

# Using the Device Editor

Start by connecting to the Unity6's wifi, follow the instructions found [here](#). Once connected to the Unity6's WiFi network, the following screen will be shown on the Unity6.



The Unity6 will be temporally disabled when you are connected to the device editor, disconnect from its WiFi in order to use the pedal again.

Open any web browser on your device (iPhone, iPad, Computer, etc.) and type in the following URL to access the device editor: `jetpedals.local/beta`

The device editor provides a very similar programming experience to programming directly on the device itself. This streamlines your programming experience by keeping consistency between the device and the editor and reducing the learning curve of the editor.

The editor and the pedal are completely in sync with each other, making a change on the editor will immediately be reflected on the pedal! Just like programming on the pedal, the device editor

immediately saves any changes you make eliminating the need to save your progress after each change.

Below are a few images of the device editor showing how responsive it is on various devices.

### **iPhone**

11:24



Message #:

Message 1



Midi Channel:

Channel 1



Press Action:

Release



Message Type:

CC





11:26



1



Message #:

Midi Channel:

Message 1



Channel 1



Press Action:

Message Type:

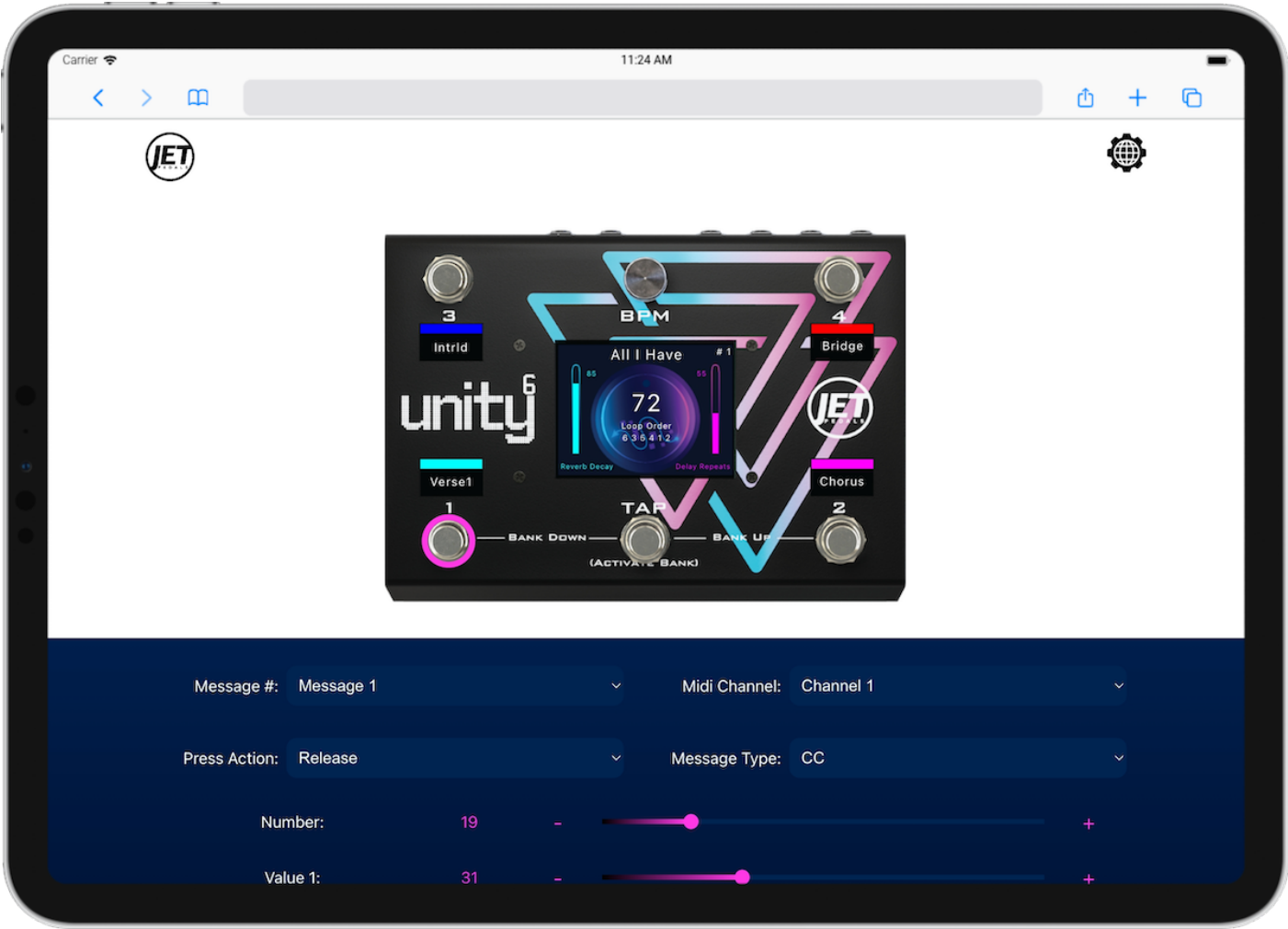
Release



CC



iPad Horizontal



iPad Vertical

Carrier

11:24 AM



Message #: Message 1

Midi Channel: Channel 1

Press Action: Release

Message Type: CC

Number: 19

Value 1: 31

Value 2: 0

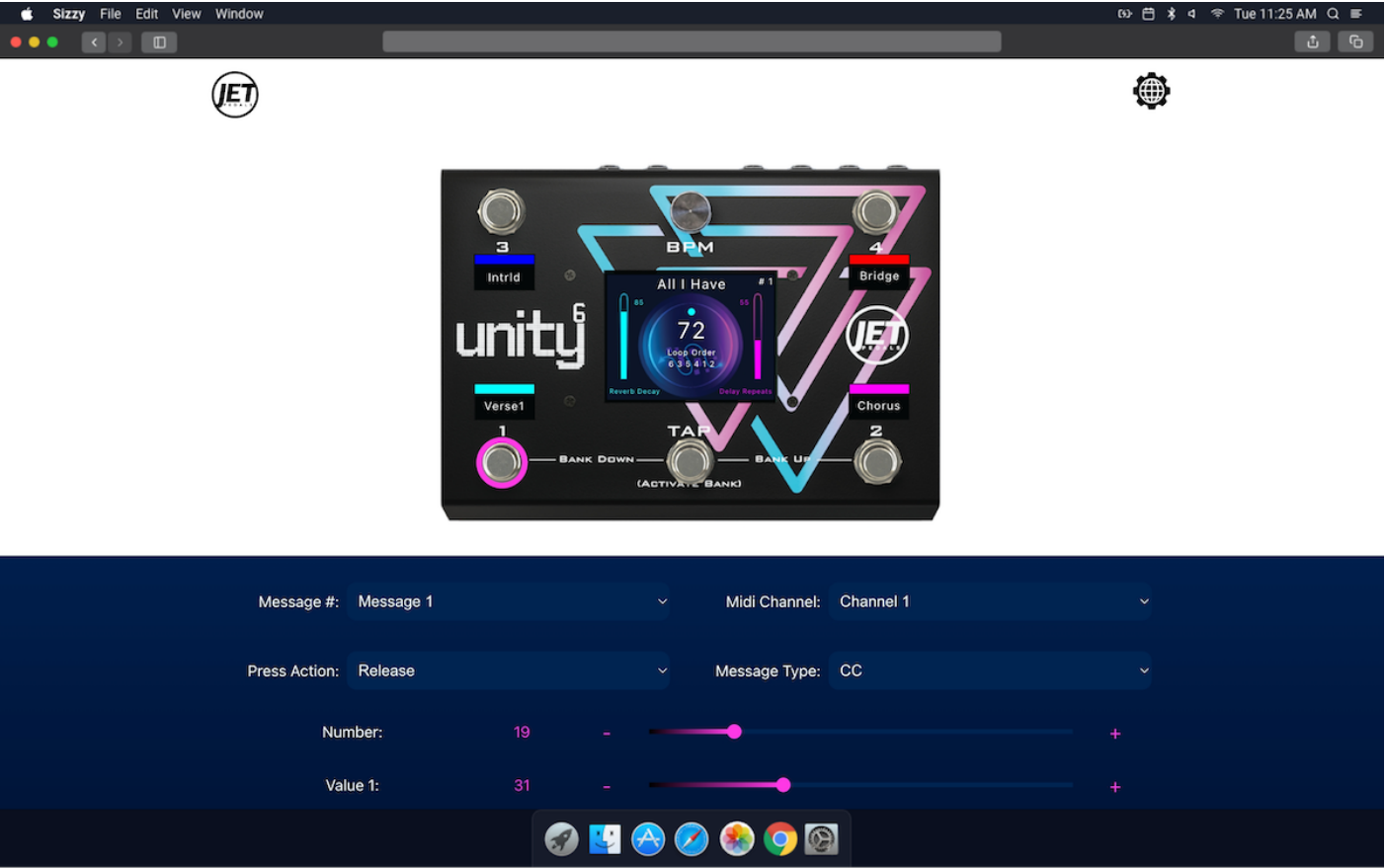
Default Name: Verse1

Toggle Name: Empty

Strip Color: Cyan



Desktop



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