Bendy wrist bones or fingers.

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1. Blender Addon
   - **AutoRig Pro - v3.72.37**
   - **Human Generator Ultimate - 4.0.21** (Optional: Only used for testing purposes. If you prefer not to use it, create a custom character..)
2. Problem I have faced,

Storytime - Bendy bones! This has irritated me so much. While trying to fix them, I ended up re-painting my character manually several times. On the UE forums, people also advised manually correcting the rotation using either a control rig or adjusting bones during import, but I didn't want to do that. So, I rigged my character using game rig tools and manually hand-painted the character, but I still had the same problem. I've been working about 15 hours a day for almost 6-7 days with no luck until today.

   - Solution - Just delete the skeleton and replace it with the default UE4 skeleton. I don't know why Unreal Engine is so upset, even though I have the same bone hierarchy, but this should fix the issue.

3. Some Tutorial that might help
   - [Using Control Rig in Unreal Engine](https://youtu.be/y2WzNvJZk0E?si=z84EoYnRrVZcP_SQ) - https://youtu.be/y2WzNvJZk0E?si=z84EoYnRrVZcP_SQ

   - [Auto-Rig Pro Tutorial: Rigging Humans](https://youtu.be/nvjq7C9BbAQ?si=-MLEu3DdGcYh2jHq) - https://youtu.be/nvjq7C9BbAQ?si=-MLEu3DdGcYh2jHq

   - [Auto-Rig Pro: Export as Mannequin for Unreal [v3](https://youtu.be/0qLuFpeZvVs?si=j-oL-NjEHnEv7mpv) - https://youtu.be/0qLuFpeZvVs?si=j-oL-NjEHnEv7mpv