

Motion pool motions are not being applied when Actor Groups are scattered via the 'Crowd Gen' interface.

Actor Groups are already equipped with preconfigured motions. These motions are still given priority when used in combination with 'Crowd Gen'.

Reallusion FAQ

<https://kb.reallusion.com/Product/53185/Motion-pool-motions-are-not-being-applied-when-Actor-Groups-a>