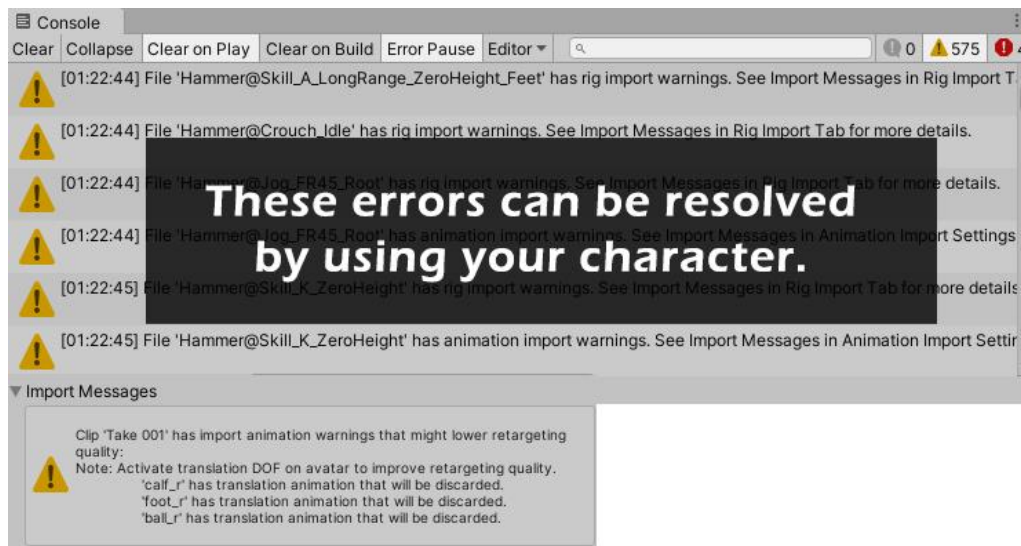[Gru:zam]

Hello, I am **Grruzam** and I create stylish animations.

First of all, thank you for purchasing my content.

I'll write down the questions people frequently ask me.

1. **Error message.**

These errors can be resolved by using your character.

When I create an animation, this error occurs because the 3D program I use is set to use the character for both Unity and Unreal Engine.

(Caution, the structures of Unity and Unreal Engine are different. They are not compatible with each other.)

This is just set up so that the 3D program I use can automatically export to both engines.

You cannot use both engines together in one pack

So far, many games have been released using my pack.

If this error had been a problem, many games would not have been released until now.
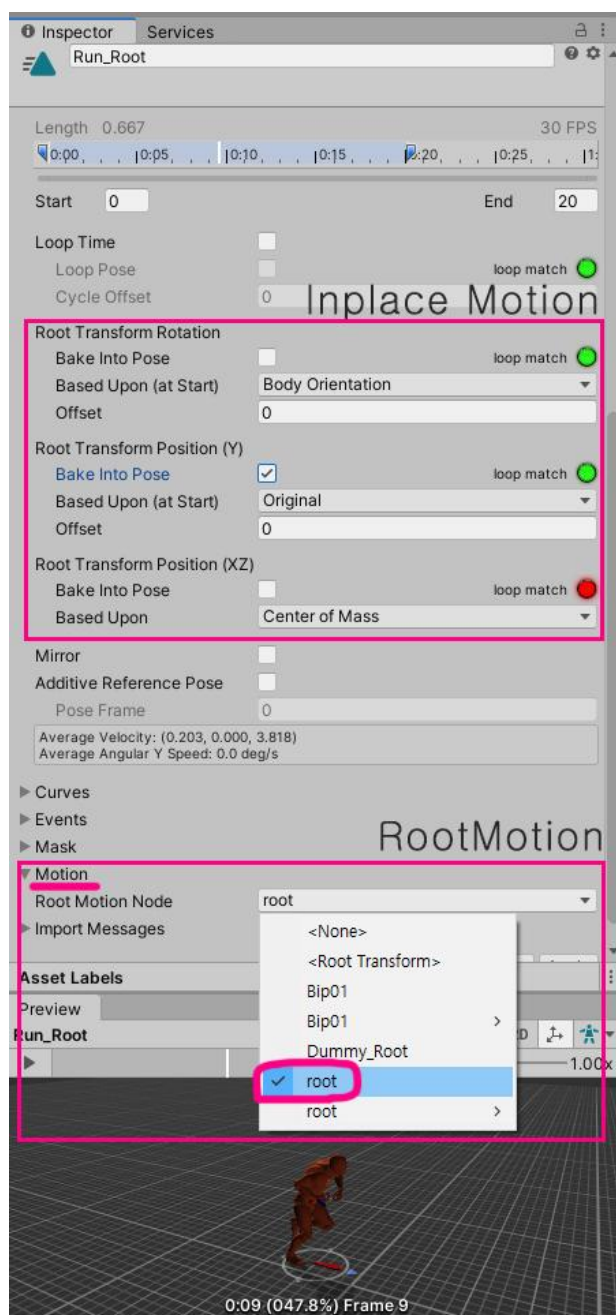
Do not worry.

2.   Option settings.

For convenience, I preset frequently used options.

Since each development environment is different, select various options in the pink box and click the checkbox. Also, try adjusting the offset.

If you are developing a game with Rootmotion, open the **'Motion'** tab at the bottom. It is set to <None>, so select **Root**, which is second from the bottom. Then Rootmotion is applied.

If the character's feet are below the ground, please adjust the offset in the options.
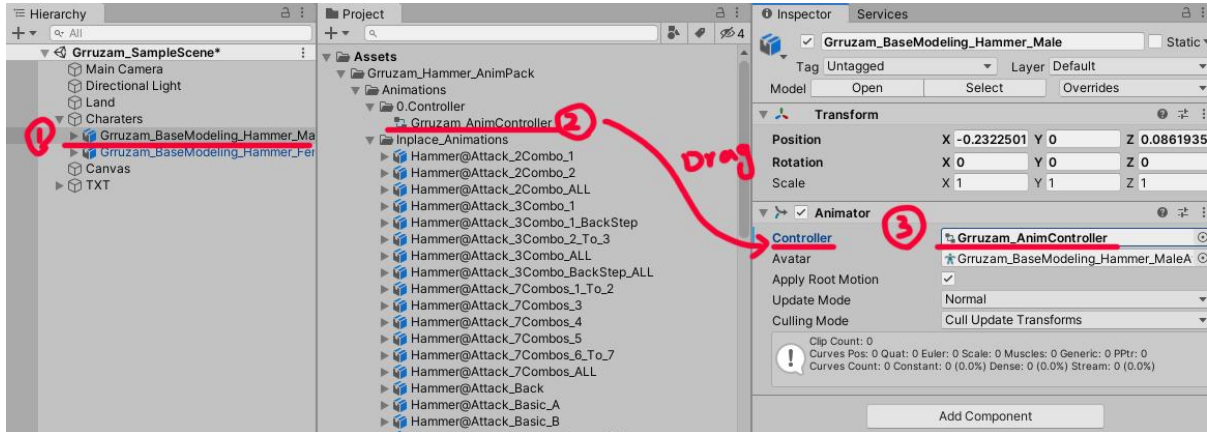
3. The animation doesn't move.

Select your character in the Hierarchy window.

Then, drag **AnimController** and place it in '**Animator -> Controller**'.

This is usually empty, so the character doesn't move.

If you have any further questions, please send them to

grruzam@gmail.com

Thank you

Posted by Grruzam