What do I do if the ZBrush character does not update after sending partial- or full-body poses (by using Send Current / T- / A-Pose)?

There are two possible solutions to this issue:

Solution 1:

Make sure to clear out the cache folder of any old files after sending the CC character to ZBrush and before using GoZ to CC (**Preferences** > **GoZ** > **Clear cache files**). Under the current GoZ system, the presence of old cache files will attach sequential numbers on the subtools, causing them to be mis-read and unable to be identified.

Solution 2:

Make sure the ZBrush subtools and the CC mesh names are consistent. If not, please give the same names to the corresponding items.