press the egress button momentarily. The keypad will beep for the programmed delay time before letting the door open, to warn that someone is preparing to exit the protected area.

## Programming the Egress Delay/Warning (continued):

- **4** Hold contact with no warning – Press and hold the egress button for the programmed delay time until the door is open. This prevents accidental opening of the door.
- **5** Hold contact with warning beep – Press and hold the egress button for the programmed delay time until the door is open. The keypad will beep during the delay time before letting the door open, to warn that someone is preparing to exit the protected area.

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

### Delay Time:

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

### Examples:

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

**9 0 5 1 0 #**

3. Return to default setting – Press the egress button to activate output #1 with no beeping 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 (DAP):

Direct Access to Programming (DAP) is used to enter programming mode if the master code is forgotten. DAP will not change the programming of the **SK-1123-FDQ** in any 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 then use a small jumper wire to momentarily connect the egress input and common ground terminals.

5. Enter the DAP code:



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

#### NOTE:

- See “Programming the Master Code” on page 13 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 in order to program a new master code
- For complete system reset, see “System Restore” on page 13.

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**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.

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