müller

mi.puck Workbook

For an easy integration of mi.pucks
into your smart home

mi.puck – the smart home solution from müller
Create smart rooms and buildings in new constructions, renovation projects, or as a retrofit solution for existing buildings.

2024 Version

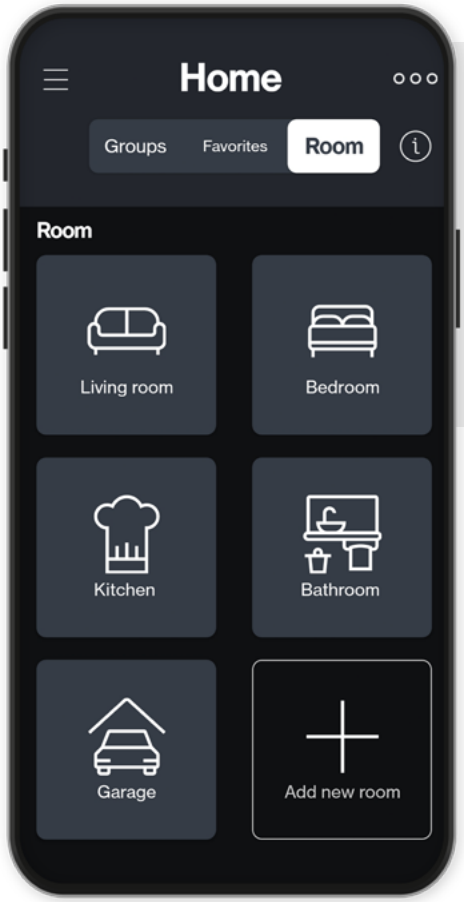
Table of contents

Puck&Play.
Simply connect and get started.

mi.pucks are mounted in the flush-mounted box. Before installing the mi.pucks, we recommend familiarizing yourself with the devices and the corresponding wiring diagrams in the device overview (see page 7).
Once you have connected the devices according to the wiring diagrams, they can be integrated and configured using the mi.puck app. Follow the initial steps on page 9 to do so.

The mi.puck App.
Free, intuitive, and reliable.

Smart home doesn‘t always have to be complicated: With the mi.puck app, you have your home in the palm of your hand. From easy setup to everyday use, the mi.puck app is the reliable hub for conveniently controlling your smart home from anywhere.



Overview

Download on the App Store

GET IT ON Google Play

Overview (Rooms)

From the homepage, you can create rooms where your devices are located, allowing you to always keep track of your smart home. You can edit these rooms at any time as you wish.

Favorites

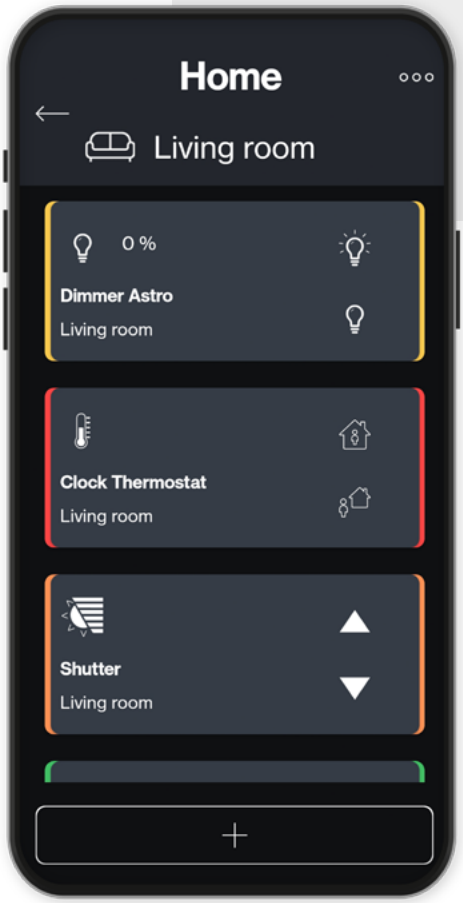
Add your most frequently used mi.pucks as favorites and quickly access them via the favorites view.

Groups

Similar devices can be grouped together and manually controlled in the group view. For example, you can turn off all lights at once, synchronize the lowering of all blinds, or turn off all heating systems—across multiple rooms.

User profile

Would you like to share control of your home with friends, family, or across multiple devices? Simply create a profile.



Once you open a room, all integrated devices will be displayed. You can conveniently control them using the Quick Controls and also see the current status of the devices.

