After Unreal Live Link or OV LiveSync, some MD Props or Props are incorrectly positioned.

The issue may be due to naming conflicts between the MD Prop or Prop and its parent object. To resolve this, rename the problematic objects in the Scene Manager and then transfer them again.

Reallusion FAQ
https://kb.reallusion.com/Product/53210/After-Unreal-Live-Link-or-OV-LiveSync-some-MD-Props-or-Props-