# Cache Deletion

Opensimulator has many caches of data to improve performance. You may optionally clear these caches. The system will refresh them at the next startup. This will slow your system down dramatically on the next boot as it must re-fetch all assets the next time it starts.

Opensim must be stopped to clear script and the Avatar Bake caches.

A screenshot of a computer

Description automatically generated

* **Script cache:** Clearing the script cache is only necessary after an update to Opensim binaries. DreamGrid will not remove the “.STATE” files so your virtual pets will not die.
* **Avatars bakes cache:** this folder holds the various baked skin layers.
* **Asset cache:**  holds the assets (mesh, prims, textures) and is typically exceptionally large. It automatically flushes itself every 48 hours.
* **Image cache:** holds the images and is typically exceptionally large.
* **Mesh cache:** holds mesh pieces.
* **Users:** Clears any logged in Users. They may be stuck online.