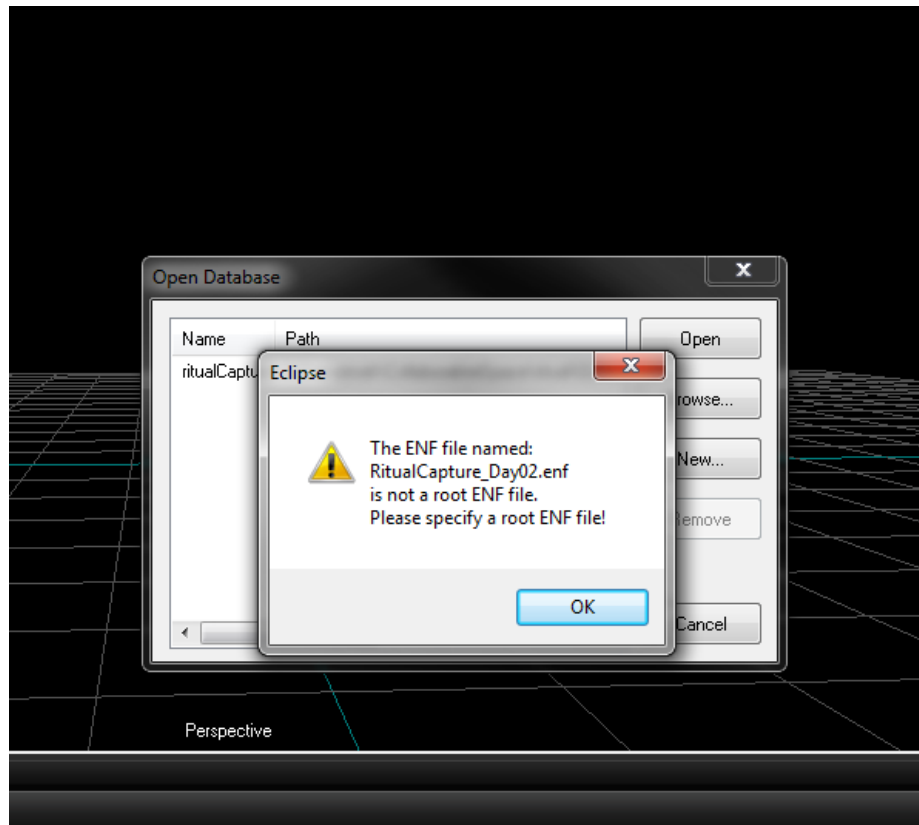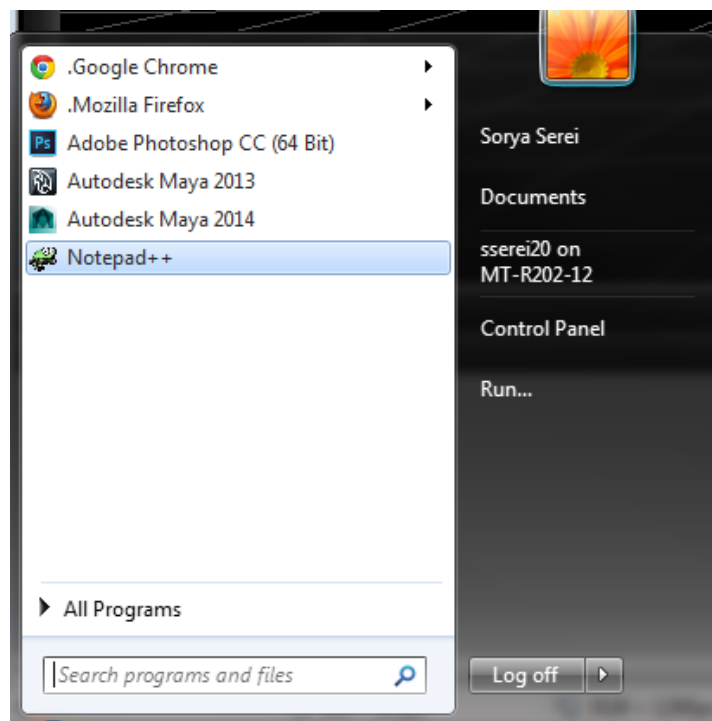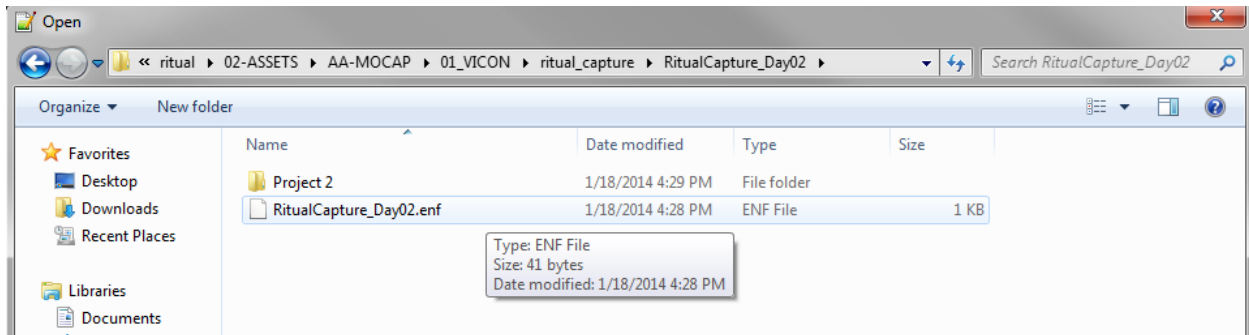There's a chance that the **Root ENF** file did not save properly even though Blade 2.6 captured all the takes.

