

# 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.

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**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.
- 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.
- Onlooker-deterrent coding: Enter a certain number of random digits before the user or master code without lockout to help prevent people in the surrounding area from guessing the code.
- All features are programmed directly from the keypad.
- EEPROM Memory protects programmed information.
- 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

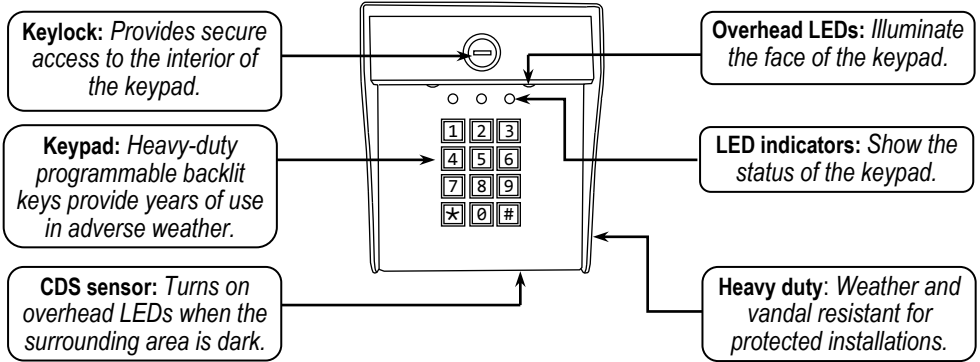
**Replacement Key**

(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 <sup>9</sup> / <sub>16</sub> "x5 <sup>1</sup> / <sub>16</sub> "x4 <sup>3</sup> / <sub>8</sub> " (167x128x112 mm) |
| Weight                |              | 4-lb (1.8kg)   |

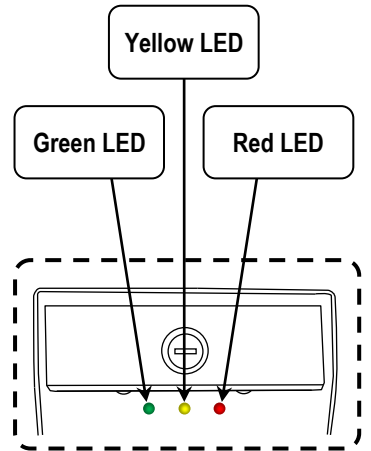
**Overview:**



**LED & Audible Indicators:**

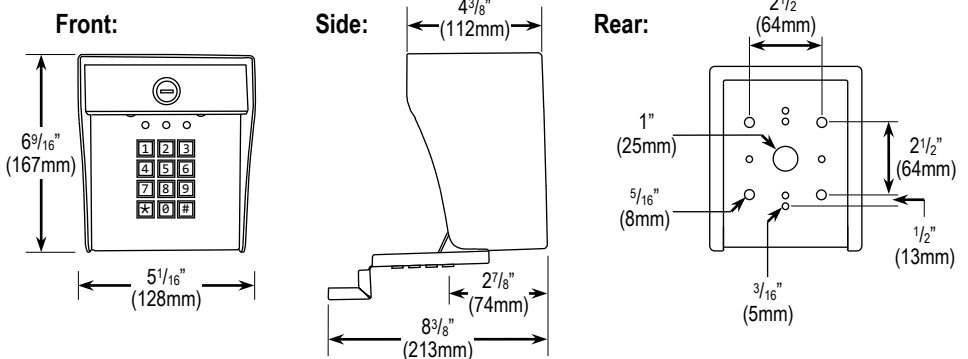
| LED    | Indicator  | Keypad Status   |
|--------|------------|---|
| Green  | Solid      | Output #1 active/occupied                               |
|        | Flashing   | Waiting to program<br>Output #1 user code<br>Door open* |
| Yellow | Solid      | Master code programmed                    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



