DSC Impassa - System Manual

System Overview

Your security system is made up of a control panel, one or more keypads and various sensors and detectors. The control panel will be mounted out of the way in a utility closet or in a basement.

All the keypads have an audible indicator and command entry keys. The LED keypads have a group of zone and system status lights. The LCD keypad has an alphanumeric liquid crystal display (LCD). The keypad is used to send commands to the system and to display the current system status. The keypad(s) will be mounted in a convenient location inside the protected premises close to the entry/exit door(s).

The security system has several zones of area protection and each of these zones will be connected to one or more sensors (motion detectors, glassbreak detectors, door contacts, etc.). A sensor in alarm will be indicated by the corresponding zone lights flashing on a LED keypad or by written messages on the LCD keypad.

Arm & Disarm the System

Arming

Arming (Turning On/Setting)

Close all sensors (i.e. stop motion and close doors). The Ready (checkmark) indicator should be on.

To arm:

1. Press and hold the [STAY] key for two seconds and/or enter your [access code], or press [*] + [0] to Quick Arm.
2. During the setting state (exit delay active) the Armed (lock) and Ready (checkmark) indicators will turn on, and the keypad will sound one beep per second.
3. To cancel the arming sequence, enter your [access code].

Away Arming (Turned On/Set)

When the exit delay is completed, the alarm system is armed/set and this is indicated on the keypad as follows: the Ready (checkmark) indicator will turn off, the Armed indicator will remain on and the keypad will stop sounding.

Quick Exit

If the system is armed and you need to exit, use the Quick Exit function to avoid disarming and rearming the system.

To perform a quick exit:

1. Press and hold the [EXIT] key for two seconds or press [*] + [0].
2. You now have two minutes to leave the premises through your exit door.
3. When the door is closed again, the remaining exit time is canceled.

Bell/Siren Sounds After Away Arming

Audible Exit Fault

In an attempt to reduce false alarms, the Audible Exit Fault is designed to notify you of an improper exit when arming the system in the Away mode. In the event that you fail to exit the premises during the allotted exit delay period, or if you do not securely close the Exit/Entry door, the system will notify you that it was improperly armed in two ways: the keypad will emit one continuous beep and the bell or siren will sound.

Your installer will tell you if this feature has been enabled on your system. If this occurs:

1. Re-enter the premises.
2. Enter your [access code] to disarm the system. You must do this before the entry delay timer expires.
3. Follow the Away Arming procedure again, making sure to close the entry/exit door properly.

Stay Arming (Partially Turning On / Part Setting)

Stay arming will bypass the interior protection (i.e., motion sensors) and arm the perimeter of the system (i.e., doors and windows). Close all sensors (i.e., stop motion and close doors). The Ready (checkmark) indicator should be on. Ask your alarm company if this function is available on your system.

To stay arm your system:

1. Press and hold the [STAY] key for 2 seconds and/or enter your [access code] and do not leave the premises (if your installer has programmed this button).
2. During the setting state (exit delay active), the Armed (lock) and Ready (checkmark) indicators will turn on, and the keypad will sound one beep every three seconds.
3. When the exit delay is completed, the alarm system is armed/set and this is indicated on the keypad as follows: the Ready (checkmark) indicator will turn off, the Armed (lock) indicator will remain on and the keypad will stop sounding. The Armed (lock) indicator and Bypass or System indicator will turn on. The system will automatically bypass certain interior sensors (i.e., motion sensors).

Note: For SIA FAR listed panels, the Stay Arming Exit Delay will be twice as long as the Away Arming Exit Delay.

Night Arming

To fully arm the system when it has been armed in Stay Mode, press [*][1] at any keypad. All interior zones will now be armed except for devices programmed as Night Zones.

Night zones are only armed in Away mode. This permits limited movement within the premises when the system is fully armed. Ensure that your installer has provided you with a list identifying zones programmed as night zones.

When the interior zones have been activated (i.e., [*] + [1]) you must enter your access code to disarm the system to gain access to interior areas that have not been programmed as night zones.

Silent Exit Delay

If the system is armed using the [STAY] button (Programmable Function Key) or using the "No Entry" Arming method ([access code]), the audible progress annunciation (keypad buzzer) will be silenced and the exit time will be doubled for that exit period only.

Arming Error

An error tone will sound if the system is unable to arm. This will happen if the system is not ready to arm (i.e., sensors are open), or if an incorrect user code has been entered. If this happens, ensure all sensors are secure, press [*] and try again.

Disarming (Turning Off /Unsetting)

To disarm your system:

1. Enter your access code to disarm anytime the system is armed (i.e., the Armed (lock) indicator is on).
2. The keypad will beep if you walk through the entry door.
3. Enter your [access code] within the allotted time to avoid an alarm condition (please check with your installer to have this time programmed).

