Press Actions

The Unity6 has 8 unique press actions that can be programmed to each preset. Press actions are useful for expanding the capability of each footswitch so you can maximize the functionality of each preset.

The 8 press actions are as follows:

- **Press** - fires a group of messages immediately upon pressing the switch down
- **Release** - fires a group of messages upon releasing the switch
- **Long Press** - fires a group of messages when the switch is pressed and held down for at least 600 milliseconds (just over a half of a second)
- **Long Press Release** - fires a group of messages when releasing the switch after a Long Press has been executed
- **Long Press Scroll** - repeatedly fires a group of messages when holding down a switch. Must hold down the switch for 600 milliseconds before the scroll will begin
- **Double Tap** - fires a group of messages when a switch is pressed two separate times within a 350 millisecond window
- **Double Tap Long Press** - fires a group of messages when a switch is pressed two separate times within a 350 millisecond window. The second tap must be held down for at least 600 milliseconds before the messages will fire
- **Double Tap Long Press Release** - fires a group of messages when releasing the switch after a Double Tap Long Press has been executed

Below is a table showing the sequence of actions that will fire Press Actions upon executing various switch press combinations:

	Press	Release	Long Press	Long Press Release	Long Press Scroll	Double Tap	Double Tap Long Press	Double Tap Long Press Release
Switch is pressed and released	1	2						
Switch is pressed, held down, and released	1		2	3				
Switch is pressed, held down, and released. *Only when a Long Press Scroll press action is assigned to any of the 32 messages	1				2			
Switch is pressed twice and released	1					2		
Switch is pressed twice, held down, and released	1						2	3

Note that the "Press" action will always execute when pressing down the switch, so it is important to carefully plan your Press Actions within each message so you don't fire unwanted MIDI messages. An example would be assigning MIDI messages to two separate press actions, Long Press and Press. Anything assigned to Press will fire each time you execute the Long Press action. To avoid sending unwanted messages upon pressing the switch, assign MIDI messages to the Release press action instead.

On the other hand, maybe you want a message to fire immediately upon pressing and upon the Long Press Scroll. This comes in handy when scrolling through presets on external pedals. Single taps scroll through presets one at a time but holding the switch down will fast scroll through the presets.

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