

June 11th, 2015

## **Universal Control AI / UC Surface 1.3 Release Notes**

This is the first release of UC Surface that includes support for the StudioLive™ AI Consoles on Mac, PC, and iOS which replaces VSL-AI and SL Remote-AI, providing a seamless workflow with available touch-screen control. UC Surface on iOS makes control uniform across supported platforms and gives iPads full control over AI Consoles with a permission scheme that allows control to be limited where desired. In addition to adding AI Console support, this UC Surface release brings many workflow improvements and features for the RM Series mixers as well, including Smaart integration, Subgroups, and improved Filter DCA management.

### **New Features:**

- Support for AI Console mixers
- SMAART wizards, spectrograph and RTA for RM Series mixers
- New Mix Masters view
- Localization for Spanish, German, French, Japanese, and Simplified Chinese
- Subgroups for RM mixers
- Preset Audition mode for AI Console mixers
- Hide-able master faders to allow more channel faders to be shown
- New Quick Access panel for FX mutes, Tap Tempo, Scenes/Mute groups access, and talkback
- Workflow improvements to Filter DCAs
- Hide automatically created Filter DCAs
- Reorder Filter DCAs
- Workflow improvements to mix navigation
- Improved FX screens and presets
- Improved GEQ view and control
- Preset and Scene management between the mixer and host device
- Improved fader touch performance
- More track type icons

### **Firmware and Software build information:**

StudioLive AI Console Firmware Version: SL 1.0.6452

RM Series Mixer Firmware Version: SL 1.0.6439

Mac/PC Driver Version: 4.2.0.39752

Universal Control AI / UC Surface Version: 1.6.1.33654 (Mac/PC) / 1.3.0 (33654) (iOS)

**NOTE: QMix AI is still supported for use alongside UC Surface for personal mix control on both AI Consoles and RM series mixers . Device Permissions can be set for iPhones and iPod Touches on the Device Settings Page in UC Surface or on “Pg. 3: iOS Setup” of the AI Console System Menu. QMix AI will continue to be updated as needed and will continue to be part of the unified StudioLive AI family workflow.**

**UC Surface Supports the following Operating Systems:**

- Windows 7 Service Pack 1 (32 bit & 64 bit)
- Windows 8.1 (32 bit & 64 bit)
- OSX 10.8.5 (Mountain Lion)
- OS X 10.9 (Mavericks)
- OS X 10.10 (Yosemite)

**Current App Versions Compatible with this Release (available on the Apple App Store):**

- QMix AI 1.2.29258 for iPhone® and iPod Touch®
- UC Surface 1.3.0 (33654) for iPad®

**The Following iOS Devices are Supported with UC Surface:**

- iPad (2nd generation **running iOS 7 or later**)
- iPad (3rd generation **running iOS 7 or later**)
- iPad (4rd generation **running iOS 7 or later**)
- iPad Mini (1st generation **running iOS 7 or later**)
- iPad Mini (2nd generation)
- iPad Mini (3rd generation)
- iPad Air / iPad Air 2

**The Following iOS Devices are Supported with QMix AI:**

- iPhone 4 (**running iOS 7 or later**)
- iPhone 4S (**running iOS 7 or later**)
- iPhone 5 (**running iOS 7 or later**)
- iPhone 5C
- iPhone 5S
- iPhone 6
- iPhone 6 Plus
- iPod Touch 5th Generation (**running iOS 7 or later**)

**Universal Control AI with UC Surface Does NOT Support the Following Operating Systems:**

- Versions of Windows earlier than Windows 7 Service Pack 1
- Windows 8.0 (users should update to Windows 8.1)
- Versions of OS X earlier than 10.8.5

## **Issues Resolved In This Release:**

### **AI Consoles:**

- Fader Locate Indication
  - When in Fader Locate mode, the mixer would previously not update fader locate status. The first fader moved in software would correctly indicate the digital position, but all subsequent faders moved remotely while Fader Locate mode was active on the mixer were not updated visually on the mixer.
- Add Preset + button broken for FX presets
  - The Add Preset + button wasn't working for FX presets in the VSL-AI browser. Resolved in UC Surface
- Selected Channel Fat Channel Smart RTA view drawn as inverted color/black
  - When viewing the Fat Channel Smart RTA for the selected channel, the RTA color was inverted or black, making the RTA readout very difficult to see. Resolved in UC Surface
- Key Source Selections from Remote Apps Incorrect on Mixer
  - When Key Source selections were made from SL Remote AI or VSL-AI, the wrong source selections were made on the mixer. Resolved in UC Surface
- Aux Mix page view resets to show Aux 1-6
  - When selecting an Aux or FX bus in SL Remote-AI, after switching to Overview or any other screen, then back to Aux Mixer, the Aux Mix view reverted to showing Aux 1-6 even though a different Aux or an FX bus was still selected and highlighted. Resolved in UC Surface
- No Firewire Control of AI Consoles with AVB cards installed
  - Universal Control AI was not recognizing AI Consoles with AVB cards installed that were connected over Firewire only. Resolved in UC Surface

