

# Fixing problems with the timing of sound from the rhythm track

## Problem

When multiple audio tracks are recorded/played back at the same time as the rhythm track is played, the timing of the sound produced by the rhythm track may drift.

## Cause

Too frequent access to the hard drive is causing a delay in the processing for the rhythm track.

## Counter measure

Take the following measures to alleviate the problem:

- Reduce the number of audio tracks played back.
- If the recording mode of the current project is "M24," change it to "M16."
- Mute all audio tracks and bounce the rhythm track sound to an empty audio track. Use the bounce-recorded audio track instead of the rhythm track.

