
Subject: Re: Error with cg output and ImageMagick
Posted by [David Fanning](#) on Wed, 15 Jan 2014 21:58:05 GMT
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David Fanning writes:

> Here is some more info on the Mac "Spawn ImageMagick" problem. I just
> had one more report of the same problem. This person had no trouble
> spawning ImageMagick before and has used Coyote Graphics for a long
> time. Then, he upgraded ImageMagick via macports. (I don't really know
> what this means, I'm just reporting what he told me.) As soon as he
> upgraded, he had the problem.
>
> Here is what he had:
>
> OLD:
> ImageMagick @6.8.7-7_0+x11 (active) platform='darwin 13' archs='x86_64'
>
> NEW:
> ImageMagick @6.8.8-0_1+x11 (active) platform='darwin 13' archs='x86_64'
>
> Other things were changed in the macports upgrade. I have before and
> after print-outs, if you think that will be helpful.

In this same macports update, GhostView (which I suspect is the culprit,
since only PostScript files are involved) changed from this:

```
ghostscript @9.10_1+x11 (active) platform='darwin 13' archs='x86_64'
```

To this:

```
ghostscript @9.10_2+x11 (active) platform='darwin 13' archs='x86_64'
```

Cheers,

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.")
