Aktivieren Sie im Unreal FBX Import Options Bedienfeld Import Animations, stellen Sie die Animationslänge (Animated Time) unter Animated Time ein und aktivieren Sie Use Default Sample Rate.

11	FBX Import Options	×
Import Skeletal Mesh		Reset to Default
Current File: /Game/Ne	wFolder/ART	
⊿ Mesh		
Skeletal Mesh	🗹 🖻	
Import Mesh	🛃 🦻	
Import Content Type	Geometry and Skinning Weigh	nts. 🕶
Skeleton	None	•
	۹ •	
	-	
Animation	_	
Import Animations	✓	
Animation Length	Animated Time	
Import Meshes in Bone	Animated Time	
Frame Import Range	Min 0 💽 Will import	the range of frames that I
Use Default Sample Rat		
	0	
Import Custom Attribute	v	
Import Bone Tracks	v	
Set Material Curve Type		
▷ Material Curve Suffixes	1 Array elements 🛛 🕂 👼	
Remove Redundant Key		
Delete Existing Morph T		
Do not import curves wi	~	
Preserve Local Transfor	•	
Override Animation Nan		
4 Transform		
Import Translation		7.00
	Import All	mport Cancel

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