



Unity® 6

Compact Mixer

Preliminary Draft Do NOT
Publish

Operating
Manual



FCC/ICES Compliancy Statement

This device complies with Part 15 of the FCC rules and Industry Canada license-exempt RSS Standard(s). Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, that may cause undesired operation.

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes: (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

Warning: Changes or modifications to the equipment not approved by Peavey Electronics Corp. can void the user's authority to use the equipment.

Note – This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures.

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Caution

The equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.



ENGLISH

Unity® 6
Compact Mixer



Installation Note:

This unit must have the following clearances from any combustible surface: top: 8", sides: 12", back: 12"

Unity 6 Front Panel



1) Mic/Line Input Channel 1

This combination input jack accepts a ¼" or XLR balanced plug. The XLR balanced input is optimized for a microphone or other low impedance source. The ¼" input is a TRS balanced type, and also accepts ordinary TS guitar cables.

1a) Mic/Line Input Channel2

This combination input jack accepts a ¼" or XLR balanced plug. The XLR balanced input is optimized for a microphone or other low impedance source. The ¼" input is a TRS balanced type, and also accepts ordinary TS guitar cables.

2) Gain Controls

The Input Gain control is used to establish proper gain structure in the channel. The input gain can be adjusted over a wide range to compensate for soft voices or very loud drums. To maximize the signal-to-noise ratio, the gain should be set to the proper level, with the Level Knobs (14) set to 80%.

3)80 Hz HI PASS FILTER

The hi pass filter has a corner frequency of 80 Hz. When engaged, it can improve clarity by removing low frequencies that make a mix sound muddy. This feature is especially useful when playing outside on a windy day or on a hollow-sounding, noisy stage. These kinds of ambient noises can rob your sound system of power. Engaging this switch will remove those frequencies from the system and restore power where needed.

4)HI-Z and Guitar

This switch optimizes the input for Channel one for connecting instruments with high impedance outputs, like electric guitars and basses with passive pickups, directly into the mixer.

5)BLUETOOTH/USB2 SWITCH

This switch is only active when a USB signal is connected to the USB2 (4) connector. Once that connection is active, this switch can be used to select between the BT audio stream and the USB2 audio stream. Only one of those two signals can be sent to channel 3 at a time.

6)Phantom Power

This Switch applies +48 VDC voltage to the input XLR connectors to power microphones requiring phantom power.

7) Stereo Media Inputs

The RCA input (7a; IN 3/4) accepts a stereo input from the output of an MP3 player, CD player, tape deck or other similar device. STEREO 1/4" INPUTS and a stereo 3.5mm (7b) are also available--IN 5/6. This input is optimized for line inputs and portable handheld devices.

8) 1/4" STEREO MAIN OUTPUTS

These are the main stereo outputs. These TRS electronically balanced outputs carry the main mix signal.

9) Monitor Out

These monitor outputs are TRS electronically balanced and allow the monitor signal to be sent to an external amplifier or powered speaker for monitoring.

10) Headphone Jack

1/4" jack for connecting headphone for monitoring the Mic1/Mic2 dry or the main output mix. The source is selected by the 1/2 button. The default is the main mix. If the button is pressed and glowing blue, the dry Mic1/Mic2 signals will be heard in the headphones.

11) Headset Connections

Input: When the microphone plug (normally pink) of your headset is connected to the headset input jack, the signal is routed to the MIC 1 (channel 1) input.

Output: When the headset headphone jack (normally light green) of your headset is plugged to the headset output jack, the sound will be the same as the main headphone jack (10). The level can be adjusted with the headphone level control (18).

12) Parameter Controls

These four encoders can be used to navigate the channel edit screens. The control must be turned to change the setting and pushed to select the setting. The editing of the EQ and EFX is explained in the EQ/EFX editing section of the manual.

13) LCD Display (Meters/Edit)

The LCD display serves two main functions, the default function is a meter array that shows the signal level of all of the input channels and the main L/R outputs. When any of the channel or main level controls are turned, the screen will show the position of the corresponding level control. If the mixer is placed in the edit mode, the screen is used in conjunction with the 4 parameter knobs (12) to make adjustments to the channel EQ/EFX settings or to edit the USB outputs settings. It also displays BT or USB connectivity as well as the mixer's firmware version.

14) Mic1 and Mic2 Level Controls

The MIC1 and MIC2 level controls are to adjust the amount of channel 1 and channel 2 signal level in the main mix. These controls can be adjusted from 0 to 99%. The unity gain position is 80% and that is a good starting place to set the control. These controls are also used to mute the signal in their respective channel and to edit the EQ and EFX settings in the channel. A long press of this control will mute the channel signal. If the channel is muted, the ring around the control will glow red. A short press will enter the channel edit screen. While in the edit mode, the ring around the control will flash red.

