

If the connection weight is adjusted to 1 for a specific control point while the connecting walkway is set to zero, the character will turn back around.

When the connection path is a walkable route while the 'Continue on Walkway' option is enabled for the control point and the connection is set to inaccessible, the character will automatically turn back around.

Reallusion FAQ

<https://kb.reallusion.com/Product/53183/If-the-connection-weight-is-adjusted-to-1-for-a-specific-control-p>