

Multi-Split Branch Box Addressing

Residential – Heating & Cooling

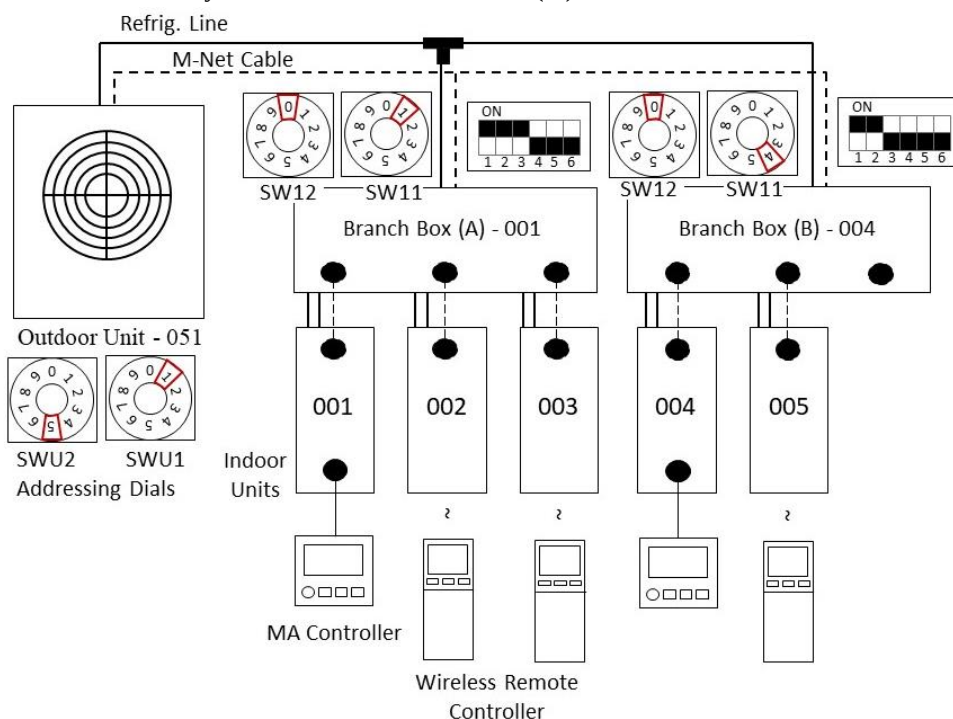


MXZ branch box systems require indoor units to be numerically addressed during installation for the branch box to map the ports to an M-Net address.

One or two branch boxes may be connected to an outdoor unit at a time and come in 3 and 5 port configurations. The maximum number of ports supported by the outdoor unit is identified in the product nomenclature (MXZ-**4**C36NAHZ2, MXZ-**5**C42NAHZ2, MXZ-**8**C48NAHZ2). Additional ports on the branch box will remain inactive.

M-Net control via 2-core AWG 16 shielded wire is used between the outdoor unit and branch box. Branch boxes use A-Control communication from the branch box to indoor units.

M-Net system addressing is performed by setting of rotary switches at the outdoor and branch box unit(s) and SW1 in branch box. Outdoor units use rotary switches SWU2 and SWU1; SWU2 represents the 10's digits and SWU1 the single digits. Branch boxes use rotary switches SW12 and SW11; SW12 represents 10 digits and SW11 are single digits. Setting dip switches SW1 on the branch box to 'ON' enables connectivity of indoor units to branch box(es).



1. The port A of branch box (A) has an address of '001'
2. Rotate SW12 to '0' and SW11 to '1' for address '001' for branch box (A)
3. Three ports are enabled by SW1, therefore turn dip switches SW1-1, SW1-2, and SW1-3 to ON position
4. The first port of branch box (B) is addressed to '004' because addresses '001' to '003' are assigned on branch box (A)
5. Rotate SW12 to '0' and SW11 to '4' for address '004' for branch box (B)
6. Two ports are required on branch box (B) therefore turn switches SW1-1 and SW1-2 ON
7. As branch box (A) is addressed '001' add 50 to determine outdoor address '051'
8. Outdoor unit: Rotate SWU2 to '5' and SWU1 to '1' for address '051' for first outdoor unit

For more information on how to perform all functions listed in this document, visit www.mitsubishitechinfo.ca or email us at HowItWorks@mitsubishielectric.ca