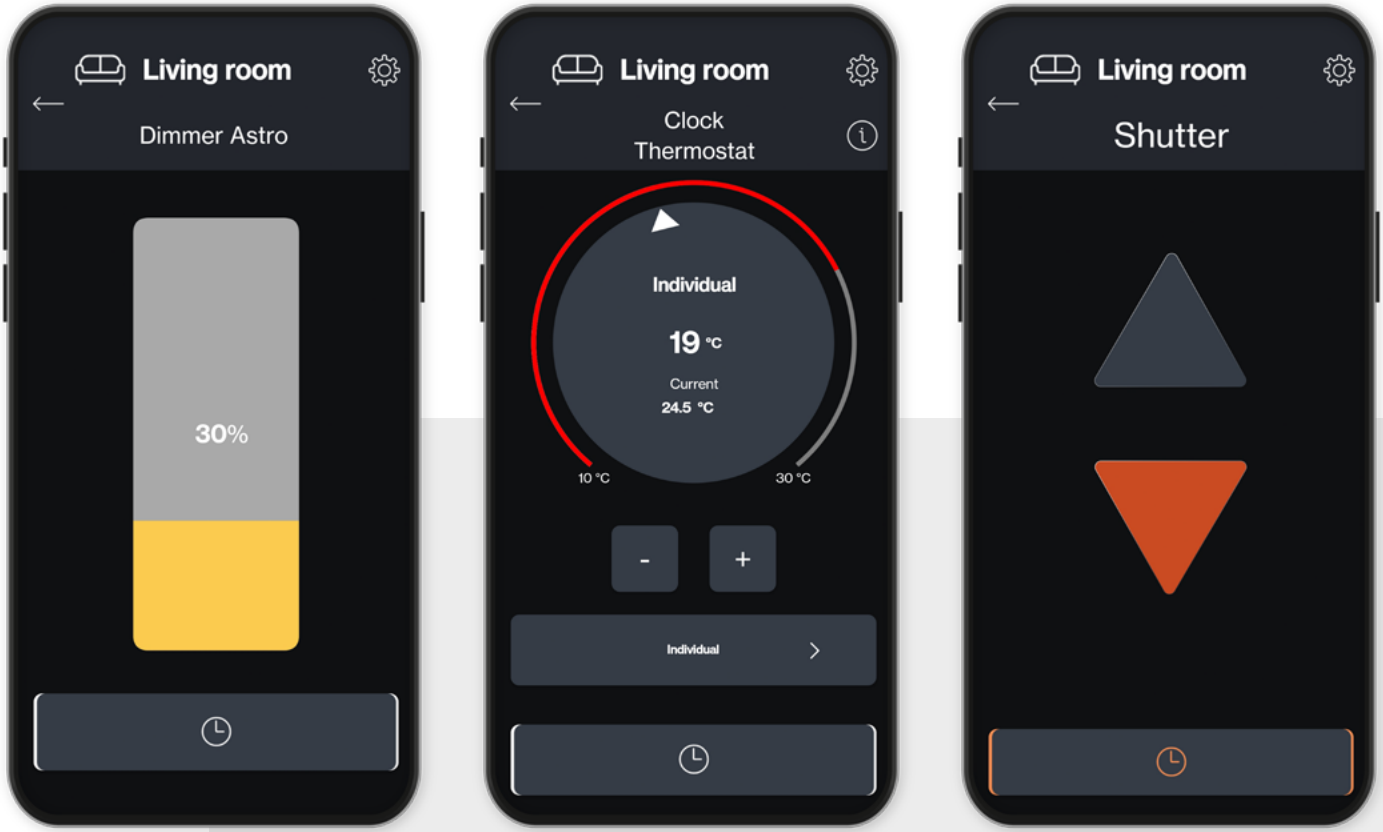
Device View

In the device view, you have access to all device-specific settings, including configurations, schedules, and other options related to the mi.puck.

The control panel varies depending on the device type but allows you to check the current status of the devices, such as the dimming level of a lamp, the desired heating temperature, or whether the device is on or off.

Schedule

Depending on the configuration, mi.pucks can be set as astronomical, weekly, or mixed. The schedule feature facilitates the automation of your routines, such as lowering blinds automatically after sunset or turning off the heating when you leave for work.



Lighting

Steuern Sie Lampen manuell über die App oder mithilfe eines Tasters. Alternativ können Sie Zeitfunktionen verwenden, bei denen die integrierte Schaltuhr das Licht automatisch ein- und ausschaltet oder dimmt.

Temperature Control

Optimize the control of your radiators by adjusting them centrally, for example, when airing out the room or when you are away from home. This helps save energy and reduce costs. With the temperature controller in the app, you can precisely set your personal comfort temperature.

Shading

Whether via a switch or the app, you can ensure optimal shading in your rooms. Set individual time functions or use the brightness sensor, which automatically raises or lowers your blinds based on light levels.

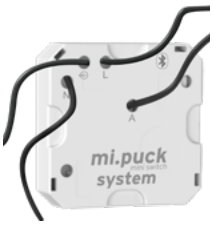
Tutorials

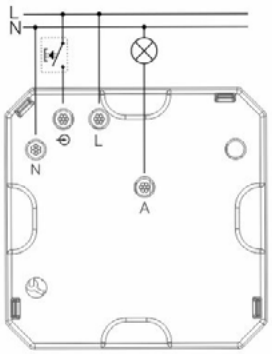
If the setup turns out to be more challenging than expected, you might find help on our YouTube channel. There, you can find tutorials for the app that visually guide you through each step.

mi.puck devices. Everything at a glance.

EA 16.11 pro4 mi.puck mini switch

1 Channel, 1 Input
38 x 38 x 10 mm



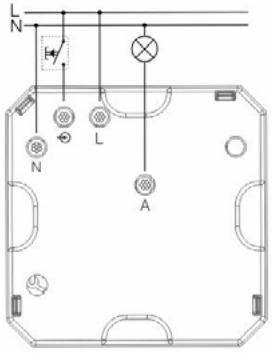


Can be used as:

- Weekly Timer
- Astro Timer
- Clock Thermostat (with LS 20.00 pro4)
- Hygrostat (with LS 20.00 pro4)

EA 46.13 pro4 mi.puck switch

1 Channel, 1 Input
1 externer Temperaturfühler (TF 16)
44 x 41,5 x 20 mm

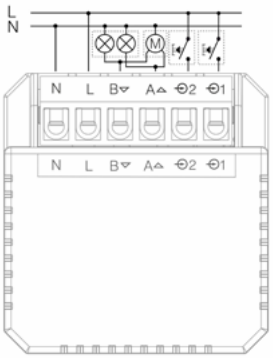


Can be used as:

- Weekly Timer
- Astro Timer
- Clock Thermostat (floor with TF 06)
- Clock Thermostat (with LS 20.00 pro4)
- Hygrostat (with LS 20.00 pro4)

EA 46.22 pro4 mi.puck switch

2 Channels, 2 Inputs
44 x 41,5 x 20 mm



Can be used as:

- Weekly Timer
- Astro Timer
- Shutter control
- Clock Thermostat (with LS 20.00 pro4)
- Hygrostat (with LS 20.00 pro4)

LS 20.00 pro4 mi.puck sensor

Light/Brightness, Temperature, and Relative Humidity Sensor In combination with mi.puck switches
44 x 41,5 x 12 mm

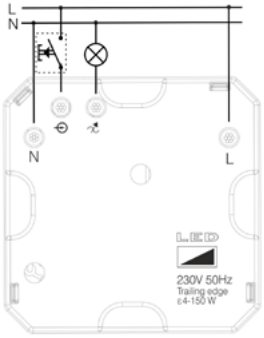
Mounting

- Window with suction cup (included)
- Wall-mounted (indoor & outdoor) with mounting bracket
- In switch program with mounting plate

EA 26.11 pro4 mi.puck LED Dimmer mini

LED Load 4 - 150 W /
Phase-cut Control
38 x 38 x 10 mm

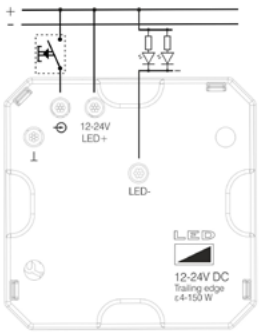
Can be used as:
- Astro Dimmer
- Astro Timer



EA 27.11 pro4 mi.puck LED Strip Dimmer mini

LED Strips (12 - 24 V DC) 4 A /
Pulse Width Modulation
38 x 38 x 10 mm

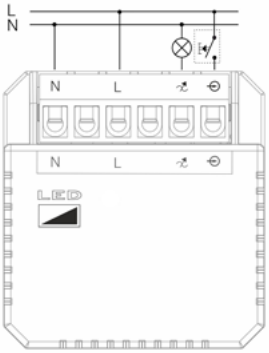
Can be used as:
- Astro Dimmer
- Astro Timer



EA 66.11pro4 mi.puck LED Dimmer

LED Load 4 - 150 W /
Phase-cut Control
44 x 41,5 x 20 mm

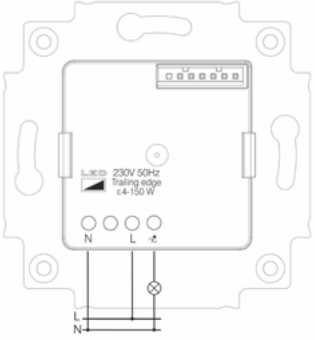
Can be used as:
- Astro Dimmer
- Astro Timer



EA 76.10 pro4 mi.puck Touch LED Dimmer

LED Load 4 - 150 W /
Phase-cut Control
84 x 84 x 32,2 mm

Can be used as:
- Astro Dimmer
- Astro Timer



Getting Started.
Quick guide for creating your smart home.