15) 3L/4R/BT/USB2 Level Control

This level control is used to adjust the combined signal of channel 2 to the main mix. This channel will include the 2Guitar – 3L/4R – BT or USB2 signals. The BT or USB2 signal will be chosen by the BT/USB2 switch (5). This control can be adjusted from 0 to 99%. The unity gain position is 80% and that is a good starting place to set the control. It is also used to mute the signal in channel 2 and to edit the EQ and EFX settings in channel 2. A long press of this control will mute the channel 2 signal. If the channel is muted, the ring around the control will glow red. A short press will enter the channel edit screen. While in the edit mode, the ring around the control will flash red.

16) USB1 Level Control

This level control is used to adjust the amount of channel 3 signal in the main mix. This control can be adjusted from 0 to 99%. The unity gain position is 80% and that is a good starting place to set the control. This control is also used to mute the signal in channel 3 and to edit the EQ settings in channel 3. A long press of this control will mute the channel 3 signal. If the channel is muted, the ring around the control will glow red. A short press will enter the channel edit screen. While in the edit mode, the ring around the control will flash red.

17) ½ HEADPHONE MODE

Pressing the ½ button sends the dry signals of MIC1 and Guitar2 to the headphones. When in this mode, the button will glow blue. When the button is in the “off” position, the main mix will be sent to the headphones and the blue backlight will be turned off.

18) HEADPHONE LEVEL CONTROL

Turning this level control to the right increases the volume of the headphone signal. Turning it left turns the headphone volume down.

19) FX MUTE

Pressing this button will mute the EFX selected for channels 1 and 2. While muted, the button will glow red. If the button is not lit, the EFX are active.

20) USB Out Mode

Pressing the USB Out Mode button allows the user to edit the USB1 and USB2 output signals. Once the button is pressed and the button is blinking, the USB settings can be edited on the main edit screen. On the screen, the levels of USB1 and USB2 out can be adjusted by the top two encoders. They are adjustable from 0 to 99%, 80% is a unity gain and a good starting setting. While in the edit screen, the signal being sent to USB1 and USB2 can be edited with the bottom two encoders. You can select from the Main mix, the Loop and the Dry 1L/2R signal.