### **RM Series mixers:**

- UC Surface instances didn't have independent Channel Selection
  - A channel selected in any instance of UC Surface was causing every instance of UC Surface to have that channel selected
- No Firewire Control of RM mixers
  - Universal Control AI was not recognizing RM Mixers connected over Firewire only
- Channel Mute Buttons in Aux Mixes didn't Work With Global Aux Mute Set to Yes
  - When Global Aux Mute was set to "Yes", Mute buttons engaged on channels in a Mix illuminated but did not mute the channel's audio in the Mix.

## **Known Issues:**

*(To be addressed in a future maintenance release)*

### **StudioLive AI Console Firmware**

- FX Buses Retain Subgroup Assignments When Switching to HD Mode.
  - When HD sample rate mode is engaged, the ability to assign an FX Return to the Subgroups is disabled, and FX can only be assigned to Main.
  - If the FX Return was previously assigned to any Subgroups before switching to HD sample rate mode, the FX Return remains assigned to the Subgroup, and FX Return audio continues to pass to it, even though the Assign section does not indicate that it's assigned to those Subgroups, and there's no way to un-assign the FX Return from any Subgroups either, until you switch back to 44.1/48k.
  - WORKAROUND: Unassign FX Buses from Subgroups before enabling HD Mode.
- Mixer can potentially be connected to two different networks
  - When the mixer has both the wifi dongle in and the ethernet cable connected, both interfaces are active simultaneously and both can potentially connect to a network.
  - WORKAROUND: Use one network connection method, either wifi or ethernet, and to boot the mixer with the connection you plan to use.
- FX buses set to Pre1 or Pre2 not affected by Global Aux Mute setting
  - When an FX bus is set to Pre1 or Pre2, the channel mute will not mute the channel send to the FX bus, regardless of the Global Aux Mute setting.
  - WORKAROUND: Use the default POST setting for FX buses A-D
- Sub Out Delay applies to Subgroup assign to Main bus as well
  - When a delay time is set for a Subgroup output, it is applied to both the analog output and the subgroup signal being sent to the main bus if the subgroup is assigned there.
  - WORKAROUND: Do not use delayed Subgroups as Sub mixes for the Main bus.
- Lockout Mode does not disable mutes, fat channel, digital returns etc.
  - Lockout is only functional for Lockable Items in Lockout Menu (pg. 8 of the System Menu).

### **UC Surface**

- iPad App Reports Incorrect Version Number
- Loading Scenes in UC Surface Demo mode not working
- Can't right-click/ctrl+click to rename Scenes and Presets in UC Surface Scene Manager on Mac
- FX presets loaded from UC Surface Local tab don't always load correctly or consistently
- A second Mixer Tab Appears when any mixer is power-cycled while UC Surface is open
- Restoring a Mixer Backup file over Firewire is not possible. Must be over Network connection
- WiFi Connection to Network "A" Takes Priority over Ethernet Connection to Network "B"
- Incorrect WiFi Password Does Not Give Error Message
- Scenes for Consoles and RM's saved to same local folder
- AI Consoles: Cascaded AI Console Recordings are distorted on Mac (must use UC-AI 28882)
- AI Consoles: Scene Recall Filters "Pots" and "Mutes" missing in UC Surface (can still be set on Mixer Scene Menu)
- AI Consoles: Channel Types not synchronized across all instances of UC Surface
- AI Consoles: Key Listen button doesn't function (must use hardware button on Mixer)
- AI Consoles: Aux output and FX Bus faders in UC Surface trigger Locate Mode on the Console

- AI Consoles: Scenes and Presets cannot be deleted in Mixer Tab of Scene Manager
- AI Consoles: Quicksenes trigger Locate Mode, regardless of Default To Fader Locate setting
- AI Consoles: WiFi Setup from UC Surface not possible
- AI Consoles: Too Many Mute Group & Mix Scene buttons shown (8 instead of the 6 on the mixer)

More support articles in our knowledgebase can be found online at:

<http://support.presonus.com/categories/20072370StudioLiveMixerFamily>

For Technical Support go to: <http://www.presonus.com/support/ContactTechnicalSupport>

Join our community of PreSonus users at <http://forums.presonus.com/forums/list.page> for information, user-based support, tips and tricks, and more!