Disarming Error

If your code is invalid, the system will not disarm and a 2-second error tone will sound. If this happens, press [#] and try again.

Remote Arming and Disarming

The system can be armed and/or disarmed using the remote control device (wireless key). When arming the system by using the [ARM] button on the wireless key, the system will acknowledge the command by sounding a single bell squawk. When disarming using the [DISARM] button on the wireless key, the system will acknowledge the command by sounding two bell squawks that can be heard from the exterior of the premises.

Bypassing Zones

Use the zone bypassing feature when you need access to a protected area while the system is armed, or when a zone is temporarily out of service, but you need to arm the system. Bypassed zones will not be able to sound an alarm. Bypassing zones reduces the level of security. If you are bypassing a zone because it is not working, call a service technician immediately so that the problem can be resolved and your system returned to proper working order. Ensure that no zones are unintentionally bypassed when arming your system.

Zones cannot be bypassed once the system is armed. Bypassed zones are automatically canceled each time the system is disarmed and must be bypassed again, if required, before the next arming.

Note: For security reasons, your installer has programmed the system to prevent you from bypassing certain zones (e.g., smoke detectors).

Bypassing Zones with a PK5500/LCD5500 Keypad

Start with disarming the system.

1. Press [*] to enter the function menu. The keypad will display "Press [*] for < > Zone Bypass".
2. Press [1] or [*] or , then enter your [access code] (if required).
3. If your system is programmed to require access codes, "Enter Your Access Code" will be displayed. Enter your 4-digit access code.
4. Scroll to the desired zone number using the [<][>] keys, then press [*] to select the zone or directly enter the 2-digit number of the zone you wish to bypass (e.g., 0 5 for zone 5).
5. To exit bypassing mode and return to the Ready state, press [#].

Activating All Bypassed Zones

To activate all bypassed zones:

1. Press [*] + [1], then your [access code] (if necessary).
2. Press [0] + [0].
3. To exit bypassing mode and return to the Ready state, press [#].

Recalling Bypassed Zones

To recall the last set of bypassed zones:

1. Press [*] + [1], then your [access code] (if necessary).
2. Press [9] + [9].
3. To exit bypassing mode and return to the Ready state, press [#].

Bypass Groups

A Bypass Group is a selection of zones programmed into the system. If you bypass a group of zones on a regular basis, you can program them into the Bypass Group, so that you do not have to bypass each zone individually every time. One Bypass Group can be programmed on each partition.

To program a Bypass Group:

1. Press [*] + [1], then your [access code] (if necessary).
2. Enter the two-digit numbers (01-64) of the zones to be included in the Bypass Group or use the [< >] keys to find the zone to be included in the bypass group, and then press [*] to select the zone.
3. To save the selected zone into the group, press [9] + [5].
4. To exit bypassing mode and return to the Ready state, press [#].

To select a Bypass Group when arming the system:

1. Press [*] + [1], then your [access code].

2. Press [9] + [1]. The next time the system is armed, the zones in this group will be bypassed.
3. To exit bypassing mode and return to the Ready state, press [#].

Note: Bypass Groups are only recalled if the system is armed/disarmed after programming the bypass group. This feature is not to be used in UL Listed installations.

Panic Alarms

Emergency Keys

Press the [FIRE], [AUXILIARY] or [PANIC] key for 2 seconds to generate a Fire, Auxiliary or Panic alarm. The keypad sounder will beep indicating that the alarm input has been accepted and transmission to the central station is underway. Ask your alarm company if the emergency keys are available on your system.

Note: The Fire keys can be disabled by the installer.

Press and hold both keys simultaneously for two seconds to send the following messages:

- [1][3] Fire Message
- [4][6] Auxiliary Message
- [7][9] Panic Message

When Alarm Sounds

The system can generate two different alarm sounds:

- Continuous Siren = Intrusion (Burglary Alarm)
- Temporal/Pulsed Siren = Fire Alarm

Intrusion (Burglar) Continuous Siren

If you are unsure of the source of the alarm approach with caution! If the alarm was accidental, enter your [access code] to silence the alarm. Call your central station to avoid a dispatch.

Fire Alarm Pulsed Siren

Follow your emergency evacuation plan immediately! If the fire alarm was accidental (i.e. burned toast, bathroom steam, etc.), enter your [access code] to silence the alarm. Call your central station to avoid a dispatch. Ask your alarm company if your system has been equipped with fire detection.

Trouble Conditions

Your security system is able to automatically test itself for power failures, low batteries, nonworking sensors, and communication troubles with the central monitoring station. When a trouble condition is

detected, the trouble indicator will turn on and the keypad will beep every 10 seconds. **Press [*] and [2] to view the trouble condition.** The trouble indicator will flash. **Use the [<] [>] keys to view troubles.**

To silence trouble beeps, press [#].

