

## Universal Control 1.1.1 svn 1985 Update

This Universal Control update contains a firmware update to resolve two known issues with StudioLive series mixers:

- Resolves boot order issue when StudioLive mixers are chained. Cascaded mixers can now be powered on simultaneously
- Resolves phase issue on StudioLive 24.4.2 channels 13 & 14
- Updates StudioLive 16.4.2 to firmware version 1.13 build 157
- Updates StudioLive 24.4.2 to firmware version 1.0 build 165

### Installation Instructions (Mac and Windows)

1. Quit out of Universal Control and disconnect your unit from your computer.
2. Run the installer and follow the onscreen instructions. Both installers require that your computer be rebooted upon successful completion.
3. Once your computer has restarted, connect your FireStudio or StudioLive series device and open Universal Control
4. Open the Launch Window and go to Settings>Check Firmware to verify that your unit's firmware is up to date
5. **StudioLive users only:** Once your StudioLive firmware has been updated, you will be given the option to Restore your user presets and scenes back to your device's memory, or to Reset your StudioLive to factory default. If you select 'Reset', your entire set of user Scenes and Presets will be deleted. This cannot be undone.

*Please Note: With any firmware update there is a small risk that some scenes or presets will be lost, because of this, it is highly recommended that you back-up your scenes and presets in VSL prior to running the Universal Control svn 1985 update.*

### Known Issues (VSL 1.1 only)

- To assign a channel or FX bus to a Subgroup from within the Channel tab, the link master for the linked Subgroups can only be used. This issue isn't present on the StudioLive or from within the Overview tab.
- Fader locate doesn't sync correctly to Faders set to -inf in VSL
- VSL and firmware updater will not launch on Mac PPC machines. While PreSonus is working on a solution, PPC users can continue to use the 3.5.2 driver as normal without control panel features.