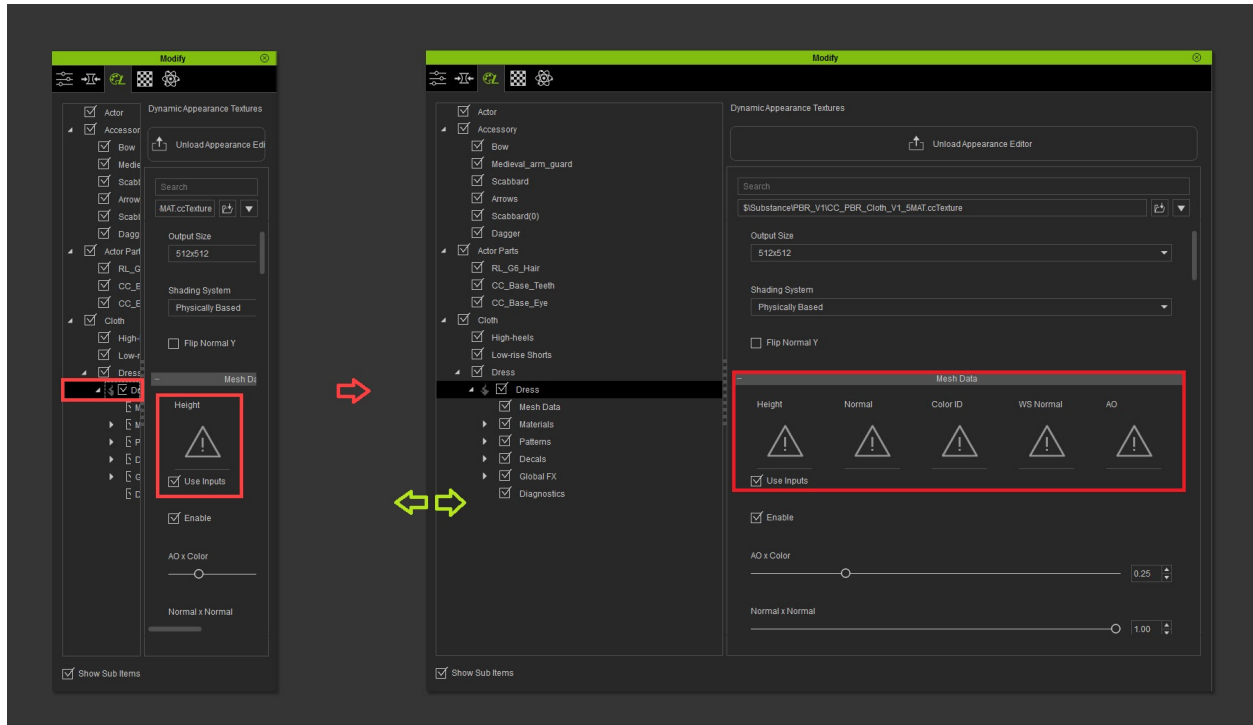Why is it that "Modify Panel > Appearance" in the left navigation tab > Mesh Data > select Use Input, when I load a new cloth sbsar only one channel in one row?

It will happen in some special situation, for now you work around this issue by:

Drag the UI Layout after you select the Use Inputs option, it would be show Height , Normal , Color ID , WS Normal , AO.

Reallusion FAQ

https://kb.reallusion.com/Product/52521/Why-is-it-that-Modify-Panel-Appearance-in-the-left-navigation-ta