Here are the basic steps to configure the mi.puck app and set up your smart home. First, download and open the app. Then, you can follow the instructions to start setting up your system.

1. Create a Profile (Optional)

Creating a profile allows you to control your mi.pucks from different devices, use the gateway function, and share access with family and roommates.

Follow these steps to create a profile:

1. Click on the menu and select “My Profile”.
2. Choose the “Register” tab.
3. Enter your email address and a password, accept the privacy policy, and click “Log in”.
4. You will receive a verification email - confirm it.
5. In the “Log in” tab, you can then sign in on your or other devices with the same credentials.

2. Add a Building

Creating a building helps you organize your mi.pucks and assign them to different locations.

Follow these steps to add a building:

1. Click on the menu and select “Building”.
2. Click the “Add new building” button.
3. Fill in the required fields and click “Save”.
4. The newly created building will now appear in the building overview.

3. Create a Room

Rooms help keep your building organized by assigning your mi.pucks to them.

Follow these steps to create a room:

1. Go to the “Rooms” overview.
2. Click the “Add new room” button.
3. Enter a name for the room and choose an icon that represents it.
4. Click “Save” to create the room.

4. Add a mi.puck

Open the menu and select “Add mi.puck” or click on a room and choose “+” at the bottom of the screen.

You will be taken to the “Not Configured” overview. In the “Configured” tab, you can see mi.pucks that have already been configured, such as those removed from your building. To add a new mi.puck, stay in the “Not Configured” tab.

If your device is correctly connected and powered, it will appear there.

Follow these steps to add a mi.puck:

1. Select the mi.puck you want to integrate.
2. Choose the device type (see page 12) and click “Next”.
3. Set a PIN code for the device to prevent unauthorized access and click “Next“.
4. Enter a device name, such as “Lamp,” which will be displayed later in the room view, and click “Next“.
5. Enter a device number to uniquely identify the device, and click “Next“.
6. Select the room where the mi.puck should be added and click “Next“.

The mi.puck will now be added. Wait until the integration is successfully completed.

5. Test the Connection

Check if the mi.puck is successfully connected by using the controls in the device view and verifying if you can control the connected device through the app.

Ready for More mi.pucks?

Once you have successfully completed the initial steps, you will be familiar with the basics of adding more mi.pucks. This allows you to expand and enhance your system as needed.

Installation Log

Building Name

Room	Device Type	PIN Code	Device Name	Number

Device Types.
Applications and Examples.

Overview

Weekly Timer
Application, e.g., ventilation, room light, and simple on/off functions with a weekly timer.

Astro Timer
Application, e.g., non-dimmable light bulbs with switching times based on the position of the sun.

Astro Dimmer
Application, e.g., dimmable light with switching times dependent on the position of the sun, fixed times, and dimming values.

Clock Thermostat
Application, e.g., heating to regulate room temperature with individual Eco and Comfort heating times.

Shutter control
Application, e.g., blinds and shutters with switching times based on the position of the sun, fixed times, and a sensor for automatic shading.

Hygrostat
Application, e.g., fan for regulating relative humidity with fixed ventilation times.

Switching Functions

Standard
Weekly program with fixed switching times.
e.g., Mon, at 8 AM, OFF

Permanent
Period with start time/date and stop time/date.
e.g., January 1st, 8 AM to January 6th, 8 AM, OFF

Astro
Switching time based on sunset and sunrise with an offset.
e.g., Tue, 20 minutes after sunset, ON

Extra (Astro)
Weekly program with a fixed switching time for Astro device types.
e.g., Mon, at 8 AM, ON

Extra
Fixed date with a fixed switching time.
e.g., on January 13th, at 8 AM, ON

Weekly Timer

The weekly timer program offers various settings for simple on/off or pulse switching times.

Typical applications include, for example, ventilation, room lighting, and other on/off operations with fixed switching times.

Function	Description	Example
Standard	To select various days of the week with fixed switching times or pulse.	From Monday to Friday, at 8:00 AM, ON.
Permanent	For periods with a start date and time until a stop date and time.	From May 13th at 12:00 PM to May 20th at 8:00 AM, OFF.
Extra	For switching times that affect a specific date and should be executed in addition to the standard program.	On May 31st at 1:00 PM, OFF.

Additional Settings

- **Cycle Switching Time:** Set cyclically repeating switching times, e.g., 15 minutes ON / 45 minutes OFF / 15 minutes ON...
- **Random Function:** The set standard switching times are randomly adjusted based on configured switching times to simulate presence.
- **External Input:** Option to use a button or switch for timer and stair-case lighting functions.

Astro Timer

The Astro program of the timer allows you to control switching times based on the natural position of the sun and to switch off at fixed times overnight (night savings mode).

Typical applications include, for example, outdoor lighting, display windows, and other lighting where dimming is not required.

Function	Description	Example
Astro	Astro ON/OFF: Switching times dependent on sunrise and sunset with an offset.	Monday to Friday, 20 minutes after sunset Astro ON (light on) and 20 minutes after sunrise Astro OFF (light off).
	Night ON/OFF: Fixed switching times for the night.	Night OFF: Turn off every day at 10:00 PM.
	Night ON is not activated if sunrise is already before the set time.	Night ON: Turn on every day at 5:00 AM.
Permanent	For periods with a start date and time until a stop date and time.	From May 13th at 12:00 PM to May 20th at 8:00 AM, turn off.
Extra	Weekly program with selection of days and fixed switching times.	Saturday and Sunday, turn on at 6:00 AM.

Additional Settings

- **External Input:** Option to use a button or switch for timer and staircase lighting functions.

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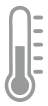
Astro ON (Sunset)
Astro OFF (Sunrise)

Clock Thermostat

The clock thermostat ensures optimal room temperature with various modes and fixed time programs for turning on and off.

Typical applications include, for example, thermostats and heating.



Function	Description	Example
Comfort	Set two fixed times per weekday for heating to the Comfort target temperature.	Monday to Friday, turn on Comfort at 5:30 AM.
Eco	Set two fixed times per weekday for heating to the Eco target temperature.	Monday to Friday, turn on Eco at 8:00 AM.
Boost	The duration of the Boost function is set via the external input. During this time, the valves fully open, allowing maximum level heating.	Activate Boost for 3 minutes to heat at maximum level.
Off	The thermostat is off, except when the temperature drops below 5°C. In this case, frost protection is activated, and the heating turns on.	