For a complete list of Trouble Conditions, please refer to the DSC Impassa Troubleshooting page.

User Access Codes

Access Code Programming

In addition to the Master Access Code, you can program up to 32 additional User Access codes.

To program a user access code:

1. Press [*] + [5] and your [Master Access Code]. The Program or System indicator will begin to flash, and the Armed (lock) indicator will turn on.
2. Enter the 2-digit number to be programmed (i.e., [06] for user access code 6; enter [40] for the Master Access Code).
3. Enter the new 4-digit access code, or press [*] to erase it. When programming is complete, enter another 2-digit code to program or press [#] to exit.
4. For systems using multiple partitions/areas, access codes can be assigned to specific or multiple partitions/areas.

The minimum number of variations of access codes (key) is 58823 when 6-digit user codes are used.

Access Codes

[*] + [5] + [Master Code] (when disarmed)

The [*] + [5] User's Programming command is used to program additional access codes.

- User Codes (Access Codes 1-16)
- Master Code (Access Code 40) - The Master Code can only be changed by the Installer, if programmed.
- Supervisor Codes - These codes are always valid when entering the User Code Programming section. However, these codes can only program additional codes which have equal or lesser attributes. Once programmed, the Supervisor Codes receive the Master Code's attributes. These attributes are changeable.
- Duress Codes - Duress codes are standard User Codes that will transmit the Duress Reporting Code whenever the code is entered to perform any function on the system.

Note: Duress codes are not valid when entering [*] + [5], [*] + [6] or [*] + [8] sections. No codes can be

programmed as a duplicate of another code. Duress codes cannot be programmed as a duplicate or as a "Code + 1".

User Code Attributes

The default attributes of a new code will be the attributes of the code used to enter [*] + [5] whether it is a new code or an existing code being programmed. System Master (Code 40) has Partition Access for all partitions, as well as Attributes 3 ON by default.

Note: These attributes are not changeable.

Inherent Attributes (all codes except installer and maintenance)

Arm/Disarm - Any Access Code with Partition Access enabled will be valid for arming and disarming that partition.

Command Outputs([*][7][1], [*][7][2] - If these outputs require Access Code entry, any Access Code with Partition Access will be valid for performing the [*][7][1-2][Access Code] functions on that partition.

Programmable Attributes ([*][5][Master/Supervisor Code][9][Code]).

1. Supervisor Code
2. Duress Code
3. Zone Bypassing Enabled
4. Phone Access
5. For Future Use
6. For Future Use
7. Bell Squawk upon Away Arming/Disarming
8. One-time Use Code

Note: Attributes 5 and 6 cannot be enabled on the same access code.

Bell Squawk Attribute

This attribute is used to determine whether an access code should generate an arming/disarming Bell Squawk upon entry of the code for Away arming. The Wireless Keys with access codes associated with them may generate Arming/Disarming Bell squawks. If desired, this option may be used with codes that are manually entered.

Note: The Master Code cannot use the Bell Squawk attribute, but is required to enable it for other codes. This feature cannot prevent the Arm/Disarming squawks from being generated if an access code assigned to a WLS Key is manually entered at a keypad.

Erasing an Access Code

To erase a code:

1. Select the code and pressed [*] as the first digit. If [*] is pressed, the system will delete the code immediately and the user will be returned to select another code.
2. The current value of the code now flashes. Enter the new code, then press [ENTER].
3. Press [STATUS] repeatedly to exit.

System Testing

Testing Your Keypad Sounder and Siren

The System Test provides several system tests, and a two-second check of the keypad sounder and bell or siren.

To test your keypad sounder and siren:

1. Press [*] + [6] + [Master Code] + [4].
2. The following will occur:
     - The system activates all keypad sounders and bells or sirens for two seconds. All keypad lights turn ON.
     - The Ready, Armed, and Trouble LED's will flash for the duration of the test.
3. To exit the function menu, press [#].

Testing Your Entire System

All smoke detectors in this installation must be tested by your smoke detector installer or dealer once a year to ensure they are functioning correctly. It is the user's responsibility to test the system weekly (excluding smoke detectors). Ensure you follow all the steps in the 'Testing Your System' section above.

Note: Should the system fail to function properly, call your installation company for service immediately.

To test your entire system:

1. Prior to testing, ensure that the system is disarmed and the Ready light is on.
2. Press [#] and close all zones to return the system to the Ready state.
3. Perform a System Test by following the steps in the previous section.
4. To test the zones, activate each detector in turn (e.g., open each door/window or walk in motion detector areas).
5. PK5500/LCD5500 keypads will display the following message when each zone (detector) is activated: "Secure System Before Arming < >", "Secure System or Enter Code" or "Secure or Arm System". Use the [< >] keys to view which zones are open. The message will disappear when the zones are closed.

