Subject: Re: Error with cg output and ImageMagick
Posted by David Fanning on Wed, 01 Jan 2014 22:03:56 GMT

Barry Lesht writes:

> 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.

Well, this narrows things considerably, as this operation is all done in ImageMagick. But, the PostScript part of ImageMagick is done with Ghostscript. In other words, to work with PostScript files, ImageMagick has dependencies on Ghostscript.

Old Ghostscript version, maybe?

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")