

NAME

dwebp – decompress a WebP file to an image file

SYNOPSIS

dwebp [*options*] *input_file.webp*

DESCRIPTION

This manual page documents the **dwebp** command.

dwebp decompresses WebP files into PNG, PAM, PPM or PGM images. Note: Animated WebP files are not supported.

OPTIONS

The basic options are:

-h Print usage summary.

-version

Print the version number (as major.minor.revision) and exit.

-o *string*

Specify the name of the output file (as PNG format by default). Using "-" as output name will direct output to 'stdout'.

-- *string*

Explicitly specify the input file. This option is useful if the input file starts with an '-' for instance. This option must appear **last**. Any other options afterward will be ignored. If the input file is "-", the data will be read from *stdin* instead of a file.

-bmp Change the output format to uncompressed BMP.

-tiff Change the output format to uncompressed TIFF.

-pam Change the output format to PAM (retains alpha).

-ppm Change the output format to PPM (discards alpha).

-pgm Change the output format to PGM. The output consists of luma/chroma samples instead of RGB, using the IMC4 layout. This option is mainly for verification and debugging purposes.

-yuv Change the output format to raw YUV. The output consists of luma/chroma-U/chroma-V samples instead of RGB, saved sequentially as individual planes. This option is mainly for verification and debugging purposes.

-nofancy

Don't use the fancy upscaler for YUV420. This may lead to jaggy edges (especially the red ones), but should be faster.

-nofilter

Don't use the in-loop filtering process even if it is required by the bitstream. This may produce visible blocks on the non-compliant output, but it will make the decoding faster.

-dither *strength*

Specify a dithering **strength** between 0 and 100. Dithering is a post-processing effect applied to chroma components in lossy compression. It helps by smoothing gradients and avoiding banding artifacts.

-alpha_dither

If the compressed file contains a transparency plane that was quantized during compression, this flag will allow dithering the reconstructed plane in order to generate smoother transparency gradients.

-nodither

Disable all dithering (default).

- mt** Use multi-threading for decoding, if possible.
- crop** *x_position y_position width height*
Crop the decoded picture to a rectangle with top-left corner at coordinates (**x_position**, **y_position**) and size **width** x **height**. This cropping area must be fully contained within the source rectangle. The top-left corner will be snapped to even coordinates if needed. This option is meant to reduce the memory needed for cropping large images. Note: the cropping is applied *before* any scaling.
- flip** Flip decoded image vertically (can be useful for OpenGL textures for instance).
- resize**, **-scale** *width height*
Rescale the decoded picture to dimension **width** x **height**. This option is mostly intended to reducing the memory needed to decode large images, when only a small version is needed (thumbnail, preview, etc.). Note: scaling is applied *after* cropping. If either (but not both) of the **width** or **height** parameters is 0, the value will be calculated preserving the aspect-ratio.
- quiet** Do not print anything.
- v** Print extra information (decoding time in particular).
- noasm**
Disable all assembly optimizations.

EXIT STATUS

If there were no problems during execution, **dwebp** exits with the value of the C constant **EXIT_SUCCESS**. This is usually zero.

If an error occurs, **dwebp** exits with the value of the C constant **EXIT_FAILURE**. This is usually one.

EXAMPLES

```
dwebp picture.webp -o output.png
dwebp picture.webp -ppm -o output.ppm
dwebp -o output.ppm -- ---picture.webp
cat picture.webp | dwebp -o - - - - > output.ppm
```

AUTHORS

dwebp is a part of libwebp and was written by the WebP team.

The latest source tree is available at <https://chromium.googlesource.com/webm/libwebp>

This manual page was written by Pascal Massimino <pascal.massimino@gmail.com>, for the Debian project (and may be used by others).

REPORTING BUGS

Please report all bugs to the issue tracker: <https://issues.webmproject.org>

Patches welcome! See this page to get started: <https://www.webmproject.org/code/contribute/submitting-patches/>

SEE ALSO

cwebp(1), **gif2webp**(1), **webpmux**(1)

Please refer to <https://developers.google.com/speed/webp/> for additional information.

Output file format details

PAM: <http://netpbm.sourceforge.net/doc/pam.html>

PGM: <http://netpbm.sourceforge.net/doc/pgm.html>

PPM: <http://netpbm.sourceforge.net/doc/ppm.html>

PNG: <http://www.libpng.org/pub/png/png-sitemap.html#info>