

How to Import Channel Strip Presets into Console

Today at 09:07

A Channel Strip preset is a chain of plug-ins within a single input channel in Console. All parameter settings within those plug-ins are saved as a ".uadchannel" file so that the channel strip preset can be recalled into either the same or a different input channel in the future.

This article walks you through how to import and load a channel strip preset in Console.

Importing a Channel Strip Preset

Move the ".uadchannel" file to the appropriate location listed below:

macOS:

Mac HD/Library/Application Support/Universal Audio/Presets/Channel Strip

Windows:

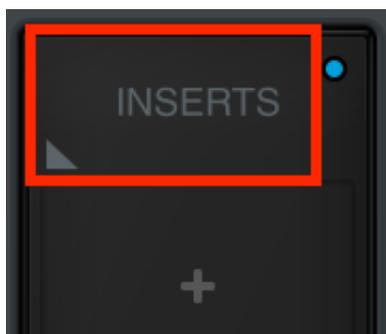
C:\Program Files (x86)\Universal Audio\Powered Plugins\Presets/Channel Strip

***Tip:** User presets and folders can be organized via the operating system's file manager (e.g., macOS Finder or Windows Explorer). File locations in the operating system are reflected within the Presets Manager.*

Loading a Channel Strip Preset in Console

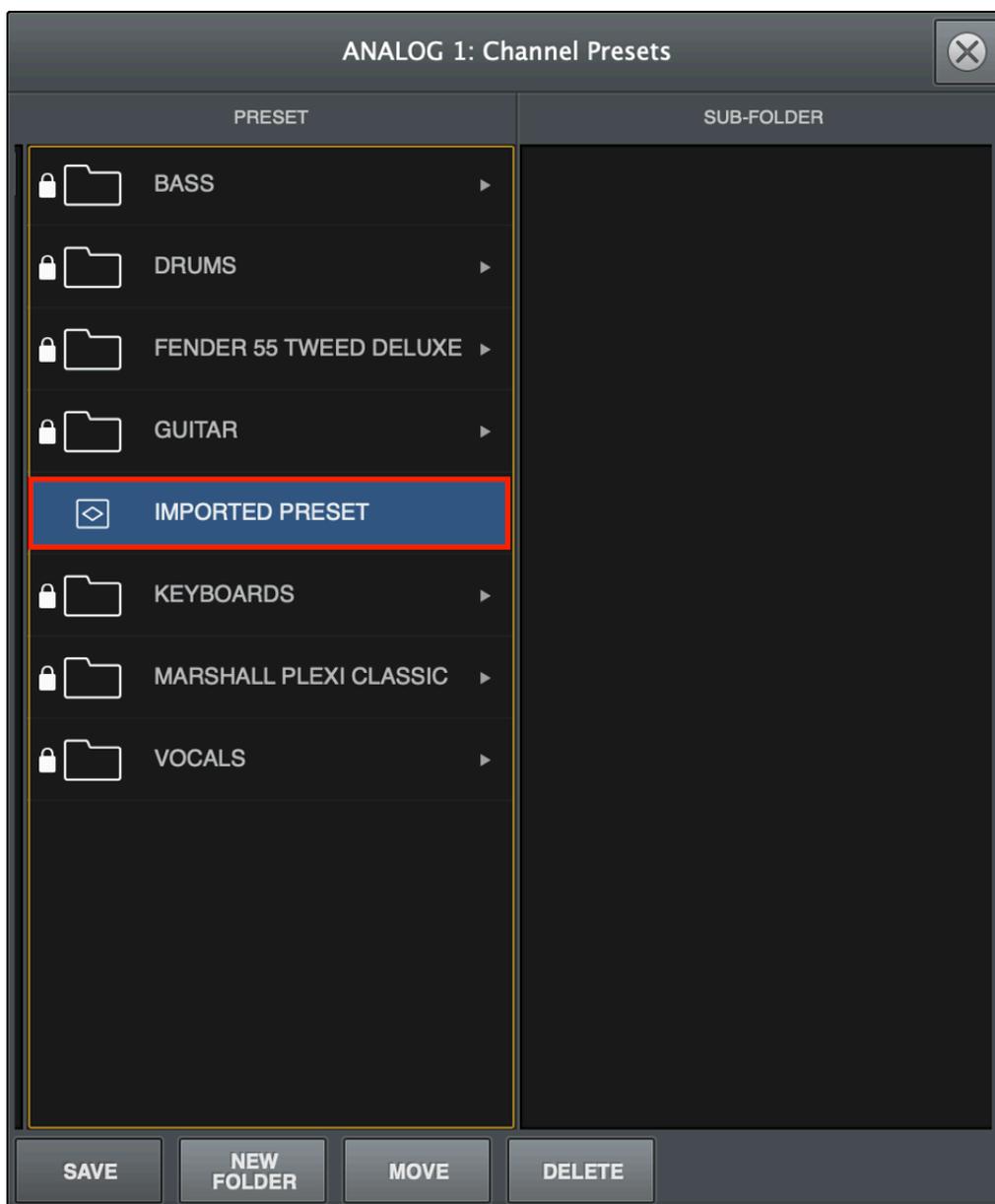
1. In Console, click anywhere near the Channel Strip Presets disclosure triangle or on the word "INSERTS" above the channel inserts when in either the

OVERVIEW or INSERTS views (as shown below).



Click the area outlined in red to access Channel Strip presets

2. Click on the Channel Strip preset to load the preset on the input channel:



For optimized use with UA presets, adjust to the flat response setting on the back of your SM7B as shown in the diagram below.



Flat Response