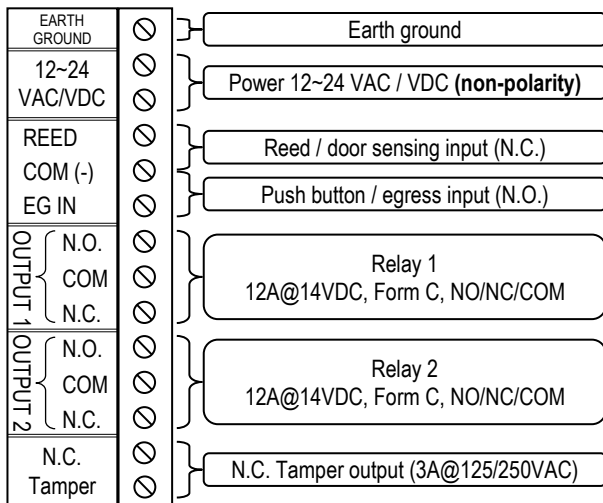
**Important Notes:**



**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.

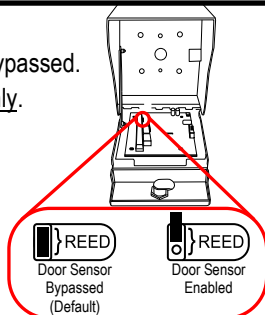
**Wiring Diagram:**



**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.**

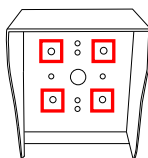
**Reed Jumper:**

- 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.

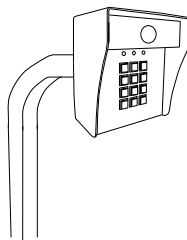


**Installation:**

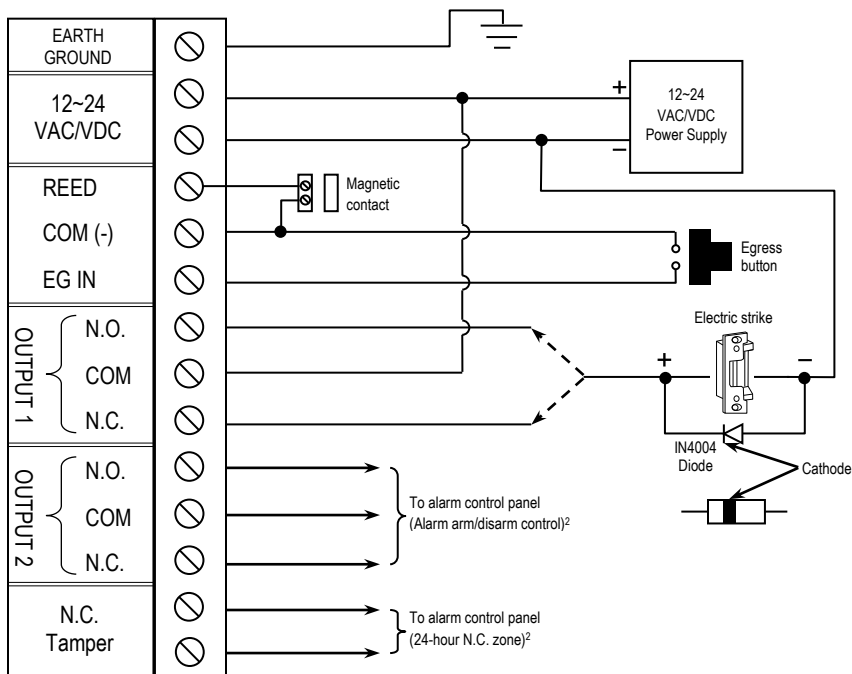
1. Unlock the keylock mounted on the face of the keypad with one of the included keys.
2. Open the faceplate of the keypad. The hinge will allow the faceplate to open to a 90° angle.
3. Remove the 1" wiring hole cover from back of keypad.
4. Run wires into the keypad using the 1" wiring hole on the back 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.

