

## **Version Information:**

- Universal Control (Mac/PC) - v3.0.0.51747
- UC Surface (iOS/Android) - v3.0.0.51747
- QMix-UC (iOS/Android) - v3.0.0.51525
- Capture (Mac/PC) - v3.0.0.51747
- FP8/FP16 - v3.10.15951
- ATOM - v3.0.15951

***NOTE:*** *The new Series III Projects/Scenes workflow requires both 2.0 Series III Mixer firmware and 3.0 Universal Control versions to work properly. Using an older UC version with 2.0 firmware or older firmware with UC 3.0 will result in incompatibility when trying to load Projects and Scenes.*

## **Supported OS Versions:**

- OS X 10.10.5 (Yosemite) or later
- Windows 7 (x64) Service Pack 1 + Platform Update, Windows 8.1 (x64), Windows 10 (x64)
- Android 5.1.1 Lollipop or later
- iOS 10 or later

## **New In This Release:**

- New Projects/Scenes workflow
- User Profiles
- Soft Power-Down
- Performance Improvements
- 64x64 USB recording capability now available on all StudioLive Series III Mixers (except SL16R)
- 64x64 AVB I/O on all StudioLive Series III Mixers
- Support for the following new Series III Mixer models: SL64S, SL32S, SL32SX, SL32SC

## **Fixed In This Release:**

### **ATOM**

- In MIDI mode, when turned very slowly, the encoders now increment and decrement in steps of 1 instead of skipping steps.

### **Faderport 8/16**

- Ableton Live MCU operation mode added
- MIDI CC operation mode added to FaderPort 8 and 16
- Logic MCU: Scroll functionality now matches FaderPort 2
- Sonar MCU: Markers no longer dropped during playback
- Resolution of Pan mode more refined
- Plugin Editing range expanded
- Cubase MCU: Can now instantiate channel strip components
- Cubase MCU: Improvements to plugin editing
- Cubase MCU: Access to Channel Strip Dyn edit mode
- FP8 scribble strip no longer displays unwanted symbol in Cubase
- Pro Tools HUI: Switching from Scroll mode to Marker mode no longer causes Marker mode to malfunction

### **Studio 24c, 26c, 68c, 1810c and 1824c**

- Universal Control will now state the correct, current firmware version number

## **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 AI mixers not functioning as expected

### **AI/RM Mixers**

- Fat Channel Reset Button Does Not Reset the HPF (or LPF)
- 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
- Restoring a Mixer Backup over Firewire is not possible.
  - Must be done over Network connection
- Auxiliary Firewire Input 52 driver label is incorrect
- Users on OS X 10.8.5 may experience a firewire driver installation issue (to be fixed in UC 2.5)
- Solo level missing from Settings page
- 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

### **Series III Mixers**

- EQ and Comp order and switching are broken for Matrix mix buses

### **Capture**

- Playback routing incorrect with cascaded classic StudioLive 16.4.2 consoles

### **FaderPort 8 and 16**

#### **Pro Tools HUI**

- While in Edit Plugins mode, control of plugin parameters with faders in "Velocity" mode can be erratic
- While in Edit Plugins mode, touching a fader will cause a previously touched fader to jump to a new position

- In a stereo channel, control of the right pan pot is only available if the channel lies within the first 8 channels in a bank of 16 (FaderPort 16 only)

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](#).