Syncing the U6 Trio

The Trio talks to the Unity6 over UniPort 1 or UniPort 2 (UniPorts 3 and 4 do not support the Trio). After you plug it in, set the UniPort type and run a Sync so the Unity6 learns each switch.

Connect

1. Use a standard ¼" TRS patch cable.
2. Plug one end into the Trio **Input** jack and the other into **UniPort 1** or **UniPort 2**.
3. No power cable is needed for the Trio.
4. Optional: daisy-chain a second Trio from the first Trio's Thru jack into the second Trio's Input (up to two Trios per UniPort).

Assign the UniPort

1. From the Home Screen, open **Global Settings**.
2. Open **Program Uni Ports** (Unity6 global settings).
3. Set the UniPort you're using to **U6 Trio** (not Expression Pedal, MIDI, or TRS).

Sync U6 Trio

1. With the Trio plugged into that UniPort, choose **Sync U6 Trio** for that port.
2. Press each Trio switch (A, then B, then C) when prompted / while the sync screen is active.
3. You should see reading values appear only after you press a switch. Values should sit well above ~259 and go higher with each press. Exact numbers vary; what matters is that A, B, and C all register and climb (roughly A < B < C).
4. Exit sync and test the switches with your Global or Global Override programming.

If sync looks wrong

- Confirm the cable is TRS and the UniPort is saved as **U6 Trio**.
- Sync again after reseating the cable.
- A switch stuck at 0 (or never rising) usually means a connection / UniPort / hardware check is needed.
- Full Trio programming details (Global vs Global Override) live in the U6 Trio book.

Note: The UniPort type **U6 Trio** must be set on the pedal (Global Settings → Program Uni Ports). Some Device Editor builds don’t show that type in the dropdown yet — use the Unity6 screen to assign it, then Sync here.

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