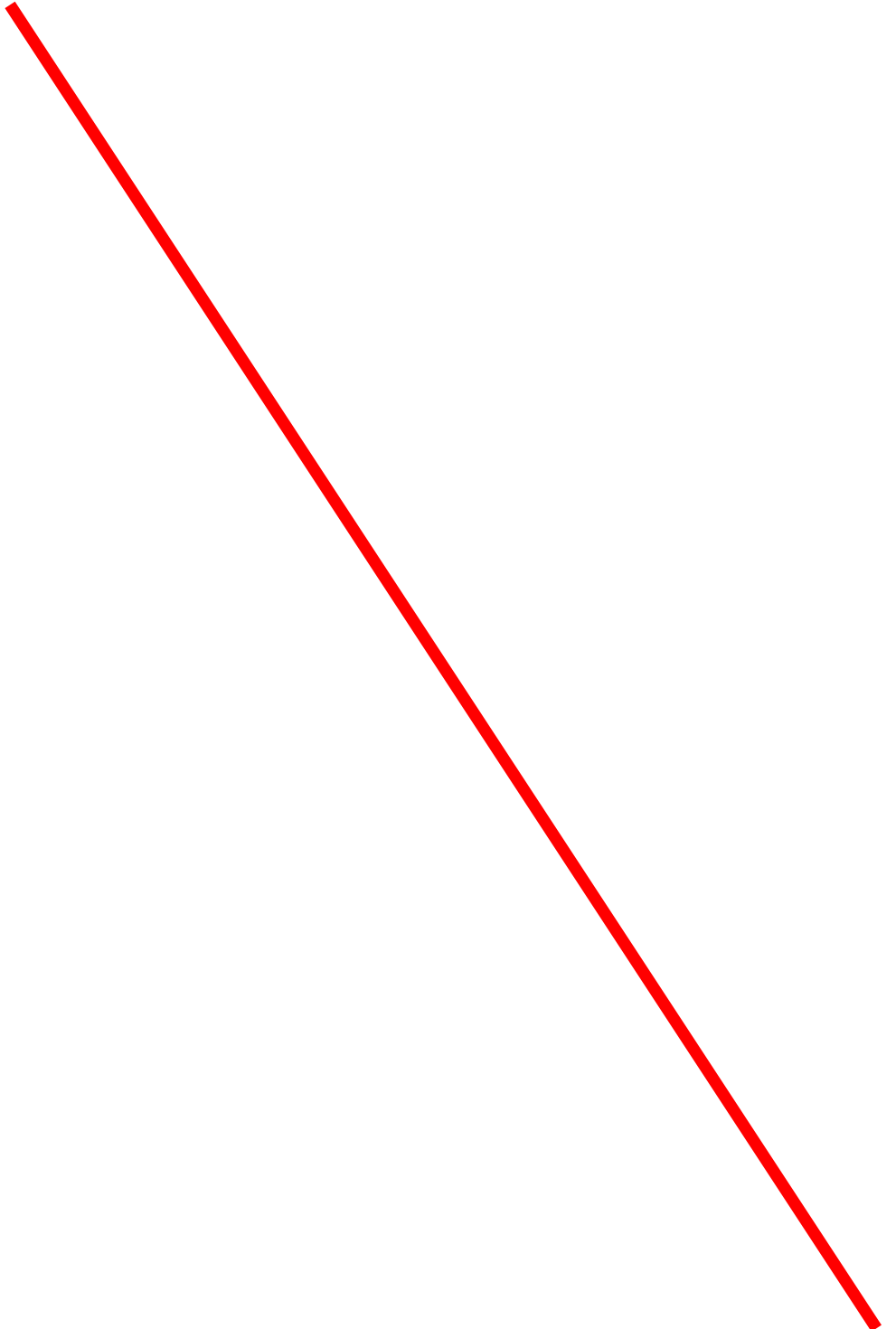


**Wiring – Connecting to a Lock Device and Alarm Arm/Disarm:**



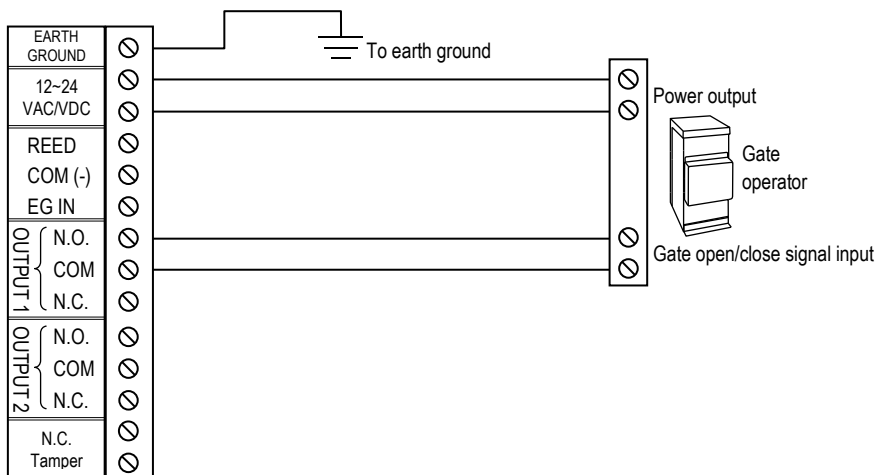
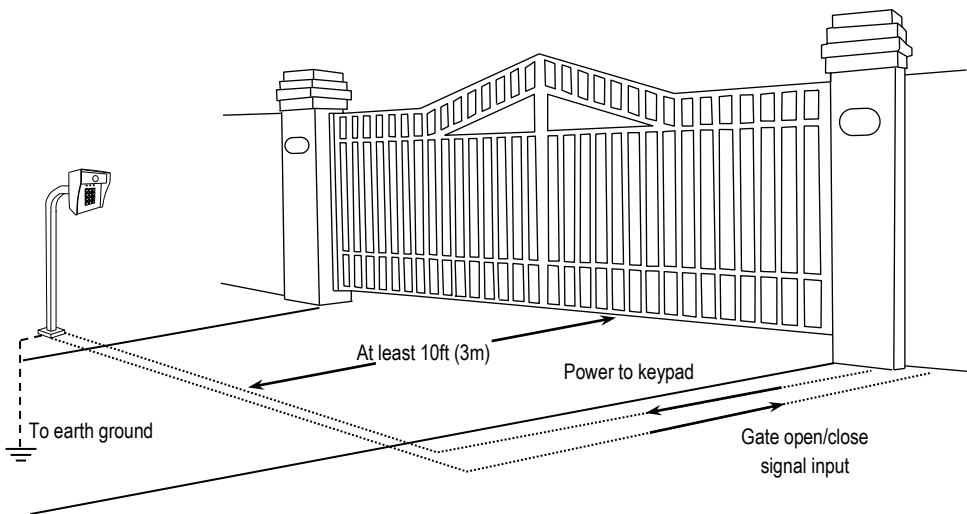
<sup>1</sup> Connect a IN4004 diode (not included) as close as possible and in parallel with an electric strike. This absorbs possible electromagnetic interference to prevent operation of the strike from damaging the keypad. Do not connect a diode when using electromagnetic locks.

<sup>2</sup> Please consult the alarm control panel's manual for more information.





## Sample Application: Connecting to a Gate Operator



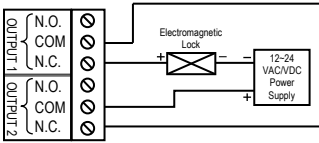
1. Run a continuous wire from the earth terminal to earth ground. For more details, please see page 4, *Earth Ground Terminal*.
2. Run two wires from the gate operator's power output terminals to the SK-3523-SDQ's power terminals.
