

sips: Scriptable image processing system

I wanted to convert some .webp images to .png on my Mac. I asked ChatGPT:

```
On MacOS use CLI to convert webp images to PNG
```

And it told me about sips:

```
sips -s format png image.webp --out image.png
```

Or to run it against all PNGs in a folder:

```
for file in *.webp; do sips -s format png "$file" --out "${file%.*}.png"; done
```

I had never heard of sips before - but apparently it's been a default command on macOS for a very long time.

It stands for "scriptable image processing system". `man sips` starts like this:

NAME

```
sips - scriptable image processing system.
```

SYNOPSIS

```
sips [image-functions] imagefile ...  
sips [profile-functions] profile ...
```

DESCRIPTION

```
This tool is used to query or modify raster image files and ColorSync ICC profiles. Its functionality can also be used through the "Image Events" AppleScript suite. It also supports executing JavaScript to either modify or generate images.
```

It can run JavaScript!

I asked ChatGPT for an example, but it hallucinated something that didn't actually work.

After some searching I found [manicmaniac/sips-js-api](https://github.com/manicmaniac/sips-js-api) which is the only place online I could see that documented how to use the `sips --js` option. Here's their example - save this in `smile.js`:

```
const canvas = new Canvas(150, 150)  
canvas.beginPath()  
canvas.arc(75, 75, 50, 0, Math.PI * 2, true)  
canvas.moveTo(110, 75)  
canvas.arc(75, 75, 35, 0, Math.PI, false)  
canvas.moveTo(65, 65)  
canvas.arc(60, 65, 5, 0, Math.PI * 2, true)  
canvas.moveTo(95, 65)  
canvas.arc(90, 65, 5, 0, Math.PI * 2, true)  
canvas.stroke()  
const output = new Output(canvas, sips.outputPath)  
output.addToQueue()
```

Then run:

```
sips -j smile.js -o smile.png
```

This produces an alpha-transparent PNG of a smiling face.



The only other relevant documentation I could find was this section of the `man sips` page:

JavaScript

HTML Canvas objects can be created and used to create a 2D drawing context. The commands for drawing into the context are well documented elsewhere. This section will describe the `sips` global object and other interesting classes.

Global variable (`sips`) properties

`images`

Valid images passed as arguments converted into an array of `Image` objects

arguments

Arguments passed into the program as an array of strings

`size` Recommended size for output. Setting the `crop` or `resample` flags will set this value.

`longestEdge`

If specified, the value of the `-Z/--resampleHeightWidthMax` option. [default: 0]

`outputPath`

Output directory [default: current directory]

Image Object

`name` Name of image

`size` Size of image (pixels)

properties

Image properties

`getProperty(name)`

Return the image property for `name`, if any.

`sizeToFitLongestEdge(length)`

Return the size that will contain the image with the longest edge set to `length`.

Maintains aspect ratio.

Output Object

`new Output(context, name[, type])`

Output the context to disk with `name` and optional `type` (extension or UTI).

`addToQueue()`

Adds the output to the queue to be written to disk.

Functions

`print(str)`

Output to standard output. Equivalent to `console.log(str)`.

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