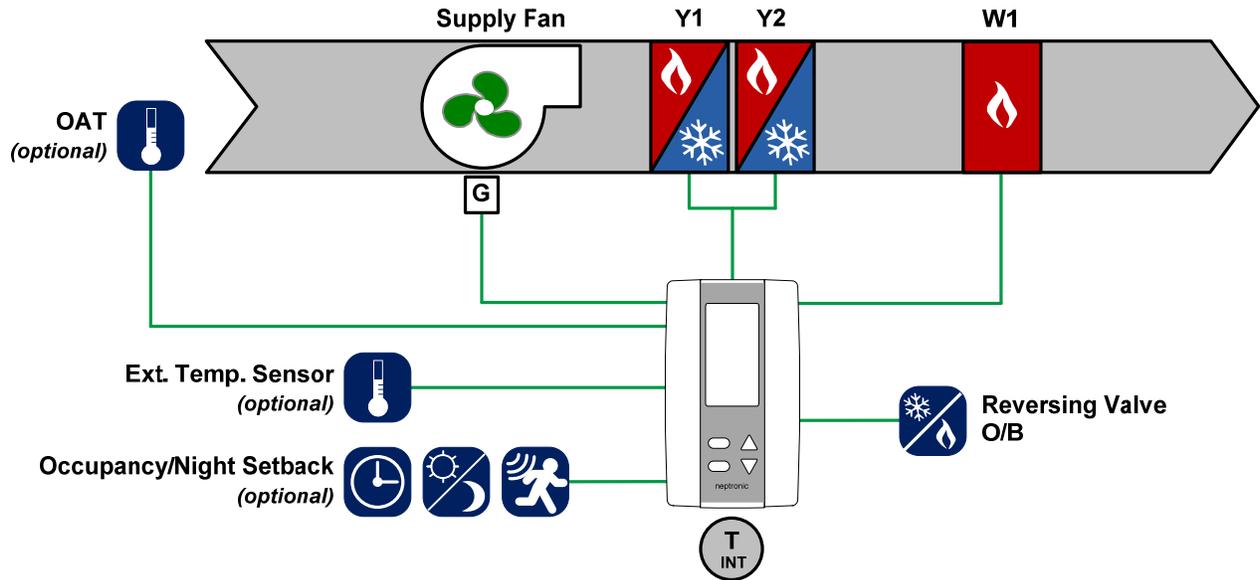
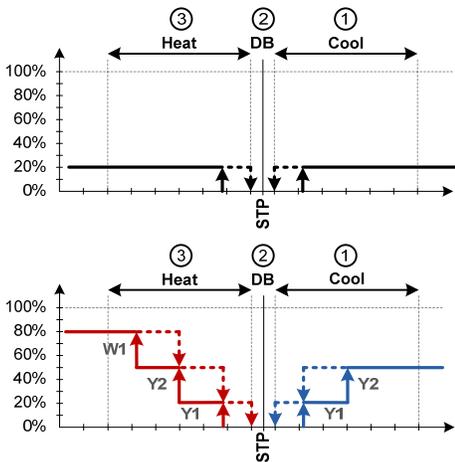




### Application



### Sequence of Operation



- ① When the zone is calling for cool, the reversing valve (O) and the fan (G) are energized. Compressor #1 (Y1) is energized to maintain zone setpoint. As temperature keeps rising, compressor #2 (Y2) is energized.
- ② When the zone is in the dead band mode, the heat pump is off.
- ③ When the zone is calling for heat, the reversing valve (O) is de-energized and fan (G) is energized. Compressor #1 (Y1) is energized to maintain zone setpoint. If temperature keeps dropping, Compressor #2 (Y2) is energized. As temperature drops further, the 1<sup>st</sup> emergency heating stage (W1) is energized to maintain zone temperature.

### Programming

Object	Configuration Name	Default Setting	Configuration
BV.95	Heat Pump Option	Off	On
BV.98	EMH Output	Disabled	Enabled
BV.97	EMH Auto Mode	No	Yes
MSV.25	Fan Speed Signal	3 Speed Fan	1 Speed
BV.99	Y2 Output	Disabled	Enabled

