
Subject: Locating ImageMagick on a linux fedora
Posted by [Ali Gamal](#) on Wed, 26 Jul 2017 09:46:45 GMT
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I have installed ImageMagick on my computer but the Coyote Graphics commands can't seem to find it. What do I need to do make it available to them?

Subject: Re: Locating ImageMagick on a linux fedora
Posted by [wlandsman](#) on Wed, 26 Jul 2017 14:24:16 GMT
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the program cghasimagemagick.pro tests whether imagemagick is present with the following code:

```
*****  
; Assume failure.  
    retval = 0  
  
; To search for ImageMagick, I am going to spawn a call to convert.  
; If the error_result is a null string, I assume this command worked.  
; Otherwise, it didn't find ImageMagick.  
; Spawn, 'convert -version', result, error_result  
;  
; If nothing is put in the error result, then we are good to go.  
IF error_result[0] EQ "" THEN retval = 1  
*****
```

From the Linux prompt what do you get for

```
%convert -version
```

From the IDL prompt what do you get for

```
IDL> print,cghasimagemagick()  
;
```

On Wednesday, July 26, 2017 at 5:46:47 AM UTC-4, AGW wrote:

> I have installed ImageMagick on my computer but the Coyote Graphics commands can't seem to find it. What do I need to do make it available to them?

Subject: Re: Locating ImageMagick on a linux fedora
Posted by [Ali Gamal](#) on Thu, 27 Jul 2017 12:42:04 GMT
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On Wednesday, July 26, 2017 at 11:46:47 AM UTC+2, AGW wrote:

> I have installed ImageMagick on my computer but the Coyote Graphics commands can't seem to find it. What do I need to do make it available to them?

```
A.S> convert -version
Version: ImageMagick 7.0.6-1 Q16 x86_64 2017-07-15 http://www.imagemagick.org
Copyright: © 1999-2017 ImageMagick Studio LLC
License: http://www.imagemagick.org/script/license.php
Features: Cipher DPC HDRI Modules OpenMP
Delegates (built-in): bzlib cairo djvu fftw fontconfig fpx freetype gslib jng jpeg lcms ltdl lzma
pangocairo png ps tiff webp wmf x xml zlib
```

```
.....
IDL> print,cghasimagemagick()
% Compiled module: CGHASIMAGEMAGICK.
0
```

Subject: Re: Locating ImageMagick on a linux fedora
Posted by [wlandsman](#) on Thu, 27 Jul 2017 18:53:12 GMT
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What do you get at the IDL prompt when you type

```
IDL> spawn, 'convert -version', result, error_result
IDL> print,error_result
```

It is possible that the latest version of ImageMagick and Fedora are giving some output in the error_result variable, rather than an empty string. (There are versions of ImageMagick on the Mac that do this.) In any case I would just change the second last line in cghasimagemagick.pro so it reads

```
RETURN, 1
```

instead of

```
RETURN, retval
```

On Thursday, July 27, 2017 at 8:42:07 AM UTC-4, AGW wrote:

> On Wednesday, July 26, 2017 at 11:46:47 AM UTC+2, AGW wrote:

>> I have installed ImageMagick on my computer but the Coyote Graphics commands can't seem to find it. What do I need to do make it available to them?

>

> A.S> convert -version

> Version: ImageMagick 7.0.6-1 Q16 x86_64 2017-07-15 http://www.imagemagick.org

> Copyright: © 1999-2017 ImageMagick Studio LLC

> License: http://www.imagemagick.org/script/license.php

> Features: Cipher DPC HDRI Modules OpenMP

> Delegates (built-in): bzlib cairo djvu fftw fontconfig fpx freetype gslib jng jpeg lcms ltdl lzma
pangocairo png ps tiff webp wmf x xml zlib

>

```
> .....
> IDL> print,cghasimagemagick()
> % Compiled module: CGHASIMAGEMAGICK.
> 0
```

Subject: Re: Locating ImageMagick on a linux fedora
Posted by [Ali Gamal](#) on Fri, 28 Jul 2017 19:02:46 GMT

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On Wednesday, July 26, 2017 at 11:46:47 AM UTC+2, AGW wrote:

> I have installed ImageMagick on my computer but the Coyote Graphics commands can't seem to find it. What do I need to do make it available to them?

after do it appears

```
IDL> cgPS2Raster, 'IQUVS.ps', /JPEG
% Compiled module: CGPS2RASTER.
% Compiled module: SETDEFAULTVALUE.
% Compiled module: CGROOTNAME.
% Compiled module: PATH_SEP.
% Compiled module: STRSPLIT.
% Compiled module: FILEPATH.
% Compiled module: CGHASIMAGEMAGICK.
% Compiled module: CGERRORMSG.
```

