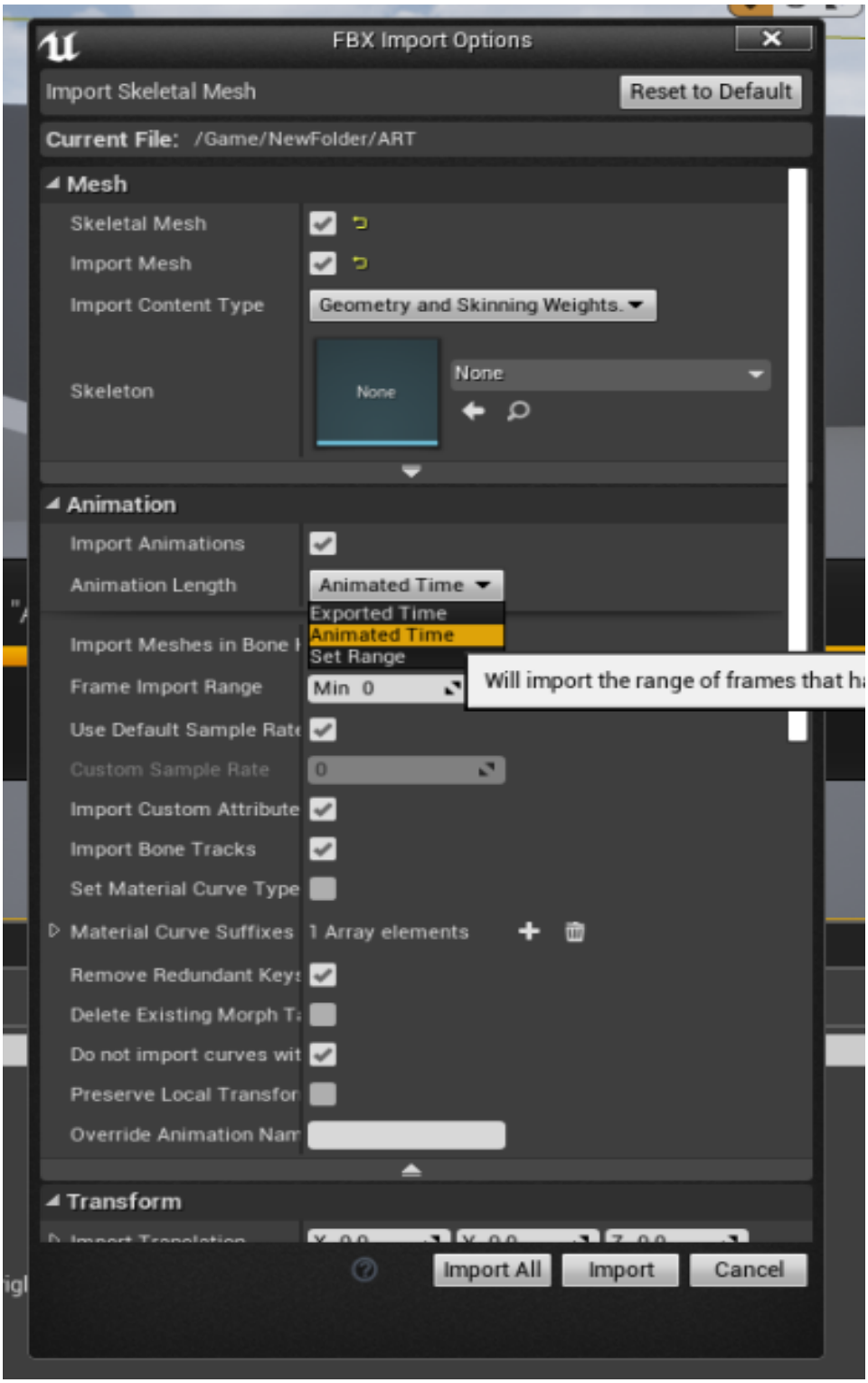
In the Unreal FBX Import Options panel, enable Import Animations and set Animation Length to Animated Time and enable Use Default Sample Rate.



How to import multi-frame motion to Unreal? (v3.1)

Reallusion FAQ
https://kb.reallusion.com/Product/52846/How-to-import-multiframe-motion-to-Unreal-v31