

Knowledgebase > Troubleshooting Guides > TDR (Timeout Detection Recovery) is too low (Substance Painter)

## TDR (Timeout Detection Recovery) is too low (Substance Painter)

CADTech Student Employee - 2022-04-14 - Troubleshooting Guides

## **Issues with Substance Printer**

While opening large files, Substance Printer requires a higher timeout or else you won't be able to load large files.



## **SOLUTION**

## Open the Registry Editor as an Administrator (regedit)

- Navigate in the tree on the left of the Registry Editor window and go to: HKEY\_LOCAL\_MACHINE\SYSTEM\CurrentControlSet\Control\GraphicsDrivers
- If **TdrDelay** doesn't exist, do a right-click > new > DWORD (REG\_DWORD) in the
  right pane of the window. Name it **TdrDelay** and open it up, set the value io 60 (in
  decimal mode).
- 3. If **TdrDdiDelay** doesn't exist, do a a right-click > new > DWORD (REG\_DWORD) in the right pane of the window. Name it **TdrDdiDelay** and open it up, set the value to 60 (in decimal mode).