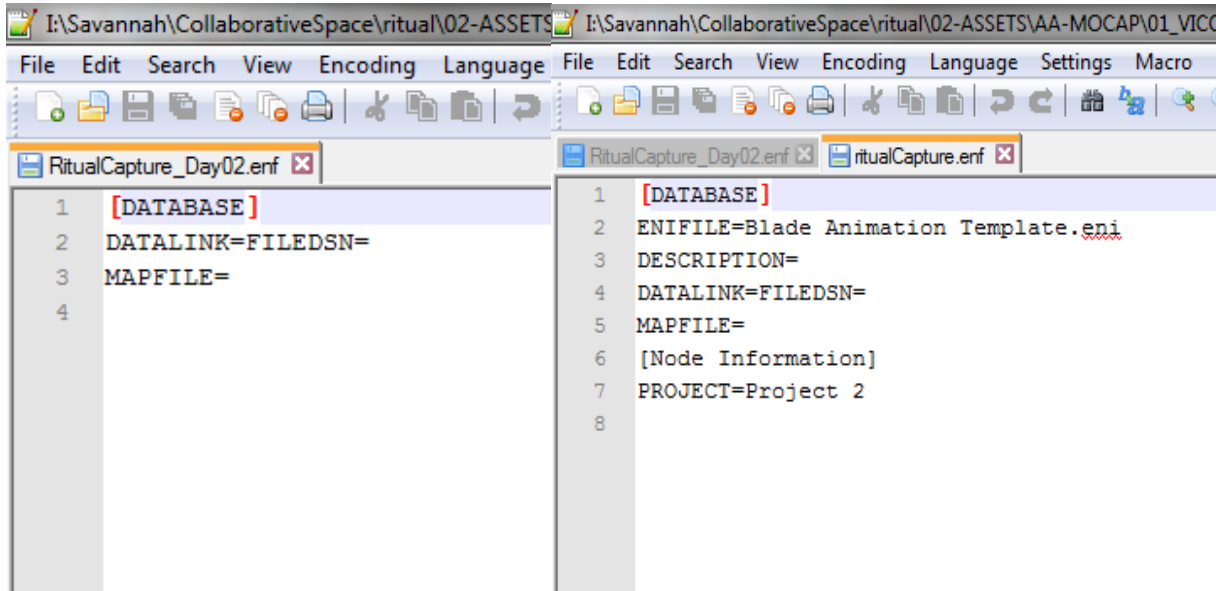To fix this, open **NOTEPAD++**

Locate the broken **Root ENF File (the top level of your folder)** and open the file in **Notepad++**
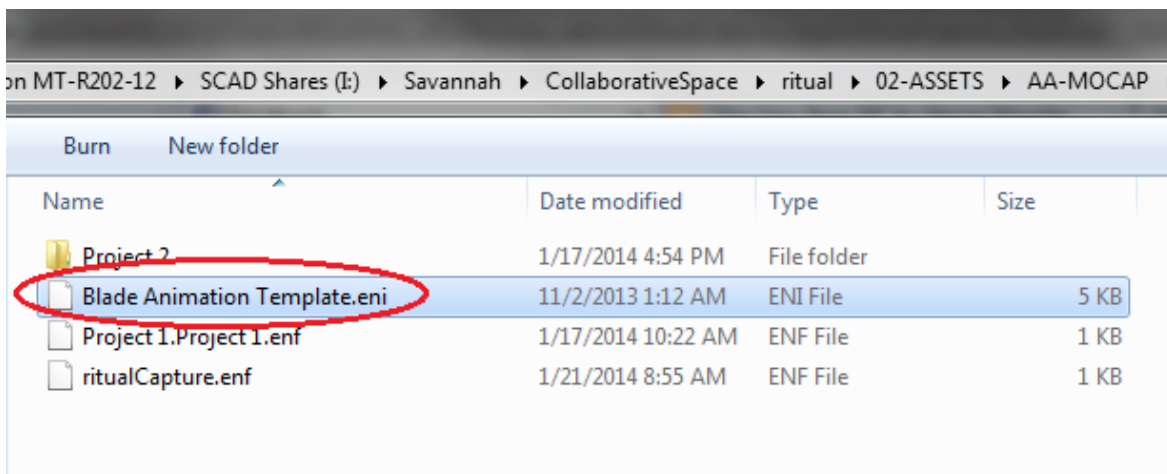

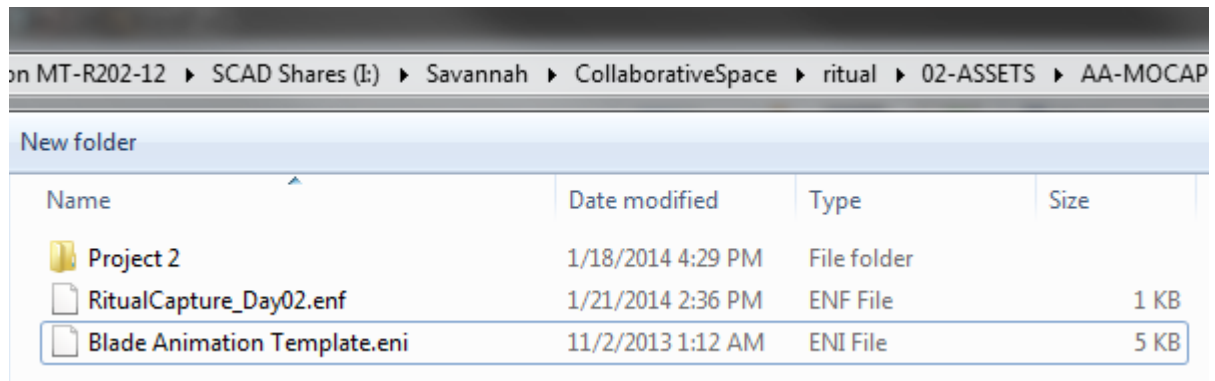In the script there's no location. **(BROKEN ENF)**   **CORRECT ROOT ENF FILE**

Using an exsisting root enf file that works, copy the entire Database script into the broken enf file, and **SAVE.**

Open up a previous mocap folder that has "**Blade Animation Template.eni**"

Copy and paste the file to the same folder location that has the broken ENF with it

Open up Database and open up the root enf file and now the file should work again.