

APPLICATION Notes

Application Note: 3052

Kumo Touch

Connecting the MHK2 to a Wireless Interface 2

Specifications are subject to change without notice.

© 2020 Mitsubishi Electric Trane HVAC US LLC. All rights reserved.



Introduction

The purpose of this Application Note is to clarify the steps required for connecting an MHK2 controller to the Kumo Cloud Wireless Interface 2.

Required Materials

- 1. A compatible system. Please refer to the charts below for compatibility.
 - M-Series Compatibility Chart
 - P-Series Compatibility Chart
 - City-Multi Compatibility Chart
- 2. <u>MHK2</u>
- 3. Wireless Interface 2
- 4. Kumo Cloud app and account



Important Note

Do not connect the MHK2 receiver to the Wireless Interface 2 until it has been commissioned in the Kumo Cloud app. If it is already connected, then disconnect it before proceeding any further. The reason for this is because the MHK2 controller will not connect to the MIFH2 receiver if the Wireless Interface 2 has not been commissioned.

Please see the <u>MHK2 FAQ</u> for more information on this combined configuration.



Instructions

Use the pictures to complete the steps listed below.

- 1. Connect the Wireless Interface 2 to connector CN105 on the indoor unit control board, and commission it through the through the Kumo Cloud app.
 - See the <u>Technician Operation Manual</u> for more info on how to commission the device.
- 2. Connect the MHK2 receiver to the extra CN105 plug on the Wireless Interface 2 (Figure 1) and finish commissioning the MHK2 controller.
 - See the <u>MHK2 Installation Manual</u> for more info on how to commission the device.
- 3. Follow the steps below to test the connection between Kumo Cloud and the MHK2.
 - Send a command from the Kumo Cloud app to the indoor unit, and verify that it has appeared on the MHK2 controller's display. (Figure 1)
 - Send a command from the MHK2 controller to the indoor unit, and verify that it has appeared in the Kumo Cloud app. (Figure 2)

Note: It usually takes around ten seconds before any changes appear, but can also take as long as five minutes in some cases. There are numerous factors which affect this delay, so it is recommended to wait at least five minutes before sending any other commands.

