

The constraint settings that I've configured for actor groups do not seem to take effect.

Actor Groups only expose actor and object positions for editing, while the motions are embedded into each character. In order to set constraints, you will need to bake the motions into animation layers and apply them back onto the Actor Groups.

Reallusion FAQ

<https://kb.reallusion.com/Product/53184/The-constraint-settings-that-Ive-configured-for-actor-groups-do->