# Cemu - Feature requests #205

## Shader Cache additional options.

10/19/2019 04:41 PM - theboy181

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|---|---|---|---|
| **Status:** | New | **Start date:** | 10/19/2019 |
| **Priority:** | Normal | | |
| **Assignee:** | | | |
| **Category:** | Graphic | | |
| **API:** | | **GPU Vendor/Model:** | |
| **Cemu Version:** | | | |

**Description**

Can you please add the ability to right click a game, and have the option to be taken to the games shader cache?

Could you also add the ability to turn off cache instead of having to delete it so when a user is simply testing they can just disable it instead of deleting it.

yuzu emulator does this for a few common directory, and makes navigating the NAND for saves, and other items a sinch.

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**History**

**#1 - 04/11/2020 06:02 AM - Zalnor**

*- Tracker changed from Bug to Feature requests*

*- Category changed from UI to Graphic*