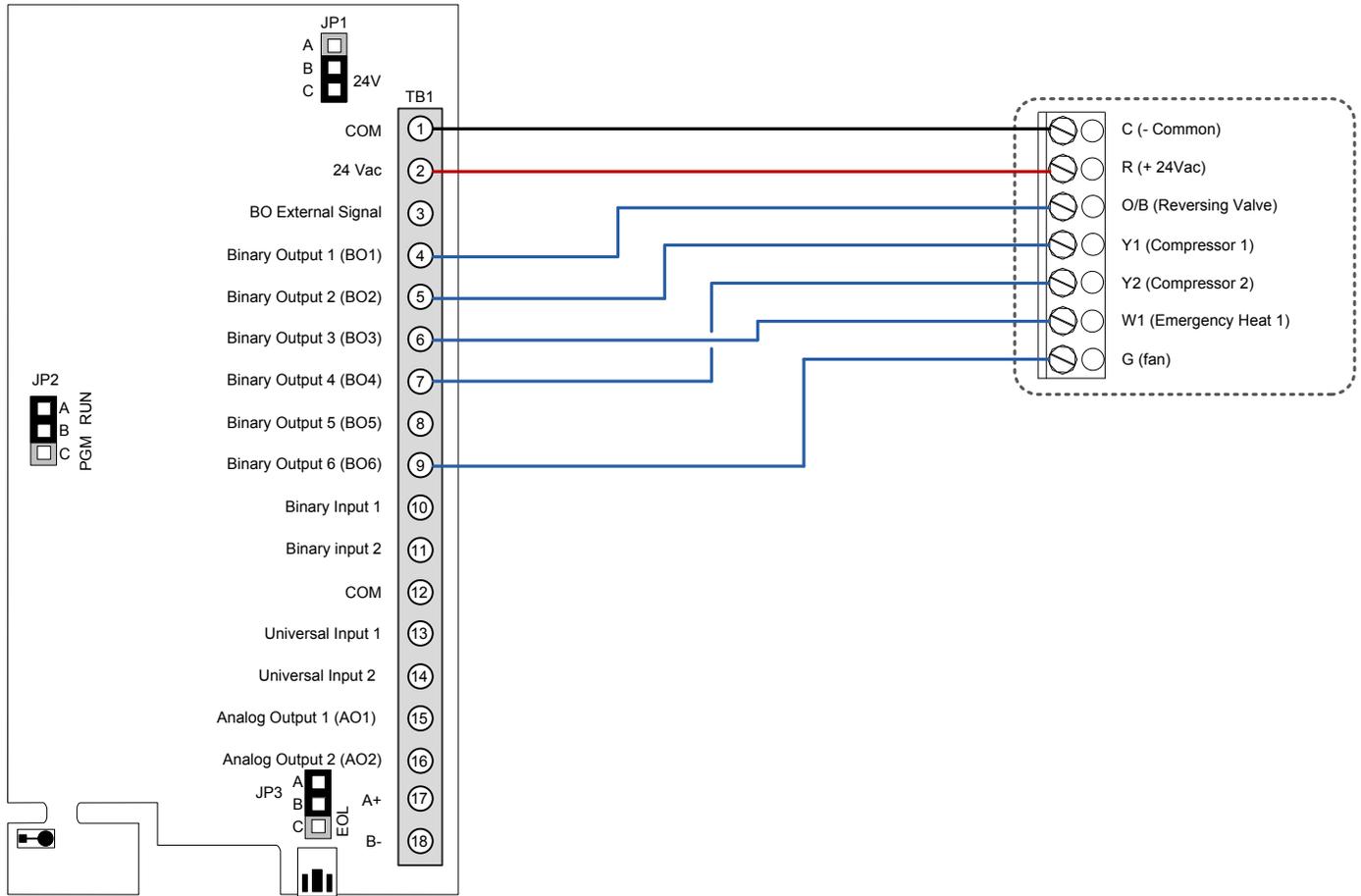
Object	Configuration Name	Default Setting	Configuration
AV.125	BO3 Close Percentage	50%	80%
AV.126	BO3 Open Percentage	25%	50%
AV.130	BO4 Close Percentage	20%	50%
AV.131	BO4 Open Percentage	0%	20%

### Notes

- For cooling only application, set "MSV.20 Temp Control Mode" to "Cool". From the thermostat press to change modes.
- When the controller is set in EMH mode;
  - o The compressors are disabled (Y1 & Y2).
  - o Heat 1 (W1) becomes the 1<sup>st</sup> heating stage and takes the configuration settings of Y1.
  - o Heat 2 (W2) configuration settings do not change.
- If reversing valve requires to be energized while in heating, set "BV.95 Reversing Valve O/B" to "B".
- For continuous fan operation, set "BV.20 Fan Auto Mode" to "No".



## Wiring



## Point Configuration

Output	Configuration
Binary Output 1	Reversing Valve (O)
Binary Output 2	Compressor 1 (Y1)
Binary Output 3	Emergency Heat 1 (W1)
Binary Output 4	Compressor 2 (Y2)

Output	Configuration
Binary Output 5	Not Used
Binary Output 6	Fan
Analog Output 1	Off
Analog Output 2	Off

Output	Configuration
Binary Input 1	Occupancy
Binary Output 2	Night Setback
Analog Input 1	Off
Analog Input 2	Off