

Why can't some individual static meshes transfer from Unreal? (ICv8.1 & LiveLinkv1.1)

Despite the ability to individually select instanced objects composed onto an actor within the viewport, it is still not possible to transfer them as individual objects.

Reallusion FAQ

<https://kb.reallusion.com/Product/53091/Why-can't-some-individual-static-meshes-transfer-from-Unreal-I>