

# Banks, Bank Send & Snapshots

The Unity6 organizes your board as **banks** (songs / scenes) and **presets** (the four footswitches plus the BPM dial). There is no separate Save button — everything you program is stored as you go.

## Layout at a glance

- **127 banks**
- **5 presets per bank** — switches 1–4 and the BPM dial (the dial is also a footswitch)
- **Up to 32 MIDI messages per preset**, grouped across press actions
- **Bank Send** — up to 16 messages that fire automatically when that bank loads (useful for song intros / scene recall)

See also [MIDI Capabilities](#) and [Programming Via the Touchscreen](#).

## Bank Send vs switch presets

- **Bank Send** — “when I land on this bank, set the board.” Typical uses: PC to your amp modeler, PC to a MIDI reverb/delay, loop states for analog pedals, boost off, clock BPM.
- **Switch / BPM presets** — “what I change while the song is playing.” Toggles, Scroll PC while building, Jump to Bank, boost, etc.

Open Programming → select the **Bank Send** icon to edit load messages; select a switch or the BPM knob for live moves.

## “Snapshots”

People often ask if the Unity6 has snapshots. Yes — in practice a bank (plus its Bank Send stack) is your snapshot: one footswitch press (bank change) can rebuild the whole MIDI + loop state. You can still carve finer moves inside the bank with the five presets and their press actions.

FAQ: [Will the Unity6 Allow Me to Have Snapshots for my Pedalboard?](#)

## Speed tips

- Name banks in **Edit Bank Info** so Set List and the Home Screen stay readable.

- Clone with [Copy | Paste | Swap](#) instead of rebuilding from scratch.
  - Use [Set List](#) for gig order without renumbering every bank.
  - [Global BPM](#) on a bank keeps tempo from jumping when you temporarily leave that song bank for a MIDI edit.
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Revision #1

Created 29 October 2026 17:26:24 by Junior Thomason

Updated 29 October 2026 17:26:50 by Junior Thomason