Additional Settings

- **Set point Comfort:** The target temperature to be achieved when at home, e.g., 23°C.
- **Set point Eco:** The target temperature to be achieved when away from home, e.g., 19°C.
- **Temperature offset:** Compensates for external conditions by correcting the ambient temperature value. The offset is subtracted from or added to the current temperature to display the actual room temperature.
- **External Input:** Upon activation of the button or selection in the app, the Boost function is activated for the specified duration.

Hygrostat

With the hygrostat, you can maintain optimal humidity levels. The timer program allows you to set fixed times for turning the fan on and off.

Typical applications include, for example, hygrostats and fans.

Function	Description	Example
Active	Set two fixed times per weekday for activating the fan to achieve the target humidity level.	Monday to Wednesday, turn on at 7:00 AM.
Inactive	Set two fixed times per weekday for deactivating the fan.	Monday to Wednesday, turn off at 8:00 PM.

Additional Settings

- **Target Value:** The optimal humidity level to be achieved.
- **Offset:** Compensates for external conditions by correcting the humidity value. The offset is subtracted from or added to the current relative humidity (rH) value to display the actual humidity level.
- **External Input:** Option to set a timer that activates the ventilation system via a button.

Astro Dimmer

The Astro program of the timer allows you to control switching times based on the natural position of the sun, as well as fixed on and off times. Various dimming levels can be set for each switching time.

Typical applications include, for example, dimmable LED lamps for both indoor and outdoor use.

Function	Description	Example
Astro	Astro ON/OFF: Switching times with specified dimming levels based on sunrise and sunset with an offset.	Monday to Friday, 20 minutes after sunset, dimming level 80%, and 20 minutes before sunrise, OFF, dimming level 0%.
	Night ON/OFF: Fixed switching times with dimming levels for the night.	Night OFF: Turn off every day at 10:00 PM, dimming level 20%. Night ON: Turn on every day at 5:00 AM, dimming level 50%.
Permanent	For periods with a start date and time until a stop date and time.	Turn off from May 13th at 12:00 PM to May 20th at 8:00 AM.
Extra	Weekly program with selection of weekdays and fixed switching times with dimming levels.	Turn on Monday at 6:00 AM with a dimming level of 60%.

Additional Settings

- **Dimming:** Specify minimum (e.g., 10%) and maximum (e.g., 80%) dimming levels. The memory function turns the lighting on at the last used dimming level when activated. If the memory function is disabled, a fixed turn-on level, e.g., 50%, can be set.
- **Lock Manual Control:** On the EA 76.10 pro4, you can lock manual control to prevent values from being accidentally changed by touch.
- **External Input:** Option to use a button or switch for timer and stair light functions. The EA 76.10 pro4 has this feature integrated.

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Astro ON (Sunset)
Astro OFF (Sunrise)

Shutter control

With the shutter control, blinds and shutters can be managed through the mi.pucks, allowing you to set fixed times for raising and lowering as well as Astro times. When combined with the multi-sensor, automatic shading can also be implemented.

Typical applications include, for example, roller shutters and blinds.

Function	Description	Example
Astro	Shutter movement times depend on sunrise and sunset with an offset.	Monday to Friday, 20 minutes after sunset, lower the shutter.
Time	Movement times are set with fixed switching times.	Monday to Friday, raise the shutter at 8:00 AM.
None	No time settings. The shutter will not move automatically.	

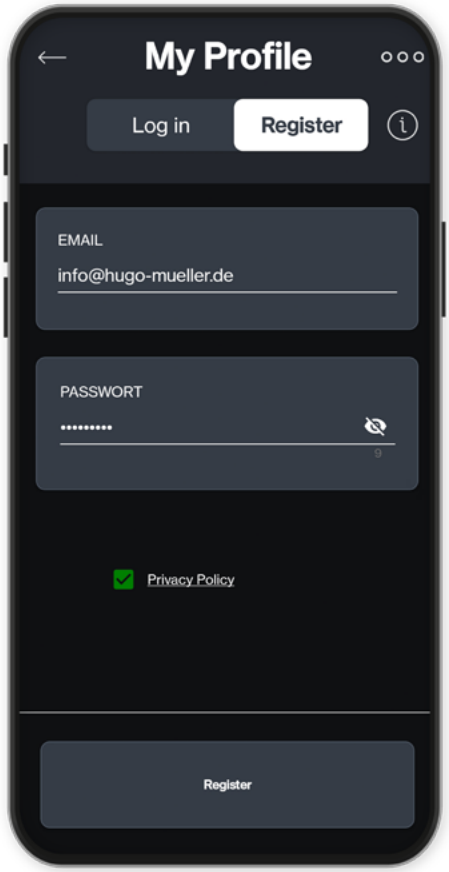
Additional Settings

- **Runtime:** The time it takes for the shutter to fully open or close in a specific direction.
- **Reverse Pulse:** The time the shutter will move in the opposite direction after pressing the up or down button.
- **Random Function:** The programmed standard switching times are randomly shifted to simulate presence.
- **External Input:** For a button or switch that triggers a timer with a duration for raising and lowering the shutter.

Manual.
Step-by-Step Instructions.

1. Profile

With a profile, you can access your mi.puck system across different devices.



1 Create a Profile

1. Open the menu and select „My Profile“.
2. Go to the „Register“ tab.
3. Enter your email address and password.
4. Accept the privacy policy.
5. Click the „Register“ button.
6. You will receive a verification email. Verify your account by clicking the link in the email.

2 Log In with Profile

1. Open the menu and select „My Profile“.
2. Go to the „Log in“ tab.
3. Enter your email address and password.
4. (Optional) Save your login details.
5. Accept the privacy policy.
6. Click the „Log in“ button.

3 Delete Profile

1. Open the menu and select „My Profile“.
2. Click the three dots in the top right corner.
3. Click „Delete Profile“.
4. Confirm the deletion of your profile by clicking „Ok“.

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The profile and all associated mi.pucks will be removed.

2. Building

Buildings help organize multiple locations but are also required even if only one location is used.

1 Add a Building

1. Open the menu and select „Building“.
2. Click the „Add New Building“ button.
3. Enter the description, street, house number, postal code, and city.
4. Click the „Save“ button.
5. Your new building will now appear in the overview.

2 Switch Buildings

1. Open the menu and select „Building“.
2. Click on the building you want to switch to, so a white checkmark appears.
3. Click the „Save“ button.

3 Rename a Building

1. Open the menu and select „Building“.
2. Click on the three dots in the top right corner.
3. Select „Rename Building“.
4. Adjust the description of the building.
5. Click the „Save“ button.

4 Delete a Building

1. Open the menu and select „Building“.
2. Switch to the building you want to delete.
3. Click on the three dots in the top right corner.
4. Select „Leave Building“.