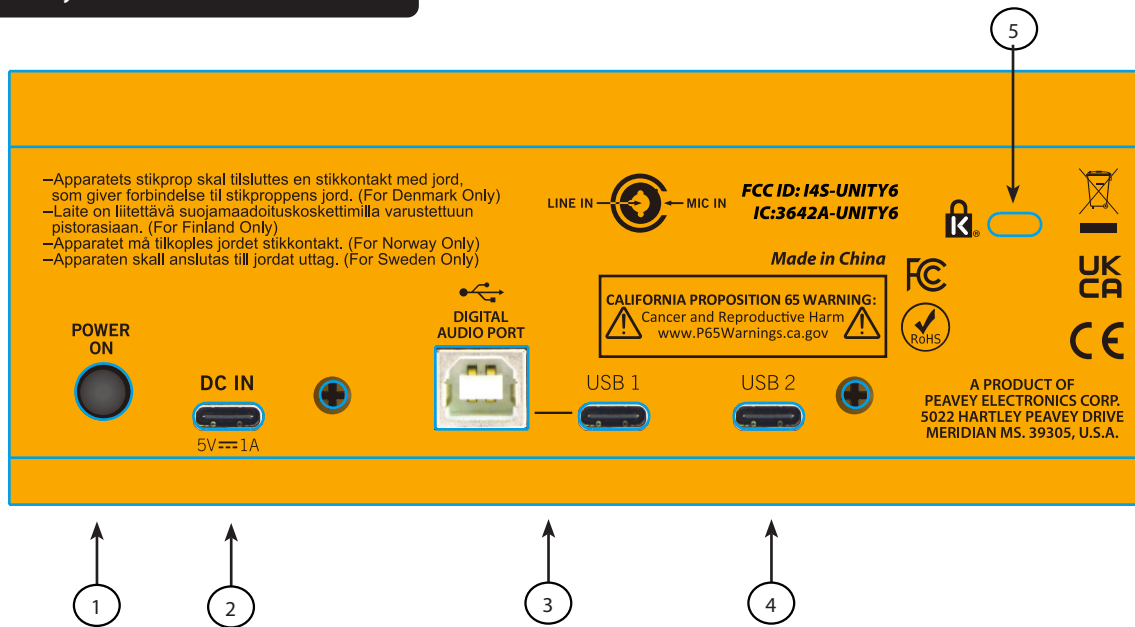
21) MAIN LEVEL CONTROL

Turning this level control increases and decreases the amount of total signal in the main outputs. Turning it to the right increases the amount of signal and turning it left decreases the amount of signal. It is adjustable from 0 to 99%, 80% is unity gain and a good starting setting. This encoder is also used as a global lock and a global signal mute. A short press lock's all of the mixers controls. Once locked, only the mic input gain and the headphone volume will work. When locked, the ring around the control will flash red and a lock symbol will be seen on the LCD screen. Another short press will unlock the controls. A long press of this control will mute the main outputs. When activated, the ring around the control will glow red. Another long press will unmute the signal and the light will go out.

22) IN 5/6 Media Volume CONTROL

This controls the volume of the media playback input (5/6)--- See 7b

Unity 6 Rear Panel



1) Power Button

This is the main power switch. Pressing this button turns the unit on.

2) DC Input

Connect the included power supply here. Use a 5V DC, 1 A adapter only. Replace only with Peavey part number 30909411.

3) Digital Audio Port/USB 1 Port

The USB-B or USB-C connectors are used to connect the Unity 6 mixer to a computer for recording or playing back digital audio to/from your computer. The USB ports send the mixer's main, loop or dry 1/2 signals out to the computer. The level and sources can be adjusted by pressing the USB out mode button (19). USB 1 input signal level is controlled by adjusting the USB1 level knob (15). Only use one connector at a time.

4) USB 2 Port

The USB-C connector is used to connect the Unity 4 mixer to a computer for recording or playing back digital audio to/from your computer. The USB port sends the mixer's main, loop or dry 1/2 signals out to the computer. The level and sources can be adjusted by pressing the USB out mode button (19). USB 2 input signal level is controlled by adjusting the BT/USB2 level knob (14).

5) Kensington Lock

The Unity mixer can be used with a standard Kensington compatible lock can be used to secure your mixer and prevent theft.

Unity 6 Specifications

Input Connections:

MIC/LINE (mono)	Combo female XLR/ 1/4" jack	Balanced or unbalanced.
Guitar (mono)	1/4" phone jack	Balanced or unbalanced.
Line 3/4-5/6 (stereo)	RCA, 1/4" phone jacks, 3.5mm	Balanced or unbalanced.
Mic Headset (mono)	3.5mm jack	
USB 1-2 (stereo)	USB-B and USB-C	
Bluetooth (stereo)	V 5.0	

Output Connections:

Main Out (stereo)	1/4" phone jacks	Balanced or unbalanced.
Monitor Out (mono)	1/4" phone jack	Balanced or unbalanced.
Headphone Out (stereo)	1/4" phone jack	Unbalanced
Headset Out (stereo)	3.5mm jack	Unbalanced
USB 1-2 (stereo)	USB-B and USB-C	

Channel Function:

Mic1: Low-cut, Noise gate, Compressor, 3-band EQ, EFX's, Volume, Mute
Mic2: Low-cut, Noise gate, Compressor, 3-band EQ, EFX's, Volume, Mute
Guitar: Noise gate, Compressor, 3-band EQ, EFX's, Volume, Mute
Line 3/4 - 5/6: Noise gate, 3-band EQ, EFX's, Volume, Mute
USB 1-2: 3-band EQ, Volume, Mute

Nominal Frequency Response:

+0, -1 dB from 10 Hz to 23 kHz

Hum and Noise:

< -90 dBu

Phantom Power Voltage:

+48 V DC

Power requirements:

5V DC, 2 Amp

Dimensions (W x D x H)

6.625 in. x 8.25 in. x 2.75 in.
168 mm x 210 mm x 70 mm

Net Weight:

2.31 lbs. (1.05 kg)



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Warranty registration and information for U.S. customers available online at
www.peavey.com/warranty
or use the QR tag below



Features and specifications subject to change without notice.

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Logo referenced in Directive 2002/96/EC Annex IV
(OJ(L)37/38, 13.02.03 and defined in EN 50419: 2005
The bar is the symbol for marking of new waste and
is applied only to equipment manufactured after
13 August 2005

FCC Regulations

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—Reorient or relocate the receiving antenna.

—Increase the separation between the equipment and receiver.

—Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

—Consult the dealer or an experienced radio/ TV technician for help.

- Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.

FCC RF Radiation Exposure Statement

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. To comply with FCC RF Exposure compliance requirements, this grant is applicable to only Mobile Configurations. The antennas used for the transmitter must be installed to provide a separation distance of at least 20cm from all persons and must not be co-located or operating in conjunction with any other antenna or transmitter.