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Subject: Hide Channels in Session Window  
Posted by [ekrauter](#) on Sun, 20 Dec 2020 00:25:29 GMT  
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I have a 2882 3D & ULN8 3D with the latest console version.

The session window used to have a setting to show only channels that are record-armed but now it shows every channel visible in the mixer.

Is there a setting somewhere to only show record-enabled channels in the session window?

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Subject: Re: Hide Channels in Session Window  
Posted by [bj](#) on Sun, 20 Dec 2020 03:23:23 GMT  
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This is an option available from the Hamburger Menu in the session window:

#### File Attachments

1) [Screen Shot 2020-12-19 at 10.21.15 PM.PNG](#), downloaded 467 times

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Subject: Re: Hide Channels in Session Window  
Posted by [ekrauter](#) on Sun, 20 Dec 2020 18:01:57 GMT  
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Yeah, that's the option I used to see.

I'm on this version of the console, maybe it's out of date?

Console : 6.0.0 [5902]  
Driver : 2.0.68  
BuildTag : beta\_3d/pb10-20-g86d32884e

Domain rooted on (2882/41081) [ONLINE]  
2882/41081 v.6.0.93 [ONLINE]  
ULN-8/46245 v.6.0.93 [ONLINE]

this is what I see from the hamburger menu

## File Attachments

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1) [Screen Shot 2020-12-20 at 12.59.16 PM.png](#), downloaded 459 times

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Subject: Re: Hide Channels in Session Window  
Posted by [ekrauter](#) on Sun, 20 Dec 2020 18:14:05 GMT  
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oops, problem solved, it was an older build of Console3D

I just downloaded the latest build (PB10-138) and the "Record-Enabled" flag is functional now.

Console : 6.0.0 [6020]  
Driver : 2.0.68  
BuildTag : beta\_3d/pb10-138-g9a87e2d9d

Domain rooted on (2882/41081) [ONLINE]  
2882/41081 v.6.0.93 [ONLINE]  
ULN-8/46245 v.6.0.93 [ONLINE]

## File Attachments

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1) [Screen Shot 2020-12-20 at 1.12.24 PM.png](#), downloaded 491 times

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