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Subject: Re: Error with cg output and ImageMagick  
Posted by [BLesht](#) on Wed, 01 Jan 2014 21:26:57 GMT  
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One more quirky part of this story; converting to PNG from other image formats (except PS) seems to work fine. That is

IDL> spawn, 'convert test.gif test.png'

results in the correct image.

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