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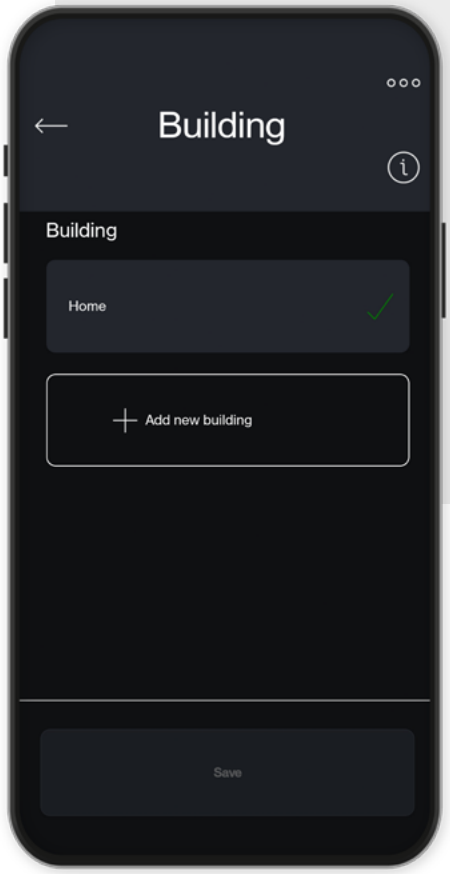
An activated building is indicated by a green checkmark.



3. Rooms

Rooms help maintain clarity within a building. Devices installed in the rooms are recorded in the app.

1 Add Room

1. Go to the „Room“ overview.
2. Click the „Add new room“ button.
3. Enter a room name and select an icon.
4. Click the „Save“ button.

2 Edit Room

1. Go to the „Room“ overview.
2. Click on the room you want to edit.
3. Click the three dots in the top right corner.
4. Select „Edit room“.
5. Make the desired changes to the name or icon.
6. Click the „Save“ button.

3 Delete Room

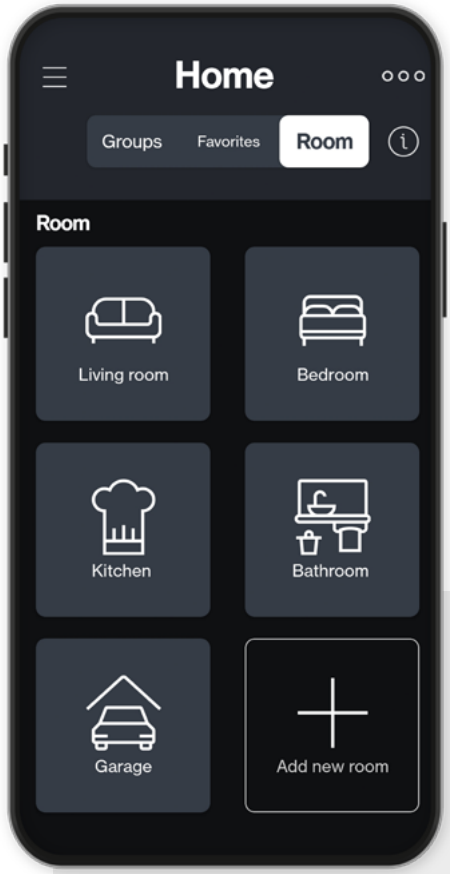
1. Go to the „Room“ overview.
2. Click on the room you want to edit.
3. Click the three dots in the top right corner.
4. Select „Delete Room“.

4 Move mi.pucks / Adjust Order

1. Go to the „Room“ overview.
2. Click on a room with mi.pucks.
3. Change the order by pressing and holding, then dragging.

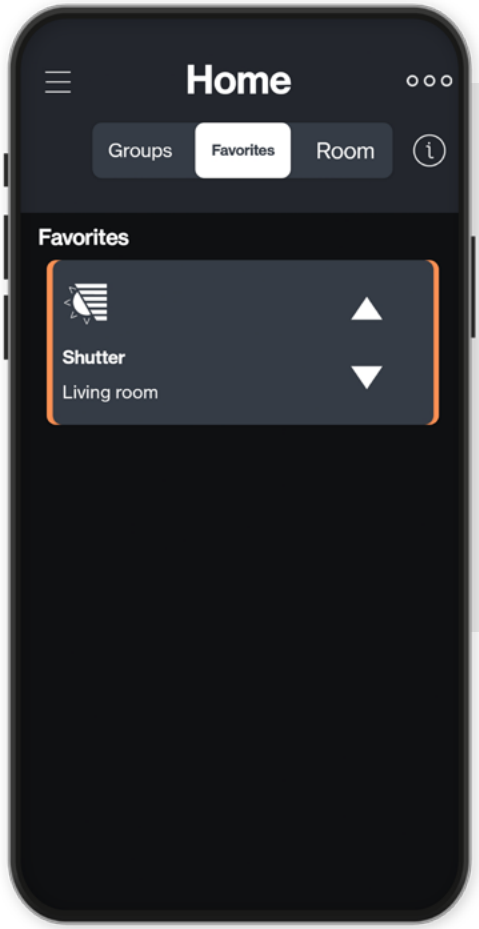
6 Remove mi.puck from Building

1. Go to the „Room“ overview.
2. Click on a room that contains the mi.puck you want to remove from the building.
3. Swipe the device from left to right, which will open a bar on the left.
4. Click the „X“ icon to remove the mi.puck from the building.



4. Favorites

Added mi.pucks can be marked as favorites for quicker access.



1 Add Favorites

1. Go to the „Room“ overview.
2. Click on a room that contains the mi.puck you want to mark as a favorite.
3. Swipe the device from left to right to open a bar on the left.
4. Click the star to add the mi.puck to your favorites.

2 View Favorites

1. Go to the „Room“ overview.
2. Click on the „Favorites“ tab.

3 Remove Favorites

1. Click on „Favorites“ to the left of „Room“.
2. Swipe the favorite from left to right to open a bar on the left.
3. Click the star to remove it from your favorites.

5. Groups

Devices of the same type can be grouped together. For example, you can add all roller shutters into a group and control them simultaneously.

1. Go to the „Rooms“ overview and select the „Groups“ tab.

1 Create Group

1. Click the „+“ button at the bottom of the screen.
2. Select a group type, so a checkmark appears next to the type, and click „Next“.
3. Set a group name and click „Next“.
4. Select all devices from the displayed list by clicking the circles so that a checkmark appears, then click „Next“ to create the group.

2 Control Group

On the right side of the group, you will see icons to control the group.

3 Add Devices to Existing Group

1. Click on the group to which you want to add more mi.pucks.
2. Select the mi.pucks from the displayed list by clicking the circles so that a checkmark appears, and click „Save“.

4 Edit Group

1. Click on the group you want to edit.
2. Click the three dots at the top right.
3. Choose „Name“ to rename the group.
4. Click the „Save“ button.

5 Delete Group

1. Click on the group you want to delete.
2. Click the three dots at the top right.
3. Choose „Delete“ to remove the group.

