Using the Clean Boost

The Unity6 includes a **post-loop clean boost** — it sits after the six loops so your analog pedals stay at unity until you kick the boost for solos or level matching.

Amounts

Choose **3 dB, 5 dB, 7 dB, 9 dB, or 12 dB** of clean boost when you program Boost On or Toggle Boost.

Message types

Use these like any other message on a switch, the BPM dial, or Bank Send:

- **Boost On** — turns the boost on at the selected amount — Boost On
- **Boost Off** — turns the boost off — Boost Off
- **Toggle Boost** — flips boost on/off at the selected amount — Toggle Boost

Visual indicator

From firmware **v2.3.0** onward, a **red LED** shows when the boost is on or off so you can see status at a glance.

Typical setups

- Assign **Toggle Boost** to a switch (or a Trio switch via Global / Override) for a solo bump.
- Put **Boost Off** in **Bank Send** so every song starts clean, then engage boost only when you need it.
- Pair boost with loop/MIDI changes in the same preset if a solo also needs a different scene.

Tips

- Because the boost is post-loop, drive/dirt in the loops is not re-gained by the boost the same way a pre-dirt boost would — it’s for overall level after your chain.
- If the LED doesn’t match what you hear after an old backup restore, re-send Boost On/Off once or power-cycle after updating past v2.3.0.

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