

Getting ImageJ installed and running on a Mac is fairly straightforward, but trying to install plugins has several issues with file types.

The first issue is that the plugins are provided in a .7z compressed file type, which is not natively supported by mac. In order to open them into working folders, an external application is necessary. I use “The Unarchiver,” which is available for free on the app store. Once it is installed, right click on the .7z file -> open with -> “The Unarchiver.” This creates a new folder containing the now decompressed files.

Moving these into the plugins folder of ImageJ is another issue, because the Mac version is not a folder with a .exe file inside. Instead, it is packaged as an icon that will immediately launch. To access the “plugins” folder, right click on the ImageJ icon that launches the application, and select “show package contents.” This reveals the deeper files, one of which is labeled “plugins,” where you can drag and drop the previously decompressed files.

There may also be some files that will not open because of an unidentified developer, but this can easily be circumvented by right clicking the file, and selecting “open,” which offers a prompt with the warning, rather than outright denial.