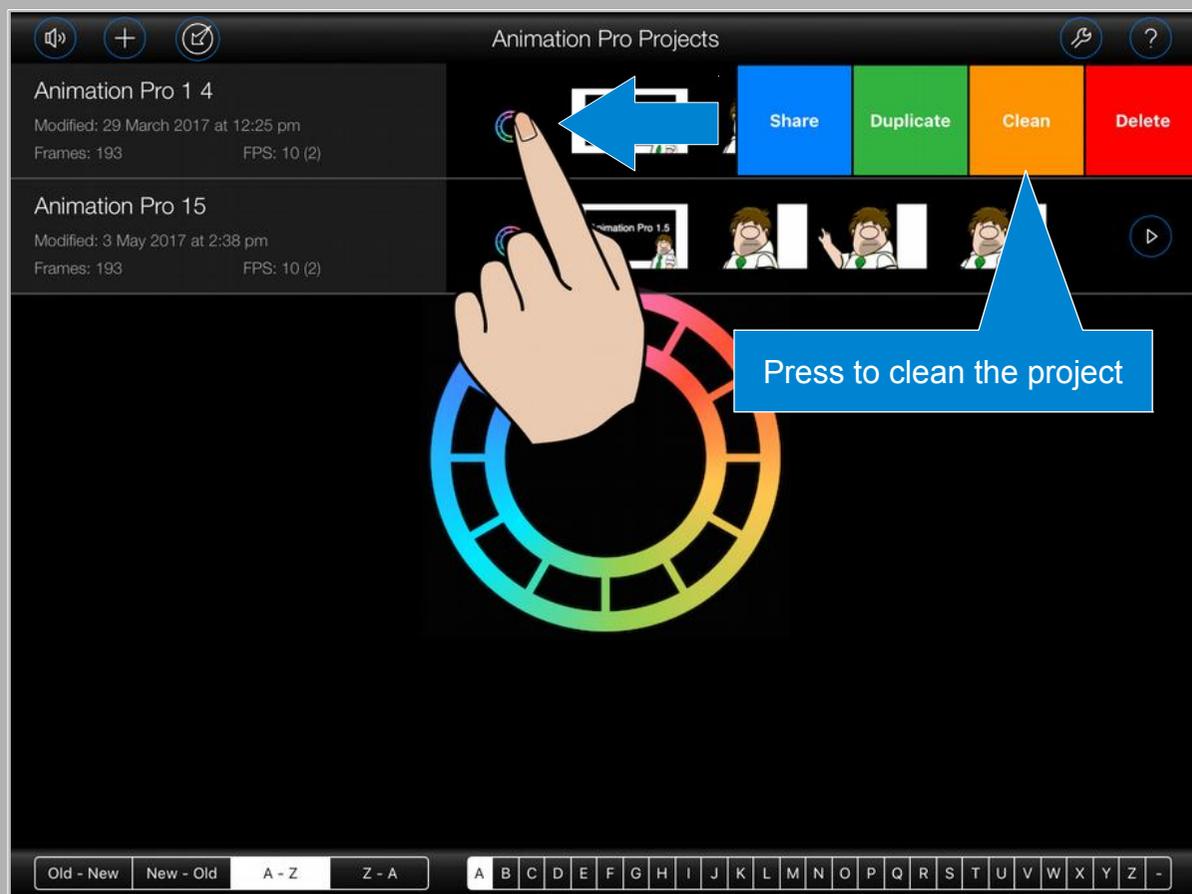




Cleaning Projects

Every time you add an item to a frame, such as a figure, an image or a substitution, a copy of that item is stored within your project. Animation Pro doesn't automatically remove these items when they are no longer being used. To do that, it would need to try and keep track of a them all, potentially across thousands of frames in large animations, which would likely impact memory and/or performance.

