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

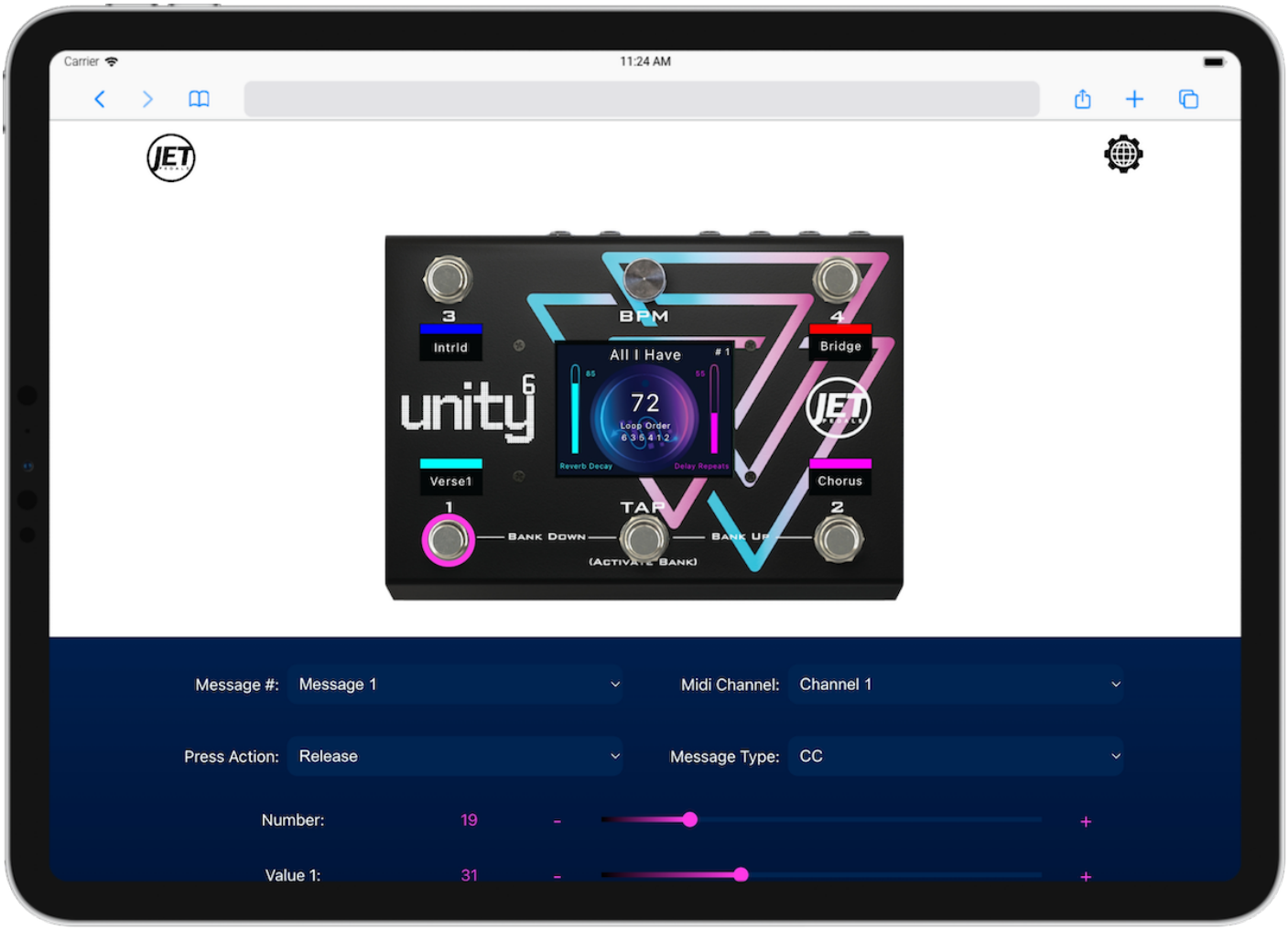
Press Action:

Release

Message Type:

CC

iPad Horizontal



iPad Vertical



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



Note: Assign **U6 Trio** as the UniPort type on the Unity6 itself (Global Settings → Program Uni Ports), then run Sync. If your Device Editor build doesn't list the Trio UniPort type yet, set the type on the pedal — Sync and Trio programming still work from the Unity6 UI. See Syncing the U6 Trio.

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