

Universal Control 2.5.2 Milestone Release Notes

1/29/18

Version Information:

- Universal Control (Mac/PC) - 2.5.2.45951
- UC Surface (iOS/Android) - 2.5.2.45951
- QMix-UC (iOS/Android) - 2.4.0.25212
- Capture (Mac/PC) - 2.3.6.45951

New In This Release:

- Firmware update for Studio 192 Series interfaces
- Firmware update for FaderPort 8 (updated workflow now matches FaderPort 16)

The Following Android devices should be Compatible with UC Surface:

- Any device running Android 5.0 or later with a minimum screen resolution of 1024x768

The Following Android devices should be Compatible with Qmix-UC:

- Any device running Android 5.0 or later

NOTE: It is not possible to qualify all devices that support Android 5.0 or later. Any device running Android 5.0+ should work, but support and functionality may vary. 1024x768 resolution required for UC Surface.

The Following iOS devices are Compatible with UC Surface (running iOS 9.3 or later):

- iPad (2nd generation)
- iPad (3rd generation)
- iPad (4th generation)
- iPad Mini
- iPad Mini 2
- iPad Mini 3
- iPad Mini 4
- iPad Air
- iPad Air 2
- iPad Pro

The Following iOS devices are Compatible with QMix-UC (running iOS 9.3 or later):

- iPhone 4S
- iPhone 5
- iPhone 5C
- iPhone 5S
- iPhone 6
- iPhone 6 Plus
- iPhone 6S
- iPhone 6S Plus
- iPhone SE
- iPhone 7
- iPhone 7 Plus
- iPhone 8

- iPhone 8 Plus
- iPhone X
- iPod touch (5th Generation)
- iPod touch (6th Generation)

UC 2.5.2 Supports the following Operating Systems:

- Windows 7 Service Pack 1 + Platform Update (32 bit & 64 bit)
- Windows 8.1 (32 bit & 64 bit)
- Windows 10 (32 bit & 64 bit)
- OS X 10.8.5 (Mountain Lion)
- OS X 10.9 (Mavericks)
- OS X 10.10 (Yosemite)
- OS X 10.11 (El Capitan)
- OS X 10.12 (Sierra)
- OS X 10.13 (High Sierra)

Capture 2.3 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 32 Series III Console Mixer
- StudioLive 24 Series III Console Mixer
- StudioLive 16 Series III Console Mixer
- StudioLive 32R Series III Rack Mixer
- StudioLive 24R Series III Rack Mixer
- StudioLive 16R Series III Rack Mixer
- UC Surface 2.5.2

UC 2.5.2 Does Not Support the Following Legacy Operating Systems:

- Versions of Windows 7 earlier than Service Pack 1 + Platform Update
- Windows 8 (users should update to Windows 8.1)

Fixed In This Release:

Studio 192:

- Potential audio artifacts during recording/playback now fixed
- Recorded samples now line up as expected
- ADAT clock now syncs as expected
- Sync for all available external clock sources now working as expected

UC Surface

- 16R Subgroup Assign buttons now removed as there are no fixed subgroups on 16R

Known Issues:

UC Surface

- Control and metering on UC Surface instance connected via Firewire may exhibit lag on some systems
- Copy, Delete, & Rename Local Scenes for Cascaded mixers not functioning as expected
- RM/RML: Fat Channel Reset Button Does Not Reset the HPF (or LPF)
- RM/RML: FX issues with Cascaded RM/RML mixers
 - UC Surface and CS18 not controlling some of Slave mixer's FX Bus settings (volume, mute, Pre/Post)
- AI/RM/Studio Interfaces: FX Preset list does not update automatically when selecting FX Busses (must exit FX and return to update preset list)
- AI/RM Mixers: FX Bus Master is missing HPF control
- AI/RM Mixers: Restoring a Mixer Backup over Firewire is not possible.
 - Must be done over Network connection
- AI/RM Mixers: Auxiliary Firewire Input 52 driver label is incorrect
- AI/RM Mixers: Users on OS X 10.8.5 may experience a firewire driver installation issue (to be fixed in UC 2.5)
- AI Consoles: Solo level missing from Settings page
- AI Consoles: Channel Type and Channel Color not persistent or shared across clients
 - Not implemented in firmware yet

Capture

- Playback routing incorrect with cascaded classic StudioLive 16.4.2 consoles

Join our community of PreSonus users on the [PreSonus Answers](#) site for information and product support. While you're there, don't forget to vote for your favorite feature requests.

Alternatively, you can visit our [Knowledge Base](#) for more informative articles authored by the support staff. To log a support ticket or contact technical support, please visit [MyPreSonus](#).