Cause: ZBrush Face Tools relies on strict naming conventions to operate properly. Therefore, changing the names of layers or subtools can lead to unforeseen issues.

Known issues (auto rename):

- Serializing of names after executing GoZ.
- Name changes caused by crashes during auto save.
- Renaming the file when saving a subtool.

Solution: Don’t manually rename layers or subtools. If an item has been renamed, then you will need to export (create new) the CC character again to ZBrush.

Reallusion FAQ
https://kb.reallusion.com/Product/53152/Renaming-layers-or-subtool-causes-problems-with-the-plugin