



## SA-025Q

The SA-025Q Multi-Purpose Programmable Timer with Protective Case is suitable for use with a wide range of timed security and access control products, such as electric door strikes, sirens, or bells. DIP switches for programming and auto-sensing of input voltage make installation easy.

### Features:

- Timer can be set from 1 second to 60 minutes
- Protective case:
  - Protects the product from the environment
  - Prevents dust and dirt build up
  - Makes product easier to mount
  - Easy to hide and protect the terminals
- Can be triggered by positive voltage (+DC), or closure or opening of dry contact
- Relay can be programmed to activate at the start or at the end of the timing cycle
- Relay can also be set to activate for one second at the end of the timing cycle
- Programmable for pulse (flash) activation
- Built-in reset function to manually reset timing cycle
- Form C relay, contacts rated 8A@120VAC/24VDC
- LED indicates relay is energized
- 12VDC/24VDC Operation (auto sensing)
- Current: 1mA (standby), 50mA (active)
- Board measures 2 7/8" x 2 1/2" (73x63 mm)
- Functions programmed via DIP switches – no jumpers to cut

### Also Available from SECO-LARM®:



**SA-026Q**  
Miniature Timer Module

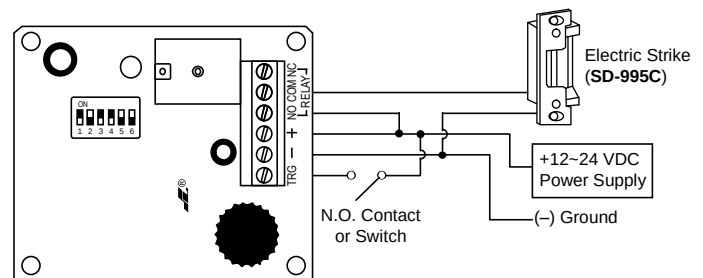


**SA-025EQ**  
Delayed Egress Timer



### Sample Application:

In this application, the **SA-025Q** is connected to an electric strike (**SD-995C**) and an N.O. contact or switch. The output is set via the DIP switches for a momentary trigger with no delay.



### DIP Switch Settings:

| Switch | Off                                         | On                                        |
|--------|---------------------------------------------|-------------------------------------------|
| #1     | Fixed 1 sec.<br>Relay output time           | Variable Relay<br>output time             |
| #2     | Relay energizes at start of<br>timing cycle | Relay energizes at<br>end of timing cycle |
| #3     | REPEAT timing cycle                         | SINGLE timing cycle                       |
| #4     | Time in MINUTES                             | Timing in SECONDS                         |
| #5     | Timing controlled<br>by TRG input           | Timing controlled<br>by Power Up          |
| #6     | Counter begin at<br>START of TRG            | Counter begin at<br>END of TRG            |