How to empty a TImage

The first thing that comes to your mind is probably *TImage.Picture.Free* but I wouldn't recommend this :-) Not only will this actually empty the image but also free the memory associated with it. Uhm... What does this mean? That you will no longer be able to access the *TImage.Picture* object. It will no longer exist, it'll be gone (*puff*). The solution is more than simple:

```
Image1.Picture := nil;
```

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