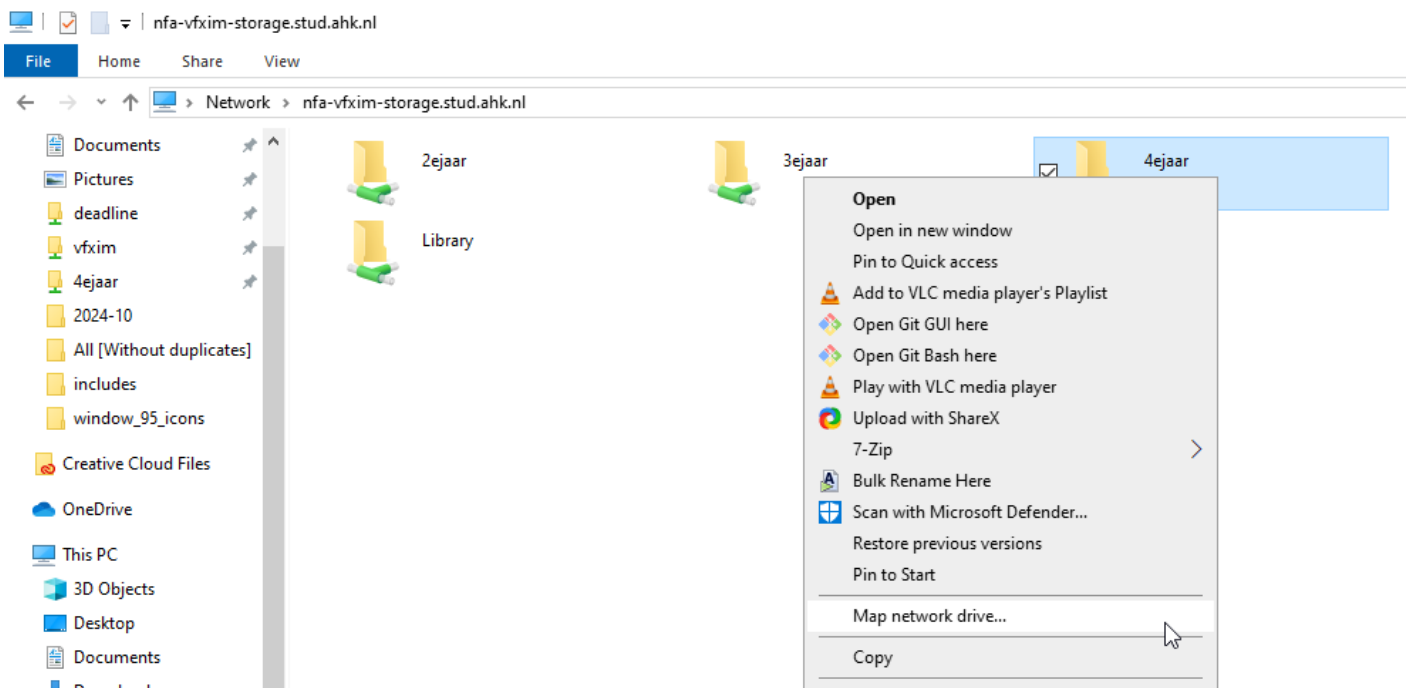


# Substance Painter - Working from the Storage server

Because of some obscure reason Substance Painter can't load files from a network share, like our `\\nfa-vfxim-storage.stud.ahk.nl\` storage server. The fix for this is to mount the storage server using windows explorer, which causes the storage server to appear as a windows "letter drive", like how you have a C: and a D: drive. To do this, go over to windows explorer and open the storage server folder. There, select the folder you want to mount, right click and press *Map network drive...*



Select an available drive that isn't `Z:`, then press *Finish*.

The `Z:` drive is reserved for our ShotGrid integration, which mounts the storage server automatically.

## What network folder would you like to map?

Specify the drive letter for the connection and the folder that you want to connect to:

Drive:  ▼

Folder:  ▼

Example: \\server\share

☒ Reconnect at sign-in

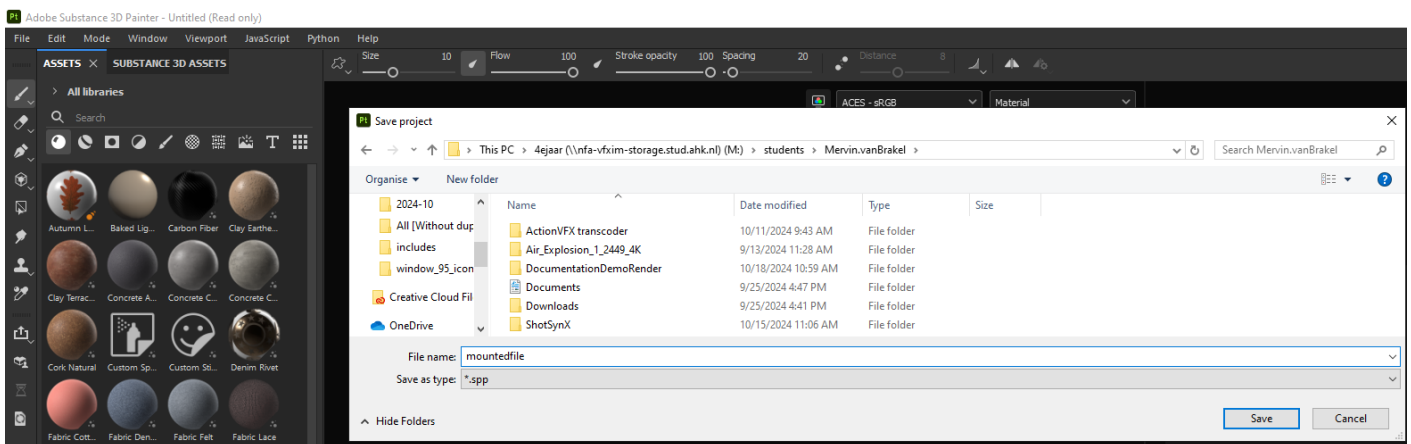
☐ Connect using different credentials

[Connect to a website that you can use to store your documents and pictures.](#)

Finish

Cancel

Now you can use our network storage in Substance Painter by using the mounted drive instead of the regular network location!



### Revision #1

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