3. Run two wires from Output #1 on the SK-3523-SDQ to the open/close signal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



## Wiring – Door Hold Open Code:

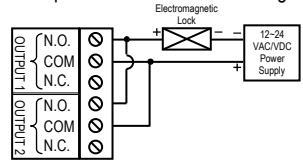
**For N.C. locking devices:**

Connect output 2 in series with the locking device



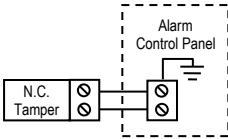
**For N.O. locking devices:**

Connect output 2 in series with the locking device

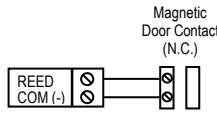


## Wiring – Auxiliary Accessories:

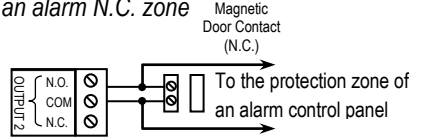
*Tamper N.C.*



*Door Sensing*



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



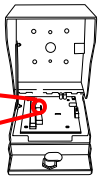
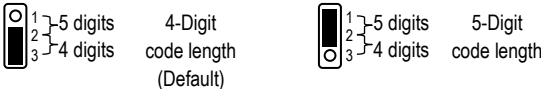
## Wrong Code Lockout:

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.

