Subject: Re: Error with cg output and ImageMagick
Posted by gameguyr on Fri, 11 Apr 2014 22:53:58 GMT

On Monday, March 3, 2014 4:57:32 AM UTC-8, Matthew Argall wrote:
> On Friday, February 28, 2014 9:50:12 AM UTC-5, Barry Lesht wrote:
>
>> Changing the link from libz1.2.3 to libz1.2.8 indeed solves the problem.
>
>
>
> I can confirm that this works. Thanks for getting to the bottom of it!

CAn you be very explicit about which links you have to change. I'm almost there!! please help!!