

Delete Images

Access:

Keyboard shortcut: None

Mode: UV/Image Editor

Panel: None

Menu: **Image List > Select image > LMB X Icon > Save (not Save As) > Close > Reopen**

Description:

You can delete images from the list in the UV/Image Editor Header's Popup Menu but not directly as you might think would be the case.

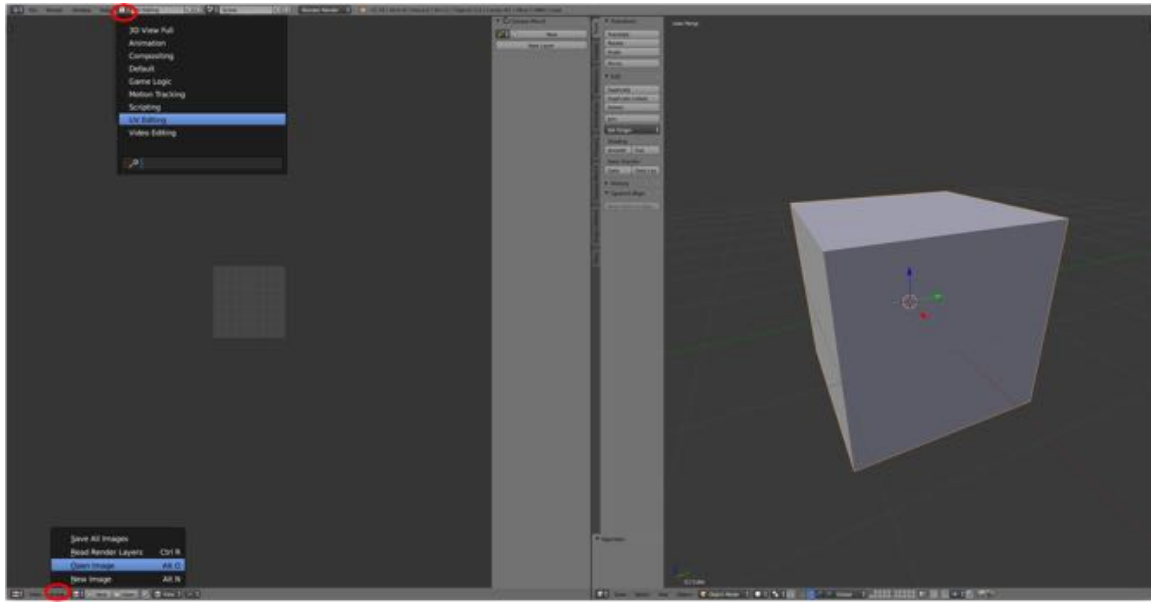
After selecting the image you wish to delete, you SHIFT + LMB click on the "X" beside its name in the header, which "marks" the datablock (image) for removal upon closing the file. The image will disappear in the UV/Image Editor but it is not gone. **You must save and close the Blender file before image is gone** (not that intuitive)! Next time you open the Blender file it will be gone.

To Use the Tool:

- In the **UV/Image Editor's Header** LMB click on the list of images and **select the image** you wish to **mark for deletion**.
- SHIFT + LMB click on the X Icon (Unlink datablock) in the header.
Note: You can mark more than one but only one at a time.
- **Save (CTRL + S-KEY, i.e., don't change the name) and close the Blender file.**
- Reopen the Blender file and check the list. You will see that the image(s) are gone.

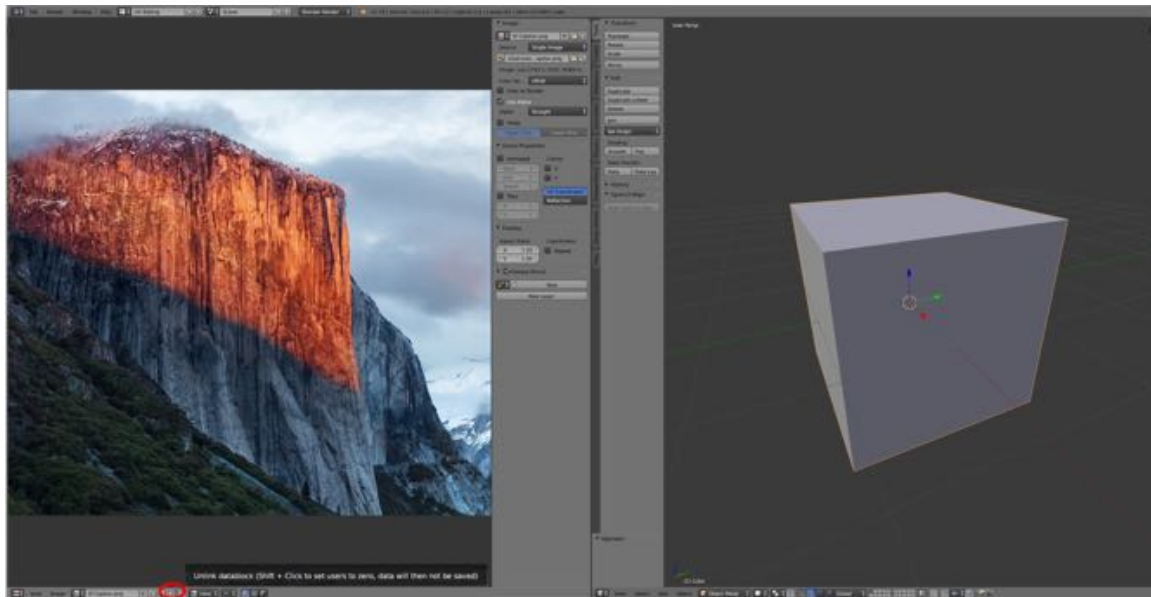
Let's Try It:

- **Choose an image** to import into Blender's UV/Image Editor.
(I captured part of the desktop background of El Capitan as a .png file.)
- **Open Blender** and **switch** to the **UV Editing Layout (Information Editor > LMB Choose Screen Layout > UV Editing)**.
- In the **UV/Image Editor's Header** under the **Image Menu** select **Open Image**.



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- Locate and **load** your **image**.
- With the image selected, **SHIFT + LMB** click on the **X Icon** (Unlink datablock) in the header.



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- **Save (CTRL + S-KEY)** and **close** the Blender **file**.
- Reopen the Blender file and check the list. You will see that the image(s) are gone.

Additional Comments:

This procedure does not work if you change the name of the file when you save it, (e.g., incrementally increased the version number by pressing the NUMPAD-PLUS-KEY).

This procedure can be used to delete other datablocks, such as materials and textures.

For More Information:

I saw this in a video. It doesn't seem to be documented in Blender's Reference Manual. Some have tried writing scripts to accomplish this task, which is a way beyond me.

<http://blenderdiplom.com/en/tutorials/522-a-little-script-to-clean-up-your-image-stack.html>



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