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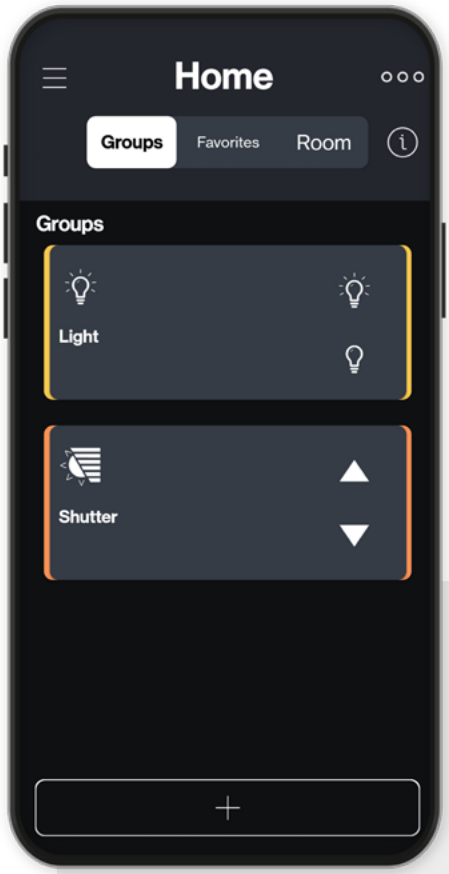
3 Group Types:
On/Off: Used for devices like Weekly/ Astro Timers and Astro Dimmers.
Up/Down: Used for Roller Shutter Control.
Comfort/Eco: Used for Thermostats.



6. Adding mi.pucks

1 Adding Unconfigured mi.pucks

1. Open the menu and select „Add mi.puck“ or click on a room and select „+“ at the bottom of the screen.
2. Ensure you are in the „Unconfigured“ tab and select the mi.puck you want to add.
3. Choose the appropriate device type (refer to page 12).
4. Set a 4-digit PIN code for the device to prevent unauthorized access and click „Next“.
5. Enter a device name, such as „Lamp,“ which will be displayed later in the room view, and click „Next“.
6. Enter a 4-digit device number to uniquely identify the device and click „Next“.
7. Select the room where the mi.puck should be added and click „Next“.

2 Re-adding Configured mi.pucks

To re-add a configured mi.puck, you must first remove it from the building (see page 21).

1. Open the menu and select „Add mi.puck“ or click on a room and select „+“ at the bottom of the screen.
2. Switch to the „Configured“ tab and select the mi.puck you want to re-add.
3. Enter a PIN code for the device.
4. The device will be reset and subsequently appear in the „Unconfigured“ tab.
5. Repeat the steps for adding an unconfigured mi.puck to complete the process.

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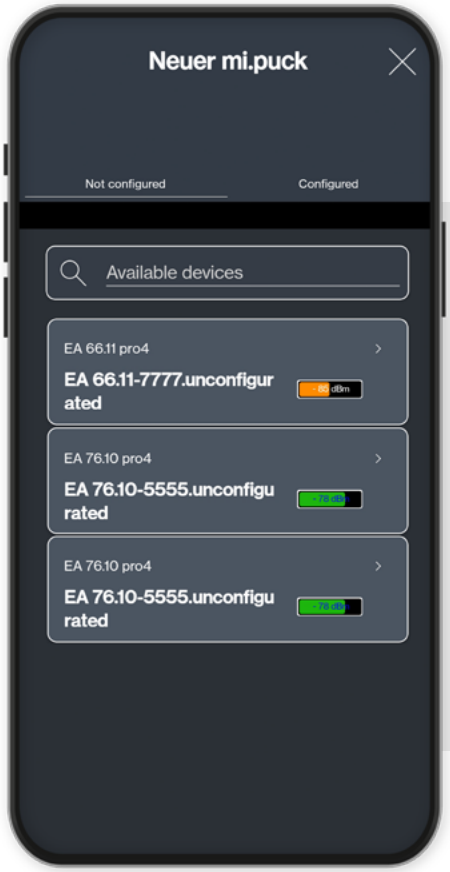
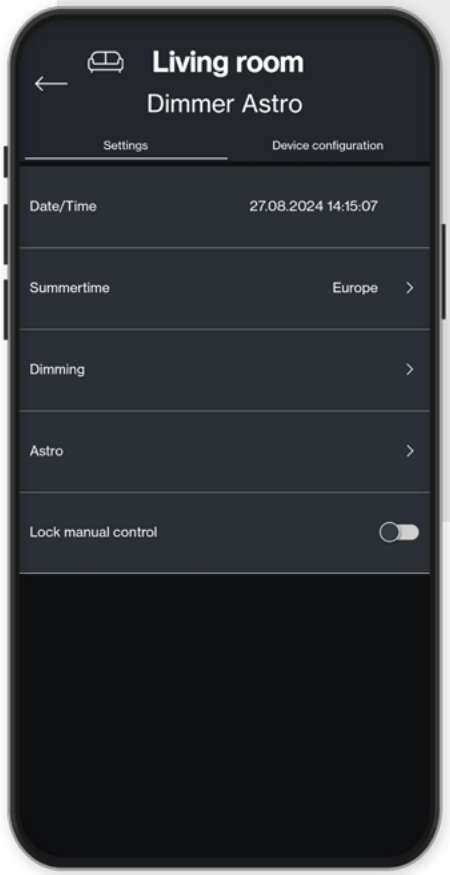
Um mi.puck hinzuzufügen, müssen Sie erst ein Gebäude und mind. einen Raum erstellen.



7. Configuring mi.pucks

1. Click on a room where a mi.puck is located.
2. Select the mi.puck you want to configure.
3. Click on the gear icon in the upper right corner.
4. Switch to the „Device configuration“ tab.



1 Change mi.puck‘s Room

1. Click on „Room“.
2. Select the room to which the mi.puck should be moved.

2 Adjust Device Name

1. Click on „Device name“.
2. Modify the device name in the text field.
3. Click the „Save“ button.

3 Adjust/View Device Number

1. Click on „Device number“.
2. Modify the device number in the text field.
3. Click the „Save“ button.

4 Edit/View Device PIN

1. Click on „PIN Code“.
2. Click on the crossed-out eye icon to display the PIN and change it if necessary.
3. Click the „Save“ button.

5 Reset mi.puck

1. Click on „Factory reset“.
2. Click „Reset“ if you are sure.

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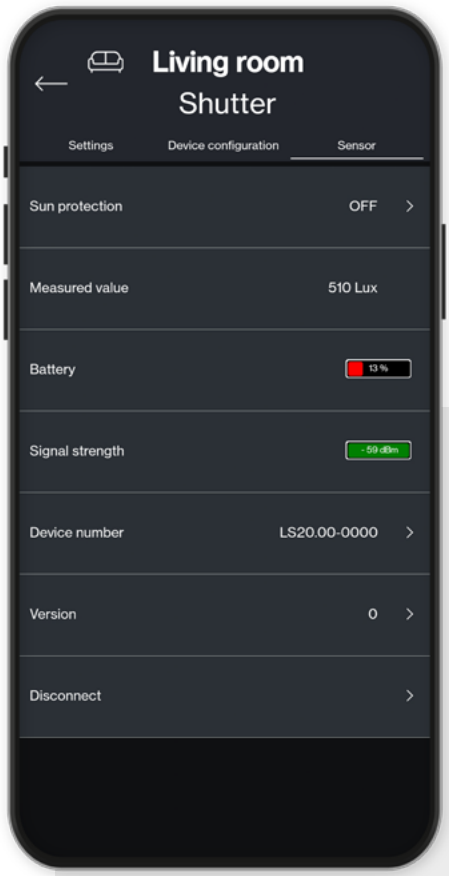
Warning: The mi.puck will be completely removed from the system afterwards.

