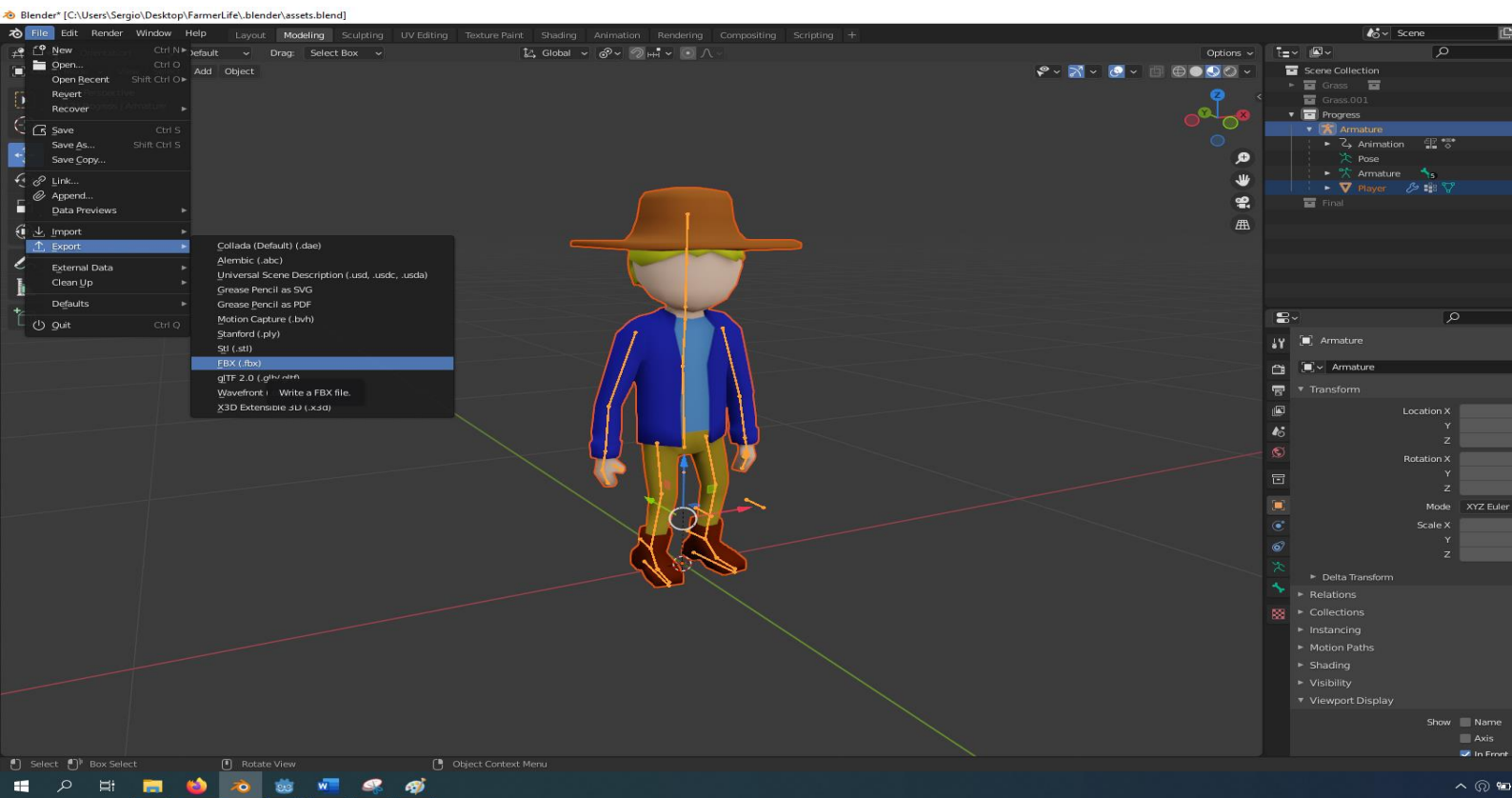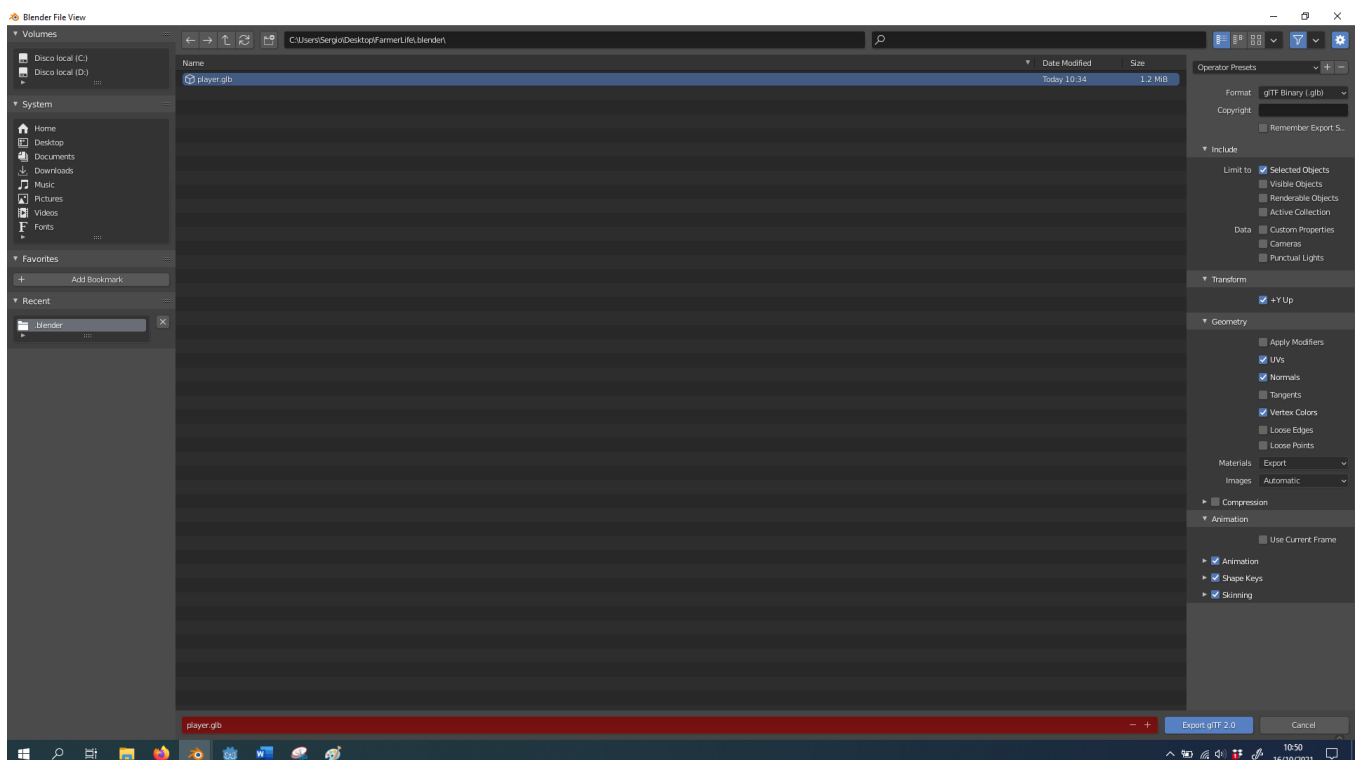How to export:

With the skeleton and the mesh selected go to export using glTF2.0

Then select open the properties section on the right hand side:

And select: