

### **Version Information:**

- StudioLive Series III (all models) - v2.3.16845
- NSB 16.8 - v1.2.16705
- NSB 8.8 - v1.2.16705
- EarMix - v1.2.16705
- SW5E - v1.2.16705

### **Supporting Software:**

- Universal Control (Mac/PC) - v3.2.1.57677
- UC Surface (iOS/Android) - v3.2.1.57677
- QMix-UC (iOS/Android) - v3.1.0.54974
- Capture (Mac/PC) - v3.0.3.57677

### **Capture 3.0 is compatible with the following PreSonus Hardware and Software:**

- StudioLive 16.4.2 classic
- StudioLive 24.4.2 classic
- StudioLive 16.0.2 classic
- StudioLive 16.0.2 USB
- StudioLive 16.4.2AI
- StudioLive 24.4.2AI
- StudioLive 32.4.2AI
- StudioLive RM32AI
- StudioLive RM16AI
- StudioLive RML32AI
- StudioLive RML16AI
- StudioLive AR8
- StudioLive AR12
- StudioLive AR16
- StudioLive AR22
- StudioLive AR8c
- StudioLive AR12c
- StudioLive AR16c
- StudioLive 32 Series III Console Mixer
- StudioLive 24 Series III Console Mixer
- StudioLive 16 Series III Console Mixer
- StudioLive 64S Series III Console Mixer
- StudioLive 32S Series III Console Mixer
- StudioLive 32SX Series III Console Mixer
- StudioLive 32SC Series III Console Mixer
- StudioLive 32R Series III Rack Mixer
- StudioLive 24R Series III Rack Mixer
- StudioLive 16R Series III Rack Mixer
- UC Surface 3.2.1

## **New In This Release:**

- New Series III Plugin Add-On skins for “The Tube CB” Comp (formally known as P1B Comp) and “The Tube EQ”

**NOTE: In order to see this change, Plugin Add-Ons must be uninstalled from your Series III mixer under the UC Surface “Plug-ins” tab in Settings. After power-cycle, they then need to be reinstalled (new versions will be installed)**

## **Fixed In This Release:**

### StudioLive Series III Firmware

- DAW Mode GEQ Assignment selection button UI now working as expected
- Channel Preset list now auto-scrolls to last (current) selected preset
- SL64S SD Card Channels 33/34 can now record audio as expected
- Preamp Gain values now consistently displayed on Scene Load/Startup
- UC Surface now consistently syncs displayed Project with Console mixers

## **Known Issues:**

### DAW Mode

- (Native Mode) When viewing a send or cue mix, send labels should be placed in the scribble strips
- (Native Mode) Incorrect preamp gain range on mixer display when using TRS inputs
- (Native Mode) Meters don't match between DAW mode and Mixer mode
- (Native Mode) Channel parameters may not populate in Fat Channel after opening song
- (Native Mode) Series III Automation Control: Bypass Button Not Present
- (Native Mode) Newly added Plugin not automatically selected and controls not on FatCh Encoder section if another Plugin wasn't already selected when adding the new Plugin
- (Native Mode) Talkback Button Does Not Light Up In UCS When Engaged From S1
- (Native Mode) Channel Input Does Not Have Selection For "None"
- (Native Mode) Unity Fader Value Is Not Accurate
- (Native Mode) There Is No Way To Remove A Channel Insert
- (Native Mode) Write Select Channel Should Turn Red Like FaderPort 8 & 16
- (Native Mode) Pressing Inputs layer button should open Inputs section in S1 Console
- (Native Mode) Adding Send while viewing Sends view doesn't update fader level
- (Native Mode) Select Buttons For Multi-Channel Instrument Outputs Do Not Light Up

### Series III Mixers

- No FET Comp Input/Output Link Button
- Channels added to Series III Flex Mix Subgroups in UC while viewing the Subgroup on the Console do not update until selecting another Mix and returning to the Subgroup on the Console

If issues are experienced loading converted Scenes that were created on earlier firmware versions, it may be necessary to rebuild them.

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