

Character may overstep path and walkway regions.

Presently, due to MD Motion Matching, the path's movement is influenced by the character's motion, causing the character to not adhere to the path while walking on it. If you desire the character to remain on the path, consider increasing 'MD Behavior > Data Settings > Responsiveness'. However, be aware that this adjustment could potentially result in another issue of foot sliding.

Reallusion FAQ

<https://kb.reallusion.com/Product/53179/Character-may-overstep-path-and-walkway-regions>