

Unreal crash when I transferd some object twice. (v1.2)

It's an known issue of Unreal API in 4.24/4.25 version. You can change the name of object in iClone if you want to transfer the object already in Unreal to avoid this defect.

Reallusion FAQ

<https://kb.reallusion.com/Product/52901/Unreal-crash-when-I-transferd-some-object-twice-v12>