

Why is it that data loss occurs when I save for iClone 6.5 or Character Creator 1.5?

For the time being, down versioning does not deal with Hide mesh, Weight Map, and Custom Facial Expressions. However, you can apply the following fixes in Character Creator 1.5 for your specific problems:

- Use Modify > Edit Hide Mesh to repair meshes.
- Weight Map can be saved manually as textures and re-linked.
- Custom Facial Expressions: Use iClone 3DXchange > Expression editor > export iAvatar to iClone6.5 or Character Creator 1.5

We will check into this problem further and provide a fix in the near future.

Reallusion FAQ

<https://kb.reallusion.com/Product/52520/Why-is-it-that-data-loss-occurs-when-I-save-for-iClone-65-or-Ch>