

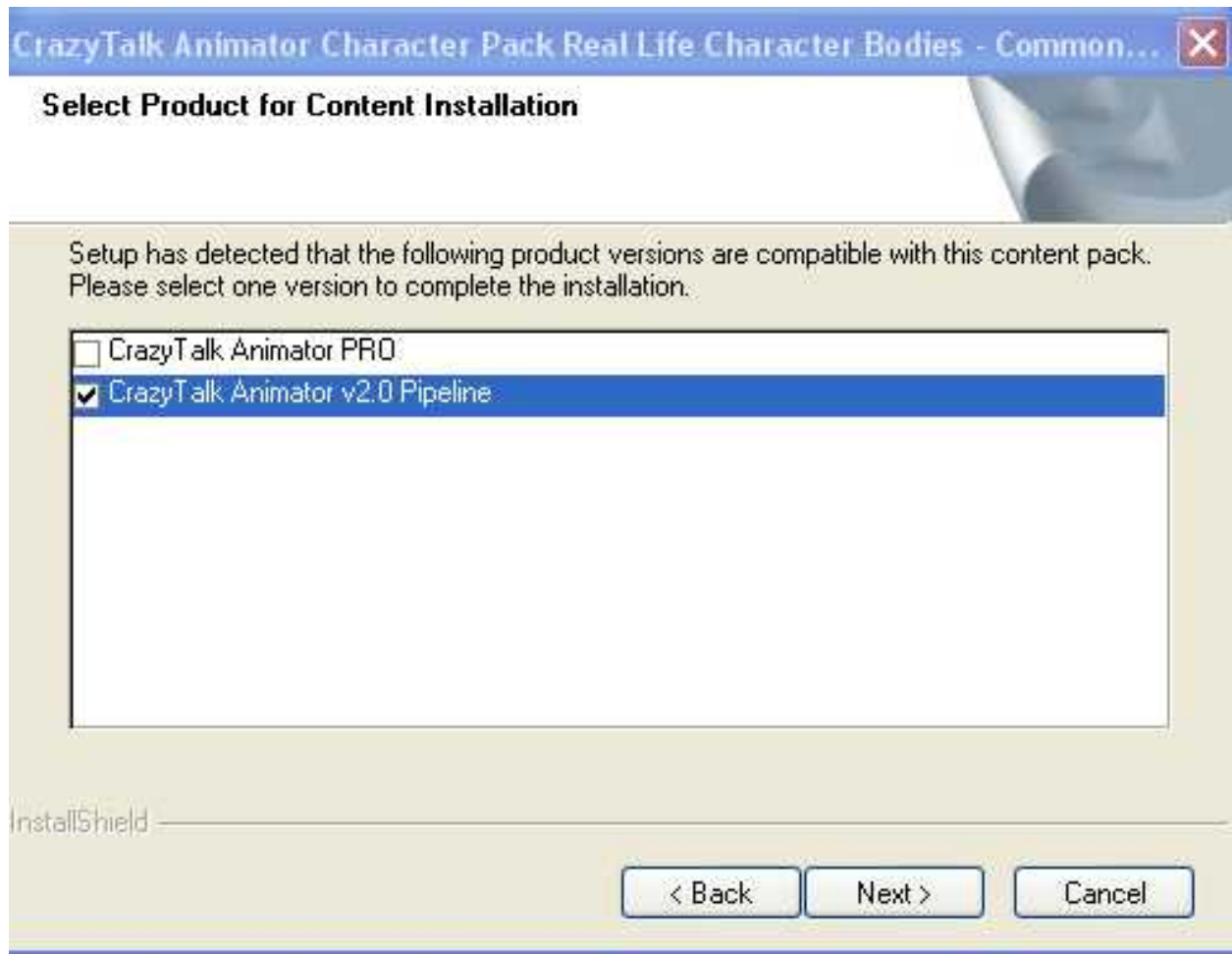
How does CrazyTalk Animator 2 access the CrazyTalk Animator 1 DRM contents?

All CrazyTalk Animator 1 contents are compatible with CrazyTalk Animator 2. 2 methods available and recommended method#1 to be used.

Method#1: -

The easiest way to bring in all your CrazyTalk Animator 1 content is to simply reinstall all your content packs as this will directly add them into your CrazyTalk Animator 2 folders.

During content packs installation, just simply check CrazyTalk Animator 2 when prompt.



How does CrazyTalk Animator 2 access the CrazyTalk Animator 1 DRM contents?

1) Manually copy all contents from CrazyTalk Animator 1 to CrazyTalk Animator 2 correspondence location. Please DO NOT replace the files with the same name as this is to avoid any version mismatch.

Folder reference: -

CTA1 Template folder: (Vista/Win7/Win8/Win10)

C:\Users\Public\Documents\Reallusion\Template\CrazyTalk Animator Template

CTA1 Template folder: (WinXP)

C:\Documents and Settings\All Users\Documents\Reallusion\Template\CrazyTalk Animator Template

CTA2 Template folder: (Vista/Win7/Win8/Win10)

C:\Users\Public\Documents\Reallusion\Template\CrazyTalk Animator 2 Template

CTA2 Template folder : (WinXP)

C:\Documents and Settings\All Users\Documents\Reallusion\Template\CrazyTalk Animator 2 Template

2) Since these digitally protected contents were not installed using their original installers, or downloaded from BackStage, they need to be re-verified for use in CrazyTalk Animator 2.

Please go to main menu, "Help" -> "Content 1-Click Verification", this will help you verify all your templates and custom contents in a single go.

After clicking "Content 1-Click Verification", a confirmation dialog will pop up. Read the information carefully and click on "OK" to begin the verification process.

Please note that the verification requires an internet connection.

Reallusion FAQ

<https://kb.reallusion.com/Product/50087/How-does-CrazyTalk-Animator-2-access-the-CrazyTalk-Animator>