Unreal Live Link or OV LiveSync can only transmit items that are present in the iClone scene. Therefore, if the Motion has not been applied yet, Auto Load Accessory will not be triggered and cannot be transmitted. To resolve this issue, apply GoMD first and then proceed with the transmission.

Reallusion FAQ

https://kb.reallusion.com/Product/53212/Why-is-my-Auto-Load-Acc-not-appearing-in-Unreal-or-Omniverse