TOSHIBA

MMD-UPV_1HY AIR-TO-AIR HEAT EXCHANGER WITH DX COIL













The MMD-UPV ventilation products use exhaust air + DX coil to pre-condition the incoming air, reducing the cooling or heating load and the overall size of the required air conditioning system.

Energy savings

- Recover heat and humidity from indoor air and transfer it to outdoor fresh air for efficient ventilation.
- Up to 10kW coil capacity ensures intake air temperature closely matches ambient conditions, minimizing additional load on the heating and cooling system.
- Automatically adjust between heat exchanger mode (energy recovery) and normal ventilation mode (free cooling) based on outdoor temperatures.
- Free cooling: Deliver fresh outdoor cool air to reduce indoor temperature when outside air is cooler than the air-conditioned interior.

Advanced features

- Compact chassis design with DC fan motors for energy-efficient operation and flexible air volume management.
- Compliance with ENTR Lot 11 requirements in the EU market.
- Optional CO2/PM sensors for fan speed adjustment based on indoor air quality (IAQ).
- Includes an electric damper and wind pressure shutter to prevent outside air inflow when the unit is off.

Multi-application

- 3 models available with airflow ranges from 500 to 1,000m³/h to suit various environments and requirements.
- Air balance volume rate can be varied to suit the usage environment and location.

Various ventilation operation

- Delayed Operation: Set delay for activation (10–60 minutes).
- 24-Hour Ventilation: Operates continuously, even when the air conditioning system is off.
- Nighttime Heat Purge: Removes hot air during night hours to reduce cooling loads the next day.
- Automatic Ventilation: Adapts ventilation mode based on air conditioner operation and temperature sensor data.

Fully integrated

 Air conditioners and heat exchangers are controlled with the same main us system (TU2C-LINK where available or TCC-LINK). CAPACITY SOUND PRESSURE LEVEL AIR FLOW

4.1kW > 10.9kW 34dB(A) 500m3/h > 1,000m3/h



