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Subject: rendering bug

Posted by [uptown jimmy](#) on Mon, 15 Aug 2011 18:15:23 GMT

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Hi, guys. I dimly remember something about this from years ago, but it never plagued me until recently, though I've always done a lot of edits and cross-fades.

I'm rendering some bass tracks and I keep finding the rendered tracks offset by a good bit, but the amount of offset varies across the length of the track, getting further offset as the track goes on. I can edit things back to snuff, but I wondered if there was a workaround.

I'm using Mike's drivers on XP, with an MEC synced to a Lucid wordclock generator.

Jimmy

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