Operating the U6 Trio

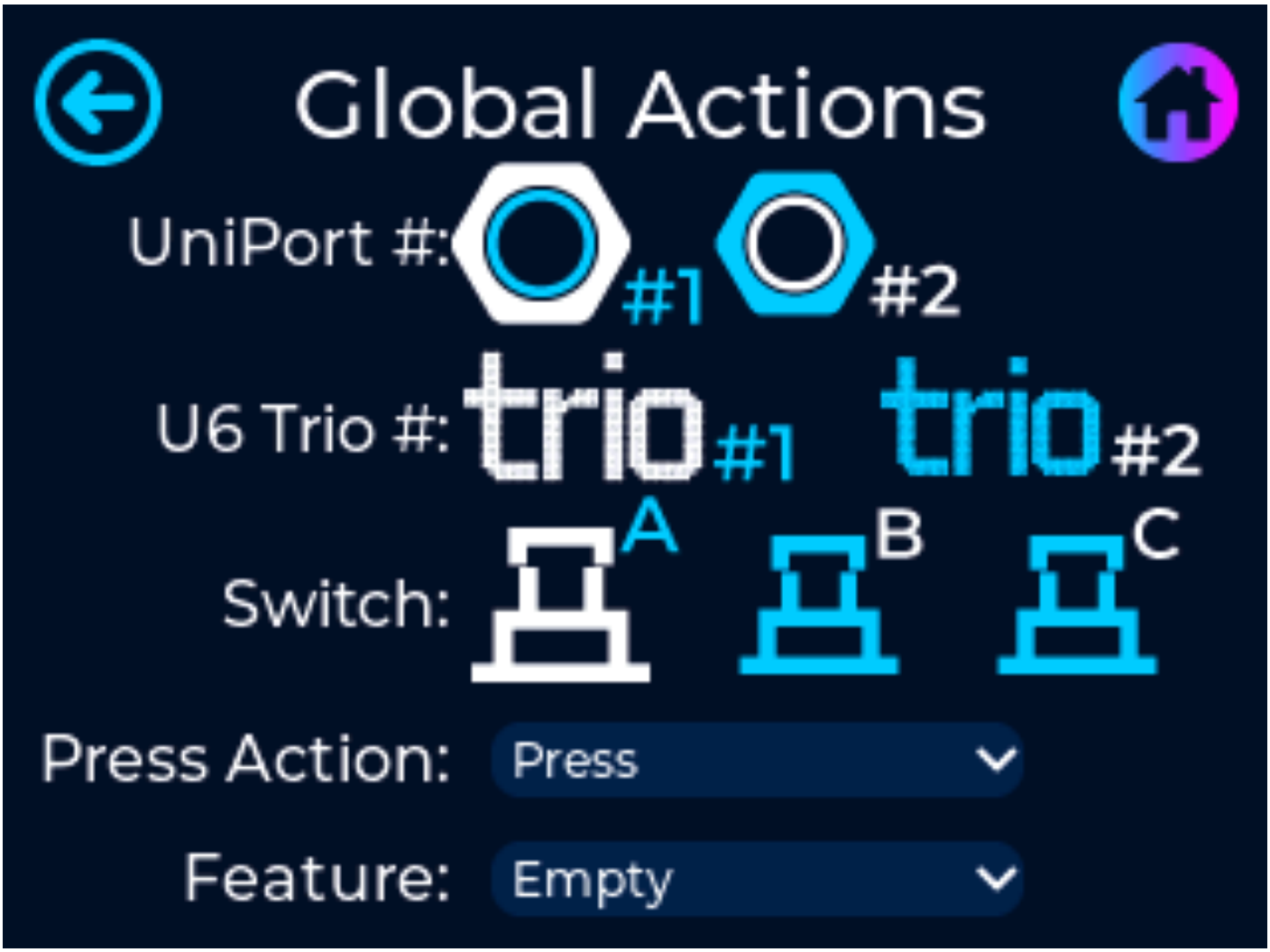
Press Actions, Global Programming, Global Override

- Global Programming
- Global Override Programming

Global Programming

Features that are programmed within the Global Programming menu will control the same feature across all banks. In other words, you program one switch and that specific switch will fire the same feature across all banks within the Unity6.

To access the global programming menu for the Trio, go into the Global Settings screen by tapping the Home Screen on the Unity6 and tap the Global Settings icon. Next tap the Trio icon and you will be brought to the follow screen.



Simply tap the following icons and dropdown menus to bind the programming to the correct UniPort, Trio and Switch.
*UniPort #1, Trio #1, and Switch A, are pre-selected by default.

UniPort #: Select the #1 icon for programming the Trio that is plugged into UniPort #1, or select the #2 icon for programming the Trio that is plugged into UniPort #2.

U6 Trio #: Select the #1 icon for programming the first Trio connected to the UniPort, or select the #2 icon for programming the second Trio that is daisy chained from the first Trio.

Switch: Select the switch you want to program.

Press Action: A “Press” will fire the feature whenever the switch is pressed. A “Long Press” will fire the feature whenever you hold down the switch for longer than a half of a second.

Feature: Select which feature you want to fire whenever the switch is Pressed (or Long Pressed).
*To clear the feature tied to the selected switch, select “Empty” inside the dropdown menu.

To program the next switch on the same Trio, simply select the desired switch icon and select the desired Press Action and Feature.

If you want to program a different switch on a different Trio, simply start the process all over by selecting the appropriate UniPort #, U6 Trio #, Switch, Press Action, and Feature.

Global Override Programming

Actions that are programmed within the Global Override menu are tied to the specific bank for which they are programmed in. If both Global features and Global Override actions are programmed to the same switch, the Global Override takes priority and the Global feature will not fire.

To access the global override programming menu for the Trio, go into the Programming screen by tapping the Home Screen on the Unity6 and tap the Programming icon. Next tap the Trio icon and you will be brought to the following screen.



Simply tap the following icons and dropdown menus to bind the programming to the correct UniPort, Trio and Switch.
*UniPort #1, Trio #1, and Switch A, are pre-selected by default.

> **UniPort #:** Select the #1 icon for programming the Trio that is plugged into UniPort #1, or select the #2 icon for programming the Trio that is plugged into UniPort #2.

U6 Trio #: Select the #1 icon for programming the first Trio connected to the UniPort, or select the #2 icon for programming the second Trio that is daisy chained from the first Trio.

Switch: Select the switch you want to program.

Press Action: A “Press” will fire the feature whenever the switch is pressed. A “Long Press” will fire the feature whenever you hold down the switch for longer than a half of a second.

Preset #: Select which preset you want to fire whenever the switch is Pressed (or Long Pressed). A preset can also be considered a Unity6 switch so the dropdown list shows a value between 1-5. 1, 2, 3, & 4 are switches 1-4 and 5 is the BPM knob/switch

Action: Select the desired item to fire the message or group of messages that have been programmed to this Unity6 Preset & Press Action.
*To clear the action tied to the selected switch, select “Empty” inside the dropdown menu.

To program the next switch on the same Trio, simply select the desired switch icon and select the desired Press Action, Preset, and Action.

If you want to program a different switch on a different Trio, simply start the process all over by selecting the appropriate UniPort #, U6 Trio #, Switch, Press Action, Preset #, and Action.