Compiling and Installing

Linux
To compile and install you will need the GEGL header files (`libgegl-dev` on
Debian based distributions or `gegl` on Arch Linux) and meson (`meson` on
most distributions).

```bash
meson setup --buildtype=release build
ninja -C build
```

After doing this search for .so files that it had generated and put them in the appropriate
directory.

Linux
/home/(USERNAME)/.local/share/gegl-0.4/plug-ins

Linux (Flatpak includes Chromebook)
/home/(USERNAME)/.var/app/org.gimp.GIMP/data/gegl-0.4/plug-ins

Windows
The easiest way to compile this project on Windows is by using msys2. Download
and install it from here: https://www.msys2.org/

Open a msys2 terminal with `C:\msys64\mingw64.exe`. Run the following to
install required build dependencies:

```bash
pacman --noconfirm -S base-devel mingw-w64-x86_64-toolchain mingw-w64-x86_64-meson
mingw-w64-x86_64-gegl
```
Then build the same way you would on Linux:

```bash
meson setup --buildtype=release build
ninja -C build
```
After doing this search for .dll files that it had generated and put them in
C:\Users\(USERNAME)\AppData\Local\gegl-0.4\plug-ins
--
Beaver put "build_linux.sh" in every directory to automate this process. Once given executable
permission they will work on Linux and Windows with MySys2. The only exception to this is
"build_everything" in GEGL Effects directory where the user must choose Windows or Linux
installers.