Traceback Report from CGPS2RASTER:

```
% STRTOK: Variable is undefined: STRINGIN.
% Execution halted at: STRSPLIT      32 /usr/local/itt/idl706/lib/strsplit.pro
%          CGPS2RASTER    304 /home/agamal/IDL/libraries/coyote/cgps2raster.pro
%          $MAIN$
```

Subject: Re: Locating ImageMagick on a linux fedora
Posted by [Ali Gamal](#) on Fri, 28 Jul 2017 21:42:58 GMT

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On Wednesday, July 26, 2017 at 11:46:47 AM UTC+2, AGW wrote:

> I have installed ImageMagick on my computer but the Coyote Graphics commands can't seem to find it. What do I need to do make it available to them?

```
IDL> spawn, 'convert -version', result, error_result
IDL> print,error_result
tset: standard error: Inappropriate ioctl for device
```

Subject: Re: Locating ImageMagick on a linux fedora
Posted by [Ali Gamal](#) on Mon, 31 Jul 2017 09:12:48 GMT
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On Wednesday, July 26, 2017 at 11:46:47 AM UTC+2, AGW wrote:

> I have installed ImageMagick on my computer but the Coyote Graphics commands can't seem to find it. What do I need to do make it available to them?

any help

Subject: Re: Locating ImageMagick on a linux fedora
Posted by [wlandsman](#) on Mon, 31 Jul 2017 14:45:14 GMT
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On Friday, July 28, 2017 at 5:43:01 PM UTC-4, AGW wrote:

> On Wednesday, July 26, 2017 at 11:46:47 AM UTC+2, AGW wrote:

>> I have installed ImageMagick on my computer but the Coyote Graphics commands can't seem to find it. What do I need to do make it available to them?

>

> IDL> spawn, 'convert -version', result, error_result

> IDL> print,error_result

> tset: standard error: Inappropriate ioctl for device

That looks like a serious error . Did you ever test whether ImageMagick is working (outside of IDL)? If you have a postscript file idl.ps, can you convert it to another format (at the Linux prompt)?

%convert idl.ps idl.png

I assume are able to get the Coyote IDL program to work if you only want postscript files. If you can't get ImageMagick working, then you could create postscript files and use another Linux utility (google it) to convert them to your desired format.

Subject: Re: Locating ImageMagick on a linux fedora
Posted by [Ali Gamal](#) on Mon, 31 Jul 2017 20:09:29 GMT
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On Wednesday, July 26, 2017 at 11:46:47 AM UTC+2, AGW wrote:

> I have installed ImageMagick on my computer but the Coyote Graphics commands can't seem to find it. What do I need to do make it available to them?

hi, thanks for your help

ImageMagick work correctly and I tested it as

> magick 4pic.ps 4pic.png

OR

> convert 4pic.ps 4pic.png

.....

I am already want postscript files to my research, but sometimes I need to convert it to other formats.

Subject: Re: Locating ImageMagick on a linux fedora

Posted by [Helder Marchetto](#) on Mon, 07 Aug 2017 08:42:29 GMT

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On Monday, July 31, 2017 at 10:09:32 PM UTC+2, AGW wrote:

> On Wednesday, July 26, 2017 at 11:46:47 AM UTC+2, AGW wrote:

>> I have installed ImageMagick on my computer but the Coyote Graphics commands can't seem to find it. What do I need to do make it available to them?

>

> hi, thanks for your help

>

> ImageMagick work correctly and I tested it as

>

>> magick 4pic.ps 4pic.png

> OR

>> convert 4pic.ps 4pic.png

>

> I am already want postscript files to my research, but sometimes I need to convert it to other formats.

Hi,

just my 2 cents. David's use of ImageMagick basically makes use of the spawn command. The code first generates a .ps and then converts accordingly. My recommendation is to first test if the above commands (like "magick 4pic.ps 4pic.png") also work from IDL:

spawn, "magick 4pic.ps 4pic.png"

You might have to fix the paths in the IDL command or go to the proper directory before (CD, "myDir").

If the IDL spawn command behaves as from the linux command line, then I would recommend to:

1) use Coyote's pros to generate a PS output

2) convert yourself with the spawn command

Now, my guess is that spawn of the same command won't work. But I'm guessing so I should stop here...

Cheers,
Helder
