Subject: Re: Error with cg output and ImageMagick
Posted by BLesht on Mon, 30 Dec 2013 01:27:16 GMT
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Yes, David. That's a mystery to me as well. However, the problem occurs when the development environment is launched from the command line and also when I use IDL directly from the command line. Even more curious is that some ImageMagick commands work fine from within IDL.

For instance, issuing SPAWN, 'gs /Users/blesht/test1.ps' brings up an x-window with the plot. SPAWN, 'display' brings up an x-window with the ImageMagick icon but attempting to load the /Users/blesht/test1.ps fails. Of course, it works fine from the shell. Maybe I should see if I can explore the environmental variables from within and without IDL.

Nice way to spend a Sunday!

Best, Barry

On Sunday, December 29, 2013 6:12:57 PM UTC-6, David Fanning wrote:
> Barry Lesht writes:
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>> Hi Matthew - you bet. I'm hoping that someone with a better knowledge of the workings of IDL than I have can chip in. At this point, at least the problem is a bit more constrained. For some reason the ImageMagick 'convert' command generated through the IDL 'spawn' procedure behaves differently than it does when it is issued directly from the shell. I think this points to IDL as the problem (rather than to ImageMagick/ghostscript) but am not sure about that.
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> This suggests to me that the "environment" is not being passed to IDL
>
> when the IDLDE is starting up. I don't really know which environment
>
> variables are not being set, or even how to set them on the Mac. We will
>
> have to wait for more Mac expertise, I guess. :-(
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> Cheers,
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> David
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> --
>
> David Fanning, Ph.D.
>
> Fanning Software Consulting, Inc.
>
> Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
>
> Sepore ma de ni thue. ("Perhaps thou speakest truth.")