You can, however, easily 'clean' any unused items/files from your projects from the 'Projects' screen. Simply swipe to the left on a project and press the orange 'Clean' button:



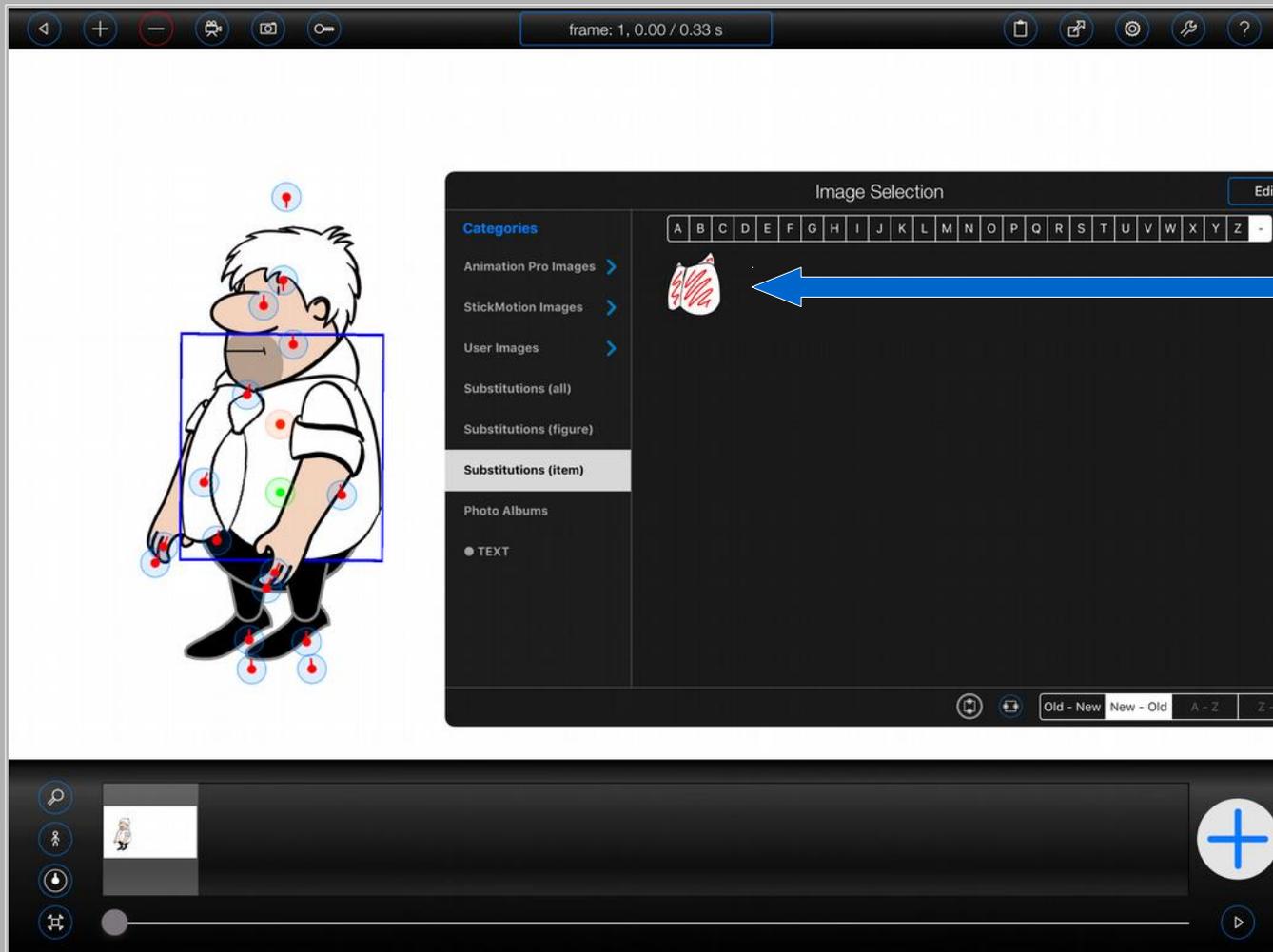
WARNING

This will permanently remove:

- Any figures or clones that are no longer being referenced in frames, including substitutes
- Any item substitutes that are no longer being referenced in frames (see next page)
- Any background images that are no longer being referenced in the animation
- Any audio files that are no longer being referenced in the animation
- Any rendered video files

Unreferenced Substitutes

Whenever a figure is substituted or an item within a figure is substituted, the substitutes will be made available in the 'File Manager' for future selection. It is important to note that the process of cleaning a project **WILL permanently remove substitutes that are not being explicitly used in a frame or a figure**. So you may find that some of your substitutes will no longer be available after a project has been cleaned!



In the example shown left, the figure's shirt (with the red lines on it) will no longer be available for substitution once the project has been cleaned.

The substitute will be removed because it is not being explicitly used in the animation i.e. in this case, the animation only contains a single frame containing a single figure wearing a white shirt.