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Subject: Re: Error with cg output and ImageMagick  
Posted by [David Fanning](#) on Thu, 16 Jan 2014 14:21:21 GMT  
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David Fanning writes:

>  
> 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>  
>>  
>> 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!

Maybe these environment variables just need to be set in  
environment.plist:

[https://developer.apple.com/legacy/library/qa/qa1067/\\_index.html](https://developer.apple.com/legacy/library/qa/qa1067/_index.html)

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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