Why can’t iClone open some iClone 8 files? What does this have to do with CC5?

Although CC5 is compatible with iClone 8, any new CC5 content requires CC5 software components to run properly in iClone 8.

Why are some CC5 files able to be read in CC4 while others can’t?

Since iClone 8 supports both CC4 and CC5, certain files are cross-compatible, while others depend on CC5-specific features and therefore cannot be opened in CC4.

The following files cannot be loaded in CC4 or iClone 8 without the installation of CC5:

iClone & CC formats	CC only formats
ccAvatar	ccSlider / CustomSlider
iAvatar	ccAvatarPreset
ccFacialProfile	ccProject
iTalk	MixerPreset (v5 only)
iMotionPlus	rlEyelashElement (v5 only)
iTeeth / ccTeeth	
iEye / ccEye	

- iClone 8 becomes compatible with CC5 files once CC5 is successfully installed.

- Files containing CC5-specific elements cannot be opened in iClone 8 unless CC5 is installed. CC5-specific elements include subdivision levels, eyelash components, corrective expressions, and HD facial profiles.

Reallusion FAQ

https://kb.reallusion.com/Product/53238/CrossVersion-Content-Compatibility-