6. On an PK5501/LCD5501Z keypad, the display says "Open" when any zone (detector) is activated. To see which zones are open, press [#]. The keypad will scroll the numbers of all open zones.
7. On a PK5508/PK5516/PC55XXZ keypad, the zone light turns on when the zone (detector) is activated. The zone light turns OFF when the zone is closed (e.g., door or window closed).

Note: Some features described above will not be functional unless enabled by your installer. Ask your installer which features are functional on your system.

Walk Test Mode

Walk Test mode allows you test the operation of each detector in the system. While in Walk Test mode, The Ready, Armed, and Trouble LED's will flash to indicate that Walk Test is active. The Walk Test can be terminated at any time by re-entering [*] + [6] + [Master Code] + [8] on the keypad. When the system automatically terminates the Walk Test modes, it will annunciate with an audible warning (5 beeps every 10 seconds), beginning five minutes prior to the termination of the test.

To perform a walk test:

1. Before testing, ensure that the system is disarmed and the Ready light is on.
2. Press [#] and close all zones to return the system to the Ready state.
3. Perform a System Test by following the steps in the previous section.
4. Press [*] + [6] + [Master Code] + [8] to initiate the Walk Test.
5. To test the zones, activate each detector in turn (e.g., open each door/window or walk in motion detector areas). The System will display the following message "Secure System Before Arming <>", or "Secure or Arm System" when each

Allowing Computer Access to Your System

From time to time, your installer may need to send information to or retrieve information from your security system. Your installer will do this by having a computer call your system over the telephone line. You may need to prepare your system to receive this 'downloading' call. Press [*] + [6] + [Master code] + [5] at any keypad. This allows downloading for a limited period of time. During this time, the system will answer incoming downloading calls.

To learn more about testing your system, please visit System Testing.

Other System Information

Language Selection

Your keypad may have the capability to display messages in different languages.

To select a language:

1. Press and hold both [< >] keys simultaneously.
2. Using the [< >] keys, scroll through the available languages.
3. Press [*] to select your desired language.

Time & Date Programming

To set the time and date:

1. Press [*] + [6], plus your [Master code] or press the time programming function key (programmed by your installer).
2. Press [1] to select Time and Date.
3. When using the PK5500/LCD5500, use the [< >] scroll keys to find the menu option and press [*] to select.
4. Enter the time in 24-hr format (HH:MM), followed by the date (MM:DD:YY). Press [#] to exit programming.

Note: If you have an LCD keypad, your installer may have programmed your system to display the time and date while the keypad is idle. If this is the case, you can press the [#] key to clear the date and time display.

Alarm Memory

When an alarm occurs, the Memory or System indicator (and Fire indicator, if applicable) will turn on.

To view which sensors generated the alarm:

1. Press [*] + [3]. The Memory or System indicator and corresponding sensor number will flash (i.e., sensor 3).
2. Use the [< >] scroll keys to view the sensors in alarm memory.
3. Press [#] to exit. To clear the memory, arm and disarm the system.
4. If an alarm sounded while armed, the keypad will automatically go to alarm memory when you disarm the system. In this instance, you should approach with caution, as the intruder may still be within the building/premises.

Changing Brightness/Contrast

When this option is selected, the keypad will allow you to scroll through 10 different brightness/contrast levels.

To adjust brightness/contrast settings:

1. Press [*] + [6] + [Master Code].
2. Use the [< >] keys to scroll to either Brightness Control or Contrast Control.

3. Press [*] to select the setting you want to adjust.
4. To exit, press [#].
5.
   ◦ Brightness Control: There are multiple backlighting levels. Use the [< >] keys to scroll to the desired level.
   ◦ Contrast Control: There are 10 different display contrast levels. Use the [< >] keys to scroll to the desired contrast level.

Changing the Buzzer Level

When this option is selected, the keypad will allow you to scroll through 21 different buzzer levels. A level of 00 disables the buzzer.

To change the buzzer level:

1. Press [*] + [6] + [Master Code].
2. Use the [< >] keys to scroll to Buzzer Control.
3. There are 21 different levels, use the [< >] keys to scroll to the desired level. Press [#] to exit.

Viewing the Event Buffer

The event buffer will show you a list of the last 500 events that have occurred on your system. You must use an LCD keypad to view the event buffer.

To view the event buffer:

1. Press [*] + [6] + [Master Code].
2. To select Event Buffer viewing, press [*].
3. The keypad will display the event number, partition or area, and the time and date. Press [*] to switch between this information and the event details.
4. Use the [< >] keys to scroll through the events in the buffer.
5. To exit event buffer viewing, press [#].

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