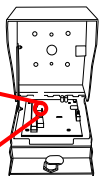
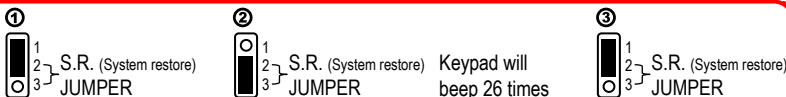
**Note:** This will delete all previous codes, including the master code. All other programming will remain.



## 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:

- The master code is always 4 or 5 digits, depending on the set code length (see pg. 9).
- To enter programming mode enter the master code twice.  
*Example: If the master code is 1234, enter*
- 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:

### Step 2

Enter a new master code:

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:

to

### Step 3

If the green LED is solid, delete the existing code by entering:

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

### Step 4

Enter a new user code:

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:

to

### Step 3

If the red LED is solid, delete the existing code by entering:

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

### Step 4

Enter a new user code:

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:**

|   |   |   |  |
|---|---|---|--|
| <p><b>Step 1</b><br/>Enter:<br/>[*]</p> | <p><b>Step 2</b><br/>Enter a user ID number:<br/>[0][0][1]<br/>to<br/>[2][1][0]</p> | <p><b>Step 3</b><br/>Enter:<br/>[0][0][0][0][0]</p> | <p><b>Step 4</b><br/>Return to programming mode by entering: [#]</p> |
|---|---|---|--|

**Setting Output #1 or Output #2 Timer:**

NOTE: Default setting is 5 seconds for both outputs.

|   |  |  |
|---|--|--|
| <p><b>Step 1</b><br/>Enter:<br/>[*][3][0][0] Output #1<br/>[*][4][0][0] Output #2</p> | <p><b>Step 2</b><br/>Enter:<br/>[0][0] Toggle<br/>[0][1] 1 second<br/>to<br/>[9][9] 99 seconds</p> | <p><b>Step 3</b><br/>Return to programming mode by entering: [#]</p> |
|---|--|--|

**Deleting All Output #1 or Output #2 User Codes**

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

**Programming the Keypad Backlighting**

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

|  |   |  |
|--|---|--|
| <p><b>Step 1</b><br/>Enter:<br/>[*][5][5][5]</p> | <p><b>Step 2</b><br/>Enter:<br/>[0] Keypad backlighting is always OFF<br/>[1] Keypad backlighting is always ON<br/>[2] Keypad backlighting is ON for 10 seconds after a key press</p> | <p><b>Step 3</b><br/>Return to programming mode by entering: [#]</p> |
|--|---|--|

**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 |

**Onlooker-Deterrent Coding:**

This keypad has built-in onlooker-deterrent coding to help prevent people in the surrounding area from guessing a user code or master code by following finger patterns.

**4-Digit User or Master Code**

Enter up to 8 random digits before the user or master code to help deter any onlookers. If more than 8 digits are entered before a code, the keypad will go into lockdown for 55 seconds.

**5-Digit User or Master Code**

Enter up to 10 random digits before the user or master code to help deter any onlookers. If more than 10 digits are entered before a code, the keypad will go into lockdown for 55 seconds.

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

## Troubleshooting:

|   |   |
|---|---|
| Keypad programming option won't work              | <ul style="list-style-type: none"> <li>• Make sure the keypad is in programming mode. Enter programming mode by entering the master code twice.</li> <li>• Make sure to press <b>[*]</b> before every programming option.</li> <li>• Press <b>[#]</b> until you have exited programming mode. Try entering programming mode again.</li> </ul> |
| Keypresses and programming options won't register | <ul style="list-style-type: none"> <li>• The keypad may be in lockout mode. Wait 55 seconds, or disconnect and reconnect the power</li> </ul>   |
| A device wired to the keypad won't activate       | <ul style="list-style-type: none"> <li>• Check the wiring diagram on page 4.</li> </ul>   |

**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.

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