

Save Album Art to Album Folder

v7.5

Universal, for macOS 12+/Music v1.2+
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This script will export the artwork of the selected tracks (or the tracks in a selected playlist) as an image file to the folder which contains each selected track's file—presumably each track's Album folder—or a single user-selected folder. If multiple album tracks are selected, the script will make sure only one artwork file per Album is exported.

Universal, for macOS 12 and later only.

This app is free to try full-featured in Demo Mode. In Demo Mode it will only process 5 image files per launch. If you like it you can purchase a code for \$1.99 which will unlock the 5-image restriction. Launch the app and click "Register..." in its File menu to make an in-app purchase through PayPal.

Installation:

This script, "Save Album Art to Album Folder", is an **AppleScript applet** and can be

run by double-clicking its icon in the Finder. Thus, it can be installed anywhere you find it convenient to access. However, it is probably best accessed from the Script menu of the Music app, from where it can be launched by clicking its name.

To make an AppleScript available in your **Music app's** Script menu, install it in the Music "Scripts" folder. This is located at *[user name] / Library / Music / Scripts /*. **Music app** will look for AppleScripts in this folder.

*The user Library directory may be hidden by default. To make it visible, hold down the Option key on your keyboard and select **Go > Library** from the Finder.*

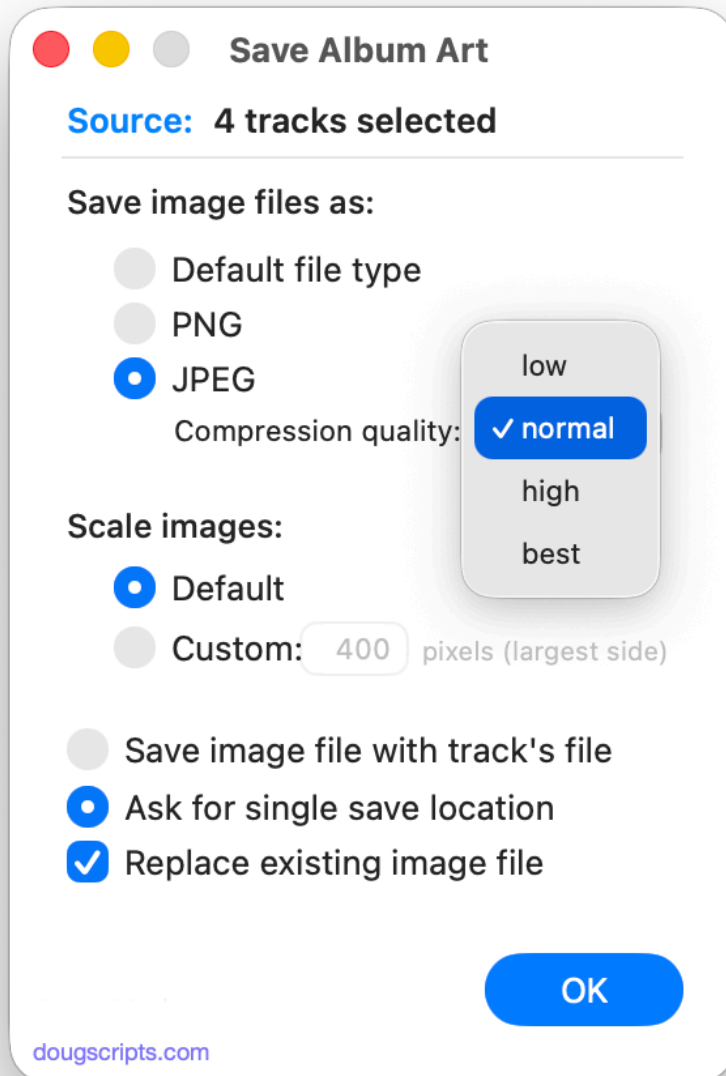
If the *[user name] / Library /* folder does not contain the "Music" folder or "Scripts" folder, then create them and put the script in the "Scripts" folder. AppleScripts will then appear in the Music app's Script menu, and can be activated by selecting by name and clicking. Be sure to also save this Read Me document in a safe and convenient place.

See the online [Download FAQ](#) for more info and video on downloading and installing AppleScripts.

How to use:

Select some tracks, or a playlist containing tracks, in the Music app. Launch the **Save Album Art to Album Folder** script by clicking on its name in the iTunes Script menu.

This window will display—and float—until it is Quit:



While the applet is running the **Source** will stay updated with your tracks or playlist selection.

The float behavior can be toggled on and off in Preferences.

Setting Imaging Preferences

By default, the applet will export each selected track's artwork data using its native

format and dimensions as an image file alongside the particular track's file (presumably its "Album" folder, but you may have some other file/folder organization thing going on). You can change these settings and they will be remembered the next time you run the script.

- The **Compression quality** popup sets the **quality** of the JPEG compression to *low, normal, high* or *best* resulting in, respectively, smaller to larger image files. These settings are standard **sips*** values.
- The **Scale Images** setting will export the image at whatever size its metadata dictates, or scaled—ostensibly to a smaller size—by constraining the image's longest edge to the entered number of pixels.
- If you have set the "Ask for single save location" option, you will be asked to select a **single folder** located elsewhere in which to save **all the exported image files**.
- A checkmark in the "Replace existing image file" checkbox will delete a **same-named** image file in the **target location**. If you want to **preserve** existing artwork then leave this unchecked and a same-named image **will not** be exported.

If the settings are satisfactory, click the **OK** button to proceed (or press the "Return" key).

The artwork image data from each selected track will be saved using the settings you have selected. (See *Image File Naming Conventions*, below.) Progress is indicated as each image file is exported.

The applet will stay active until **Quit** (Command-Q) and will be aware of track selection changes while active. (*In Demo Mode, the applet will quit after 5 image files have been processed per launch.*)

Details:

Only One Image File per Album

The script will try to ensure that only one image file per Album is permitted in the designated folder *per session*. Thus, if you have selected three tracks with files in the same Album folder you won't get three duplicate image files of the artwork—only one.

Image File Naming Conventions:

Music tracks : "Artist - Album.ext"***

Compilation tracks: "*Album.ext*"

Additionally, the ":" and "/" characters can be interpreted by the script (and, under some circumstances, by the Music app itself) as file directory delimiters. Ambiguous occurrences of these characters in a filename will be converted to an underscore.

*The script uses the **sips** (scriptable image processing system) command line tool for image manipulation. Enter *man sips* in Terminal for more information.

The script also has a preferences setting whereby you can choose to prefer the **Album Artist of a track, if it exists, instead of the **Artist**. To access the Preference Sheet, press **Command-**, or choose Preferences... from the application menu.

Helpful Links:

Information and download link for this script is located at:

<https://dougscripsts.com/itunes/scripts/ss.php?sp=mxsavealbumart>

If you have any trouble with this script, please email me.

My name is Doug Adams

support@dougscripsts.com

Click on the underlined URL text:

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Recent Version History:

v7.5 October 27, 2025

- Accommodations for macOS 26/Tahoe

v7.4 February 25, 2024

- Maintenance and minor performance fixes

- Fixed Settings glitch

v7.3 April 21, 2023

- Fixes issue with ambiguous directory delimiter characters in filenames

v7.2 January 1, 2023

- Maintenance and minor performance fixes

- Accommodations for macOS 13 Ventura

v7.1 December 13, 2021

- Officially compiled as Universal
- Commensurate improvements for M1 Macs

v7.0 July 5, 2021

- Fixed regression issue with custom scale setting
- Initial accommodation for macOS 12 Monterey
- Some UI enhancements

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