

How to Clear NVIDIA Shader Cache on Windows

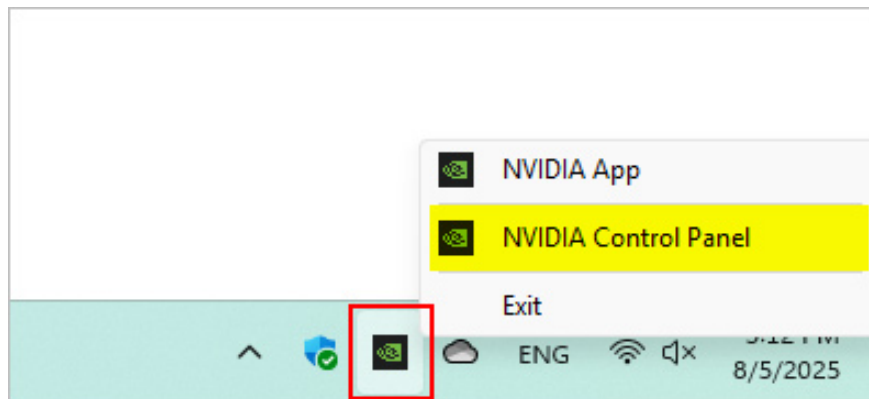
Clearing the NVIDIA Shader Cache will reset the system, forcing it to rebuild with new data. Here are instructions for clearing the NVIDIA Shader Cache.

The NVIDIA Shader Cache stores the graphics that are rendered when you start a game, so that you don't have to re-render them every time you start the game, improving the performance of your games and applications. But sometimes the Shader Cache can become corrupted, leading to graphics errors or slower performance. Clearing the NVIDIA Shader Cache will reset it, forcing the system to rebuild it with new data. Here's how to clear the NVIDIA Shader Cache.

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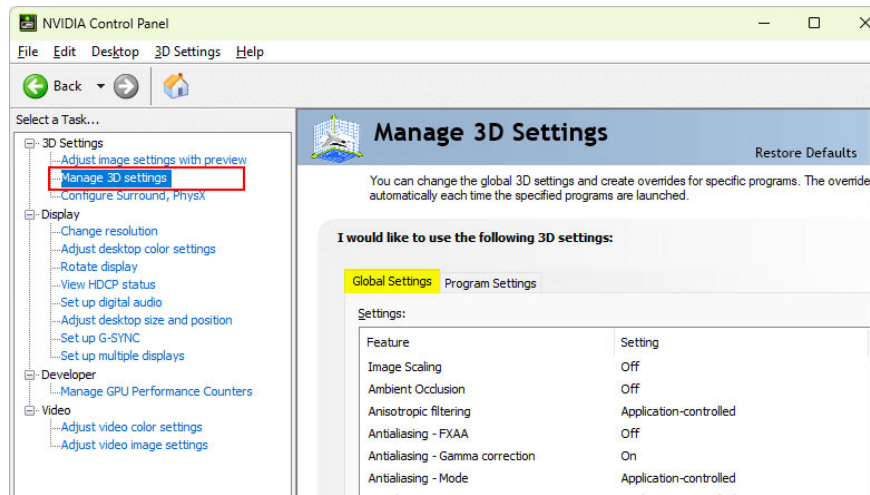
Step 1:

Right-click on the Nvidia icon in the system tray and select **NVIDIA Control Panel**.



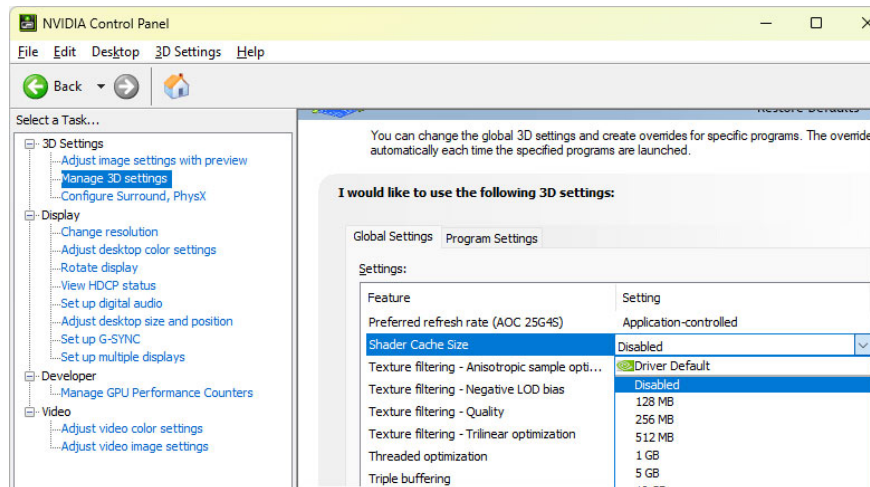
Step 2:

Switch to the new interface, click **Manage 3D setting** on the left side of the interface and then click **Global Settings**.



Step 3:

Now scroll down the list and **click on the Shader Cache menu** , then select **Disabled** . Shader Cache will be temporarily disabled.



Step 4:

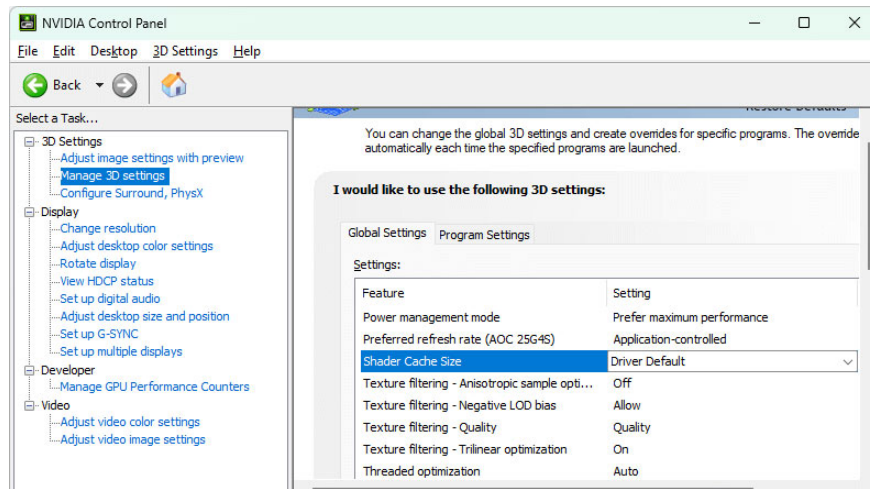
Next, open File Explorer on your computer and access the folders according to the path below.

1. C:\Users[YourUsername]\AppDataLocal\NVIDIA\DXCache
2. C:\Users[YourUsername]\AppDataLocal\NVIDIA\GLCache
3. C:\Users[YourUsername]\AppDataLocal\NVIDIA Corporation\NV_Cache

Delete all files inside the folders to remove existing shader cache files.

Step 5:

Go back to NVIDIA Control Panel, find Shader Cache and **click Driver default** to restart Shader Cache on your computer.



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