

# Overview

Basic overview and features of the Unity6

- Description & Features
- Dimensions & Power Requirements
- MIDI Capabilities
- Re-Arrangeable Loops
- WiFi Capabilities
- Bluetooth Capabilities

# Description & Features

The Unity6 is the worlds first MIDI Controller / Loop Switcher with a massive touchscreen, scribble strips, 6 re-arrangeable analog loops, and built-in wireless communication (Wi-Fi & Bluetooth) for a complete “no cables needed” programming experience.

- ✦ The Unity6 can send 32 Midi messages per preset, 5 presets per bank (4 switches & rotary dial), and 127 banks totaling over 22,000 midi messages.

- ✦ 3. Multi-function press actions for each switch and rotary dial. Press Release Long Press Long Press Release Long Press Scroll Double Tap Double Tap Hold Double Tap Hold Release

- ✦ It will also fire 16 Midi messages upon activating each bank and you can assign up to 8 Midi messages per expression pedal (EXP1 & EXP2). Each with programmable minimum and maximum values/range per Midi message.

- ✦ 6 mono loops with rearrangeable loop order

- ✦ 4 Uni Ports selectable for expression pedal input, TRS Midi output, External Tap tempo (analog pedals) with two separate subdivisions, and expandable foot switches (in development).

- ✦ The Unity6 boasts built-in Wi-Fi for programming via any device with a browser (iPhone, Android, PC, Mac, iPad, etc.)

- ✦ Built-in Bluetooth for wirelessly controlling software / hardware and for wirelessly receiving Midi and relaying out to your pedalboard (control your board via Ableton Live, Multitracks Playback, Loop Community Prime, etc.)

- ✦ Over the Air firmware updates, with continuous feature developments. Never tear down your pedalboard again trying to access that pesky USB port.

- ✦ Dedicated scribble strips per switch, with on/off identifiers and selectable colors

✪ Dedicated tap tempo using either the dial or the tap tempo switch

✪ Buffered and Non-Buffered inputs

✪ Built-in “post loop” clean boost

# Dimensions & Power Requirements

Dimensions are 7" wide by 5" deep and 3.5" tall

Current draw is 200mA, use an isolated 9v DC negative tip power supply

# MIDI Capabilities

The Unity6 has a total of 127 banks, each bank has 5 presets, and each preset can send 32 individual MIDI messages on a single press.

A preset is tied to a footswitch and the BPM dial, yes even the BPM dial doubles as a footswitch and can send 32 individual MIDI messages!

Each preset has 8 different press actions (press, release, long press, double tap, etc.) that can be programmed to it, see the complete list of press actions [here](#). You can group any or all of the 32 available MIDI messages to each individual press action, for example 14 MIDI messages tied to the press, 2 tied to the long press, 8 tied to the double tap, and so on. This allows you to get super creative and get the most use out of a single switch/preset.

Every time a bank is activated the Unity6 will fire up to 16 individual MIDI messages. This is useful for loading up dedicated sounds on your pedals for the intro of a song or to be used for anything you can think of.

Each preset also has 8 individual MIDI messages that can be used with each of the 2 expression pedals. Each MIDI message can be assigned to any MIDI channel and also have its own minimum and maximum values.

# Re-Arrangeable Loops

The Unity6 has 6 individual mono loops that are routed in series. Each loop can be re-arranged on a per bank basis, meaning you can one loop order in bank 1 and a totally different loop order in banks 2, 3, 4, etc.

Each loop can be programmed to turn on/off individually or any combination of loops can be on/off at any given time.

Loops 4 thru 6 share the same TRS Send and Return jacks for loops 1 thru 3. Loop 1 jacks can also access loop 4, loop 2 jacks can also access loop 5, and loop 3 jacks can also access loop 6. To access loops 4 thru 6, first turn them on inside the Global Settings, then you need use two TRS to dual mono patch cables (one for the Send jack and another for the Return jack). The Send jack goes to the inputs of each pedal, the Tip goes to the pedal in loop 1 and the Ring goes to the pedal in loop 4 (same for loops 2/5 & 3/6). The Return jack goes to the outputs of each pedal, the Tip goes to the pedal in loop 1 and the Ring goes to the pedal in loop 4 (same for loops 2/5 & 3/6).

A good resource for custom made/length TRS to dual mono patch cables, is contacting our friends at Creation Music Company or Goodwood Audio.

# WiFi Capabilities

The Unity6 has built-in WiFi and can be used for "Over the Air" firmware updates which allows for continuous feature developments on the Unity6. See [here](#) for more information on updating your firmware.

The built-in WiFi is also used to access the web editor to program and make adjustments to the Unity6.

The Unity6 broadcasts its own WiFi signal so connecting to the Unity6 can be done from anywhere at anytime even if you don't have access to the actual internet or cellular service. You just need to make sure the Unity6 is powered on and you have a device that supports WiFi (iPhone, iPad, Tablet, Android, Google Phone, Mac, PC, etc.).

See [here](#) for more information on using the web editor.



11:24



Message #:

Message 1



Midi Channel:

Channel 1



Press Action:

Release



Message Type:

CC





# Bluetooth Capabilities

The Unity6 has built-in bluetooth which can send and receive MIDI messages wirelessly. Giving you the ability to control software, plug-ins, DAW's, etc. without the need for external hardware and/or wireless adapters.

The Unity6 can receive MIDI messages via bluetooth and then use those messages to relay MIDI information out through the 5-pin MIDI connector. This allows you to control your complete pedalboard by receiving messages from your DAW (Ableton, Pro Tools, Logic, etc.), Multitracks' Playback app, or Loop Community's Prime app.

The Unity6 can receive MIDI PC messages to change banks and also receive MIDI CC and MIDI Note messages to virtually control each preset within a bank. These messages can engage any press action on any switch which will fire any of the MIDI messages programmed to that preset/press action. See [here](#) for a complete list of MIDI messages that can be received by the Unity6.