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# bpy.utils submodule (bpy.utils.previews)

This module contains utility functions to handle custom previews.

It behaves as a high-level ‘cached’ previews manager.

This allows scripts to generate their own previews, and use them as icons in UI widgets (‘icon\_value’ for UILayout functions).

## Custom Icon Example

```
# This sample script demonstrates how to place a custom icon on a button or  
# menu entry.  
#  
# IMPORTANT NOTE: if you run this sample, there will be no icon in the button  
# You need to replace the image path with a real existing one.  
# For distributable scripts, it is recommended to place the icons inside the  
# addon folder and access it relative to the py script file for portability  
#  
#  
# Other use cases for UI-previews:  
# - provide a fixed list of previews to select from  
# - provide a dynamic list of preview (eg. calculated from reading a directory)  
#  
# For the above use cases, see the template `ui_previews_dynamic_enum.py`.
```

```
import os  
import bpy
```

```
class PreviewsExamplePanel(bpy.types.Panel):  
    """Creates a Panel in the Object properties window"""  
    bl_label = "Previews Example Panel"  
    bl_idname = "OBJECT_PT_previews"  
    bl_space_type = 'PROPERTIES'  
    bl_region_type = 'WINDOW'  
    bl_context = "object"  
  
    def draw(self, context):  
        layout = self.layout  
        pcoll = preview_collections["main"]  
  
        row = layout.row()  
        my_icon = pcoll["my_icon"]  
        row.operator("render.render", icon_value=my_icon.icon_id)  
  
        # my_icon.icon_id can be used in any UI function that accepts  
        # icon_value # try also setting text=""  
        # to get an icon only operator button  
  
    # We can store multiple preview collections here,  
    # however in this example we only store "main"  
    preview_collections = {}
```

```

def register():

    # Note that preview collections returned by bpy.utils.previews
    # are regular py objects - you can use them to store custom data.
    import bpy.utils.previews
    pcoll = bpy.utils.previews.new()

    # path to the folder where the icon is
    # the path is calculated relative to this py file inside the addon folder
    my_icons_dir = os.path.join(os.path.dirname(__file__), "icons")

    # load a preview thumbnail of a file and store in the previews collection
    pcoll.load("my_icon", os.path.join(my_icons_dir, "icon-image.png"), 'IMAGE')

    preview_collections["main"] = pcoll

    bpy.utils.register_class(PreviewsExamplePanel)

def unregister():

    for pcoll in preview_collections.values():
        bpy.utils.previews.remove(pcoll)
    preview_collections.clear()

    bpy.utils.unregister_class(PreviewsExamplePanel)

if __name__ == "__main__":
    register()

```

`bpy.utils.previews.new()`

**RETURNS:**

a new preview collection.

**RETURN TYPE:**

`ImagePreviewCollection`

`bpy.utils.previews.remove(pcoll)`

Remove the specified previews collection.

**PARAMETERS:**

`pcoll (ImagePreviewCollection)` – Preview collection to close.

**class** `bpy.utils.previews.ImagePreviewCollection`

Dictionary-like class of previews.

This is a subclass of Python's built-in dict type, used to store multiple image previews.

Note

- instance with `bpy.utils.previews.new`
- keys must be `str` type.
- values will be `bpy.types.ImagePreview`

## **clear()**

Clear all previews.

## **close()**

Close the collection and clear all previews.

## **load(name, filepath, filetype, force\_reload=False)**

Generate a new preview from given file path.

### **PARAMETERS:**

- **name** (*str*) – The name (unique id) identifying the preview.
- **filepath** (*str* | *bytes*) – The file path to generate the preview from.
- **filetype** (*str*) – The type of file, needed to generate the preview in ['IMAGE', 'MOVIE', 'BLEND', 'FONT'].
- **force\_reload** (*bool*) – If True, force running thumbnail manager even if preview already exists in cache.

### **RETURNS:**

The Preview matching given name, or a new empty one.

### **RETURN TYPE:**

`bpy.types.ImagePreview`

### **RAISES:**

**KeyError** – if `name` already exists.

## **new(name)**

Generate a new empty preview.

### **PARAMETERS:**

**name** (*str*) – The name (unique id) identifying the preview.

### **RETURNS:**

The Preview matching given name, or a new empty one.

### **RETURN TYPE:**

`bpy.types.ImagePreview`

### **RAISES:**

**KeyError** – if `name` already exists.