

## Cache settings

In the cache settings section the cache strategy of the system can be defined.

The learn more about what kind of data is cached in general, see [this page](#).

| Field            | Description                                                                                    |
|------------------|------------------------------------------------------------------------------------------------|
| Use cache        | Indicates whether or not the system caches requested tiles. By default, caching is turned off. |
| Cache path       | The directory where cache files are stored. This is a web application relative path            |
| Retention days   | The number of days after which a cache file is automatically erased by the system              |
| Tile cache       | Indication of current space consumption of cached tiles                                        |
| S3 cache         | Indication of current space consumption of cached chunks of slides that reside on S3 storage   |
| Total cache size | Accumulated cache space consumption                                                            |

## Operations

| Operation                             | Description                                             |
|---------------------------------------|---------------------------------------------------------|
| Empty cache older than retention days | Erase cache files that haven't been consulted recently  |
| Empty cache for orphan slides         | Erases cache files for slides that do not exist anymore |
| Empty all cache                       | Erases all cache files                                  |
| Save                                  | Saves the cache settings                                |

From:

<https://docs.pathomation.com/pma.core/2.0.0/> - PMA.core 2.x

Permanent link:

[https://docs.pathomation.com/pma.core/2.0.0/doku.php?id=settings\\_cache&rev=1648483059](https://docs.pathomation.com/pma.core/2.0.0/doku.php?id=settings_cache&rev=1648483059)

Last update: 2022/03/28 18:57

