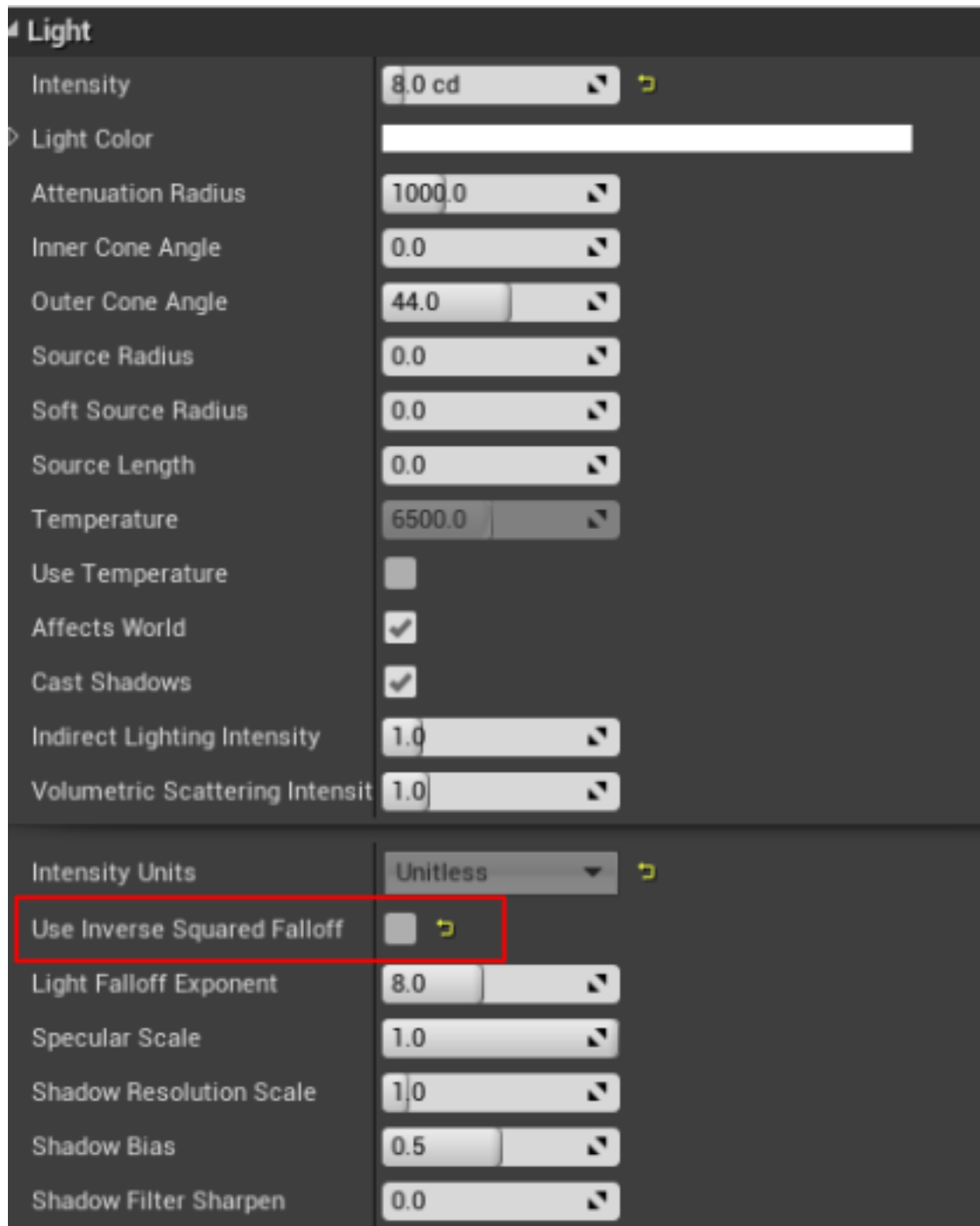


Why spotlight luminance values aren't synced

You'll need to disable Use Inverse Squared in Unreal's spotlight settings in order to sync with iClone. This setting is on by default.



Reallusion FAQ

<https://kb.reallusion.com/Product/52835/Why-spotlight-luminance-values-aren't-synced>