

Why the texture of Eye and Teeth cannot keep previous state even though Keep Current of Dynamic Appearance Texture Settings had been chosen?

This only happens when you modify texture of Eye and Teeth before import RLHead.

Please "Activate Appearance Editor" for the Eye and Teeth, then the previous state will be reappear.

Reallusion FAQ

<https://kb.reallusion.com/Product/50368/Why-the-texture-of-Eye-and-Teeth-cannot-keep-previous-state-e>