

BUILDING CONVERT AND IMAGE MAGICK

RICHARD KOCH

This package installs a single binary, `convert`, in `/usr/local/bin`. This binary is just one portion of Image Magick, which we used to install. The binary can convert between different file formats using a simple shell command. For example

```
convert mypicture.tiff mypicture.png
```

converts a tiff file to a png file, leaving the original tiff file in place. Many file formats are covered, including tiff, jpg, png, pdf, and eps.

There are two main uses for the binary. Pdftex does not understand tiff files but does understand png files. With the proper header command, the `graphicx` package can automatically convert tiff files to png files during typesetting.

The TeX4ht package converts TeX files to html files. It uses `convert` extensively. I verified with Eitan Gurari that no other part of Image Magick is used. While TeX4ht is in TeX Live, `convert` is not.

1. COMPILING

Compiling `convert` is tricky. Image Magick constructs shared libraries which all of its components call, and it requires other libraries: `libjpeg`, `png`, `freetype`, `tiff`, `zlib`. We don't want to install the Image Magick shared libraries or these extra libraries. The trick is to compile Image Magick using static libraries and then pull out `convert`.

Start by renaming the old `/usr/local` in `/usr`, and rename X11 and/or X11R6 so X11 support won't be added.

We compile on OS X 10.5 for PPC and for Intel.

First install the required libraries in `/usr/local`. We need the following libraries:

<code>zlib</code>	http://www.zlib.net/	Ver 1.2.5: April 19, 2010
<code>libjpeg</code>	http://www.ijg.org	Ver 8c: January 16, 2011
<code>freetype</code>	http://freetype.sourceforge.net/index2.html	Ver 2.4.4: November 28, 2010
<code>libpng</code>	http://www.libpng.org/pub/png/libpng.html	Ver 1.5.2: March 31, 2011
<code>libtiff</code>	http://www.remotesensing.org/libtiff/	Ver 3.9.4: June 15, 2010
<code>bzip2</code>	http://bzip.org/	Ver 1.0.6; September 20, 2010

Compile and install libjpeg first. Use the following instructions:

```
make clean
./configure --enable-shared --enable-static

rm libtool
ln -s 'which glibtool' ./libtool

make

sudo mkdir -p /usr/local/include

sudo mkdir -p /usr/local/lib
sudo mkdir -p /usr/local/man/man1
sudo mkdir -p /usr/local/bin

sudo make install
```

Then change to `/usr/local/lib` and remove all files except `libjpeg.a`.

Compile `zlib`, `libtiff`, `libpng`, `freetype`, and `bzip2` in that order, using the standard commands (`bzip2` doesn't have a `.configure` step):

```
make clean
./configure
make
sudo make install
```

After each step, remove all `.dylib` and `.la` files in `/usr/local/lib`.

Next go to `/usr/local` and remove everything in the `bin` directory. Also remove the `man`, and `share` directories, leaving only the `include` and `lib` directories.

Obtain the ImageMagick source code at

```
http://www.imagemagick.org/script/install-source.php#unix
```

This contains version 6.6.9-3 released March 1, 2011.

Go to `IM/ImageMagick-6.6.9-3` and compile Image Magick using the sequence

```
make clean
./configure --disable-shared
make
sudo make install
```

It helps to look at the `configure` output and confirm that shared libraries are disabled.

Now go to `/usr/local` and remove the include library. Also in `/usr/local/lib`, remove the “old” directory and all libraries, leaving only the folder named “ImageMagick-6.6.9”.

Finally, move the entire remaining contents of `/usr/local` to `Universal/local-i386` or `Universal/local-ppc` depending on whether you compiled on Intel or on PPC.

Make sure the Universal folder has a subfolder named “local” containing a subfolder named “bin”. Change directory to Universal, strip the binaries, and lipo them together using the following commands:

```
cd local-i386/bin
strip *
cd ../../
cd local-ppc/bin
strip *
cd ../../
sh liposcript
```

Finally, execute the build instruction using the command

```
sudo sh buildPackage.sh
```