**removeimagefromcash**

Function of removal of a defined image preloaded from the file, from the program cash.

**Syntax:**

**removeimagefromcash***(img\_file*);

**Arguments:**

*img\_file –* string with the name of file containing the project.

**Description:**

*removeimagefromcash(img\_file*) *–* the function removes an image preloaed from a file with name *img\_file*,from the cash of program images. The function is used for forcedly freeing a cash area in the process of image change in “Image from file” block. Prior to calling the function, one shall change the image in the script by reassigning the property ImageFile of this primitive and by calling the function initobject.

**Result:**

None*.*

**Example:**

|  |  |
| --- | --- |
|  | oldimage = ManagedImage.ImageFile;  ManagedImage.ImageFile = "newimage.jpg";  **initobject**(ManagedImage);  if oldimage <> ManagedImage.ImageFile then  **removeimagefromcash**(oldimage); |

The example presents reloading of an object image of “Image from file” type along with clearing the image cash.