8. mi.puck sensor

Please note that the mi.puck sensor is only suitable for the following device types:

- Clock thermostat: Measures temperature (required).
- Hygrostat: Measures humidity (required).
- Shutter control: Measures brightness/light (optional).



1 Add Sensor

1. Click on a room where a mi.puck is located.
2. Select the mi.puck to which you want to add a sensor.
3. Click the gear icon in the upper right corner.
4. Switch to the „Sensor“ tab.
5. Click „Connect“.
6. Remove the sensor from the mount, open the case, and press the small blue „BT“ button during the loading screen until the LED blinks.
7. The sensor will appear and can be added by clicking on it.

2 Remove Sensor

1. Click on a room where a mi.puck is located.
2. Select the mi.puck from which you want to remove a sensor.
3. Click the gear icon in the upper right corner.
4. Switch to the „Sensor“ tab.
5. Click „Disconnect“.

3 Query Sensor Data

1. Click on a room where a mi.puck is located.
2. Select the mi.puck for which you want to query sensor data.
3. Click the gear icon in the upper right corner.
4. Switch to the „Sensor“ tab.
5. Here you will find all data such as battery level, signal strength, device number, version, and measured value, depending on the device type.

4 Replace Battery

1. Remove the bottom part of the case from the mount.
2. Remove the battery.
3. Insert the new battery with the „+“ side facing up.

9. Time Program

1. Click on a room where a mi.puck is located.
2. Select the mi.puck for which you want to create or edit the time program.

1 Activate / Deactivate Time Program

1. Click the clock button at the bottom of the screen to open the time program.
2. Click the „Active“ slider to activate / deactivate the time program.

or

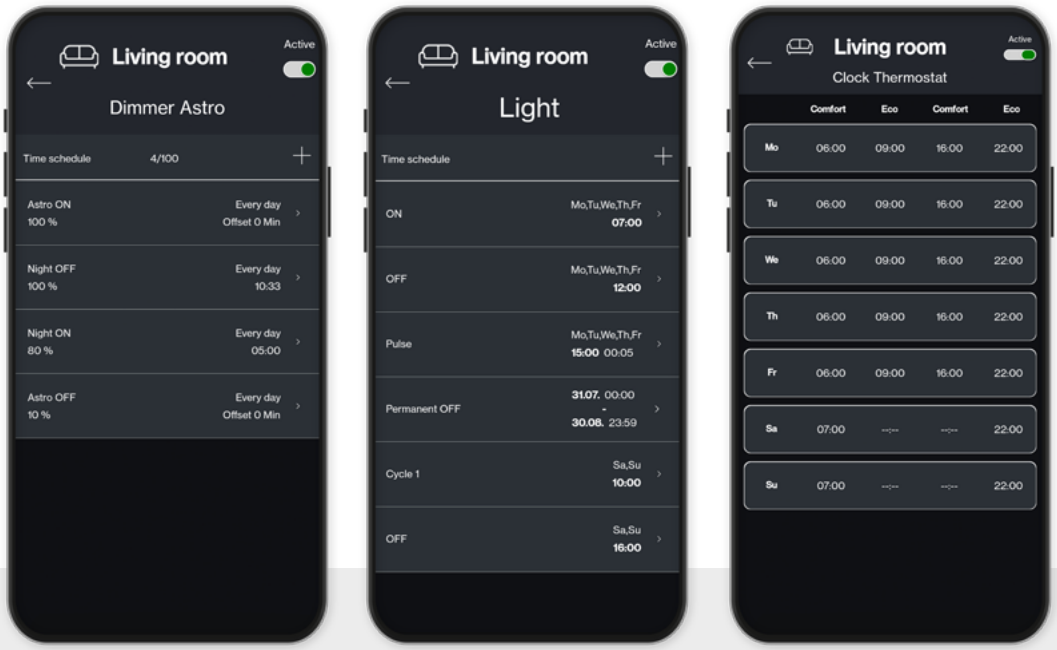
1. Swipe the button to the left to show the ON / OFF icon.
2. Click the icon to
   - Activate the time program (colored).
   - Deactivate the time program (white).

2 Add Switch Time

1. Click the clock button at the bottom of the screen to open the time program.
2. Click the „+“ icon.
3. Edit the preset times as desired.
4. Click the „Save“ button.

3 Delete Switching Time

1. Click the clock button at the bottom of the screen to open the time program.
2. Swipe the switch time you want to delete to the left.
3. Click the „Delete“ button or drag further to the left.



10. Settings

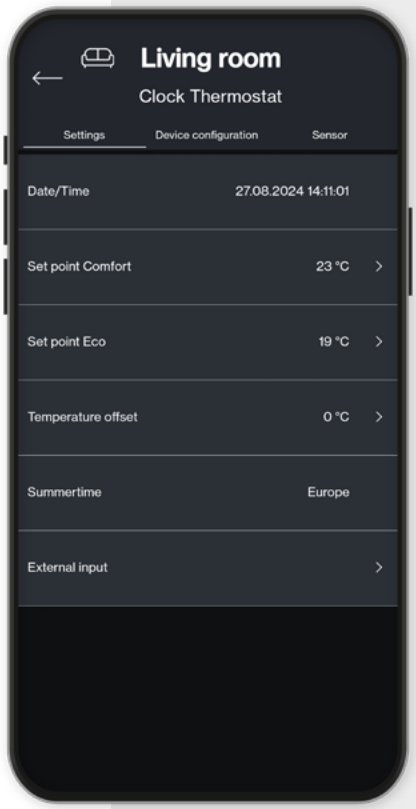
1. Click on a room where a mi.puck is located.
2. Select the mi.puck for which you want to access its functions.
3. Click on the gear icon in the upper right corner and stay in the “Settings” tab.

Summertime
The Summertime setting ensures that the time change is correctly implemented or whether it occurs at all. The time is automatically adjusted every year.

Weekly Timer
Cycle: Creates cyclically repeating switch times, e.g., 15 min ON / 5 min Pause / 15 min ON...
External Input: Option to use a button or switch for timer and stair light functions.
Random Function: Depending on the programmed switch times, the default switch times are randomly shifted to simulate presence.

