

WHY CLAUDE "FORGETS" AND HOW TO FIX IT

Claude Code has a memory window (the "context window"). When it fills up, old stuff falls out. Work with it in 3 easy steps.

ONE TASK.
ONE SESSION.

zsh • claude code

\$ claude • fresh window

✗ 12 tasks • one endless chat

✓ one mission per session

✓ clean window • sharp answers

STOP MAKING IT REMEMBER EVERYTHING

STEP 1

ONE TASK, ONE SESSION

Start a fresh session for every new task. A fresh window means sharp answers. One endless chat fills the window fast and makes Claude fuzzy.

GIVE IT A
MEMORY FILE.

CLAUDE.md

what Claude always knows

stack: Remotion + ffmpeg

brand: navy #112166 • Barlow

rule: ship reels at 15s • 30fps

✓ loaded into EVERY session

STEP 2

GIVE IT A MEMORY FILE

Make a file called CLAUDE.md in your project. Write what Claude should always know: your stack, your rules, your style. It reads it at the start of every session.

DON'T OVERFLOW.

CONTEXT USED28%

\$ /compact

✓ summary kept • noise gone

SAME KNOWLEDGE • FRACTION OF THE SPACE

STEP 3

COMPACT, DON'T OVERFLOW

Watch the context meter. When it gets near full, type /compact. Claude keeps a short summary and drops the noise, so you get your room back.

COPY THIS • YOUR FIRST CLAUDE.MD

CLAUDE.md — my project brain

- What this project is: [ONE LINE]

- Stack: [YOUR TOOLS]

- Rules: [E.G. NEVER PUSH TO MAIN]

- Style: [HOW YOU LIKE THINGS DONE]

IT'S NOT A BUG

Claude "forgetting" means the window filled up. It works like RAM, not like a hard drive.

IT'S BIG, NOT ENDLESS

The window holds roughly a small book. Code files and long chats eat it faster than you think.

/CLEAR VS /COMPACT

/clear wipes the chat for a clean start. /compact squeezes it down but keeps the thread going.