Universal Control 3.2.1 Milestone Release Notes

4/14/2020

Version Information:
- Universal Control (Mac/PC) - v3.2.1.57677
- UC Surface (iOS/Android) - v3.2.1.57677
- QMix-UC (iOS/Android) - v3.1.0.54974 *(Adds support for SL16.0.2 Firewire and Quantum 2626)*
- Capture (Mac/PC) - v3.0.3.57677
- FaderPort (2018) / FaderPort 8 / FaderPort 16 - v3.43
    - **NOTE: If updating from FaderPort 16 firmware earlier than v3.32, Universal Control will prompt for a manual reboot in order to complete the update process**
- Quantum Series - Driver 1.28
- StudioLive 1602 USB - XMOS v 0.05

Supported OS Versions:
- OS X 10.11.6 (El Capitan) or later
- Windows 7 (x64) Service Pack 1 + Platform Update, Windows 8.1 (x64), Windows 10 (x64) Version 1809 or later
- Android 5.1.1 Lollipop or later
- iOS 10 or later

New In This Release:
- AI / Series 3 Mixers: Fat Channel Reset button added to match console functionality.
- 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:
- iOS text issues with dark mode
- Channel Mute button State now displayed correctly in FX Buses With Global Aux Mute Link Enabled
- Fat Channel meters on stereo linked Series III channels now switch dynamically with L/R selection
- AI Series: Restoring a Backup over FireWire should no longer time out before completed.
- AI: Solo level missing from Settings page
- FaderPort 16 - Firmware 3.43 - Resolves Ableton compatibility issue where faders can lock up
- AudioBox 1818VSL - Resolved an issue where sample rates 88.2KHz and 96KHz could not be selected.
- Studio 192 Talkback integration with the onboard mic fixed
- Studio 192- Phantom power channel recall fix

Known Issues:

AI/RM Mixers
- Fat Channel Reset Button Does Not Reset the HPF (or LPF)
- Copy, Delete, & Rename Local Scenes for Cascaded AI mixers not functioning as expected
- 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)
- FX Preset list does not update automatically when selecting FX Busses (must exit FX and return to update preset list)

- FX Bus Master is missing HPF control
- Auxiliary Firewire Input 52 driver label is incorrect
- Channel Type and Channel Color not persistent or shared across clients
  - Not implemented in firmware yet

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

FaderPort 8 and 16
- A restart of Pro Tools and FaderPort may be required if the FaderPort loses power when using Pro Tools

ATOM
- MIDI event velocities cannot be adjusted by ATOM with some Studio One settings setups

Join our forum community of PreSonus users on the [PreSonus Forum](#). Submit and vote for feature requests on the [PreSonus Answers](#) site. 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](#).