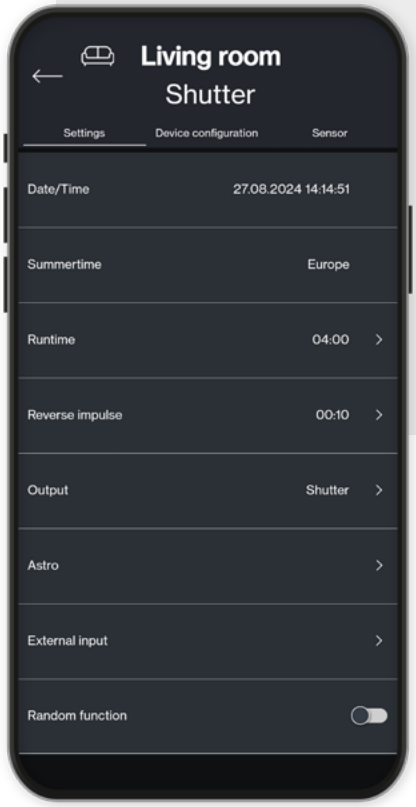
Astro Timer
Cycle: Creates cyclically repeating switch times, e.g., 15 min ON / 5 min Pause / 15 min ON...
External Input: Option to use a button or switch for timer and stair light functions.

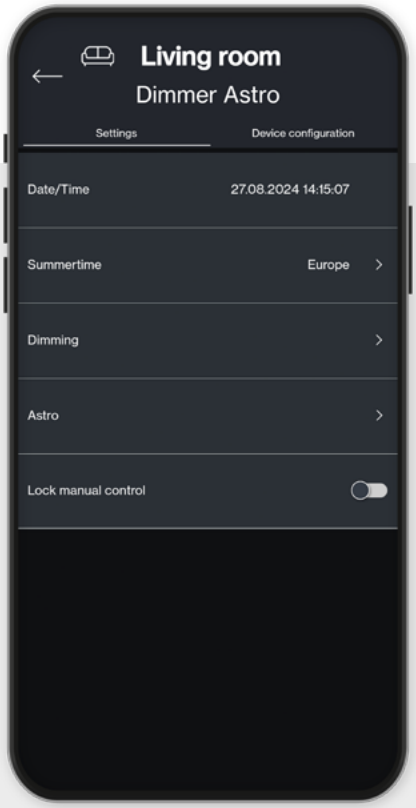
Clock Thermostat
Setpoint Comfort: Target temperature to be achieved when at home, e.g., 23°C.
Setpoint Eco: Target temperature to be achieved when away from home, e.g., 19°C.
Temperature Offset: Compensates for external conditions by adjusting the ambient temperature value.
External Input: When the button is activated or selected in the app, the Boost function is activated for the specified duration.



Hygrostat
Target Value: The optimal humidity level that should be achieved.
Offset: Adjusts for external conditions by correcting the humidity value. The offset is subtracted from or added to the current rH value to show the actual humidity.
External Input: Option to set a timer that activates the ventilation system using a button.

Shutter Control
Runtime: The time it takes for the shutter to fully open or close.
Reverse Pulse: The time the shutter moves in the opposite direction after pressing the up or down button e.g. for blinds.
External Input: For a button or switch that triggers a timer for the up and down movement of the shutter.





Dimmer Astro
Dimming: Specifies minimum (e.g., 10%) and maximum (e.g., 80%) dimming values. The memory function turns the light on to the last used dimming value when activated. If the memory function is disabled, a fixed start value (e.g., 50%) can be set.
Lock Manual Operation: On the EA 76.10 pro4, you can lock manual operation to prevent accidental changes through touch.

11. Manual Operation

mi.pucks can be manually operated in addition to automated control through time programs or preset target values.

1 Control mi.pucks via Quick Actions

1. Click on a room where a mi.puck is located.
2. On the right side of the mi.puck display, you will see buttons that you can use to control the mi.pucks, such as:
   - Timer: ON / OFF
   - Shutter: Up / Down arrows
   - Dimmer: Slider for dimming value, ON / OFF with start value / memory value
   - Thermostat: Eco / Comfort
3. Click on the symbols to control the respective mi.puck.

2 Control mi.pucks in the Device View

The operation depends on the device type and may vary based on selection.

1. Click on a room where a mi.puck is located.
2. Select a mi.puck by clicking on it.

Timer (Weekly / Astro)

Depending on the channels, either one or two buttons will be displayed for turning on or off. Clicking the corresponding button will turn the device on (colored light) or off.

Dimmer Astro

A bar displaying the dimming value (%) of the lamp will be shown.

- A short click on the bar toggles the lamp between the startup value or the previous value (memory function).
- Swipe up or down on the bar to adjust the dimming value.

Shutter Control

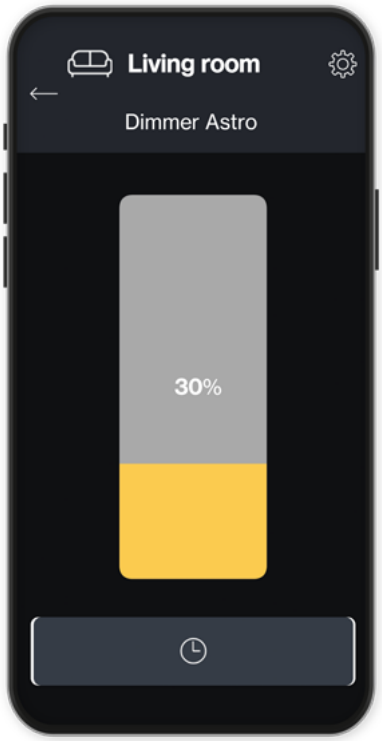
Arrows pointing up (to raise) and down (to lower) will be displayed.

- Clicking one of the arrows will move the shutter in the selected direction for the set runtime.

Thermostat / Hygrostat

A circle with an arrow in the center will show the preset target values and the current sensor values.

- Hold the arrow along the circle to manually adjust the target value.
- Use the “-” or “+” buttons to incrementally adjust the target value.
- Use the button with the arrow to reset to the predefined target values (Active/Inactive or Eco/Comfort).



Dimmer Astro

Shutter Control

Clock Thermostat

12. Updates

1. Open the menu and select “Update“.
2. You will see an overview of all integrated mi.pucks.

- Under „Installed,“ you will find the current device version.
- Under „Available,“ the latest version will be displayed.

Make sure that both versions match to keep the mi.pucks updated.

1 Updating mi.pucks

1. Click on the mi.puck you want to update.
2. Wait until the update is completed.

2 Check for Updates

1. Click on the mi.puck you want to check for updates.
2. Wait until the check is complete.

Notes

müller

puck your home

Whether you're building a new home or renovating, start your smart home with mi.puck and expand the system according to your needs.

Hugo Müller GmbH & Co KG
Karlstraße 90
D-78054 VS-Schwenningen

Tel.: +49 (0) 7720 80 83 6
E-Mail: info@hugo-mueller.de

www.hugo-mueller.de