
Subject: Re: Error with cg output and ImageMagick
Posted by [David Fanning](#) on Thu, 16 Jan 2014 13:58:38 GMT
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David Fanning writes:

> OK, Mac users who can't spawn ImageMagick. I think there is a very
> good
> chance answer number 321 on this page might solve our problems:
>
> <http://stackoverflow.com/questions/135688/setting-environment-variables-in-os-x>
> variables-in-os-x
>
> I think you have to include whatever paths ImageMagick needs here. Let
> me know. :-)

OK, I think we are hot on the solution to this problem now!

The problem is how the Mac OS X deals with environment variables. It is
extremely complex. It also has to do with how the application is
invoked. Since I don't have a Mac, much of this is a mystery to me. (As
it is to a great many people who *do* have a Mac.) But, I'm convinced
now this is where the solution lies.

See answer 12 on this page:

<http://stackoverflow.com/questions/135688/setting-environment-variables-in-os-x/5444960#5444960>

To solve this problem, we need the paths to ImageMagick and GhostScript
in both environment.plist *and* in launchd.conf. Can anyone help us out?
Please!

Cheers,

David

--

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.")
