

Using Scroll PC

Scroll PC lets you step through a range of Program Change numbers on a MIDI device without typing each PC by hand. It's the Unity6 version of "MIDI scrolling": find the sound on the pedal by ear, then lock that PC into the bank or preset you're building.

When to use it

- Building QC, Revelation, or other MIDI-pedal presets while listening
- Assigning up/down switches (or one toggle switch) dedicated to scrolling one device
- Keeping several devices independent with separate counters

Message-type parameters are also documented on [Scroll PC](#).

Set up Scroll PC

1. Open Programming for the switch (or BPM dial) you want to use for scrolling.
2. Pick a Message slot and choose message type **Scroll PC**.
3. Enter the **PC range** to scroll through, the **MIDI channel**, a **counter** (1-8), and the **direction**: Up, Down, or Toggle.
4. Optional: use the **Long Press Scroll** press action with Toggle so one hold scrolls up, the next hold scrolls down.

Counters (important)

The Unity6 has eight counters that remember where you are in each scroll cycle.

- Scrolling **one** pedal with separate Up and Down switches: put **both** switches on the **same** counter so they stay in sync.
- Scrolling **two** pedals at once: give each pedal its **own** counter so they don't share position.

Fast build workflow

1. Assign Scroll PC to a temporary switch (or Trio switch via Global / Override).

2. Scroll until the QC / Revelation / other device lands on the tone you want.
3. Note the PC (or leave Scroll PC in place if you want live scrolling on stage).
4. For a fixed song recall, program a normal **PC** message (and/or **Bank Send**) with that number so the bank always loads the same scene.
5. Use [Copy | Paste | Swap](#) to clone finished banks and only change what's different.

Tips

- Pair Scroll PC with [Banks, Bank Send & Snapshots](#) so landing on a bank recalls locked PCs, while a switch still scrolls when you're exploring.
- Full-MIDI pedals usually stay on the Unity6 MIDI Out / Thru (or Bluetooth MIDI) — they don't need a loop.

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