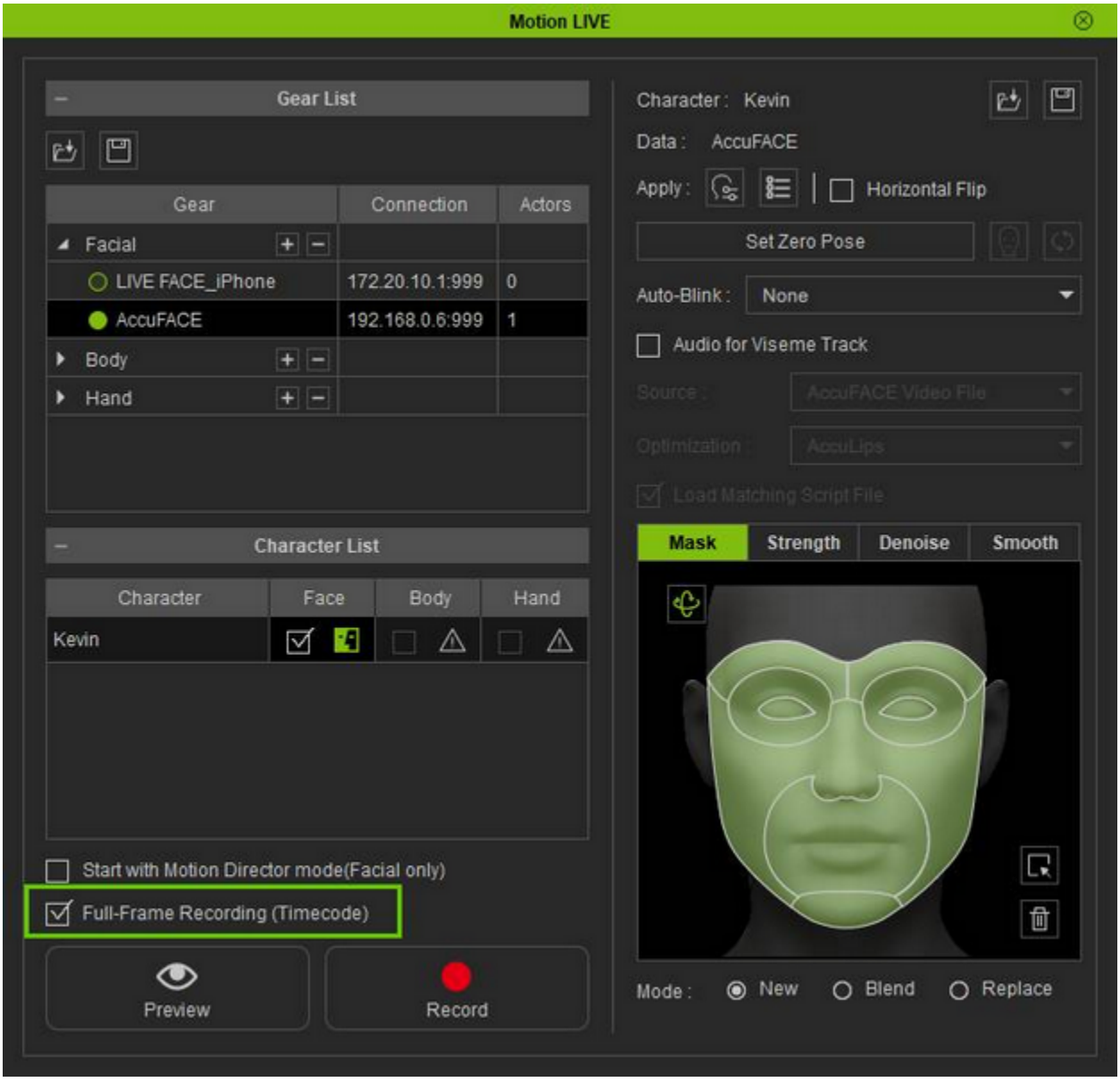
By enabling **Full-Frame Recording (Timecode)**, the mismatch and subsequent lag will only affect realtime preview, while the final recording will not suffer frame drops. The full-frame recording option is enabled by default.



Reallusion FAQ
https://kb.reallusion.com/Product/53173/How-do-I-prevent-the-tracking-lag-from-affecting-the-recording