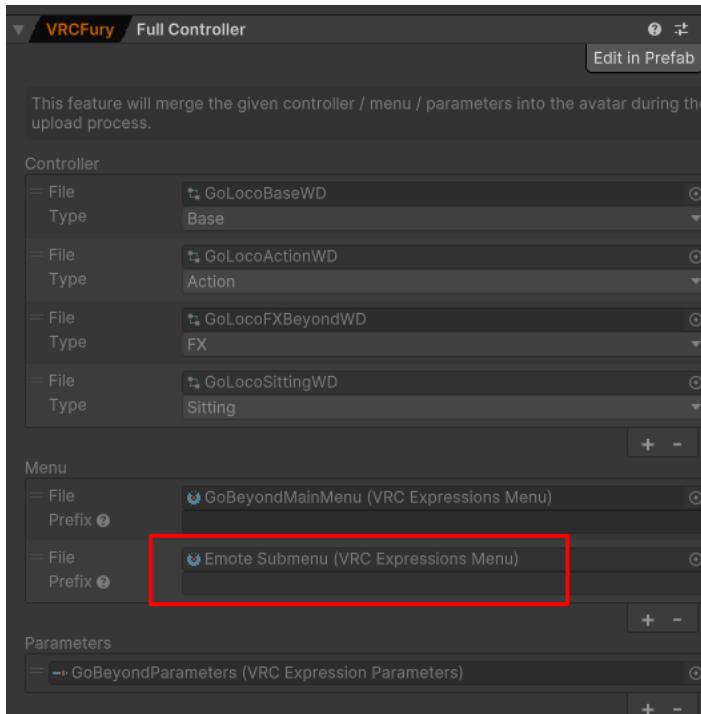


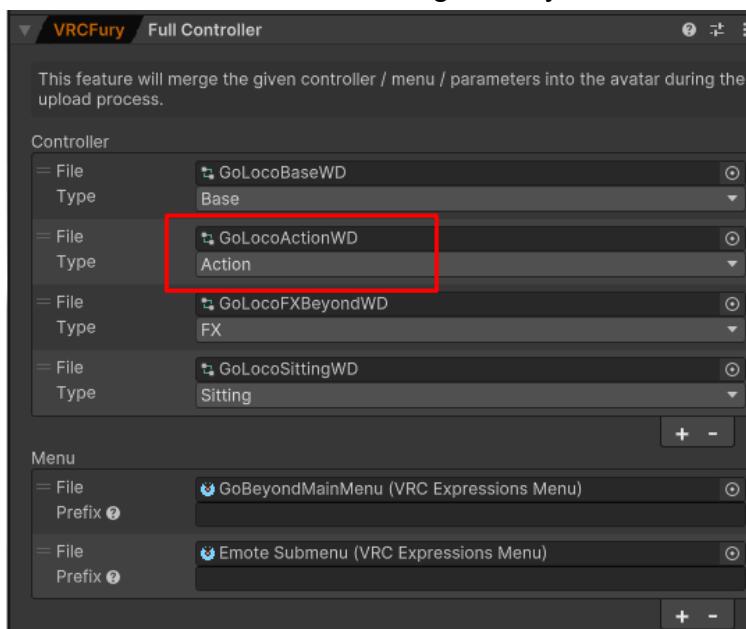
If the Unity Package includes the emote files + gogo loco, then they'll likely be bugged when you import them to your project.

Here's how to fix them!

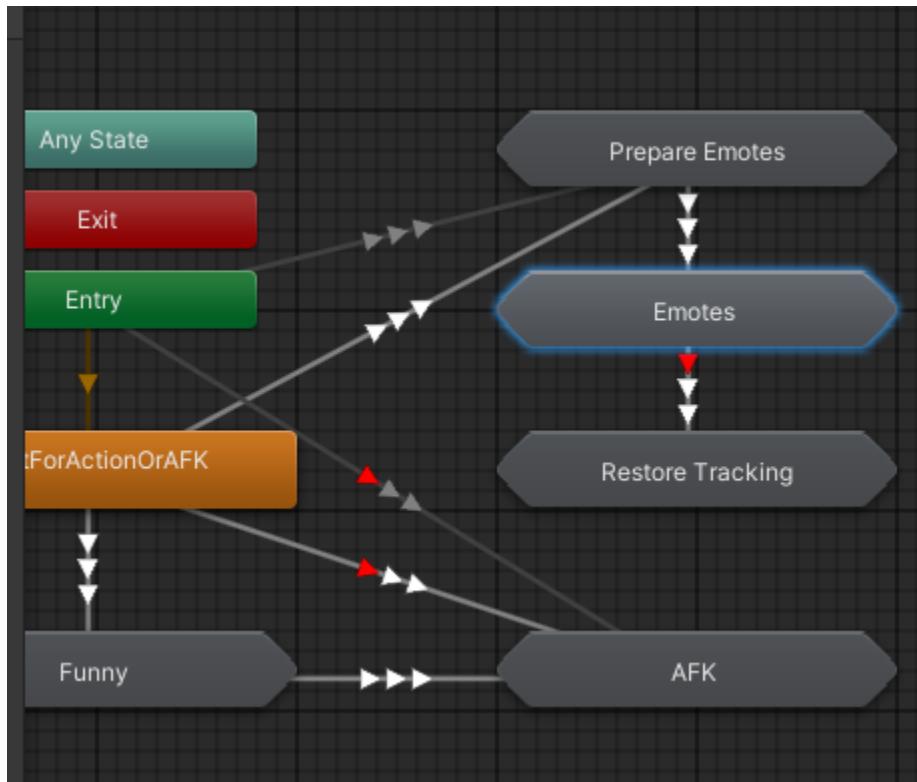
1. Open GogoLoco Beyond prefab, make sure the Emote Submenu is in it. If not, drag it in. (make sure you click "Edit in Prefab" first)



2. If the emotes are not working when you test the avatar, open the Action controller



3. Go to Emotes > 25-32 and then 33-40, you'll need to drag the emote animations into the slots for each number.



4. Here is a number guide for each emote!

