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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='~filename.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.

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Subject: Re: Problem creating .png file using Coyote graphics (or maybe problem

with cgHasImageMagick?)

Posted by [Jim Pendleton](#) on Sun, 09 Jul 2017 02:09:40 GMT

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On Saturday, July 8, 2017 at 2:25:49 PM UTC-6, Barry Lesht wrote:

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> Thanks.

The source code for cghasimagemagick is here:

<http://www.idlcoyote.com/programs/cghasimagemagick.pro>

If !os.version is "DARWIN", you won't get a version number back. Coyote can be like that. Maybe

the output from ImageMagick has been changed in its latest version to appease him.

As far as the other aberrant behavior, you might need to step through the code.

Jim P.

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Subject: Re: Problem creating .png file using Coyote graphics (or maybe problem with cgHasImageMagick?)

Posted by [BLesht](#) on Sun, 09 Jul 2017 14:58:14 GMT

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On Saturday, July 8, 2017 at 9:09:43 PM UTC-5, Jim P wrote:

> On Saturday, July 8, 2017 at 2:25:49 PM UTC-6, Barry Lesht wrote:

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> As far as the other aberrant behavior, you might need to step through the code.  
>  
> Jim P.

Hi Jim - thanks. I did look at the cgHasImageMagick source when I was checking this myself. I guess I don't really understand purpose (maybe to deal with the Mac not returning an error\_result in the spawned convert command???) of the ARG\_PRESENT function and was confused because the Mac clearly does return the version number as part of the 'result' string. I think the important point, however, is that it appears IDL does find ImageMagick and should be able to use it. Begin able to report the version number is secondary.

As for the motivating problem, I guess I'll have to go through cgps2raster and see if anything untoward is happening there.

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