Subject: Problem creating .png file using Coyote graphics (or maybe problem with cgHasImageMagick?)
Posted by BLesht on Sat, 08 Jul 2017 20:25:46 GMT
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I've been trying to track down a problem I've encountered when attempting to output a graphics file (png) using the Coyote graphics cgControl procedure. I've done this many times in the past without problems, but now have updated to IDL8.6 as well as to MacOS10.12.5 and what used to work no longer does.

The problem seems simple. I generate a plot in a Coyote graphics window. I can use the "Save Window As" feature from the window File menu and successfully create a .png file. When I do this, I get the expected command window message "Output will be created here:" However, when I try to do the same thing from within the plotting procedure using the cgControl, /PS_DECOMPOSED, OUTPUT='~filname.png' command, nothing happens - no confirming message, no .png file.

I thought there might be a problem with ImageMagick so I tried cgHasImageMagick and got

IDL> cgHasImageMagick(VERSION=whatVersion)
     1
IDL> whatVersion
% Attempt to call undefined procedure: 'WHATVERSION'.
% Execution halted at: $MAIN$

which seems strange.

When I try invoking convert directly using SPAWN, I get

IDL> spawn, 'convert -version', thisVersion, err_code
IDL> thisVersion
Version: ImageMagick 6.9.8-10 Q16 x86_64 2017-07-08 http://www.imagemagick.org
Copyright: © 1999-2017 ImageMagick Studio LLC
License: http://www.imagemagick.org/script/license.php
Features: Cipher DPC Modules
Delegates (built-in): bzlib djvu fftw fontconfig freetype gslib jbig jng jp2 jpeg lcms ltdl lzma openexr png ps tiff webp x xml zlib

which looks fine.

I'm wondering if anyone else has had a similar problem and if so, how they fixed it. Now that David is retired I'm hoping someone else might be able to help.

Thanks.