Please build your C++ Unreal project first before installing Auto Setup to prevent compiler error.

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Visual Effects		Name Your New Actor	22 actors		
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Volumes All Classes	Player Start	Enter a name for your new class. Class names may only contain alphanumeric characters, and may not contain a space. When you click the "Create" button below, a header (h) file and a source (zgp) file will be made using this name	1 Details	🗴 🥥 World Settings	×
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		Name MyActor02 11 Message X (Runtime) Public Private			
Content Browser		Path D/CalvinLai/Un			
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🗲 🔶 🛚 🖕 C++ Clas	ses 🕨	Source File D/CalvinLai/Unr Failed to automatically hot reload the 'TestBuildFailed' module.			
Search Folders	D TFilters - Search Assets	Would you like to open the Output Log to see more details?			
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How to avoid error caused by using Unreal C++ project with Character Creator & iClone Auto Setup? (v3.1)

Reallusion FAQ https://kb.reallusion.com/Product/52840/How-to-avoid-error-caused-by-using-Unreal-C--project-with-Cha